

# FEAT BIBLE

2.04 – October 11<sup>th</sup>, 2006

DM (Dragon Magic), FC1 (Fiendish Codex I: Hordes of the Abyss), FRDF (Dragons of Faerun), FRMM (Mysteries of the Moonsea), RODR (Races of the Dragon), ROW (Races of the Wild)

- Core
- FR
- Non-Core
- Greyhawk
- Eberron
- House Rules

## Aberrant Dragonmark [General]

**[EB65 77]** Although you are not a recognized member of one of the dragonmarked families, you have manifested a dragonmark.

**Prerequisite:** Dragonmarked race (human, dwarf, elf, gnome, halfling, half-elf, or half-orc).

**Benefit:** This feat provides you with a single dragonmark spell-like ability that is not directly tied to the trueborn dragonmarked houses. All aberrant mark spell-like abilities can be used once per day.

When you select this feat, you must choose an aberrant dragonmark spell-like ability from the following list. You can never improve this mark in any way, and you can never gain a second mark. A character with one of the true marks (least, lesser, or greater) cannot select this feat, and a character with this feat cannot later select one of the true dragonmark feats.

A saving throw against your aberrant dragonmark spell-like ability has a DC of 10 + your spell level + your Cha modifier. (Spell level for an aberrant dragonmark is always 1st.)

Your caster level for your aberrant dragonmark spell-like ability is one-half your character level.

**Aberrant Mark Powers:** burning hands, cause fear, charm person, chill touch, detect secret doors, feather fall, inflict light wounds, jump, light, pass without trace, produce flame, shield, Tenser's floating disk.

Aberrant dragonmarks are mutations that appear occasionally among the dragonmarked races (usually to those not of a dragonmarked house) that can be traced back to the bloodlines of corrupted dragonmarked families eliminated in the War of the Mark. At a quick glance, an aberrant mark could be mistaken for an established dragonmark, but on close inspection its differences are readily apparent.

## Aberration Banemagic [General]

**[LOM 178]** You can cast spells that do additional damage to aberrations, you deal an extra 2d6 of damage.

**Benefit:** When you cast a spell that deals damage to an aberration, you deal an extra 2d6 of damage.

A single spell can never gain this extra damage more than once per casting. For instance, a *fireball* deals the extra damage to all aberrations in the area it affects. However, a 3<sup>rd</sup>-level wizard casts *magic missile* and produces two missiles, only one of them (of the wizard's choice) gains the extra damage, whether or not both missiles are directed at the same aberration or two different aberrations. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

Scrolls scribed by you do not gain any benefit from Aberration Banemagic. Scrolls activated by you also gain no benefit from Aberration Banemagic. The same is true for most other magic items, such as wands and potions. However, staffs activated by you use not only your caster level but also gain the benefit of this feat, if applicable.

If the spell allows a saving throw, the DC of the saving throw increases by 2. The additional damage dealt by this spell is either halved on a successful saving throw or negated entirely, depending on how regular damage dealt by the spell is affected by a successful saving throw.

## Aberration Blood [Aberrant]

**[LOM 178]** One of your ancestors was an aberration and has passed the taint of its aberrant physiology down through the generations to you. This taint manifests physically in your appearance in some way.

**Prerequisite:** Humanoid.

**Benefit:** You gain a physical feature that grants you a racial bonus on one type of check, once you select the check to which this bonus applies (as well as the corresponding feature), you cannot change it later. The bonus must be chosen from the following list:

Aberrant Feature	Benefit
Bulging eyes	+2 bonus on Spot checks
Flexible limbs	+2 bonus on Grapple checks
Segmented eyes	+3 bonus on Search checks
Slimy skin	+4 bonus on Escape Artist checks
Sticky fingers	+3 bonus on Climb checks
Tail	+4 bonus on Balance checks
Webbed hands	+4 bonus on Swim checks

**Special:** You can select this feat more than once. Each time you select this feat, choose a different aberrant feature and gain the bonus associated with it.

## Aberration Wild Shape [Aberrant]

**[LOM 178]** Most druids detest aberrations and think of them as outside nature, but some view them simply as examples of nature from an extreme and alien world. Thanks to your heritage, you are one of the latter, and have learned to channel your inhuman bloodline into your shapeshifting power.

**Prerequisite:** Aberration Blood, wild shape ability.

**Benefit:** You can use your wild shape ability to assume the form of an aberration. This otherwise functions identically to your normal wild shape ability. The size of the aberration is limited by the size of animal you can normally assume the shape of with wild shape.

## Ability Enhancer [General]

**[DC1 91]** Your helpful transmutation spells aid you more than normal.

**Prerequisites:** Spell Focus (transmutation)

**Benefit:** Any transmutation spell you cast that enhances ability scores increases the ability scores by +2 more than it normally does. For example, casting *bull's strength* with this feat grants the subject a +6 enhancement bonus to Strength, instead of the usual +4 enhancement bonus.

## Ability Focus [General]

**[MM 303, MM3 206, MM4 202]** Choose one of the creature's special attacks. This attack becomes more potent than normal.

**Prerequisite:** Special attack.

**Benefit:** Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

**Special:** A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat it applies to a different special attack.

## Able Learner [Racial]

**[ROD 150]** You have a great aptitude for learning.

**Prerequisites:** Human or doppelganger

**Benefit:** All skill ranks cost 1 skill point for you to purchase, even if the skill is cross-class for you. The maximum number of ranks you can purchase in a cross-class skill remains the same.

This feat does not affect the skill point cost to learn a language or gain literacy (for a barbarian or other illiterate character).

**Normal:** Cross-class skills cost 2 skill points per rank.

**Special:** This feat may only be taken at 1<sup>st</sup> level.

## Able Sniper [General]

**[ROW 148]** You are accomplished at remaining unseen when you're sniping with a ranged weapon.

**Prerequisites:** Dex 13, Hide 5 ranks.

**Benefit:** You gain a +2 bonus on ranged attack rolls with a weapon made against flat-footed targets that are at least 30 feet away. In addition, you gain a +4 bonus on Hide checks made to hide again after you have made an attack roll while



PHB (See 76)

## Abyss-Bound Soul [Vile]

**[FC1 83]** You have pledged your immortal soul to a particular demon lord in return for a gift that aids your evil works in life.

**Prerequisites:** Evil Brand, Thrall to Demon

**Benefit:** Your evil brand incorporates the personal symbol of your demon lord patron, who watches over you from the Abyss. You gain a +2 bonus on saving throws made against spells with the good descriptor. Additionally, a tiny portion of your patron's power infuses your body, granting you an additional benefit. The exact benefit gained depends on who your patron is, as given below.

**Baphomet:** You deal double damage with weapons when you charge.

**Dagon:** You can breathe water as well as you can breathe air.

**Demogorgon:** Once per day, you can automatically summon a tanarri with a CR equal or less than one-half your character level.

The summoned demon follows your commands and remains at your side for up to 1 hour. This ability is the equivalent of a spell cast at a level equal to your character level.

**Fraz-Urb'luu:** You cast illusion spells at +1 caster level.

**Grazzt:** You have immunity to fear effects.

**Jubilex:** You gain resistance to acid 5 (or your current resistance to acid increases by 5).

**Kostchtiche:** You gain resistance to cold 5 (or your current resistance to cold increases by 5).

**Malcanthet:** You cast enchantment spells at +1 caster level.

**Obox-ob:** Your natural armor bonus increases by 1.

**Orvus:** You cast necromancy spells at +1 caster level.

**Pale Night:** You have immunity to insanity and confusion effects.

**Pazuzu:** While flying, you gain a +2 profane bonus on Reflex saves.

**Yeemoghu:** When you attack with natural weapons, you gain a +1 profane bonus on attack and damage rolls.

**Zuggimoy:** You ignore extra damage from critical hits and sneak attacks 25% of the time.

**Special:** When you die, your soul becomes the personal plaything of your demon patron. You can be restored to life only by *true resurrection*, *miracle*, or *wish*.

## Accelerate Metamagic [General]

**[RODR 98]** You can apply a selected metamagic feat to your spells more quickly than normal.

**Prerequisite:** Dragonblood subtype, Spellcraft 4 ranks, any metamagic feat, ability to spontaneously cast 1<sup>st</sup> level spells.

**Benefit:** Choose a metamagic feat you know. You can apply the selected metamagic feat to any spontaneously cast spell without increasing the casting time.

**Normal:** Without this feat, metamagic spells with a normal casting time of 1 standard action take a full-round action for spontaneous casters. Metamagic spells with a casting time of longer than 1 standard action take spontaneous casters an extra full-round action to cast.

**Special:** You can gain Accelerate Metamagic multiple times. Its effects do not stack. Each time you take the feat, it applies to a new metamagic feat.

## Acheron Flurry [General]

**[PH 37]** You master the secret technique developed by the Acheron-native special forces of limiting a foe's options in hand-to-hand combat.

**Prerequisites:** Dex 15, Wis 15, Improved Unarmed Strike, Knowledge (the planes) 4 ranks.

**Benefit:** During your turn, designate an opponent within your reach to whom you have dealt damage during this encounter using an unarmed strike.

You can spend a standard action to confound and distract your chosen foe with a constant flood of distracting mock attacks. While doing this leaves you open to attacks (applying a -2 penalty to your Armor Class), your foe may take only a single standard action or move action on his next turn.

If you move away (or are otherwise no longer conscious and adjacent to your foe) before your chosen foe's next turn, he may act normally).

## Acidic Splatter [Reserve]

**[CM 37]** You can channel magical energy into orbs of acid.

**Prerequisite:** Ability to cast 2<sup>nd</sup>-level spells.

**Benefit:** As long as you have an acid spell of 2<sup>nd</sup> level or higher available to cast, you can throw an orb of acid as a ranged touch attack. The attack has a range of 5 feet per level of the highest acid spell you have available to cast and deals 1d6 points of damage per level of that acid spell.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting acid spells.

## Acrobatic [General]

**[PHB 89]** You have excellent body awareness and coordination.

**Benefit:** You get a +2 bonus on all Jump checks and Tumble checks.

## Acrobatic Strike [General, Fighter]

**[PHB2 71]** Your dexterous maneuvers and skilled acrobatics allow you to slip past a foe's defenses and deliver an accurate strike against him.

**Prerequisites:** Tumble 12 ranks.

**Benefit:** If you succeed in using Tumble to avoid an opponent's attack of opportunity, you gain a +4 bonus on the next attack that you make against that foe as long as the attack occurs before the end of your current turn.

**Special:** A fighter can select Acrobatic Strike as one of his fighter bonus feats.

## Action Boost [General]

**[EB65 77]** You have the ability to alter your luck drastically in dire circumstances.

**Benefit:** When you spend an action point to alter the result of an attack roll, a skill check, an ability check, a level check, or a saving throw, you roll d8s instead of d6s and add the result to the d20 roll.

## Action Surge [General]

**[EB65 77]** By spending 2 action points, you can perform an additional action in a round.

**Prerequisite:** Base attack bonus +3.

**Benefit:** You can spend 2 action points to take an extra move or standard action in a round, either before or after your regular actions.

## Active Shield Defense [General, Fighter]

**[PHB2 71]** Your expert use of your shield allows you to strike at vulnerable foes even when you forgo your own attacks in favor of defense.

**Prerequisites:** Proficiency with shields, Shield Specialization.

**Benefit:** When fighting defensively and using a shield, you do not take the standard fighting defensively penalties on attacks of opportunity.

When using the total defense action and a shield, you still threaten the area around you as normal. You can make attacks of opportunity with a -4 penalty.

**Normal:** You take a -4 penalty on all attacks while fighting defensively. You cannot attack while using the total defense action.

**Special:** A fighter can select Active Shield Defense as one of his fighter bonus feats.

## Adamantine Body [Warforged]

**[EB65 77]** At the cost of mobility, a warforged character's body can be crafted with a layer of adamantine that provides formidable protective armor and some damage reduction.

**Prerequisite:** Warforged, 1st level only.

**Benefit:** Your armor bonus is increased to +8 and you gain damage reduction 2/adamantine. However, your base land speed is reduced to 20 feet, and you are considered to be wearing heavy armor. You have a +1 maximum Dexterity bonus to AC, a -5 penalty on all skill checks that armor check penalties apply to (Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble), and an arcane spell failure chance of 35%.

**Normal:** Without this feat, your warforged character has an armor bonus of +2.

**Special:** Unlike most feats, this feat must be taken at 1st level, during character creation. Warforged druids who take this feat cannot cast druid spells or use any of the druid's supernatural or spell-like class features. Warforged characters with this feat do



not gain the benefit of any class feature prohibited to a character wearing heavy armor.

### Adaptable Flanker [General, Fighter]

**[PHB 71]** When you and an ally team up against a foe, you know how to maximize the threat your ally poses to ruin your target's defense.

**Prerequisites:** Combat Reflexes, Vexing Flanker, base attack bonus +4.

**Benefit:** As a swift action, you designate a single opponent as the target of this feat. When you are adjacent to the chosen target, you can choose to count as occupying any other square you threaten for purposes of determining flanking bonuses for you and your allies. You also occupy your current square for flanking an opponent.

**Special:** A fighter can select Adaptable Flanker as one of his fighter bonus feats.

### Adaptive Style [General]

**[TOB 20]** With just a short period of meditation, you can change your maneuvers and tactics to meet the threat you currently face.

**Prerequisites:** Crusader, swordmage, or warblade level 1+.

**Benefit:** You can change your readied maneuvers at any time by taking a full-round action. If you're a crusader, your current granted maneuvers are lost and you gain new granted maneuvers as if you had just readied your maneuvers for the day.

**Normal:** You can change maneuvers only by spending 5 minutes to do so.

### Additional Magic Item Space [Epic]

**Benefit:** Choose one type of magic item that has a limit on the number a character can simultaneously wear and gain its benefit. The character can now wear one more magic item of this type and also gain its benefit.

**Normal:** Without this feat, a character is limited to one headband, hat, or helmet; one pair of eye lenses or goggles; one cloak, cape, or mantle; one amulet, brooch, medallion, necklace, periapt, or scarab; one suit of armor; one robe; one vest, vestment, or shirt; one pair of bracers or bracelets; one pair of gloves or gauntlets; two rings; one belt; and one pair of boots.

**Special:** A character can gain this feat multiple times. Each time the character takes the feat, it applies to a new type of wearable magic item.

### Adroit Flyby Attack [General]

**[DRAC 67]** You can make flyby attacks and get out of reach quickly.

**Prerequisites:** Fly speed 90+, Flyby Attack, Hover or Wingover.

**Benefit:** When flying and making an attack action, you can move out both before and after the attack, provided that the total distance moved is not greater than your fly speed. Your flying movement does not provoke attacks of opportunity from the creatures you attack during the round when you use this feat.

### Aerenal Arcanist [Racial]

**[EPC 20]** Your family has studied wizardry for thousands of years. You spent your childhood in arcane libraries, and this early education gives you a great breadth of knowledge.

**Prerequisite:** Elf, region of origin Aerenal.

**Benefit:** You get a +2 bonus on Knowledge (arcana) checks. Every time you gain a wizard level after taking this feat (including 1st level), you can add one additional spell to your spellbook.

### Aerenal Beastmaster [Racial]

**[EBRE 77]** As an elf of Aerenal, you consider baboons sacred animals and they serve you obediently.

**Prerequisites:** Elf, ability to acquire new animal companion, region of origin Aerenal.

**Benefit:** You add the baboon to your list of animal companions (see page 200 of the *Monster Manual*), and can use the *summon nature's ally I* spell to summon a baboon instead of a monkey. A druid with a baboon animal companion has his druid level treated as three higher for the purposes of determining the baboon's modified statistics, bonus tricks, and special abilities. A ranger with a baboon animal companion has an effective druid level equal to one-half his ranger level + 3, instead of one-half his ranger level.

### Aerenal Half-Life [Racial]

**[EPC 20]** The Priests of Transition have guided you through strange rituals that left you poised between the world of the living and the dead.

**Prerequisite:** Elf, region of origin Aerenal.

**Benefit:** Your skin becomes sallow and pinched, giving you the appearance of a zombie or lich. Your bond to the world of the dead provides you with two benefits.

When you cast a necromancy spell, your effective caster level is increased by one.

When you spend an action point on an attempt to turn or rebuke undead, it applies to both the turning check and the subsequent turning damage check.

### Aerani Focus [Racial]

**[EPC 20]** While humans value versatility, the Aerani prefer to hone a single skill to absolute perfection. From childhood you have studied one particular path, and these decades of devotion result in remarkable skill.

**Prerequisite:** Elf, region of origin Aerenal, 1st-level only.

**Benefit:** A single skill of your choice is now a class skill for you, and you gain a +3 bonus on checks using that skill.

**Special:** Aerani Focus counts as Skill Focus for the purpose of meeting any requirement or prerequisite.

### Aerial Reflexes [General]

**[ROW 148]** Your aerial agility allows you to avoid dangerous effects while airborne.

**Benefit:** While flying, you gain a bonus on Reflex saves based on your maneuverability.

Maneuverability	Bonus
Clumsy	0
Poor	+1
Average	+2
Good	+3
Perfect	+4

### Aerial Superiority [General]

**[ROW 148]** You can use your flying ability to gain an advantage against landbound foes or airborne foes that you can outmaneuver.

**Benefit:** While flying, you gain a +1 dodge bonus to Armor Class against opponents who cannot fly or have a lower maneuverability than you.

### Aftersight [General]

**[FRRF 160]** You have a trace of the Sight in your blood, an unreliable gift as hard to command as a dream, which enables you to pick up echoes of the past, both wondrous and terrible.

**Prerequisite:** Rashemi human (including the Gurs), Region Rashemen or Thay.

**Benefit:** As a full-round action, you can attempt to invoke a vision of the past tied to the local area in which you are standing. You must make a Wisdom check (DC 10) to invoke a vision, and you can make no more than three attempts in a single day. A successful vision serves to augment historical knowledge, providing a +4 bonus on all Knowledge (history) and bardic knowledge checks for the next minute. This feat does not grant bardic knowledge if it is not already possessed.

### Agile [General]

**[PHB 89]** You are particularly flexible and poised.

**Benefit:** You get a +2 bonus on all Balance checks and Escape Artist checks.

### Agile Athlete [General]

**[ROW 148]** You rely on your agility to perform athletic feats rather than brute strength.

**Prerequisites:** Climb 1 rank, Jump 1 rank.

**Benefit:** When making a Climb or Jump check, you use your Dexterity modifier for the check.

**Normal:** Without this feat, you use your Strength modifier for Climb and Jump checks.

### Agile Shield Fighter [General, Fighter]

**[PHB 74]** You are skilled in combining your shield bash attack with an armed strike. When you use your shield in unison with a weapon, your training allows you to score telling blows with both.

**Prerequisites:** Proficiency with shields, Improved Shield Bash, Shield Specialization.

**Benefit:** When making a shield bash and an armed strike attack as part of a full attack action, you take a -2 penalty on each attack. These penalties replace the normal ones you incur for fighting with two weapons.

**Special:** A fighter can select Active Agile Shield Fighter as one of his fighter bonus feats.

### Agile Tyrant [General]

**[LOM 44]** A creature with this feat develops longer, more flexible eyel stalks to its kin. This extra flexibility allows it to bring additional eye stalks to bear against its foes.

**Prerequisite:** True beholder or beholderkin.

**Benefit:** The creature can direct an extra eye ray into a single 90-degree arc.

### Air Bloodline [Bloodline]

**[DCI 91]** One of your ancestors was a creature of elemental air. Beings associated with this element come in an almost endless variety and your characteristics might vary with the type of elemental creature from which you descend. Regardless of your exact ancestry, you are likely to have blue eyes and wild, unkempt hair.

The descendants of cloud giants tend to be tall, loud, and often arrogant, but they have a strong appreciation for beauty. Characters with storm giant ancestors, on the other hand, tend toward gentleness and tolerance, but they can display violent tempers when provoked. Descendants of elemental flying creatures display a predatory nature in their movements and behavior, always preferring to keep the advantage of height and distance when dealing with others. Dust mephitids produce skinny, moribund descendants; air mephitids pass along their lively nature; and ice mephitids lend their aloof and distant manner to posterity.

Restless and moody, sorcerers with the Air Bloodline feat often adventure just to move. They might seem apathetic at times, but they can surprise others with quick emotional displays. Such characters tend to be impatient when others want to be still, and they enjoy spending long periods of time in debate.

**Prerequisites:** Ability to cast arcane spells without preparation.

**Benefit:** Your ancestry gives you a bonus spell known at each spell level, starting at 1<sup>st</sup>, according to the following list.

- 1<sup>st</sup> – *Obscuring mind*
- 2<sup>nd</sup> – *Gust of wind*
- 3<sup>rd</sup> – *Wind wall*
- 4<sup>th</sup> – *Shout*
- 5<sup>th</sup> – *Telekinesis*
- 6<sup>th</sup> – *Control winds*
- 7<sup>th</sup> – *Ethereal jaunt*
- 8<sup>th</sup> – *Summon monster VIII (elementals and outsiders with the air subtype only)*
- 9<sup>th</sup> – *Freedom*

**Special:** If a character takes this feat any time after 1<sup>st</sup> level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spellcasting class.

Characters with the Air Bloodline cannot learn or cast spells with the earth descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

### Air Heritage [General]

**[PH 37]** You are descended from creatures native to the Elemental Plane of Air. You share some of your ancestors' natural agility and grace.

**Benefit:** Your fly speed increases by 30 feet (up to a maximum increase equal to your normal fly speed). If you don't have a fly speed as a racial ability, this benefit has no effect.

You also gain a +2 bonus on Balance and Jump checks when carrying a light load or no load and wearing light armor or no armor.

### Alacrity Cogitation [General]

**[CM 37]** You can leave a prepared spell slot open to spontaneously cast a spell.

**Prerequisite:** Must prepare arcane spells.

**Benefit:** If you leave an arcane spell slot open when preparing spells, you can use that open slot to cast any arcane spell you know of the same level or lower. Casting the spell requires a full round action.

You can use this feat only once per day, regardless of the number of slots you leave open.

**Special:** A wizard can select this feat as a wizard bonus feat.

### Alertness [General]

**[PHB 89]** You have finely tuned senses.

**Benefit:** You get a +2 bonus on all Listen checks and Spot checks.

**Special:** The master of a familiar gains the benefit of the Alertness feat whenever the familiar is within arm's reach.

### Allied Defense [General]

**[FRSS 19]** You are good at protecting nearby allies.

**Prerequisite:** Combat Expertise.

**Benefit:** Whenever you use Combat Expertise to gain a bonus to Armor Class, any adjacent ally gains the same bonus.

**Normal:** The Combat Expertise feat only grants you an Armor Class Bonus.

### Altitude Adaptation [General]

**[FROST 45]** Your body adapts quickly to changes in altitude preventing you from suffering as much from altitude sickness.

**Prerequisites:** Base Fortitude save bonus +2.

**Benefit:** You gain a +4 bonus on all Fortitude saving throws to avoid the effects of altitude. Additionally, when you determine what effect the altitude has on you, you apply the effect of the next lower category of altitude than the category you are actually in. After you spend a week at a specific altitude, you become acclimated to that altitude and all lower altitudes, and no longer have to make Fortitude saving throws for each 6-hour period to avoid altitude sickness. If you travel to a lower altitude and remain there for a week, you lose your acclimation to the higher altitude and must reacclimate, although you always retain the other benefits granted by this feat.

**Special:** This feat grants a +2 bonus on all Survival checks made in high altitude (Above 5,000 feet) areas.

### Anarchic Bloodline [Bloodline]

**[DCI 92]** You are descended from a chaotic undead. The characteristics you might display might depend in part on the kind of chaotic heritage you have. Regardless of your exact ancestry, you are likely to have one or more unusual physical traits, such as mismatched eyes or untamable and strangely hued hair.

The descendants of demons tend to have mishapen features and a terrible temper with a decidedly cruel streak. Eladrin descendants tend to have strong emotional reactions (especially positive emotions) and often become fervent (if short-term) supporters of a cause. Characters with salad ancestry generally have strongly variable mood swings, and they often take on the personality traits, speech patterns, and clothing styles of those around them in a haphazard and unpredictable manner. Those with titan blood stand head-and-shoulders above other members of their race: they enjoy experiencing the world around them and become angry when others might merely be bored.

Characters with the Anarchic Bloodline feat are nearly always chaotic-aligned. They tend to be restless, desiring change above all else. They are prone to act irrationally, based on sudden whims and flights of fancy. The adventurous life, full of excitement, danger, and travel, appeals to them. Chaos-blooded characters often have a wide variety of spells in their repertoire from all schools and for all manner of uses. They rarely focus their spells around a theme or with a specific function in mind.

**Prerequisites:** Ability to cast arcane spells without preparation.

**Benefit:** Your ancestry gives you a bonus spell known at each spell level, starting at 1<sup>st</sup>, according to the following list.

- 1<sup>st</sup> – *Color spray*
- 2<sup>nd</sup> – *Tasha's hideous laughter*
- 3<sup>rd</sup> – *Rage*
- 4<sup>th</sup> – *Confusion*
- 5<sup>th</sup> – *Mind fog*
- 6<sup>th</sup> – *Mislead*
- 7<sup>th</sup> – *Prismatic spray*
- 8<sup>th</sup> – *Maze*
- 9<sup>th</sup> – *Weird*

**Special:** If a character takes this feat any time after 1<sup>st</sup> level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spellcasting class.

Characters with the Anarchic Bloodline cannot learn or cast spells with the lawful descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

### Anarchic Heritage [General]

**[PH 38]** You are descended from creatures native to the planes of chaos. You share some of your ancestors' natural resistance to effects that would reshape your form, and you are resistant to the magic of lawful foes.

**Prerequisites:** Nonlawful alignment.

**Benefit:** You gain a +4 bonus on saving throws against polymorph or petrification effects.

You also gain a +1 bonus on saving throws against spells or other effects created by lawful creatures.

### Ancestral Guidance [Racial]

**[EBRE 77]** The spirit of your patron ancestor guides your hands and thoughts in times of trouble.

**Prerequisite:** Elf, region of origin Valenar.

**Benefit:** Any time you use an action point to modify a d20 roll, you can also choose to reroll a single action die. You must accept the result of the second roll, even if it is worse than the initial roll.

**Special:** This benefit represents the favor of your ancestral spirit. If the DM determines that you have dishonored your patron spirit, you lose the benefit of this feat until you have atoned for your actions.

### Ancestral Knowledge [Racial]

**[ROS 136]** You have a strong connection to the ancestors of your clan, giving you understanding and knowledge beyond the mortal realms.

**Prerequisites:** Dwarf, Wis 15.

**Benefit:** You can make any Knowledge checks untrained, even if the DC is higher than 10. In addition, you can use your Wisdom modifier for any Knowledge check in place of your Intelligence modifier.

**Normal:** A character can only make untrained Knowledge checks if the DC is 10 or lower, and Knowledge skills are Intelligence based.

### Ancestral Spirit [Regional]

**[FRRF 161]** You have ties to the long-dead spirit of one of your clan's ancestors, who whispers ancient words of wisdom into your mind in times of need.



**Prerequisite:** Human (the Great Glacier, Uthgardt Tribesfolk)  
**Benefit:** You receive a +2 bonus on all Heal and Knowledge (History) checks.  
**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Animal Affinity [General]

**[PHB 89]** You are good with animals.  
**Benefit:** You get a +2 bonus on all Handle Animal checks and Ride checks.

### Animal Friends [Regional]

**[FRFR 161]** Your ability to *speak with animals* has allowed you to befriend an animal as a permanent ally.  
**Prerequisite:** Gnome (the Great Dale)  
**Benefit:** You gain up to 2 HD of animal friends, just as if you had cast *animal friendship* with a caster level of 1<sup>st</sup>. The animals befriend must be native to the area around your home. If these animal friends are lost, you may replace them after one month.  
**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Ankheg Tribe Ambush [Regional]

**[FRSS 19]** You have learned how to hide and spring to attack, much like the ankhegs that roam the plains where you hunt.  
**Prerequisite:** Human (the Shar), membership in Ankheg Tribe (see FRSS Human Tribes of the Shar, page 164).  
**Benefit:** You gain a +4 circumstance bonus on Hide checks when prone in tall grass. During a surprise round, you can leap up from prone position as a free action.  
**Normal:** Characters without this feat must use a move action to stand up.  
**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Anvil of Thunder [Style]

**[CW 112]** You have mastered the style of fighting with hammer and axe at the same time, and have learned to deal thunderous blows with this unique pairing of weapons.  
**Prerequisites:** Str 13, Improved Sunder, Power Attack, Two-Weapon Fighting, Weapon Focus (warhammer or light hammer), Weapon Focus (battleaxe, handaxe, or dwarven waraxe).  
**Benefit:** If you hit the same creature with both your axe and your hammer in the same round, it must make a Fortitude saving throw (DC 10 + 1/2 your character level + your Str modifier) or be dazed for 1 round.  
**Prerequisites:** Str 13, Improved Sunder, Power Attack, Two-Weapon Fighting, Weapon Focus (warhammer or light hammer), Weapon Focus (battleaxe, handaxe, or dwarven waraxe).

### Appraise Magic Value [General]

**[CV 103]** Your ability to determine an item's worth and your knowledge of magic allow you to determine the exact properties of a magic item without the use of the *identify* spell or similar magic.  
**Prerequisites:** Appraise 5 ranks, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.  
**Benefit:** If you know that an item is magical, you can use the Appraise skill to identify the item's properties. This use of the Appraise skill requires 8 hours of uninterrupted work and consumed 25 gp worth of special materials. The DC of the Appraise check is 10 + the caster level of the item.

### Apprentice [General]

**[DMG2 176]** A character with this feat has apprenticed himself to a master in order to speed his learning and bolster his skills. This feat must be taken at 1<sup>st</sup> level. Once you start gaining experience, your methods of learning are already too ingrained for you to be able to gain the benefits of a mentor-apprentice relationship.  
**Prerequisites:** 1<sup>st</sup> level only.  
**Benefit:** When you select this feat, you gain all the benefits described in this section for being an apprentice.

### Aquatic Breath [Reserve]

**[CM 39]** Your reservoir of magic allows you to breathe normally even underwater.  
**Prerequisite:** Ability to cast 3<sup>rd</sup>-level spells.  
**Benefit:** As long as you have a water spell of 3<sup>rd</sup> level or higher available to cast, you can breathe normally in both air and water. This supernatural quality requires no activation.  
As a secondary benefit, you gain a +1 competence bonus to your caster level when casting water spells.

### Aquatic Shot [General]

**[STORM 90]** You have developed the technique of firing a ranged weapon into or through the water with better accuracy than normal, striking at just the right angle to allow it to slice through the obstruction with precision.  
**Prerequisites:** Point Blank Shot  
**Benefit:** You can employ ranged weapons underwater at a reduced range increment. You do not take the normal penalty for making a ranged attack through water.  
**Thrown Weapons:** You can use thrown piercing weapons underwater with a -2 penalty for every 5 feet of water passed through, in addition to any range increment penalties.  
**Missile Weapons:** You can use bows and crossbows underwater with a -2 penalty for every 10 feet of water passed through, in addition to any range increment penalties.  
**Aquatic Longbow:** You can fire an aquatic longbow (see STORM 107) underwater with a range increment of 30 feet.  
In addition, water does not provide any cover against your ranged attacks if you are out of the water and firing at a target in the water. If your weapon's range increment is different underwater than it is above the water, count the water surface as the beginning of a new range increment, and use your underwater range increment after the point at which your weapon strikes the water.  
**Normal:** Thrown weapons are not useable underwater. Ranged attacks through water normally receive a penalty of -2 for every 5 feet of water they pass through. An aquatic longbow has a range increment of 10 feet underwater. A target in water has improved cover or total cover against attacks from out of the water.

### Aquatic Spellcasting [General]

**[LOM 178]** You know how to cast spells that work equally well in or out of water.  
**Benefit:** Water does not impede your spells. Creatures partially or completely submerged do not gain cover or total cover when you cast a spell from outside the water. The surface does not block line of effect for any spell, including spells with the fire descriptor. You need not make a Spellcraft check to cast a fire spell underwater.

**Normal:** Partially or completely submerged creatures gain improved or total cover against attacks from land. The water surface blocks line of effect for fire spells. Fire spells do not function underwater unless the caster succeeds on a Spellcraft check (DC 20 + spell level).

### Arachnid Rider [Regional]

**[FRFR 161]** You are trained in the art of employing spiders as steeds.  
**Prerequisites:** Dwarf (Underdark Darklands), Elf (Mehzoberranny)  
**Benefit:** You receive a +2 bonus on all Handle Animal and Ride (any arachnid) checks. You may use the Handle Animal skill to monstrous spiders of Large size or smaller.  
**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Arcane Accompaniment [General]

**[PHB2 74]** You infuse your performance with magical energy, allowing its effects to continue even as you attend to other tasks.  
**Prerequisites:** Perform 4 ranks, Arcane Flourish, arcane caster level 1<sup>st</sup>, bardic music.  
**Benefit:** As a swift action, you can expend a prepared spell or a spell slot to extend the duration of your bardic music ability after you stop performing. You extend the duration of a number of rounds equal to the level of the spell used in this manner. This extension is in addition to the normal duration of the effect after you stop your performance.  
You can expend only one spell slot to extend the duration of your bardic music. The slot can come from any of your arcane caster classes, not just bard.  
This has no effect on bardic music or similar abilities with a duration of instantaneous or permanent.

### Arcane Consumption [General]

**[PHB2 71]** You can sacrifice your physical health to strengthen a spell. This process leaves you wracked with pain, but the enhanced energy you draw from the spell might provide the margin between victory and defeat.  
**Prerequisites:** Arcane Toughness, Toughness, arcane caster level 5.  
**Benefit:** Once per day as a swift action, you can grant the next spell you cast a +4 bonus on its save DC. You must cast and complete this spell on the same turn that you use a swift action to activate this feat. In return, you take a -4 penalty to Constitution for 12 hours and are fatigued.

### Arcane Defense [General]

**[CA 73]** Choose a school of magic, such as illusion. You can resist spells from that school better than normal.  
**Prerequisite:** Spell Focus in the chosen school.  
**Benefit:** You get a +3 bonus on your saving throws against spells from the chosen school.  
**Special:** You can gain this feat multiple times, but its effects do not stack. Each time you take the feat, it applies to a new school of magic.

### Arcane Disciple [General]

**[CD 79]** Choose a deity, and then select a domain available to clerics of that deity. You can learn to cast that spells associated with that domain as arcane spells.  
**Prerequisite:** Knowledge (Religion) 4 ranks, Spellcraft 4 ranks, able to cast arcane spells, alignment matches your deity's alignment.  
**Benefit:** Add the chosen domain's spells to your class list of arcane spells. If you have arcane spellcasting ability from more than one class, you must pick which arcane spellcasting ability this feat applies to. Once chosen, this decision cannot be changed for that feat.  
You may learn these spells as normal for your class; however, you use Wisdom (rather than the normal ability for your spellcasting) when determining the save DC for the spell. In addition, you must have a Wisdom score equal to 10 + the spell's level in order to prepare or cast a spell gained from this feat.  
Each day, you may prepare (or cast, if you cast spells without preparation) a maximum of one of these domain spells of each level.  
**Special:** You can take this feat more than once. Each time, you must select a different domain available to the same deity you chose the first time you selected the feat. For example, a character who chose Heironeous and the Good domain with his first selection could choose Law or War with successive selections of the same feat. He couldn't choose Protection, since that domain isn't available to clerics of Heironeous.

### Arcane Flourish [General]

**[PHB2 74]** You use your magical abilities to improve your performance talents. By bleeding magical energy into your singing, oratory, or other abilities, you enhance the pitch and sound, project your voice with a more commanding tone, and so forth.  
**Prerequisites:** Perform 4 ranks, arcane caster level 1<sup>st</sup>.  
**Benefit:** As a swift action, you can expend a prepared spell or spell slot to grant your next Perform check a competence bonus equal to 1 + the level of the spell or slot. You must make a check within 1 minute of using this feat, or the energy you expel dissipates with no effect.

### Arcane Insight [Initiate]

**[ROB-154]** By immersing yourself in the teachings of Beoba, you have unearthed magical secrets and gained special insight into arcane spellcasting.  
**[FRLE 6]** You are learned in the arcane ways of Netheril, where masters of magic once molded and shaped arcane energy to their own will.  
**Prerequisites:** Wizard level 1<sup>st</sup>.  
**Benefit:** When you prepare spells, you can break down up to three existing arcane spell slots to create a specified number of lower-level slots (A 0-level spell counts as 1/2 level for this purpose, so a 1<sup>st</sup>-level spell slot could be broken into two 0-level spell slots.) The sum of the levels of all the new spell slots you can create in this manner is otherwise unlimited. Spell slots that you break down into multiple-lower level slots remain that way until the next time you prepare spells, at which time you can choose to restore your spell slots to normal or break them up again.  
**Normal:** A character can always choose to use a higher-level spell slot to prepare a lower-level spell, but any "remainder" spell slots are lost.

### Arcane Manipulation [General]

**[FRLE 6]** Drawing upon forgotten lore, you broaden your arcane studies and master a school of magic previously prohibited to you.  
**Prerequisites:** Item Reprieve, Spell Reprieve, specialist wizard 10<sup>th</sup>.  
**Benefit:** Choose a school of magic that was previously prohibited to you because of your arcane specialization. You can now learn and cast spells from that school normally, as if you were not a specialist wizard.  
**Special:** You can select this feat only once. The school you choose must be one for which you have already taken both the Spell Reprieve and the Item Reprieve feats.

### Arcane Transfiguration [General]

**[FRLE 6]** Drawing upon forgotten lore, you broaden your arcane studies and master a school of magic previously prohibited to you.  
**Prerequisites:** Item Reprieve, Spell Reprieve, specialist wizard 10<sup>th</sup>.  
**Benefit:** Choose a school of magic that was previously prohibited to you because of your arcane specialization. You can now learn and cast spells from that school normally, as if you were not a specialist wizard.  
**Special:** You can select this feat only once. The school you choose must be one for which you have already taken both the Spell Reprieve and the Item Reprieve feats.

### Archivist of Nature [General]

**[HOH 119]** In addition to your studies of the darkness, you have spent time studying giants and fey.  
**Prerequisites:** Dark knowledge.  
**Benefit:** You can use your dark knowledge on giants and fey. You use Knowledge (nature) for dark knowledge checks regarding these two creature types.  
**Normal:** Without this feat, a character with dark knowledge can only use that class feature on aberrations, elementals, magical beasts, outsiders, and undead.

**[CA 73+Errata]** You are quick and certain in your efforts to defeat the arcane defenses and spells of others.

**Prerequisite:** Ability to cast arcane spells or use spell-like abilities (including invocations).  
**Benefit:** You can take 10 on caster level checks (as if the caster level check was a skill check). You can use this feat even while under stress.

### Arcane Preparation [General]

**[FRPG 32, CA 73]** You can prepare an arcane spell ahead of time just as a wizard does. When you do so, you need not take any extra time to apply metamagic feats upon casting that spell.  
**Prerequisites:** Ability to cast arcane spells without preparation.  
**Benefit:** Each day, you can use one or more of your spell slots to prepare spells you know. (Usually, you do this in order to apply a metamagic feat to the spell.) Thereafter, you can cast that spell as a standard action even if you apply a metamagic feat to the spell as you cast it. Preparing a spell uses a slot of the appropriate level. Once the spell is prepared, you can't use that spell slot for anything else until you cast the prepared spell.  
**Normal:** A sorcerer or bard who applies a metamagic feat to a spell must cast it as a full-round action instead of a standard action.

### Arcane Schooling [Regional]

**[FRPG 33]** In your homeland, all who show some skill at the Art may receive training as arcane spellcasters. Thus, many characters know something of the ways of the bard, the sorcerer, or the wizard.  
**Prerequisites:** Deep Imiskari (Underdark – Deep Imiskar), human (Chessenta, the Golden Water, Halruaa, Lantan, Mulhorand, Nimiral, Unther, or the Wizards' Reach), or planetouched (Chessenta).  
**Benefit:** Choose one arcane spellcasting class (bard, sorcerer, or wizard). You can activate spell trigger magic items as if you had 1 level in the selected class. The selected class also becomes a favored class for you in addition to any other favored class you have or select. For example, a multiclass human fighter/rogue who selects wizard for this feat could add levels of wizard without taking any experience penalty for multiclassing in three classes.  
If you are a specialist wizard and you choose either sorcerer or wizard as the selected class for this feat, you may activate spell-trigger items of your opposing school.  
**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may have only one regional feat.

### Arcane Strike [General]

**[CW 96]** You can channel arcane energy into your melee attacks.  
**Prerequisites:** Ability to cast 3<sup>rd</sup>-level arcane spells, base attack bonus +4.  
**Benefit:** When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or natural weapons. You must sacrifice one of your spells for the day (of 1<sup>st</sup> level or higher) to do this, but you gain a bonus on all your attack rolls for 1 round equal to the level of the spell sacrificed, as well as extra damage equal to 1d4 points x the level of the spell sacrificed. The bonus you add to your attack rolls from this feat cannot be greater than your attack bonus.  
For example, Varren the bladesinger has a base attack bonus of +11 and the ability to cast 4<sup>th</sup>-level arcane spells. On his turn, he chooses to sacrifice one of his 4<sup>th</sup>-level spells for the day, marking it off as if he had cast it. Until his next turn, Varren gains an extra +4 bonus on his attack rolls and an extra 4d4 points of damage with a single melee weapon of his choice (his rapier).

### Arcane Thesis [General]

**[PHB2 74]** You have studied a single spell in-depth. Your expertise grants you formidable though narrowly focused arcane mastery.  
**Prerequisites:** Knowledge (arcana) 9 ranks, ability to cast arcane spells.  
**Benefit:** Choose one arcane spell that you can cast to be your thesis spell. When casting that spell, you do so at +2 caster level. When you apply a metamagic feat other than Heighten Spell to that spell, the enhanced spell uses up a spell slot one level lower than normal. For example, an empowered thesis spell uses up a spell slot one level higher than the spell's actual slot (rather than the normal two levels higher).  
**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new spell.

### Arcane Toughness [General]

**[PHB2 75]** You draw on the power of your magic to sustain yourself, allowing you to continue fighting longer after your physical body has failed you.  
**Prerequisites:** Toughness, arcane caster level 3<sup>rd</sup>.  
**Benefit:** You can expend a prepared spell or spell slot as an immediate action when you are reduced to 0 or fewer hit points. You heal a number of points of damage equal to the level of the spell or spell slot used in this manner. You cannot use this ability to negate effects that disable you without causing hit point damage, such as a medusa's ability to turn you to stone. Even if this healing does not bring you above negative hit points, it still stabilizes you.  
Using a 0-level spell with this feat gains no benefit.

### Arcane Toughness [General]

**[PHB2 75]** You draw on the power of your magic to sustain yourself, allowing you to continue fighting longer after your physical body has failed you.  
**Prerequisites:** Toughness, arcane caster level 3<sup>rd</sup>.  
**Benefit:** You can expend a prepared spell or spell slot as an immediate action when you are reduced to 0 or fewer hit points. You heal a number of points of damage equal to the level of the spell or spell slot used in this manner. You cannot use this ability to negate effects that disable you without causing hit point damage, such as a medusa's ability to turn you to stone. Even if this healing does not bring you above negative hit points, it still stabilizes you.  
Using a 0-level spell with this feat gains no benefit.

### Arcane Transfiguration [General]

**[FRLE 6]** Drawing upon forgotten lore, you broaden your arcane studies and master a school of magic previously prohibited to you.  
**Prerequisites:** Item Reprieve, Spell Reprieve, specialist wizard 10<sup>th</sup>.  
**Benefit:** Choose a school of magic that was previously prohibited to you because of your arcane specialization. You can now learn and cast spells from that school normally, as if you were not a specialist wizard.  
**Special:** You can select this feat only once. The school you choose must be one for which you have already taken both the Spell Reprieve and the Item Reprieve feats.

### Archivist of Nature [General]

**[HOH 119]** In addition to your studies of the darkness, you have spent time studying giants and fey.  
**Prerequisites:** Dark knowledge.  
**Benefit:** You can use your dark knowledge on giants and fey. You use Knowledge (nature) for dark knowledge checks regarding these two creature types.  
**Normal:** Without this feat, a character with dark knowledge can only use that class feature on aberrations, elementals, magical beasts, outsiders, and undead.



## Arctic Adaptation [Regional]

**[RRRF 161]** You have adapted to the snowbound environment of the arctic reaches of Faerun.

**Prerequisites:** Human (Damara, Narell, the North, Vaasa)  
**Benefit:** You receive a +4 bonus on saving throws against cold effects. You also gain a +1 bonus on all Hide, Move Silently, Search, and Spot checks on the ice and snow.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Arctic Priest [General]

**[FROST 46]** You can swap out prepared spells to cast spells to aid in exploring and surviving in frostfell areas.

**Prerequisites:** Access to Cold or Winter cleric domain.

**Benefit:** You can channel stored spell energy that aid in exploring and surviving in the frostfell, even if you did not prepare these spells ahead of time. You can "lose" any prepared spell that is not a domain spell in order to cast any of the spells that appear on the list below, as long as the spell to be cast is of an equal or lower level to the one you lose.

Spells you can spontaneously cast when using this feat include: *control weather, create food and water, endure elements, heroes' feast, hibernate, protection from energy, and resist energy.*

## Area Attack [General]

**[SS 30]** You can wield improvised weapons to attack several spaces at once.

**Prerequisites:** Str 19, Huge size, Power Attack.

**Benefit:** You can use your great size and strength to pick up a heavy object and attack an area as a standard action. Such an attack may consist of swinging a large log or smashing a door down on opponents' heads. The area affected is a half-circle with a radius equal to your reach. You deal damage to all creatures two or more size categories smaller than you within the area. The base damage dealt depends on your size category, as given on the table below. Add 1 1/2 times your Strength bonus to this base damage to determine the total damage for the attack.

Size Category	Damage
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Though it can deal significant damage, this form of attack is awkward and unbalancing. You incur a -2 penalty to your Armor Class and on Reflex saves until your next action.

## Armor of Scales [Ceremony]

**[DM 15]** You imbue a target with the protection of a dragon's hide.

**Prerequisites:** Dragonblood subtype, Knowledge (religion) 4 ranks.

**Benefit:** You gain access to ceremonies based on your ranks in Knowledge (religion). Each ceremony provides up to four participants with a minor natural armor bonus. The ceremony takes 30 minutes and requires you to mark defensive runes upon the arms and torso of each participant with ash from a burned wooden shield of particular quality (see below). The effect of each ceremony lasts for 24 hours.

The natural armor bonus gained from this ceremony feat doesn't stack with a creature's existing natural armor bonus; use only the higher value.

**Wyrmling Scales (4 ranks):** Each participant gains a +1 natural armor bonus. This ceremony requires the ashes from a wooden shield of any size.

**Adult Scales (12 ranks):** Each participant gains a +2 natural armor bonus. This ceremony requires the ashes from a masterwork wooden shield of any size.

**Wyrm Scales (18 ranks):** Each participant gains a +3 natural armor bonus. This ceremony requires the ashes from a +1 (or higher) wooden shield of any size.

## Armor Proficiency (Heavy) [General]

**[PHB 89]** You are proficient with heavy armor (see Table 7-6: Armor and Shields, PHB 123).

**Prerequisites:** Armor Proficiency (light), Armor Proficiency (medium).

**Benefit:** See Armor Proficiency (light).

**Normal:** See Armor Proficiency (light).

**Special:** Fighters, paladins, and clerics automatically have Armor Proficiency (heavy) as a bonus feat. They need not select it.

## Armor Proficiency (Light) [General]

**[PHB 89]** You are proficient with light armor (see Table 7-6: Armor and Shields, PHB 123).

**Benefit:** When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

**Normal:** A character who is wearing armor with which she is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving, including Ride.

**Special:** All characters except wizards, sorcerers, and monks automatically have Armor Proficiency (light) as a bonus feat. They need not select it.

## Armor Proficiency (Medium) [General]

**[PHB 89]** You are proficient with medium armor (see Table 7-6: Armor and Shields, PHB 123).

**Prerequisite:** Armor Proficiency (light).

**Benefit:** See Armor Proficiency (light).

**Normal:** See Armor Proficiency (light).

**Special:** Fighters, barbarians, paladins, clerics, druids, and bards automatically have Armor Proficiency (medium) as a bonus feat. They need not select it.

## Armor Skin [Epic]

**[CW 151]** Your skin becomes like armor.

**Benefit:** The character gains a +1 natural armor bonus to Armor Class, or his or her existing natural armor bonus increases by 1.

**Special:** A character can gain this feat multiple times. Its effects stack.

## Armor Specialization [General, Fighter]

**[PHB2 75]** Through long wear and hours of combat, you have trained your body to behave in its armor. Where others flinch, you confront. When the sword falls, your instincts, born of bruises and rent flesh, present your cuirass, cuisse, helm, or gorget to meet the blade at the perfect angle, causing it to skitter off harmlessly.

**Prerequisites:** Proficiency with selected armor type, base attack bonus +12.

**Benefit:** Choose one type of medium or heavy armor with which you are proficient. When wearing masterwork armor (including magic armor) of that type, you gain damage reduction 2/-. Any time you lose your Dexterity bonus to Armor Class, you lose the benefit of this feat, because you cannot deflect the blows of the enemy.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of armor.

A fighter can select Armor Specialization as one of his fighter bonus feats.

## Arterial Strike [General]

**[CW 96]** Your sneak attacks target large blood vessels, leaving wounds that cause massive blood loss.

**Prerequisites:** Sneak attack ability, base attack bonus +4.

**Benefit:** If you hit with a sneak attack, you may choose to forgo +1d6 of extra sneak attack damage to deliver a wound that won't stop bleeding. Each wound caused in this manner saps an extra 1 point of damage per round from the victim, until the victim received the benefit of a DC 15 Heal check or any *cure* spell or other magical healing. Wounds from multiple arterial strikes result in cumulative bleeding loss (two successful arterial strikes cause an extra 2 points of damage per round until healed). You may deliver only one bleeding wound per successful sneak attack.

## Artist [Regional]

**[PGTF 33]** Your people are renowned for their skill at story and song.

**Prerequisite:** Elf (Silderyul or Snow Eagle Aerie), Gnome (Thesk or Western Heartlands), Half-elf (the Dalelands), or Human (Chessenta, Waterdeep, or the Western Heartlands).

**Benefit:** You gain a +2 bonus on all Perform checks and on checks with one Craft skill that involves art, such as calligraphy, painting, sculpture or weaving. In addition, if you have the bardic music ability, you may use it three additional times per day. For example, a 3<sup>rd</sup>-level bard with this feat could use her bardic music ability six times per day.

**Normal:** A bard can use her bardic music ability once per day per bard level.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Ascetic Hunter [General]

**[CV 105]** You have gone beyond the bounds of your monastic training to incorporate new modes of bringing the unlawful to justice. Although many of your fellow monks frown on your methods, none can doubt that your diverse training has added to your ability to strike precisely and bring down your foes quickly.

**Prerequisites:** Improved Unarmed Strike, favored enemy.

**Benefit:** When you use an unarmed strike to deliver a stunning attack against a favored enemy, you can add one-half your favored enemy bonus on damage rolls to the DC of your stunning attempt.

If you have levels in ranger and monk, those levels stack for the purpose of determining your unarmed strike damage. For example, a human 7<sup>th</sup>-level ranger/1<sup>st</sup>-level monk would deal 1d10 points of damage with her unarmed strike.

In addition, you can multiclass freely between the monk and ranger classes. You must still remain lawful in order to retain your monk abilities and take monk levels. You still face the normal XP penalties for having multiple classes more than one level apart.

## Ascetic Knight [General]

**[CV 105]** You belong to a special order of religious monks that teaches its adherents that self-enlightenment and honorable service grow from the same well of purity. As a student of that philosophy, you have blended your training as a paladin and as a monk into one seamless whole.

**Prerequisites:** Improved Unarmed Strike, ability to smite evil.

**Benefit:** Your paladin and monk levels stack for the purpose of determining your unarmed strike damage. For example, a human 3<sup>rd</sup>-level paladin/1<sup>st</sup>-level monk would deal 1d8 points of damage with her unarmed strike.

Your paladin and monk levels also stack when determining the extra damage dealt by your smite evil ability.

In addition, you can multiclass freely between the paladin and monk classes. You must still remain lawful in order to retain your paladin abilities and take paladin levels, and you must remain lawful to continue advancing as a monk. You still face the normal XP penalties for having multiple classes more than one level apart.

## Ascetic Mage [General]

**[CV 105]** You practice an unusual martial art that mixes self-taught spellcasting and melee attacks to great effect.

**Prerequisites:** Improved Unarmed Strike, ability to spontaneously cast 2<sup>nd</sup>-level arcane spells.

**Benefit:** As a swift action that doesn't provoke attacks of opportunity, you can sacrifice one of your daily allotment of spells to add a bonus to your unarmed strike attack rolls and damage rolls for 1 round. The bonus is equal to the level of the spell sacrificed. The spell is lost as if you had cast it.

If you have levels in sorcerer and monk, those levels stack for the purpose of determining your AC bonus. For example, a 4<sup>th</sup>-level sorcerer/1<sup>st</sup>-level monk would have a +1 bonus to AC as if she were a 5<sup>th</sup>-level monk. If you would normally be allowed to add your Wisdom bonus to AC (such as for an unarmored, unencumbered monk), you instead add your Charisma bonus (if any) to your AC.

In addition, you can multiclass freely between the sorcerer and monk classes. You must still remain lawful in order to continue advancing as a monk. You still face the normal XP penalties for having multiple classes more than one level apart.

## Ascetic Rogue [General]

**[CV 105]** You have gone beyond the bounds of your monastic training to incorporate new modes of stealthy combat. Although your fellow monks may frown on your methods, none can doubt your diverse training has improved your ability to strike precisely and bring down your foes quickly.

**Prerequisites:** Improved Unarmed Strike, sneak attack.

**Benefit:** When you use an unarmed strike with a sneak attack to deliver a stunning attack, you add 2 to the DC of your stunning attempt.

If you have levels in rogue and monk, those levels stack for the purpose of determining your unarmed strike damage. For example, a human 5<sup>th</sup>-level rogue/1<sup>st</sup>-level monk would deal 1d8 points of damage with her unarmed strike.

In addition, you can multiclass freely between the monk and rogue classes. You must still remain lawful in order to retain your

monk abilities and take monk levels. You still face the normal XP penalties for having multiple classes more than one level apart.

## Ashbound [General]

**[EBCS 77]** You have been trained in the druidic traditions of the Ashbound, seeing yourself as one of nature's avengers. You consider the use of arcane magic to be a vile and unnatural act.

**Prerequisite:** Ability to spontaneously cast *summon nature's ally*.

**Benefit:** The duration of your *summon nature's ally* spells is doubled. Creatures summoned by those spells receive a +3 luck bonus on their attack rolls.

## Astral Tracking [General]

**[DC 92]** You can follow tracks across the featureless wastes of the Astral Plane. In addition, you can try to determine the destination of a creature that has used a teleport spell or effect.

**Prerequisites:** Knowledge (the planes) 11 ranks, Spellcraft 8 ranks, Survival 10 ranks, Track.

**Benefit:** You can attempt to track a creature normally, even through the featureless wastes of the Astral Plane (base Survival DC 25). In addition, when standing at the location (on any plane) from which a creature departed by means of a teleportation spell or effect, you can determine its destination with a successful DC 30 Survival check. If you have your own means of teleportation, you can then teleport to that location as though you had viewed it once.

## Athletic [General]

**[PHB 89]** You have a knack for athletic endeavors.

**Benefit:** You get a +2 bonus on all Climb checks and Swim checks.

## Atlan's Mark [General]

**[D345/54]** Every inch of your skin is covered in an elaborate tattoo—a realistic marker of your status as chosen of the Underworld.

**Region:** Olman

**Benefit:** You gain a +1 bonus on saving throws against energy draining and death effects. When dying, you have a 50% chance per round of becoming stable. Your tribal tattoos immediately identify you to most Olmans as a follower of Chitza Atlán, evil undead Olman god of the Gateway to the Underworld.

**Normal:** You have a 10% chance per round of becoming stable while dying.

## Attune Gem [Item Creation]

**[FRMF 21]** You can magically attune gems to hold a spell until triggered.

**Prerequisite:** Intelligence 13+, Craft (gemcutting) skill, arcane spellcaster level 3rd+.

**Benefit:** You can store an arcane spell in a gem. You must have the spell available to cast (prepared if you must prepare spells; known otherwise) and must provide any material components or focuses the spell requires. If casting the spell would reduce your XP total, you pay the cost upon beginning the attunement in addition to the XP cost for making the attuned gem itself. Likewise, material components are consumed when you begin casting, but focuses are not. (A focus used in attuning a gem can be reused.) The caster level of the spell must be sufficient to cast the spell in question and no higher than your own caster level.

A gem can only be attuned with a single spell. The gem must have a minimum value equal to 50 gp per level of the spell to be stored. The base price of an attuned gem (not including the gem's inherent value) is equal to 50 gp per spell level times the caster level. You must spend 1/25 of the base price in XP and use up raw materials costing half this base price. Attunement requires 1 hour plus the spells normal casting time. The magic gem's market price equals its base price plus its inherent value as a gem.

See the Gem Magic section in Chapter 2 of *Magic of Faerun* for the details of attuned gems and gem magic.

## Attune Magic Weapon [Item Creation]

**[EBCS 77]** Through study of magic weapons, you have become adept at seeking every advantage out of their enchanted qualities.

**Prerequisites:** Craft Magic Arms and Armor, caster level 5th.

**Benefit:** When you wield a magic weapon, you gain a +1 insight bonus on attack and damage rolls.

**Special:** You must spend 24 hours with a newly acquired weapon before you can gain this benefit when wielding it.

## Augment Healing [General]

**[CD 79]**

**Prerequisite:** Heal 4 ranks

**Benefit:** Add +2 points per spell level to the amount of damage healed by any Conjunction [Healing] spell that you

For example, a 1<sup>st</sup>-level cleric with this feat casting cure light wounds would restore 1d8+3 hp. An 8th-level cleric with the Healing domain and this feat casting *cure moderate wounds* would restore 2d8+13 hp (9 for his caster level including the +1 caster level bonus for the Healing domain; +4 for the feat). A 13th-level druid casting *heal* would restore 144 hp (130 for her caster level + 14 for the feat, since *heal* is a 7th-level druid spell).

## Augment Summoning [General]

**[PHB 89]** Your summoned creatures are more powerful than normal.

**Prerequisite:** Spell Focus (conjuration).

**Benefit:** 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.

## Augmented Alchemy [Epic]

**Prerequisites:** Int 21, Craft (alchemy) 24 ranks.

**Benefit:** Whenever creating an alchemical item or substance, the character can choose to make it more powerful than normal by adding +20 to the DC required to create it and multiplying its price by 5. If the item or substance deals damage, double the damage dealt. If the item or substance doesn't deal damage, double the duration of its effect. If the item or substance doesn't deal damage and doesn't have a specific listed duration (or has an instantaneous duration), double all dimensions of its area. If the item or substance doesn't fit any of these categories, then it cannot be affected by this feat. See the Craft (alchemy) skill description.

## Aura of Life Energy [Divine]

**[D334/86]** You can produce a blast of energy that wreaks havoc on undead.



**Prerequisites:** Knowledge (religion) 7 ranks, ability to turn undead.

**Benefit:** You can spend a turn attempt as a standard action to create a 20-foot radius burst of positive energy centered on you. All undead caught within the burst take 1d8 points of damage + 1 point of damage per two cleric levels. This is a positive energy effect although it does not heal living creatures.

### Auspicious Marking [Racial]

**[ROS 126]** Goliaths place great stock in how the mottled variations in skin pigmentation herald events in that goliath's future. Your skin patterns indicate that fate has marked you for greatness, and the patterns shift slowly to take new forms.

### Automatic Quicken Spell [Epic]

**[CA 191]** You can cast any of your lesser spells with a moment's thought.

**Prerequisites:** Quicken Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells.

**Benefit:** The character may cast all 0-, 1st-, 2nd-, and 3rd-level spells as quickened spells without using higher-level spell slots. The normal limit to the number of quickened spells a character may cast per round applies. Spells with a casting time of more than 1 full round can't be quickened.

**Special:** A character can gain this feat multiple times. Each time a character takes the feat, the spells of his or her next three lowest spell levels can now be quickened with no adjustment to their spell slots. This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form.

### Automatic Silent Spell [Epic]

**[CA 191]** You can cast any of your lesser spells silently.

**Prerequisites:** Silent Spell, Spellcraft 24 ranks, ability to cast 9th-level arcane or divine spells.

**Benefit:** The character may cast all 0-, 1st-, 2nd-, and 3rd-level spells as silent spells without using higher-level spell slots.

**Special:** A character can gain this feat multiple times. Each time a character takes the feat, the spells of his or her next three lowest spell levels can now be silenced with no adjustment to their spell slots. This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form. However, since bard spells can't be enhanced with the Silent Spell feat, they can't be affected by this feat either.

### Automatic Still Spell [Epic]

**[CA 191]** You can cast any of your lesser spells without gestures.

**Prerequisites:** Still Spell, Spellcraft 27 ranks, ability to cast 9th-level arcane or divine spells.

**Benefit:** The character may cast all 0-, 1st-, 2nd-, and 3rd-level spells as stilled spells without using higher-level spell slots.

**Special:** A character can gain this feat multiple times. Each time a character takes the feat, the spells of his or her next three lowest spell levels can now be stilled with no adjustment to their spell slots. This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form.

### Avenging Strike [General]

**[TOB 28]** Your strength of will and strong sense of justice allow you to smite your foes.

**Prerequisite:** Any good alignment.

**Benefit:** As a swift action, you can channel the power of your faith and energy to enhance a single attack you make. You gain a bonus equal to your Charisma bonus (if any) on the attack roll and damage roll for the next melee attack you make against an outsider with the evil subtype. You can use this ability a number of times per day equal to your Charisma bonus (minimum 1).

### Awaken Frightful Presence [Monstrous]

**[DRAC 67]** You gain frightful presence.

**Prerequisites:** Cha 11, dragon type.

**Benefit:** You gain the frightful presence ability with a radius in feet equal to 5 x 1/2 your racial Hit Dice. The ability takes effect automatically whenever you attack, charge, or fly overhead. Creatures within the radius are subject to the effect if they can see you and have fewer Hit Dice than your racial Hit Dice.

A potentially affected creature that succeeds on a Will save (DC 10 + 1/2 your racial HD + your Cha modifier) remains immune to your frightful presence for 24 hours. On a failure, creatures with 4 or fewer Hit Dice become panicked for 4d6 rounds and those with 5 or more Hit Dice become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

**Special:** If you have both this feat and you have (or later gain) the frightful presence ability, your frightful presence radius either increases by 50%, or increases to 5 feet x 1/2 racial Hit Dice, whichever figure is higher. The save DC against your frightful presence also increases by 2.

### Awaken Spell Resistance [Monstrous]

**[DRAC 67]** You gain spell resistance.

**Prerequisites:** Con 13, dragon type.

**Benefit:** You gain innate spell resistance equal to your racial Hit Dice.

**Special:** If your racial Hit Dice increases after you gain this feat, your spell resistance increases as well. If you have this feat and you also have (or later gain) spell resistance as a racial ability, your spell resistance is equal to your Hit Dice total or your racial spell resistance + 2, whichever is higher.

You can take this feat multiple times. Each time you take the feat, your innate spell resistance increases by 2. For example, an old silver dragon that has taken this feat twice has spell resistance 30.

### Awesome Blow [General, Fighter]

**[MM 303, MM4 202]** The creature can choose to deliver blows that send its smaller opponents flying like bowling pins.

**Prerequisites:** Str 25, Power Attack, Improved Bull Rush, size Large or larger.

**Benefit:** As a standard action, the creature may choose to subtract 4 from its melee attack roll and deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of the attacking creature's choice and fall prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's

move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

### Axeshield [General, Fighter]

**[FRUD 24]** You know how to defend yourself with a battleaxe.

**Prerequisite:** Grimlock

**Benefit:** When you wield a battleaxe, you can deflect some blows that would otherwise strike you. In any combat round during which you make a full attack while wielding a battleaxe, you gain a +2 dodge bonus to Armor Class that lasts until your next attack.

### Axespike [Style]

**[ROS 137]** You have mastered the art of fighting in spiked armor while wielding a greataxe. You blend greataxe blows and armor spike attacks into one constant, deadly attack form.

**Prerequisites:** Proficiency with armor spikes, proficiency with greataxe, Armor Proficiency (heavy), Weapon Focus (armor spikes).

**Benefit:** When you make a full attack with your greataxe, you can make an additional attack with your armor spikes at a -5 penalty. You can only add 1/2 your Strength modifier to the damage from this extra attack, as if it were an attack with an off-hand weapon.

### Axethrower [Regional]

**[FRPG 33]** You have learned how to hurl heavy weapons to deadly effect.

**Prerequisites:** Dwarf (the Great Glacier), human (the Great Glacier, the Moonshae Isles, the North, or Vaasa), Lizardfolk (Surkh), or orc (the Moonsea or Underdark - Northdark)

**Benefit:** When you make a ranged attack with a thrown weapon (axe, spear, javelin, or the like), you may add your Strength bonus instead of your Dexterity bonus to the attack rolls.

**Normal:** A character attacking with a ranged weapon adds his Dexterity bonus to the attack roll.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may have only one regional feat.

### Axiomatic Heritage [Heritage]

**[PH 38]** You are descended from creatures native to the planes of law. You share some of your ancestors' natural resistance to charms, and you are resistant to the magic of chaotic foes.

**Prerequisites:** Nonchaotic alignment.

**Benefit:** You also gain a +4 bonus on Will saving throws against enchantment (charm) spells and effects.

You also gain a +1 bonus on saving throws against spells or other effects created by chaotic creatures.

### Axiomatic Strike [General]

**[CW 96]** You can turn your fist into an instrument of law.

**Prerequisites:** Ki strike (lawful), Stunning Fist.

**Benefit:** Against a chaotic opponent, you can make an unarmed attack that does an extra 2d6 points of damage. You must declare that you are using this feat before you make your attack roll (thus, a failed attack ruins the attempt). Each attempt counts as one of your uses of Stunning Fist feat for the day. Creatures immune to stunning can be affected by this extra damage.

### Axiomatic Strike [Epic]

**[PGTF 135]** Your attacks deal incredible damage to chaos creatures.

**Prerequisites:** Smite anarchy class feature, any lawful alignment.

**Benefit:** Any weapon you wield is treated as an axiomatic weapon (lawful-aligned, deals an extra 2d6 points of damage against creatures of chaotic alignment). If the weapon already has an alignment, this feat has no effect on it.

### Azerblood [Regional]

**[FRRF 161]** You are descended from the shield dwarves of Clan Azerkin, who once ruled the Adamant Kingdom of Xothaerin beneath western Amn. The blood of the azer runs thick in your veins.

**Prerequisites:** Dwarf (Underdark Old Shanatar)

**Benefit:** You receive a +4 bonus on saving throws against fire effects. You also receive a +1 bonus on Craft (armorsmithing, blacksmithing, and weaponsmithing) checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Badge of Bondage [General]

**[DB15 551]** Your experiences as a slave have made you more resistant to torture and mental manipulation.

**Prerequisites:** Your body must bear some obvious sign of your former bondage—whip scars on your back, an owner's brand on your neck, or the like.

**Region:** Abissia, Bandit Kingdoms, Flan, half orc, Kot, Lordship of the Isles, North Kingdom, Olman, Onnwal, Pommarj, Scarlet Brotherhood, Sea Barons, Sea Princes, Tiger Nomads, Wild Coast, Yeomanry, Zelf

**Benefit:** You receive a +1 insight bonus on all Fortitude and Will saves. You also receive a +2 competence bonus on all Bluff checks.

### Baleful Moan [Monstrous]

**[LMBD 24]** Your hollow moan strikes fear into the hearts of the living.

**Prerequisites:** Undead type, incorporeal subtype, Daunting Presence.

**Benefit:** You emit a moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 10 + 1/2 your HD + your Cha modifier) or become shaken for 1 minute. This is a supernatural, sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by your moan for 24 hours.

**Special:** If you already have the frightful moan ability (see the ghost's special attacks, MM 117), instead of the normal benefits of this feat, the DC to resist your frightful moan ability increases by 2.

### Bane Magic [General]

**[HOH 119]** Your spells deal extra damage to a particular type of creature.

**Benefit:** When you cast a spell that deals damage against a specific creature type, you deal an extra 2d6 points of damage. For example, a giant bane lightning bolt cast by an 8<sup>th</sup>-level caster would deal the usual 8d6 points of damage to any nongiant in its path but would deal 10d6 points of damage against giants. This feat has no effect on spells that do not deal hit point damage, and the source and type of the damage remains the same. This feat cannot

be used to increase the amount of healing dealt to undead by *inflict light wounds* and similar spells, but it can add to the damage dealt by casting *curse light wounds* on an undead creature.

**Special:** You can take this feat multiple times. Its effects do not stack. Each time you take the feat, you must apply its effects to a different type of creature: aberrations, animals, constructs, dragons, elementals, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, outsiders, plants, undead, or vermin. If you choose humanoids, you must select a particular type of humanoid, such as a dwarf or an orc.

An aberration-specific version of this feat first appeared in *Lords of Madness: The Book of Aberrations*.

### Bane of Enemies [Epic]

**Prerequisites:** Survival 24 ranks, five or more favored enemies.

**Benefit:** Any weapon the character wields against one of his or her favored enemies is treated as a bane weapon for that creature type (thus, its enhancement bonus is increased by +2 and it deals +2d6 points of damage). This ability doesn't stack with similar abilities.

### Bane of the Infidels [General]

**[FRFP 53]** In a church locked in eternal conflict with followers of another faith, you have learned to fight effectively against the infidels. You know their ways and how to defeat them.

**Prerequisites:** Worship of a specific deity.

**Benefit:** You acquire a favored enemy. This benefit functions like the ranger class feature of the same name, except that the exact type of creature you oppose, usually followers of another deity, is determined by your faith. See PGTF 50, for a list of appropriate enemies of your deity.

### Bane of the Unclean [General]

**[LOM 44]** A creature with this feat hates aberrant beholders so strongly that it gains bonuses when fighting them.

**Prerequisite:** True believer or must have aberration as a favored enemy.

**Benefit:** The creature gains a +2 morale bonus on attack rolls, weapon damage rolls, touch Armor Class, and saving throws when fighting a beholderkin.

**Special:** If the creature is a true believer, the benefits of this feat apply to other true believers as well as beholderkin.

### Barbed Stinger [Monstrous]

**[FRSK 144]** Your stinger is unusually difficult to dislodge.

**Prerequisites:** Sting attack.

**Benefit:** You gain the Improved grab special attack with your sting. If you hit an opponent of any size with your sting attack, you can then attempt to start a grapple as a free action without provoking an attack of opportunity. If you win the grapple check, you establish a hold and deal automatic sting damage (including poison, if applicable) each round that the hold is maintained.

### Batrider [Regional]

**[FRRF 161]** You are highly skilled in the art of flying dire bats, a common form of transportation among the shield dwarves of the Far Hills.

**Prerequisites:** Dwarf (Underdark Old Shanatar)

**Benefit:** You receive a +2 bonus on Handle Animal and Ride (dire bat) checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Battle Caster [General]

**[CA 75]** Building on your existing training allows you to avoid the chance of arcane spell failure when you wear armor heavier than normal.

**Prerequisite:** Ability to ignore arcane spell failures chance from armor.

**Benefit:** You are able to wear armor one category heavier than you can normally wear while still avoiding the chance of arcane spell failure. For example, if you have the ability to normally wear light armor without incurring a chance of spell failure, you can wear medium armor and continue to cast spells as normal. This ability does not extend to shields, nor does it apply to spells gained from spellcasting classes other than the class that provides the ability to cast arcane spells while in armor.

### Battle Casting [General]

**[ROW 148]** You have a knack for staying out of harm's way when casting spells.

**Prerequisites:** Dex 13, Concentration 5 ranks, Combat Casting.

**Benefit:** While casting a spell, you gain a +2 dodge bonus to your Armor Class. The bonus lasts until the beginning of your next turn. You cannot make attacks of opportunity while claiming the dodge bonus from this feat.

### Battle Dancer [General, Fighter]

**[PHB2 75]** You strike at your foes in time with the music you sing or in cadence with an oration you deliver. The magical power of your bardic performance drives you forward and improves your fighting ability.

**Prerequisites:** Base attack bonus +2, bardic music.

**Benefit:** During a round in which you grant any ally a bonus on attack rolls, damage rolls, or saves with one of your bardic music abilities, you gain a +2 morale bonus on your attack rolls if you move at least one square before attacking. You lose this benefit for the remaining duration of your current use of bardic music. If you do not move or if you do not attack on your turn. If you stand still and attack (or move without attacking), you do not gain this feat's benefit, but this ability's duration continues.

**Special:** A fighter can select Battle Dancer as one of his fighter bonus feats.

### Battle Hardened [Racial]

**[ROS 137]** Your extreme battle experience has left you incredibly calm and composed, even in the heat of battle.

**Prerequisites:** Dwarf, base attack bonus +4.

**Benefit:** You receive a +4 bonus on saving throws against fear effects. You also gain a +2 bonus on initiative checks.

### Battle Jump [Fighter, General]

**[FRUE 42]** You know how to launch a devastating attack from above by dropping onto your opponent.

**Region:** Taer (the Iceirum Mountains)



**Benefit:** You can execute a charge simply by dropping from a height of at least 5 feet above your opponent. For example, a ledge 10 feet above the floor of a cavern would suffice for jumping on a Medium-sized creature, while a ledge 15 feet high is required for jumping on a Large creature. You can't jump from more than 30 feet above your opponent, nor can you effectively battle jump while under the influence of a *fly* or *levitate* spell or effect, as you have to hurl yourself down on your foe.

If you hit, you can choose either to deal double damage with a melee weapon or natural attack or to attempt a trip attack. You are treated as one size category larger than normal if you try to trip your opponent with the battle jump. After your attack, you take falling damage as normal for the distance you jumped.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Battlecaster Defense [Tactical]

[CM 39] You have mastered techniques for taking full advantage of spells in melee while remaining unharmed.

**Prerequisite:** Combat Casting, base attack bonus +1, caster level 1<sup>st</sup>.

**Benefit:** The Battlecaster Defense feat allows the use of three tactical maneuvers while spellcasting in melee.

**Defensive Targeting:** To use this maneuver, you must use the defensive casting option to cast a spell with a range of touch. If you successfully deliver the spell (that is, you succeed on the melee touch attack) on an enemy who threatens you while you cast it, you gain a +2 bonus on any touch attack you make against the enemy on your next turn.

**Practiced Defense:** When you successfully cast a spell defensively in 2 consecutive rounds, you gain a +10 bonus on any Concentration check made to cast a spell defensively in the next round.

**Safe Retreat:** When you successfully cast a spell defensively, your movement on your next turn doesn't provoke attacks of opportunity from any creatures that were threatening you when you cast defensively. (The movement still provokes attacks of opportunity from other creatures normally.)

### Battlecaster Offense [Tactical]

[CM 40] You cunningly mix melee combat and spellcasting to increase the potency of both.

**Prerequisite:** Combat Casting or warmage edge, base attack bonus +1, Spellcraft 4 ranks.

**Benefit:** The Battlecaster Offense feat allows the use of two tactical maneuvers.

**Spell and Sword:** If you deal damage to a foe with a spell, you gain a +1 bonus on your first melee attack roll made against that foe in the next round.

**Sword and Spell:** If you make a melee attack against a foe, you gain a +1 bonus to the save DC of the first spell you use against that foe in the next round. This bonus applies only against the foe or foes you attacked, not against any other creatures affected by the spell.

### Battlefield Inspiration [General]

[MB 25] You inspire courage in your allies.

**Prerequisites:** Cha 13.

**Benefit:** As a free action, you can inspire courage in your allies. Each ally within 30 feet of you (not including you) that can hear you and has an Intelligence of 3 or higher gains a +2 circumstance bonus on saving throws against fear effects.

**Special:** You may select this feat multiple times. Its effects stack. Each time you take the feat, your bonus increases by +2.

### Battleshifter Training [Racial, Tactical]

[EBRE 222] Your shifter fighting instincts grant you a sophisticated blend of defensive techniques and controlled attacks.

**Prerequisite:** Shifter, base attack bonus +2.

**Benefit:** Battleshifter Training enables the use of three tactical maneuvers when you fight while shifting.

**Tiring Defense:** To use this maneuver, you must use the Combat Expertise feat (taking a penalty of at least -2 on your attack rolls) or fight defensively for 2 consecutive rounds. Any creature that attempts a melee attack against you in both rounds but fails to hit you becomes fatigued, provided that you successfully strike the creature with a melee attack at least once during those 2 rounds. This effect continues for as long as you use Combat Expertise (taking a penalty of at least -2 on your attack rolls) or fight defensively. Creatures that were already fatigued before they attacked you must make melee attacks against you and miss for 4 consecutive rounds before becoming exhausted (just as if they had not been fatigued).

**Exploit Weakness:** To use this maneuver, you must make a melee attack against a creature suffering from one of the following conditions: fatigued, exhausted, dazed, or dazzled. If you hit with your melee attack you deal an extra 1d6 points of damage. You cannot use this maneuver during a round when you also use Combat Expertise or fight defensively.

**Riposte:** To use this maneuver, you must use Combat Expertise (taking a penalty of at least -2 on your attack rolls) or fight defensively. When a foe uses a full attack action against you but fails to hit you, you can spend 1 action point to make an extra melee attack against that foe as an immediate action.

**Special:** Battleshifter Training and Rageful Fighting are inimical to each other, no character can have both tactical feats. If a character chooses to take one of these feats while already having the other, he gains the benefits of the new feat but forever loses access to the first (and does not gain a new feat to replace it).

### Bear Fang [Style]

[CW 112] You have mastered the fierce style of fighting with axe and dagger at the same time. You can bring the fight to close quarters in the blink of an eye.

**Prerequisites:** Str 15, Power Attack, Two-Weapon Fighting, Weapon Focus (dagger), Weapon Focus (battleaxe, handaxe, or dwarven waraxe).

**Benefit:** If you hit a creature with both your axe and your dagger in the same round, you deal normal damage with both weapons, and you can choose to immediately attempt to start a grapple as a free action without provoking an attack of opportunity, as if you had the Improved Grab ability. No initial touch attack is required.

If you succeed on your grapple attempt, you drop your axe, but you immediately gain an additional attack against your grappled foe with your dagger at your highest base attack bonus (with the normal -4 penalty for attacking in a grapple). In subsequent rounds, you can use the dagger to attack while grappling at the normal penalty.

### Beast Shape [General]

[EBGS 221] You call upon the power of your beast totem to physically change your form.

**Prerequisite:** Wild empathy class feature, Beast Totem, ability to wild shape into Huge animals.

**Benefit:** You can use your wild shape ability to assume the form of your beast totem once per day. You gain the extraordinary and supernatural abilities of the creature. This form is in addition to your normal wild shape ability, but functions in the same way.

### Beast Totem [General]

[EBGS 221] In the druidic custom of your people, you have claimed a kind of magical beast as your totem—a patron, protector, and source of strength.

**Prerequisite:** Wild empathy class feature.

**Benefit:** Choose one of the magical beasts on the table below. You gain a +4 circumstance bonus on saving throws against the specified attack form, thanks to the protection afforded by your connection with your magical beast totem.

Magical Beast	Attack Form
Chimera	breath weapons
Digester	acid
Displacer beast	targeted spells
Gorgon	petrification
Krenshard	fire
Unicorn	poison
Winter wolf	cold
Yrthak	serpentine

### Beasthide Elite [Shifter]

[EBGS 222] Your shifter trait improves.

**Prerequisite:** Shifter with the Beasthide trait.

**Benefit:** While shifting, your natural armor bonus increases to +4.

**Normal:** Without this feat, a beasthide shifter has a natural armor bonus of +2 while shifting.

### Beckon the Frozen [General]

[FROST 47] Creatures you beckon are infused with cold energy and have the cold subtype.

**Prerequisites:** Augment Summoning, Spell Focus (conjuration).

**Benefit:** When you summon a creature or creatures using any summon spell, you can opt to summon a version of the creature from an extraplanar frostfell. If you do so, the summoned creature gains the cold subtype, and its natural attacks deal an additional 1d6 points of cold damage.

Creatures with the fire subtype can never be enhanced with the cold subtype in this manner.

### Bestial Hide [Aberrant]

[LOM 179] Your skin is thicker, scaller, or furrer than normal.

**Prerequisite:** Aberration Blood.

**Benefit:** Your natural armor bonus to AC improves by 1 for every two aberrant feats you possess.

### Bind Elemental [Item Creation]

[EBGS 223] You can craft magical items that use bound elementals for special effects, including weapons, armor, airships, and elemental galleons.

**Prerequisites:** Craft Wondrous Item, caster level 9th.

**Benefit:** Grafting an item with a bound elemental is similar to making a wondrous item, except that calling and binding an elemental is an integral part of creating the item. All bound elemental items have a *planar binding* spell as a prerequisite, but simply casting the spell as part of the item creation is not sufficient. You must cast the spell normally, using the item that is to hold the elemental and a Khyber dragonshard as a receptacle. The elemental receives its normal saving throw to resist. While the elemental resides in the receptacle, you must compel it to accept bondage in the item by making an opposed Charisma check, as specified in the *lesser planar binding* spell description.

If you are an artificer, this feat allows you to cast a *planar binding* spell by successfully emulating it with a Use Magic Device check (DC 20 + caster level), but only when you attempt to craft a bound elemental item. In this case, your effective caster level equals your Use Magic Device check result -20 for the purposes of opposing the elemental's attempts to escape.

See pages 265-267 for examples of bound elemental items and vessels.

### Bind Vestige [General]

[TOME 72] You know how to make pacts with otherworldly spirits called vestiges.

**Benefit:** By employing a short ritual, you can contact a vestige and make a pact with it. You are treated as a 1<sup>st</sup>-level binder for this purpose, regardless of your character level. Thus, only 1<sup>st</sup>-level vestiges are available to you, and you can bind to only one vestige at a time. Furthermore, you gain only one power from the vestige you bind, as given on [TOME] Table 1-9: Bind Vestige Feat Abilities.

To construct a vestige, you must draw its unique seal visibly on a surface (generally the ground), making the image at least 5 feet across. Drawing a seal requires the ability to mark a surface and 10 consecutive rounds of concentration, and the act provokes attacks of opportunity. A seal not used within 1 minute of its drawing loses all potency, and you must draw a new one to contact the vestige. A vestige might also have other requirements for contact, as noted in its entry (see TOME 18).

Once the seal is drawn, you must perform a ritual requiring a full-round action to summon the corresponding vestige. During this time, you must touch the seal and call out to the vestige using both its name and its title. The ritual fails if you cannot be heard (for example, if you are within the area of a silence spell). Otherwise, a manifestation of the vestige appears in the seals space as soon as you finish the ritual. This image is not the actual vestige; it is merely a figment—an illusion that cannot harm or be harmed by any creature. Creatures that interact with the image or study it carefully automatically recognize it as illusory. The summoned image ignores everyone but you, and if you fail to address it for 1 round, it disappears when you leave. The vestige speaks in whatever language you used to call it. To make a pact with your summoned vestige, you must make a binding check (1d20 + your effective binder level + your Cha modifier). This process requires 1 minute, but you can choose to make a rushed binding check as a full-round action at a -10 penalty. The DC for this check is provided in the description of each vestige. You must make your perilous pact alone; others cannot aid you in any way.

Whether the binding check succeeds or fails, you gain the power granted by the vestige for 24 hours. During that time, you cannot rid yourself of the vestige unless you possess the Expel Vestige feat. If you fail the binding check, however, the vestige influences your personality and your actions, and you are said to have made a poor pact. (Specifically, the vestige's presence changes your general demeanor, and it can force you to

perform or refrain from certain actions. The influence of each vestige is described in its individual entry.) If your binding check is successful, the vestige has no control over your actions and does not influence your personality. In this case, you are said to have made a good pact.

While under the influence of a vestige, you must adhere to its requirements to the best of your ability. If you are conscious and free-willed and you encounter a situation in which you cannot or will not refrain from a prohibited action or perform a required one, you take a -1 penalty on attack rolls, saving throws, and checks until that vestige leaves you.

As long as you are bound to a vestige, you manifest a specific physical sign of its presence, as given in its entry. This sign is real, not an illusory or shapechanging effect, and someone using *true seeing* perceives it just as it is. You can hide a sign by mundane or magical means without penalty.

The vestige is bound to your soul by the pact. It cannot be targeted or expelled by any means except the Expel Vestige feat, nor can it be suppressed except by an *antimagic field* or similar effect.

The Difficulty Class for a saving throw against any supernatural powers granted by a vestige is 10 + 1/2 your effective binder level + your Cha modifier.

**Special:** Characters who have the ability to bind vestiges through other means (such as the soul binding class feature) cannot take this feat. If you become a binder after taking the feat, you lose its benefit.

### Bind Vestige, Improved [General]

[TOME 73] You can bind a wider range of vestiges.

**Prerequisite:** Bind Vestige.

**Benefit:** When you bind a vestige using the Bind Vestige feat, you do so as though you were a 5<sup>th</sup>-level binder. Thus, you have access to vestiges up to 3<sup>rd</sup> level, though you still can bind only one at a time and gain only one power from it.

### Binding Brand [General]

[EBPG 363] You carry the brand of the binding flame, marking you as a warrior of the Ghasth'kala clans.

**Benefit:** You can use the following spell-like abilities as a 1<sup>st</sup>-level caster: 1/day—*guidance*, *protection from evil*, *resistance*.

### Black Dragon Lineage [Draconic]

[DM 15] You have attuned yourself to your black dragon ancestry and can poison foes with your touch.

**Prerequisites:** Draconic Heritage (black), sorcerer level 3<sup>rd</sup>.

**Benefit:** As a standard action, you can convert an arcane spell slot into a dangerous poison that you deliver by touch. As any time before the end of the same turn in which you activate this ability, you can make a melee touch attack as a swift action. The poison renders the target fatigued and deals 1d8 points of damage per level of the spell slot converted; 10 rounds later, the same effect repeats. Each time, a successful Fortitude save (DC 10 + the spell slot's level + your Cha modifier) negates the fatigue and halves the damage.

### Black Lore of Moil [Metamagic]

[CA 75] Your study of the sinister knowledge and spellcasting techniques of the long-dead Nightlords of Moil makes your necromancy spells especially potent.

**Prerequisite:** Spell Focus (necromancy), caster level 7th.

**Benefit:** Any necromancy spell you cast can be cast instead as a Moilian spell, dealing an extra 1d6 points of negative energy damage +1d6 per two spell levels (a 1d6 for 1st-level spells, +2d6 for 2nd- or 3rd-level spells, and so on). If the spell normally allows a saving throw, the target takes half the negative energy damage on a successful save, regardless of the outcome of the save on the spell's normal effects.

In addition to its normal spell components, a Moilian spell requires the creation and expenditure of a Moilian runebone—a small human bone (often a finger bone) scribed with carefully prepared arcane markings. Only a character trained in the Black Lore of Moil knows the secrets of creating a runebone, which takes 1 hour to craft and requires special inks and powders costing 25gp per die of negative energy damage to be generated. For example, a runebone capable of adding 3d6 points of negative energy damage to a spell costs 75gp to craft.

While the maximum negative energy damage dealt by a Moilian spell is based on the spell's level, the actual damage is limited by the runebone. For example, if a sorcerer casts *finger of death* (a 7th-level spell, so normally +4d6) with a 75gp (3d6) runebone, the spell deals 3d6 points of additional negative energy damage.

A Moilian spell uses a spell slot of the spell's normal level.

### Blackwater Invocation [Divine]

[STORM 91] You can call upon negative energy to infuse normal water around you, transforming it into the dark, cold water found at the bottom of deepest ocean trenches. This feat is favored by the clerics of wicked sea gods and the masters of the deep pelagic abysses.

**Prerequisites:** Ability to channel negative energy.

**Benefit:** By expending a daily rebuke undead attempt, you can infuse the water around you for a 30-foot radius with negative energy. The water darkens and becomes bitterly cold for 10 minutes.

Those entering the water who are not protected from cold must make a DC 15 Fortitude save or take 1d6 nonlethal damage. This damage is the same kind of damage dealt by cold weather and is only taken once (as it would have to last a full hour to deal damage again). However, those leaving the area and then returning to it must make another saving throw or take further damage, since their warmed bodies are chilled once again. Those wearing warm clothing or otherwise protected from the cold (whether by any amount of resistance to cold or the *elemental* spell) take no damage from this effect.

Additionally, those within the area of affected water gain concealment.

Those with the ability to channel negative energy are immune to the cold effects of this feat but are still subject to its concealment miss chance.

### Blade Meditation [General, Fighter]

[FOS 20] You have learned a meditation that grants you insight into the martial disciplines you have studied.

**Prerequisite:** Concentration 1 rank, base attack bonus +4, one maneuver from any discipline.

**Benefit:** When you take this feat, choose a discipline. You gain a +1 bonus on damage rolls with all the preferred weapons of your chosen discipline when using a strike combat maneuver, as well as a +2 bonus on checks involving the discipline's key skill. The save DC of any maneuvers that you perform from the chosen discipline are increased by 1, if they have a save DC.

The weapons and skills associated with each discipline are given below.

—*Desert Wind:* Scimitar, light mace, light pick, spear, falchion, tumble.  
—*Enroth's Spirit:* Falcion, greataxe, maul, longsword, intimidate.  
—*Diamond Mind:* Rapier, shortspear, trident, bastard sword (retard).  
—*Concentration:*



— *Iron Heart*: Bastard sword, dwarven waraxe, longsword, two-bladed sword, Balance.

— *Scotling Sun*: Short sword, nunchaku, unarmed strike, quarterstaff, Sense Motive.

— *Shadow Hand*: Dagger, sai, slingshot, short sword, spiked chain, unarmed strike, Hide.

— *Stone Dragon*: Greatsword, greataxe, heavy mace, unarmed strike, Balance.

— *Tiger Claw*: Kama, kukri, handaxe, claw, greataxe, unarmed strike, Jump.

— *White Raven*: Longsword, battleaxe, warhammer, greatsword, halberd, Diplomacy.

— **Special:** A fighter can select *Blade Meditation* as a bonus feat.

— \*Described in the *Complete Warrior* supplement.

## Blade of Force [Reserve]

**[CM 40]** You can surround a weapon with a short-lived aura of force.

**Prerequisite:** Ability to cast 3<sup>rd</sup>-level spells.

**Benefit:** As long as you have a 3<sup>rd</sup>-level or higher force spell available to cast, you can surround a melee weapon or a single piece of ammunition with a thin field of force. Activating this ability is a swift action; you must touch the weapon to be affected as part of the action.

The next attack made with that weapon, if taken before the end of your next turn, deals an extra 1 point of damage per level of the highest-level force spell you have available to cast. Furthermore, that weapon ignores the miss chance normally granted to an incorporeal creature. If the next attack with that weapon misses, the benefit is lost.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting force spells.

## Bladebearer of the Valenor [Racial]

**[EBRE 77]** Your extensive training makes you especially adept with the curved blades of the Valenor.

**Prerequisites:** Elf, proficiency with scimitar or falchion, region of origin Valenor.

**Benefit:** You treat the Valenor double scimitar (see page 119 of the *Eberron Campaign Setting*) as a martial weapon, and you gain a +1 bonus on damage rolls when making a melee attack with a scimitar, falchion, or Valenor double scimitar while mounted. If you have any of the following feats for the scimitar, falchion, or Valenor double scimitar, you can apply the feat's effect to all three weapons: Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, or Greater Weapon Specialization.

Additionally, when you spend an action point to influence an attack roll made with either a scimitar, falchion, or Valenor double scimitar, you also add the result of the action point to your damage roll for that attack.

## Blazing Berserker [General]

**[SAND 49]** When you enter your rage, your body becomes infused with fire.

**Prerequisite:** Ability to rage.

**Benefit:** As long as you are under the effects of a rage, you gain the fire subtype. You gain an immunity to fire, but have vulnerability to cold, which means you take +50% damage from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

## Blessed by Tem-Et-Nu [General]

**[SAND 42]** Tem-Et-Nu has marked you as having an important destiny in her temple.

## Blessed of the Seven Sisters [Exalted]

**[PGTF 176]** As a result of a personal connection to one of the Seven Sisters, you have a taste of Mystra's special favor.

**Prerequisites:** Able to cast 6<sup>th</sup>-level arcane spells.

**Benefit:** You may add the following spells to the spell list of one arcane spellcasting class that grants you access to 6<sup>th</sup>-level spells.

- 1<sup>st</sup> Level: *ray of hope, vision of heaven.*
- 2<sup>nd</sup> Level: *ease pain.*
- 3<sup>rd</sup> Level: *blessed sight.*
- 4<sup>th</sup> Level: *sword of conscience.*
- 5<sup>th</sup> Level: *crown of flame, sacred guardian.*
- 6<sup>th</sup> Level: *crown of brilliance.*
- 7<sup>th</sup> Level: *righteous smite.*

If you have a spellbook, you may add these spells to your spellbook as normal. If you cast spells spontaneously in the manner of a sorcerer or bard, you may immediately, as an additional benefit of this feat, swap any one spell that you know for a spell of the same level from the above list. After you take this feat, you may swap spells known according to the usual rules for your class.

## Blind-Fight [General, Fighter]

**[PHB 89]** You know how to fight in melee without being able to see your foes.

**Benefit:** 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 take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.

**Normal:** Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

**Special:** The Blind-Fight feat is of no use against a character who is the subject of a *blink* spell.

## Blinding Speed [Epic]

**Prerequisite:** Dex 25.

**Benefit:** The character can act as if *hasted* for 5 rounds each day. The duration of the effect need not be consecutive rounds. Activating this power is a free action.

**Special:** A character can gain this feat multiple times. Each time he or she takes the feat, it grants an additional 5 rounds of *haste* per day.

## Blindsight [Wild]

**[CV 114]** You can sense creatures that you cannot see.

**Prerequisites:** Wild shape class feature, Listen 4 ranks.

**Benefit:** You can expand one daily use of wild shape to gain blindsense for 1 minute per Hit Die, enabling you to pinpoint the location of a creature within 30 feet if you have line of effect to that creature (see MM 306). You retain this benefit regardless of what form you are in.

## Blindsight, 5-ft Radius [General]

**Prerequisites:** Base attack bonus +4, Blind-Fight, Wisdom 19.

**Benefit:** Using senses such as acute hearing and sensitivity to vibrations, you detect the location of opponents who are no more than 5 feet away from you. *Invisibility* and *darkness* are irrelevant, though if you discern incorporeal beings.

## Blood Calls to Blood [General]

**[HOH 120]** Exploring the latent potential in your blood due to your fiendish descent, you learn how to better adept to the mystical casters of your forebears.

**Prerequisites:** Spontaneous arcane caster, must be descended from a fiend.

**Benefit:** Against the attacks, spells, and spell-like abilities of fiends (evil outsiders) and half-fiends, you gain a +2 bonus on your saving throws. This bonus does not apply against the assaults of opponents of any other kind.

## Blood of the Warlord [General]

**[FRF 161]** You can influence a large number of orcs.

**Prerequisites:** Orc, base Leadership score of 10+.

**Benefit:** You are seen as a king among kings and a natural leader of orcs. You gain a +2 bonus on all Diplomacy and Intimidate checks made to influence orcs. Additionally, as long as you are visibly leading them, all your followers gain a +1 morale bonus on their attack rolls and Will saving throws.

## Blood War Conscript [Vile]

**[FC1 83]** Your evil brand indicates your rank in the armies of the Blood War and injures you with fury.

**Prerequisites:** Evil Brand.

**Benefit:** Against lawful or good enemies, you gain a +1 profane bonus on attack and weapon damage rolls.

## Blooded [Regional]

**[FRP 35]** You know what it means to fight for your life, and you understand the value of quick wits and quicker reactions when blades are bared and deadly spells are chanted.

**Prerequisite:** Centaur (the Plateau of Thay), dwarf (Underdark – Earthroot), elf (Cormanthor Drow, The Inner Sea, Menzoberrany, or the Outer Sea), feyri (Delimber Vale), gnom (the Plateau of Thay), grimlock (Underdark – Reeshov), Halfling (the Chondalwood), human (the Dalelands, The Nelanther Isles, Silverymoon, or Tethyr), or orc (Underdark – Northdark or Vaasa).

**Benefit:** You get a +2 bonus on initiative checks and a +2 bonus on Spot checks. You cannot become shaken, and you ignore the effects of the shaken condition. However, you can still be frightened or panicked.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Bloodline of Fire [Regional]

**[FRP 35]** You are descended from the efreet who ruled Calimshan long ago. The blood of these fire spirits runs thick in your veins.

**Prerequisite:** Human (Calimshan) or planetouched (Calimshan).

**Benefit:** You receive a +4 bonus on saving throws against fire effects. In addition, you cast spells with the fire descriptor at +2 caster levels.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Bloodsoaked Intimide [General]

**[FRCR 17]** Your bloody and vicious approach to combat makes you a fearsome foe.

**Prerequisites:** Snatch Trophy.

**Benefit:** When you collect a trophy using the Snatch Trophy feat, you can make an Intimidate check as a swift action against an adjacent opponent who witnesses your savage act (see the Swift and Immediate Actions sidebar for more information).

**Normal:** Making an Intimidate check in combat is a standard action.

## Blue Dragon Lineage [Draconic]

**[DM 15]** You have learned to harness the powers of your blue dragon ancestry and can hurl orbs of lightning.

**Prerequisites:** Draconic Heritage (blue), sorcerer level 3<sup>rd</sup>.

**Benefit:** As a standard action, you can convert an arcane spell slot into a number of orbs of lightning equal to the spell's level, which immediately fly toward the targets you designate. Each orb has a range of 30 feet and requires a ranged touch attack to hit. On a successful hit, each orb deals a number of points of electricity damage equal to 1d6 + your Cha modifier. You can direct any number of orbs at any target within range, all of them at the same target if desired.

## Boar's Ferocity [Wild]

**[CD 79]** You can continue fighting even at the brink of death.

**Prerequisite:** Ability to wild shape.

**Benefit:** If your hit points are reduced to 0 or less (but you aren't killed), you can spend one wild shape as a free action (even if it isn't your turn) to continue acting as if not disabled or dying. The effect lasts for one minute.

**Normal:** When reduced to 0 hp, you are disabled and can take only a single move or standard action each round. When reduced to -1 to -9hp, you are dying and drop unconscious.

## Body Pouch [Monstrous]

**[FRSK 144]** You can open a cavity in your body without harm to yourself and use it to carry or conceal items or creatures.

**Prerequisites:** Scaled one.

**Benefit:** You can part your scales to reach a hidden, scaled-in, flexible cavity in your body that can accommodate objects or creatures. The pouch can hold a maximum volume equal to that of a creature two or more size categories smaller than yourself, and its maximum weight capacity is one-half your own weight. Opening or closing the pouch requires a move action, and removing an item from it or placing one inside requires another move action. If you adopt a different body shape or size via any

ability that allows a change of shape, everything in your body pouch is immediately expelled onto the ground at your feet.

If you carry a sharp-edged or pointed object (unless sheathed, wrapped, or otherwise guarded) in this cavity, you take 2d4 points of damage for each round in which you fall, engage in combat, change shape, or make any other violent movement, or 1d4 points of damage for any round in which you make any other move action.

Placing a living creature inside your pouch requires a successful grapple check if it chooses to resist. Any creature inside your pouch remains alive and comfortable for up to 24 hours, unless you choose to attack it.

You may constrict your pouch as an attack action, dealing 1d4+1 points of damage per round of constriction to each creature or object inside. A creature inside the pouch dies of asphyxiation after being constricted for a number of consecutive rounds equal to 2 per Constitution point it possesses. A creature inside the pouch can cut its way out using a light slashing or piercing weapon to deal one-quarter of your normal hit points total in damage to the pouch (AC equals your touch AC).

## Bolster Resistance [General]

**[LMBD 25]** Undead you create are more resistant to turning than normal.

**Prerequisite:** Corpsecraft.

**Benefit:** Each undead you raise or create with any necromancy spell gains +4 turn resistance.

## Bonded Familiar [General]

**[PHB2 75]** You enjoy a stronger than normal magical bond with your familiar, granting you access to two special abilities.

**Prerequisites:** Familiar.

**Benefit:** As long as your familiar is within 30 feet of you, the two of you can share the damage from a single, deadly attack. Once per day, if an attack would drop your familiar to 0 or fewer hit points, you can instead accept that damage. In addition, once per day, your familiar can choose to take the damage from a single attack or effect that would reduce you to 0 or fewer hit points. This ability applies only to attacks or effects that deal hit point damage. You or your familiar could not absorb the effect of a spell such as *flesh to stone*.

## Bonus Domain [Epic]

**[CD 89]** You have access to one additional domain of spells.

**Prerequisites:** Wis 21, ability to cast 9th-level divine spells.

**Benefit:** Choose an additional domain from the character's deity's domain list. The character now has access to that domain's spells as normal for his or her domain spells and the domain's granted powers.

**Special:** A character can gain this feat multiple times. Each time he or she takes the feat, it applies to a different domain.

## Boomerang Daze [General, Fighter]

**[EBRE 77]** You can daze the targets of your boomerang attacks.

**Prerequisites:** Proficiency with Talenta boomerang or Xen'drik boomerang, base attack bonus +4.

**Benefit:** When you attack with a Talenta boomerang or Xen'drik boomerang, any target creature that takes damage must succeed on a Fortitude save (DC 10 + damage dealt) or be dazed for 1 round (until just before your next action). If you have the boomerang Ricochet feat, you can daze both targets.

**Special:** A halfling fighter from the Talenta Plains or a drow fighter from Xen'drik can select Boomerang Daze as one of his fighter bonus feats.

## Boomerang Ricochet [General, Fighter]

**[EBRE 77]** You can strike up to two foes with a single boomerang throw.

**Prerequisites:** Dex 13, proficiency with Talenta boomerang or Xen'drik boomerang, base attack bonus +4.

**Benefit:** You can hurl a Talenta boomerang or Xen'drik boomerang in such a way that it ricochets off one target to strike a second target of your choice. If your initial attack hits, you immediately make a second attack roll at a +2 penalty against any target adjacent to the original target.

If the first target is hit by a sneak attack with a boomerang under the effect of this feat, the second target is not also vulnerable to a sneak attack on the ricochet.

**Special:** A halfling fighter from the Talenta Plains or a drow fighter from Xen'drik can select Boomerang Ricochet as one of his fighter bonus feats.

## Boost Spell-Like Ability [General]

**[BVD 47]** One of the creature's spell-like abilities is harder to resist than it otherwise would be.

**Benefit:** The saving throw Difficulty Class (DC) of a boosted spell-like ability is increased by +2. Each of a creature's spell-like abilities can be boosted three times per day, though the feat does not allow the creature to exceed its normal usage limit for any ability. Thus, if a succubus chooses to boost its *suggestion* ability, it can use a boosted *suggestion* up to three times that day. Thereafter, it could use its *suggestion* ability again normally (since it can use *suggestion* at will), or it could boost another of its spell-like abilities, such as *charm monster*.

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to each of its spell-like abilities three additional times per day.

## Boost Spell Resistance [General]

**[BVD 47]** By making a deal with an evil power, the character makes himself evermore resistant to magic.

**Prerequisites:** Any evil alignment.

**Benefit:** If the character already has an innate spell resistance, he gains a +2 profane bonus to his existing spell resistance score.

## Born Flyer [General]

**[ROW 148]** You can fly as though you were born to do it.

**Prerequisites:** Dex 13.

**Benefit:** You gain a +4 competence bonus on saves or checks you make to maneuver in the air or stay aloft. If you do not have a natural fly speed, this feat allows you to take feats that have a natural fly speed as a prerequisite.

## Born of the Three Thunders [Metamagic]

**[CA 76]** You have learned to marry the power of lightning and thunder in your electricity and sonic spells.

**Prerequisite:** Knowledge (nature) 4 ranks, Energy



Substitution (electricity).

**Benefit:** When you cast a spell with either the electricity descriptor or the sonic descriptor that deals hit point damage, you can declare that spell to be a spell of the three thunders, with half its damage dealt as electricity and half dealt as sonic damage. In addition, the spell concludes with a mighty thunderclap that stuns all creatures that take damage from the spell for 1 round unless they succeed on a Fortitude save, then knocks stunned creatures prone unless they succeed on a Reflex save (both saves at the same DC as the base spell). Channeling the three thunders is costly, though, and you are automatically dazed for 1 round after doing so.

A three thunders spell uses a spell slot of the spell's normal level. In addition, its descriptor changes to include both energy types - for example, a lightning bolt of the three thunders is an evocation [electricity, sonic] spell.

### Borne Aloft [Reserve]

**[CM 40]** You can channel the magic of the winds to briefly grant you flight.

**Prerequisites:** Ability to cast 5<sup>th</sup>-level spells.

**Benefit:** As long as you have an air spell of 5<sup>th</sup> level or higher available to cast, you can fly up to 30 feet (perfect maneuverability) as a move action once per round. You must begin and end this flight solidly supported, or you fall. You can't use this ability if you wear heavy armor or carry a heavy load.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting air spells.

### Bounding Assault [General]

**[PHB2 75]** You can move and attack with superior speed and power.

**Prerequisites:** Dex 13, Dodge, Mobility, Spring Attack, base attack bonus +12.

**Benefit:** When using the Spring Attack feat, you designate two foes rather than one. Your movement does not provoke attacks of opportunity from either of these foes. While using an attack action with the Spring Attack feat, you can make a second attack with a -5 penalty. You can use both attacks against one of the opponents targeted with this feat, or split your attacks between them.

### Bowslinger [General, Fighter]

**[FRUD 24]** You can ready ranged weapons surprisingly quickly.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You gain a +2 bonus on your attack roll when you fire or throw a ranged weapon at a flat-footed opponent.

### Brachiation [General]

**[CV 106]** You can swing through trees like a monkey.

**Prerequisites:** Climb 4 ranks, Jump 4 ranks.

**Benefit:** You can move through wooded areas at your base land speed, ignoring any effects on movement due to terrain. You must be at least 20 feet from the ground to use this ability. This ability works only in medium and dense forests (see DMG 87).

### Brass Dragon Lineage [Draconic]

**[DM 16]** You have unlocked the power of your brass dragon ancestry and can put foes to sleep with ease.

**Prerequisites:** Draconic Heritage (brass), sorcerer level 3<sup>rd</sup>.

**Benefit:** As a full-round action, you can spend an arcane spell slot to cause a living creature within 30 feet to fall asleep for 1 round. A successful Will save (DC 10 + the spell slot's level + your Cha modifier) negates the effect. If the creature's Hit Dice equals or exceeds three times the spell slot's level, the effect automatically fails.

### Breath of Unlife [Metabreath]

**[FRDF 47]** Your breath weapon contains the chill of undead.

**Prerequisite:** Cha 13, energy breath weapon, undead.

**Benefit:** Your energy breath weapon deals half damage of the normal type and half negative energy damage against living creatures. Your energy breath weapon deals normal energy damage against undead.

In addition, you can take other metabreath feats (see DRAC) as if you had a Constitution score equal to your Charisma score.

### Breathing Link [General]

**[FRRF 161, STORM 92]** You can allow a person adjacent to you to breathe water.

**Prerequisites:** Base Will save +2, aquatic elf or water genasi.

**Benefit:** As a free action on your turn, you may select one creature within 5 feet of you and give that creature the ability to breathe water as easily as you do. This supernatural ability renews automatically for that creature until you direct the ability to another creature or withdraw your power from it (a free action). The creature's ability to breathe water ends immediately if you are separated by more than 5 feet or if you die, at which point the creature begins to drown if it is still underwater. This ability does not hamper the creature's ability to breathe air, nor does it change the creature's ability (or inability) to swim.

**Special:** You may select this feat more than once. Each time you take this feat, you may affect an additional creature with this ability. All such creatures need to remain within 5 feet of you (not each other). If one creature exceeds the range of this ability, it has no effect on the other creatures you are helping.

### Brew Potion [Item Creation]

**[PHB 89]** You can create potions, which carry spells within themselves. See the DMG.

**Prerequisite:** Caster level 3<sup>rd</sup>.

**Benefit:** You can create a potion of any 3<sup>rd</sup>-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of a potion is its spell level  $\times$  its caster level  $\times$  50 gp. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell 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 creating the potion.

### Bright Sigil [Racial]

**[ROB 156]** You have established a greater degree of control over your sigils. When you concentrate, you can emit strong illumination from the glowing symbols that surround your head.

### Broken One's Sacrifice [General]

**[FRCV 28]** Your dedication to Ilmater's philosophy has given you the power to take attacks directed at others.

**Prerequisites:** Wis 13, member of the Broken Ones monk order.

**Benefit:** As an immediate action, you can intervene on behalf of an adjacent ally (of your size or smaller) who is under attack. When you activate this feat, you and the ally switch spaces. If there is not enough space for this to occur, you can't activate the feat. Then, you suffer the harmful effect as if you were the intended target; the ally is unaffected by it. In addition to the obvious harmful effect this has upon you, this action is a drain on your personal energy. Once the effect of the intervention is resolved, you become fatigued. You cannot use this feat if you are exhausted or if you are immune to fatigue.

You can choose to activate this feat after the success or failure of the harmful effect is determined, but you must activate it before the extent of the effect is determined and/or applied to the ally.

**Example:** If an adjacent ally is attacked, you could wait until after the attack roll (and confirmation roll, if the attack is a critical threat) is made to activate the feat, but you would have to activate it before damage is rolled. If the adjacent creature also benefits from a miss chance, you could wait until after that roll was made to activate the feat.

**Example:** If an adjacent creature is within the area of a lightning bolt spell, you could wait until the creature rolls its saving throw (and checks its spell resistance, if any), but you would have to activate the feat before the spell's damage is rolled. If an adjacent creature is targeted by an attack that deals a fixed amount of damage, such as a maximized magic missile spell, you would choose to activate this feat after the spell hit the target, but before damage was applied.

By activating this feat, you give up any opportunity to avoid the harmful effect normally allowed by a saving throw, spell resistance, AC, or concealment. If the effect allows a saving throw or spell resistance, you automatically fail the save or spell resistance check. If the effect requires an attack roll, it automatically hits your (and if it scored a critical hit, it automatically scores a critical hit on you), even if you would normally benefit from a miss chance against the attack. Any immunities or resistances you have apply normally; for example, if you are immune to critical hits, an attacker can't score a critical hit on you just because he scored one on the ally.

If you can't physically interact with or manipulate objects (for instance, if you are incorporeal or in gaseous form, or if either you or the ally, but not both of you, are ethereal), you can't switch places with the ally and thus can't activate this feat. It should go without saying, but if you are incapable of taking an action (dazed, paralyzed, stunned, unconscious, and so on), you can't use this feat.

### Bronze Dragon Lineage [Draconic]

**[DM 16]** You have tapped into your bronze dragon blood and can channel arcane energy to repel foes.

**Prerequisites:** Draconic Heritage (bronze), sorcerer level 3<sup>rd</sup>.

**Benefit:** As a swift action, you can spend an arcane spell slot to force nearby enemies to move away from you. Each opponent within 30 feet of you must begin its next turn by moving at least 5 feet (1 square) away from you. The direction of movement doesn't matter, as long as it takes the foe farther from you than the square in which it started. Unless the enemy designates the movement as a 5-foot step, this movement provokes attacks of opportunity as normal. A successful Will save (DC 10 + the spell slot's level + your Cha modifier) negates this effect. This is a mind-affecting enchantment (compulsion) effect.

### Brutal Strike [General, Fighter]

**[PHB2 76]** You can batter foes senseless with your mace, Morningstar, quarterstaff, or flail. Few victims are willing to stand toe-to-toe with a warrior known for knocking his foes witless with a single strike.

**Prerequisites:** Str 13, Power Attack, base attack bonus +6.

**Benefit:** If you use your Power Attack feat to increase your damage with a bludgeoning weapon, you can attempt a brutal strike. You must declare your intention before making your attack. If the attack hits and your opponent takes damage, he must make a Fortitude save (DC 10 + your extra damage from the Power Attack feat on the attack) or be sickened for 1 round.

You can use this feat once per round during your attack action.

**Special:** This feat cannot be used against a creature that is not subject to extra damage from critical hits.

A fighter can select Brutal Strike as one of his fighter bonus feats.

### Brutal Throw [General, Fighter]

**[CV 106]** You have learned how to hurl weapons to deadly effect.

**Benefit:** You can add your Strength modifier (instead of your Dexterity modifier) to attack rolls with thrown weapons.

**Normal:** A character attacking with a ranged weapon adds his Dexterity modifier to the attack roll.

**Special:** A fighter may select Brutal Throw as one of his fighter bonus feats.

### Brute Fighting [Racial, Tactical]

**[EBRE 22]** Your extensive training with two-handed weapons is revealed through brutally effective tactics.

**Prerequisites:** Warforged, Str 13, Power Attack, base attack bonus +3.

**Benefit:** Brute Fighting enables the use of three tactical maneuvers.

**Combat Momentum:** If you deal damage to a foe with a charge attack made with a two-handed weapon and that opponent then fails to hit you before your next turn, you gain a +1 bonus on attack rolls against that opponent on your next turn.

**Dispatch the Fallen:** If you successfully bull-rush or overrun a foe, any melee attack you make against that foe with a two-handed weapon on your next turn gains a +4 bonus on damage rolls.

**Powered Attack:** If you hit a foe with a two-handed weapon at least once on two consecutive turns during which you use the Power Attack feat, taking at least a -2 penalty on your attack rolls, you gain a +2 bonus on all attack rolls you make with that weapon against the same foe for the rest of the round.

### Bullheaded [Regional]

**[FRP 37]** The stubbornness and determination of your kind are legendary. You are exceptionally headstrong and difficult to sway from your course.

**Prerequisite:** Dwarf (Underdark – Earthroot, Underdark – Northdark, the Great Rift, or the Spine of the World), human (Altumbel, Damara, the Great Dale, Rashemen, or the Western Heartlands), or taer (the Iceirin Mountains)

**Benefit:** You receive a +2 bonus on all Will saves. You cannot become shaken, and ignore the effects of the shaken condition.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Bulwark of Defense [Epic]

**Prerequisites:** Con 25, defensive stance 3/day.

**Benefit:** The character's defensive stance bonuses increase to +4 Strength, +6 Constitution, +4 resistance bonus on all saves, and +6 dodge bonus to AC.

### Burrow Friend [Racial]

**[ROS 137]** Your natural rapport with burrowing mammals improves.

**Prerequisites:** Gnome, Cha 13.

**Benefit:** You gain a +2 bonus on Handle Animal checks and wild empathy checks involving burrowing mammals.

If you have the spell-like ability to speak with burrowing mammals, you can use this ability one extra time per day per point of Charisma bonus.

**Normal:** Gnomes can normally use *Speak with Animals* to converse with burrowing animals once per day.

### Business Savvy [General]

**[DMG2 184]** You are particularly gifted when it comes to setting up and maintaining profitable businesses.

**Prerequisite:** Negotiator.

**Benefit:** You gain a +2 bonus on all profit checks. In addition, you get a +1 luck bonus on all attacks rolls, saving throws, and checks when resolving any business-related events.

### Calishite Elementalist

**[FRF 161]** You are a student of the Calishite tradition of elemental magic and have mastered its mysterious lore. You may choose to specialize in air magic or fire magic.

**Benefit:** You gain +1 caster level when casting a spell from the Air Tradition or Fire tradition, depending on which tradition you select when you choose this feat. This bonus caster level allows you to exceed the normal maximum damage allowed by a spell, so an 11<sup>th</sup>-level caster of the Air tradition creates an 11d6 lightning bolt instead of a 10d6 lightning bolt. If you are a wizard, you may add a spell in your tradition to your spellbook for free when you become able to cast it. This does not count against the two free spells you add to your spellbook at each class level.

The Tradition of Air magic consists of the following spells at the appropriate levels: 0 – *mage hand*; 1<sup>st</sup> – *shocking grasp*; 2<sup>nd</sup> – *levitate*; 3<sup>rd</sup> – *lightning bolt*; 4<sup>th</sup> – *shout*; 5<sup>th</sup> – *telekinesis*; 6<sup>th</sup> – *chain lightning*; 7<sup>th</sup> – *reverse gravity*; 8<sup>th</sup> – *Bigby's clenched fist*; 9<sup>th</sup> – *Bigby's Crushing Hand*.

The Tradition of Fire magic consists of: 0 – *flare*; 1<sup>st</sup> – *burning hands*; 2<sup>nd</sup> – *pyrotechnics*; 3<sup>rd</sup> – *fireball*; 4<sup>th</sup> – *wall of fire*; 5<sup>th</sup> – *dismissal*; 6<sup>th</sup> – *control weather*; 7<sup>th</sup> – *delayed blast fireball*; 7<sup>th</sup> – *incendiary cloud*; 8<sup>th</sup> – *incendiary cloud*; 9<sup>th</sup> – *meteor swarm*.

### Call of the Undying [Racial]

**[EBRE 22]** You call upon the power of the Undying Court to instantly recall a previously cast spell.

**Prerequisites:** Elf, access to the Deathless domain, region of origin Aerenal.

**Benefit:** In place of the granted power of the Deathless domain, the Undying Court grants you the ability to recall one previously prepared and cast spell as a swift action once per day. The recalled spell must be at least one level lower than the highest spell level you can cast.

### Captivating Melody [General]

**[CM 40]** You can expend some of your musical abilities to increase the potency of your enchantment or illusion spells.

**Prerequisite:** Bardic music, ability to cast arcane spells.

**Benefit:** As a swift action before casting a spell, you can attempt a Perform check (DC 15 + the level of the spell you intend to cast). If you succeed, you can sacrifice one of your daily uses of bardic music to increase the save DC of the next enchantment or illusion spell you cast in the same round by 2. If the Perform check fails, you still lose one daily use of bardic music but gain no benefit.

You can apply Captivating Melody only to spells cast by the same class that grants you your bardic music ability. For instance, if you are a multiclass bard/wizard, you can apply this feat to bard spells, but not to spells you cast as a wizard.

### Caravanner [Regional]

**[FRF 162]** You are skilled at leading caravans along established trade routes.

**Prerequisites:** Human (Cormyr, the Dalelands, Sembia, Thesk, the Western Heartlands)

**Benefit:** You gain a +2 bonus on all Handle Animal and Knowledge (geography) checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Carmendine Monk [General]

**[FRCV 28]** You have learned that study is just as important as insight to finding enlightenment.

**Prerequisites:** Int 13, member of Zealots of the Written Word monk order (FRV 105).

**Benefit:** You can use your intelligence bonus instead of your Wisdom bonus for determining your monk AC bonus and for determining the save DC against your stunning fist and quivering palm attacks.

You can study your thesis notes for 1 hour to treat your monk level as two higher for determining one of the following monk abilities: unarmed damage, AC bonus, or unarmored speed bonus. This benefit lasts for 24 hours, at which point you can study your notes again to gain the same or a different effect. You can't study your notes more than once in any 24-hour period.

### Catfolk Pounce [General, Fighter]

**[ROW 148]** You can rush unaware foes and deliver several attacks before they have a chance to respond.



**Prerequisite:** Catfolk, Dex 13.  
**Benefit:** If you use the charge action against a flat-footed opponent, you can make a full attack at the end of a charge.  
**Special:** A catfolk fighter may select Catfolk Pounce as a bonus feat.

## Cautic Adaptation [General]

**[FRUD 24]** Long have your ancestors hunted and been hunted in the depths. Natural selection has given your blood an unpalatable acidic quality.

**Prerequisites:** Kuo-toa.  
**Benefit:** A creature that makes a successful bite attack against you takes 1d4 points of acid damage. Creatures immune to poison are not affected.

## Cavalry Charger [Tactical, Fighter]

**[CW 108]** Fighting from the back of a steed is second nature to you.  
**Prerequisites:** Mounted Combat, Spirited Charge, Trample, base attack bonus +6.

**Benefit:** The Cavalry Charger feat enables the use of three tactical maneuvers.

**Unhorses:** To use this maneuver, you must be mounted and charge a mounted foe. If your charge attack hits, you may make a free bull rush attempt. If the bull rush attempt succeeds, you move your foe normally, but his mount remains where it was.

**Leaping Charge:** To use this maneuver, you must be mounted and charge a foe at least one size category smaller than your mount. Make a Ride check at the conclusion of the move portion of the charge action. Prior to making the roll, determine the DC of the check: either DC 10 for a chance to deal 2 extra points of damage or DC 20 for a chance to deal 4 extra points of damage, if you fail this Ride check, you miss your target (no attack roll) and if you fail this Ride check by 5 or more, you miss your target and fall off your mount, landing in a square adjacent to the mount's space.

**Fall Trample:** You can make mounted overrun attempts against more than one foe, resolving each attempt according to the rules on page 157 and 158 of the Player's Handbook. Your mount gets a hoof attack against each foe you successfully overrun.

**Special:** A fighter may select Cavalry Charger as one of his fighter bonus feats.

## Caver [General]

**[FRUD 24]** The Underdark's cave systems stretch for thousands of miles below the surface. You are knowledgeable about the secrets of the subterranean world and wise in its ways.

**Benefit:** You gain a +2 bonus on Heal checks and Survival checks made in the Underdark.

## Celestial Bloodline [General]

**[FRFR 162]** Some of your latent celestial abilities have matured.  
**Prerequisites:** Aasimar, base Fortitude, Reflex, and Will saves +1.

**Benefit:** You gain the ability to use *protection from evil* three times per day and *bles* once per day as spell-like abilities with a caster level equal to your character level.

## Celestial Heritage [Heritage]

**[PH 38]** You are descended from creatures native to the Upper Planes. You share some of your ancestors' natural resistance to disease, and you are resistant to the magic of evil foes.

**Prerequisites:** Nonevil alignment.  
**Benefit:** You gain a +4 bonus on Fortitude saving throws against disease.

You also gain a +1 bonus on saving throws against spells or other effects created by evil creatures.

## Celestial Summoning Specialist [General]

**[PH 38]** You can select from a larger number of options when summoning good creatures.

**Prerequisites:** Nonevil alignment, Knowledge (the planes) 2 ranks, Knowledge (religion) 2 ranks, ability to cast any *summon monster* spells.

**Benefit:** Add one good-aligned creature to the list of creatures for each *summon monster* spell that you can cast (work with the DM to select creatures appropriate to the spell's list of summonable creatures). Each time you gain the ability to cast a new *summon monster* spell, you may add one good-aligned creature to the list.

**Normal:** Without this feat, adding a creature to your summoning list requires you to remove one that is already on the list.

## Centaur Trample [General]

**[ROW 148]** You have trained to use your large body and unique physiology against your foes. Much like a humanoid knight mounted on a warhorse, you have learned how to knock down opponents and ride over them in combat.

**Prerequisites:** Centaur, Dex 15.  
**Benefit:** When you attempt to overrun an opponent, your target may not choose to avoid you. You may make one hoof attack against any target you knock down (remember that prone targets take a -4 penalty to Armor Class). See Overrun, PHB 157.

## Chain Spell [Metamagic]

**[CA 76]** You can cast spells that arc to other targets in addition to the primary target.

**Prerequisite:** Any metamagic feat.  
**Benefit:** Any spell that specifies a single target and has a range greater than touch can be chained so as to affect that primary target normally, then arc to a number of secondary targets equal to your caster level (maximum 20). Each arc affects one secondary target chosen by you, all of which must be within 30 feet of the primary target, and none of which can be affected more than once. You can choose to affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as much damage as the primary target (rounded down) and can attempt Reflex saving throws for half damage (whether the spell allows the original target a save or not). For spells that don't deal damage, the save DCs against arcing effects are reduced by 4. For example, if a 10th-level wizard normally casts *cause fear* at DC 14, a chained *cause fear* could target a goblin chieftain at DC 14 and up to ten of his nearby guards at DC 10.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

## Chakram Ricochet [General]

**[FCR 17]** You can hurl a chakram so that it strikes two enemies instead of one.

**Prerequisites:** Dex 13, base attack bonus +1, proficient with chakram.

**Benefit:** If you hit a creature with a thrown chakram, you can cause it to ricochet and strike a secondary target in an adjacent square (within 5 feet of the primary target). You immediately make an attack roll against the secondary target, at a -2 penalty. If the attack hits, you deal damage normally.

**Special:** A rogue with the Chakram Ricochet can deal sneak attack damage to both targets if they are within 30 feet and denied their Dexterity bonus to AC.

## Chameleon Blood [Monstrous]

**[D335/56]** Lizardfolk with this feat can slightly shift the color of their scales, aiding them in blending in with dense vegetation.

**Prerequisites:** Lizardfolk, Cha 14.  
**Benefit:** Lizardfolk with this feat gain a +6 racial bonus on Hide checks made in forested or swampy environments.

## Chameleon Hide [Monstrous]

**[FRLE 144]** You can alter the hue of your scales to match the surrounding terrain.

**Prerequisites:** Scaled one.  
**Benefit:** As a full-round action, you can alter the color of your scales to match your surroundings. Doing so grants you a +2 bonus on Hide checks and a +1 circumstance bonus to Armor Class as long as you do not move from the square.

**Special:** Any creature that already has a racial bonus on Hide checks stemming from a chameleon-like ability (such as an ophidian) gains no benefit from this feat.

## Channel Charge [General]

**[FRLE 7]** You can power a charged magic item with your own magical ability.

**Prerequisites:** Use Magic Device 5 ranks, ability to cast 4th-level spells.

**Benefit:** When you use a spell trigger magic item with charges (such as a wand or a staff), you can make a Use Magic Device check (DC 15 + the item's caster level). If you succeed, you can sacrifice a spell slot or prepared spell instead of using a charge. The spell slot or spell sacrificed must be one level higher than the level of the desired effect from the item. If the check fails, both your spell slot (or prepared spell) and 1 charge from the item are expended.

## Channeled Rage [Racial]

**[ROD 150]** You can focus your rage to counter charms and compulsions.

**Prerequisites:** Half-orc, ability to rage.  
**Benefit:** You may spend one of your daily uses of rage as an immediate action to add your Strength bonus on a Will saving throw.

## Chant of Fortitude [Bardic Music]

**[CV 113]** You can channel the power of your bardic music to sustain your allies, allowing them to function even after receiving wounds that would cause others to falter.

**Prerequisites:** Bardic music, Concentration 9 ranks, Perform 9 ranks.

**Benefit:** You can expend one daily use of your bardic music ability as an immediate action to provide all allies (including yourself) the benefit of the Diehard feat (see PHB 93) until the end of your next turn. You can use this feat multiple times consecutively to keep yourself and your allies conscious. Even while this feat is active, you or your allies die if reduced to -10 hit points or lower.

This feat does not function in an area of magical silence.

## Chaotic Rage [Epic]

**Prerequisites:** Rage 5/day, chaotic alignment.

**Benefit:** Any weapon the character wields while in a rage is treated as an anarchic weapon (it is chaos-aligned and deals an extra 2d6 points of damage against creatures of lawful alignment). This ability does not stack with similar abilities.

## Chaotic Spell Recall [Abyssal Heritor]

**[FC1 84]** A few choice spells never stray far from your mind.

**Prerequisites:** Any one Abyssal Heritor feat, ability to prepare and cast spells.

**Benefit:** Once per day, you can recall one spell with the chaotic descriptor that you had prepared and then cast. The spell is then prepared again, just as if it had not been cast. You recall the spell as a swift action. The spell can be of any level you know, and you can recall the same spell or a different spell every time you use this feat. You gain an additional daily use of this ability for every two Abyssal Heritor feats you possess.

**Special:** Your mind frequently fills with chaotic thoughts, imposing a -2 penalty on Concentration checks.

## Charm Immunity [General]

**[FRSK 145]** You are immune to *charm* effects.

**Prerequisites:** Racial bonus on saving throws against *charm* effects, Charm Resistance.

**Benefit:** You are immune to all *charm* effects.

## Charm Resistance [General]

**[FRSK 145]** You can resist *charm* effects better than you otherwise would.

**Prerequisites:** Racial bonus on saving throws against *charm* effects.

**Benefit:** You gain a +3 bonus on saving throws against *charm* effects.

## Cheetah Tribe Sprint [Regional]

**[FRSS 19]** You have earned the secret of lightning-fast running from the cheetah that roams the plains where you live.

**Prerequisite:** Human (the Shaar), membership in the Cheetah Tribe (see FRSS Human Tribes of the Shaar, page 164).

**Benefit:** Once per hour, you can move four times your normal speed when making a charge as a full-found action. You cannot perform this feat while wearing medium or heavy armor or carrying a medium or heavy load.

**Normal:** Characters without this feat can only move up to twice their speed when making a charge as a full-round action.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Cheetah's Speed [Wild]

**[CD 79]** You can run with the speed of the cheetah.

**Prerequisite:** Ability to wild shape.

**Benefit:** You can spend one wild shape to change your base land speed to 50 feet. You may also sprit as a cheetah: Once per hour you may move 10 times your normal speed as part of a charge. This effect lasts for 10 hours.

## Child of Winter [General]

**[EBOS 77]** You are trained in the druidic traditions of the Children of Winter, an Elden Reaches sect that embraces death and decay.

**Prerequisites:** Ability to spontaneously cast *summon nature's ally*, non-good alignment.

**Benefit:** You can use any druid spell that normally targets animals against vermin as well. A mindless vermin is considered to have an intelligence score of 2 when dealing with you and can be charmed, calmed, or targeted by wild empathy or similar abilities.

In addition, you can use your *summon nature's ally* spells to summon vermin. Add the following monsters to the list of creatures you can summon using the appropriate *summon nature's ally* spell:

**1st Level** — Monstrous centipede, Medium; Monstrous scorpion, Small; Monstrous spider, Small  
**2nd Level** — Giant ant, worker; Monstrous centipede, Large; Monstrous scorpion, Medium; Monstrous spider, Medium; Spider Swarm  
**3rd Level** — Giant ant, queen; Giant ant, soldier; Monstrous centipede, Huge; Monstrous spider, Large  
**4th Level** — Giant praying mantis; Giant wasp; Locust swarm; Monstrous scorpion, Large  
**5th Level** — Centipede swarm; Carrion crawler; Giant stag beetle  
**6th Level** — Monstrous centipede, Gargantuan; Monstrous scorpion, Huge  
**7th Level** — Hellwasp swarm; Monstrous spider, Gargantuan  
**8th Level** — Monstrous centipede, Colossal; Monstrous scorpion, Gargantuan  
**9th Level** — Monstrous scorpion, Colossal; Monstrous spider, Colossal

## Chondathan Missionary [Regional]

**[FRFR 162]** Your training has emphasized spells that help you spread the word of your faith.

**Prerequisites:** Chondathan human, ability to cast divine spells.

**Benefit:** You gain +1 caster level when casting a spell from the list below, or +2 caster levels if you're actually using the spell to proselytize to a reasonably receptive audience (indifferent attitude or better).

The tradition of the Chondathan missionary consists of the following spells at the appropriate levels: 0 — *purify food and drink*; 1<sup>st</sup> — *bles*, *sanctuary*; 2<sup>nd</sup> — *calm emotions*, *consecrate*, *entrhall*; 3<sup>rd</sup> — *prayer*, *remove disease*; 4<sup>th</sup> — *discern lies*, *tongues*; 5<sup>th</sup> — *atonement*, *hallow*; 6<sup>th</sup> — *heroes' feast*; 7<sup>th</sup> — *resurrection*; 8<sup>th</sup> — *mass heal*; 9<sup>th</sup> — *miracle*.

## Chosen of Iberighu [General]

**[FROST 47]** Your skin has a noticeable blue tint and your left eye is pale blue (your right eye is some other color); these features identify you as an ally to the church of Iberighu and grant you supernatural abilities.

**Prerequisites:** Patron deity must be Iberighu.  
**Benefit:** Your left eye radiates faint evocation magic. If it is viewed with a *detect magic* spell, and faint evil if viewed with a *detect evil* spell.

Cleric is now a favored class for you; the cleric class does not count when determining whether you take an experience point penalty for multiclassing.

Once per day, you can cause one creature within 30 feet that meets your gaze to become overwhelmed with a wave of supernatural cold. The target can resist the effects of this attack with a successful Fortitude save (DC 10 + 1/2 your character level + your Charisma modifier), otherwise it causes cold damage equal to your Charisma modifier (minimum 1 point of damage) and causes the victim to become fatigued. If you use this attack against someone who is fatigued, they instead become exhausted. Using this supernatural ability is a standard action that does not provoke an attack of opportunity.

**Special:** If you ever lose favor with Iberighu, or change your patron deity to another deity, you lose all benefits of this feat but your unusual skin color and eye color remain. You do not gain a replacement feat. If you later return to Iberighu's faithful and receive an *atonement* spell, you regain the benefits of the feat.

## Chosen Weapon Specialization [Epic]

**[PGTF 135]** You deal more damage than normal when wielding your deity's chosen weapon.

**Prerequisites:** War Domain, Epic Prowess, Weapon Focus with deity's chosen weapon.

**Benefit:** You gain a +2 bonus on weapon damage rolls when wielding your deity's chosen weapon.

## City Slicker [General]

**[ROD 150]** You are very familiar with city life and the inner workings of your hometown.

**Benefit:** Disguise, Forgery, Gather Information, and Knowledge (local) are always class skills for you.

**Special:** This feat may only be taken at 1<sup>st</sup> level.

## Clan Prestige [Racial]

**[ROS 1537]** Your actions have brought you some measure of fame and respect from your clan, whether from battle prowess or years of service to the clan.

**Prerequisites:** Dwarf, Cha 13.

**Benefit:** Your prestigious actions grant you a +4 bonus on all Charisma-based skill checks when dealing with other members of your clan. The clan must be specified when the feat is taken, and it cannot be changed.

**Special:** This feat is applicable to one clan only, typically the one with which the character is affiliated. It cannot be taken more than once.

## Clap of Thunder [Reserve]

**[CM 40]** You can deliver a thunderous roar with a touch.

**Prerequisite:** Ability to cast 3<sup>rd</sup>-level spells.

**Benefit:** As long as you have a sonic spell of 3<sup>rd</sup> level or higher available to cast, you can deliver a touch attack as a standard action. This attack deals 1d6 points of sonic damage per level of the highest-level sonic spell you have available to cast. Additionally, the subject must succeed on a Fortitude save or be deafened for 1 round.



As a secondary benefit, you gain a +1 competence bonus to your caster level when casting sonic spells.

### Claws of the Beast [Abyssal Heritor]

**[FC1 84]** Your hands are twisted like claws. This deformity allows you to deal more damage than usual with your unarmed strikes and sneak attacks.

**Benefit:** Your natural weapons or unarmed strikes gain a +1 profane bonus on damage rolls. This bonus increases by 1 for every two Abyssal Heritor feat you possess.

**Special:** Your talons make subtle manipulation of objects more difficult, imposing a -2 penalty on Sleight of Hand checks.

### Cleave [General, Fighter]

**[PHB 90]** You can follow through with powerful blows.

**Prerequisites:** Str 13, Power Attack.

**Benefit:** If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

### Clever Wrestling [General]

**[DRAC 103, STORM 02]** You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.

**Prerequisites:** Improved Unarmed Strike, size Small or Medium.

**Benefit:** When your opponent is Large or larger, you gain a circumstance bonus on your grapple check to escape a grapple or pin. The size of the bonus depends on your opponent's size.

Opponent Size	Bonus
Colossal	+8
Gargantuan	+6
Huge	+4
Large	+2

### Cliffwalk Elite [Shifter]

**[EB65 23]** Your shifter trait improves.

**Prerequisite:** Shifter with the cliffwalk trait.

**Benefit:** While shifting, your climb speed improves by 10 feet. This improvement stacks with the increase for the cliffwalk trait, for a total increase of 30 feet.

### Climb Like An Ape [Wild]

**[CV 114]** You can improve your climbing ability.

**Prerequisite:** Wild shape.

**Benefit:** You can expend one daily use of wild shape to gain a climb speed equal to your base land speed for 10 minutes per Hit Die. This feat also grants you a +8 racial bonus on Climb checks and allows you to take 10 on Climb checks, even if rushed or threatened.

### Clinging Breath [Metabreath]

**[DRAC 67]** Your breath weapon clings to creatures and continues to affect them in the round after you breathe.

**Prerequisites:** Con 13, breath weapon.

**Benefit:** Your breath weapon has its normal effect, but also clings to anything caught in its area. A clinging breath weapon lasts for 1 round. In the round after you breathe, the clinging breath weapon deals half of the damage it dealt in the previous round. Creatures that avoid damage from the breath weapon (such as creatures with the evasion special quality or incorporeal creatures) do not take the extra damage. For example, an old silver dragon uses its cold breath and deals 72 points of cold damage (or 36 points against a target that makes its save). In the following round, foes that failed their saves against the breath weapon initially take an additional 36 points of damage, and foes that succeeded on their saves take 18 points of cold damage.

A foe can take a full-round action to attempt to remove the clinging breath weapon before taking any additional damage. It takes a successful Reflex saving throw (same DC as your normal breath weapon) to remove the effect. Rolling around on the ground grants a +2 bonus on the saving throw, but leaves the foe prone. A clinging breath weapon cannot be removed or smothered by jumping into water. A clinging breath weapon can be magically dispelled (DC equal to your breath weapon save DC).

This feat only works on a breath weapon that has instantaneous duration and that deals some kind of damage, such as energy damage (acid, cold, electricity, fire, or sonic), ability damage, or negative levels.

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

**Special:** You can apply this feat more than once to the same breath weapon. Each time you do, the clinging breath weapon lasts an additional round.

### Clinging Breath [Metabreath]

**[DRAC 67]** This feat enables a creature's breath weapon to cling to creatures and continue to affect them after it has breathed.

**Prerequisites:** Con 13, breath weapon with recharge time expressed in rounds.

**Benefit:** When a creature uses its breath weapon, it can choose for it to deal additional damage in the next round to all creatures affected by it. This additional damage is equal to half the damage the breath weapon dealt to that creature or object. A second save is not allowed, but any creature or object that has avoided all damage from the breath weapon in the first round (such as from evasion) does not take any extra damage.

As a full-round action, a targeted creature can attempt a Reflex save (using the breath weapon's original save DC) to remove the clinging breath weapon and negate further damage. Rolling around on the ground grants +2 bonus on this save.

This feat only works on a breath weapon that has instantaneous duration and that deals damage.

When a creature uses this feat, add 1 to the number of rounds it must wait before using its breath weapon again.

**Special:** This feat originally appeared in Draconomicon, this is a revised version. If you have Draconomicon, Clinging Breath is treated as a Metabreath feat.

### Cloak of the Obyrith [Abyssal Heritor]

**[FC1 85]** The chaos of the Abyss suffuses your being, as it does the ancient obyriths.

**Prerequisites:** Chaotic alignment.

**Benefit:** You gain damage reduction 1/waful. The amount of damage reduction increases by 1 for each additional Abyssal heritor feat you possess.

**Special:** You are careless when it comes to your own fundamental well-being and take a -2 penalty on Survival checks.

### Close-Quarter Fighting [General, Fighter]

**[DRAC 103, FRRF 162]** You are skilled at fighting at very close range and in evading grappling attempts.

**Prerequisites:** Base attack bonus +3

**Benefit:** You can make an attack of opportunity when someone tries to grapple you, provided that you are not flat-footed or already grappled, even if the attacker has the improved grab ability.

Any damage you deal with your attack of opportunity applies as a bonus to the ensuing grapple check you make to avoid being grappled. This feat does not grant you an additional attack in a round, so the feat does not help you if you have no attacks of opportunity available.

**Normal:** A creature with the improved grab ability does not provoke an attack of opportunity when beginning a grapple.

### Cloudy Conjuration [General]

**[CM 40]** Your conjured creations and summoned beings appear in a puff of sickening black smoke, and you vanish in a cloud of the same when you teleport.

**Prerequisite:** Spell Focus (conjuration) or conjurer level 1<sup>st</sup>.

**Benefit:** When you cast a conjuration spell, you can choose to have a 5-foot-radius cloud of sickening smoke manifest. The cloud can appear in your space, adjacent to you, or in the space of or adjacent to your target (if any).

The cloud lasts for 1 round. Any living creature is sickened while inside it (but not after exiting). The cloud in all other ways acts like a small area of the fog cloud spell. Creatures immune to poison are immune to the sickening effect. The cloud appears in conjunction with the spell taking effect (not before or after). Any creature you summon with the spell is immune to the sickening effect of the cloud.

**Special:** A conjurer can select this feat as a wizard bonus feat.

### Cobra Head [Monstrous]

**[FRS 145]** You can extend the skin of your neck into a cobra hood.

**Prerequisites:** Serpent or serpentfolk.

**Benefit:** As a move action, you can dilate the skin on both sides of your neck to form a flat disk, in the manner of a cobra. While you display this "hood", you gain a +2 bonus on Intimidate checks, and the save DC for each of your spells, spell-like abilities, and supernatural abilities that causes fear increases by +1. Furthermore, any creature with an Intelligence score of 2 or below perceives you to be one size larger than you actually are. You can retract your skin and resume your normal appearance as a free action.

### Cold Endurance [General]

**[FROST 47]** Either because of growing up in a frostfell or training your body and mind to ignore the biting effect of cold, you can exist with ease in low-temperature environments.

**Prerequisites:** Base Fortitude save bonus +2.

**Benefit:** You can exist comfortably in conditions between 0° F and 90° F without having to make Fortitude saves (as described in Cold Dangers, FROST page 8). You also gain a +2 bonus on saving throws against cold effects.

Cold Endurance doesn't provide any level of resistance to cold damage.

### Cold Focus [General]

**[FROST 47]** Your cold spells are more potent than normal.

**Benefit:** Add +1 to the DC for all saving throws against spells you cast with the cold descriptor. This bonus stacks with similar bonuses, such as those granted by Spell Focus and Greater Spell Focus.

### Cold Iron Tracery [Warforged]

**[EBRE 23]** Cold-forged iron that runs through your body allows you to overcome the supernatural defenses of certain creatures and protecting against some magical attacks.

**Prerequisite:** Warforged.

**Benefit:** Your natural weapons and grapple checks made to deal damage are treated as cold iron weapons for the purpose of overcoming damage reduction. You also gain a +1 bonus on Will saves against spells and spell-like abilities.

### Cold Spell Specialization [General]

**[FROST 47]** You do additional damage with cold spells.

**Prerequisites:** Con 13, Snowcasting, Frozen Magic.

**Benefit:** In cold areas (temperature at or below 40° F), you gain a +1 bonus per die to any dice rolled to determine damage caused by cold spells you cast. For example, if an 11<sup>th</sup>-level wizard with this feat casts a *cone of cold* in a cold area, the spell does 11d6+11 points of damage.

In areas of extreme cold (below -20° F), the damage increases to +2 per die.

### Colossal Wild Shape [Wild, Epic]

**Prerequisite:** The ability to *wild shape* into a Gargantuan creature.

**Benefit:** The character can use his or her *wild shape* to take the shape of a Colossal animal.

**Normal:** Without this feat, a character cannot *wild shape* into an animal of greater than Huge size.

### Combat Acrobat [General, Fighter]

**[PHB 76]** Your acrobatics and agility in combat allow you to maneuver across the battlefield with ease. You stay on your feet and speed over difficult terrain due to your superior athleticism and acrobatic talents.

**Prerequisites:** Balance 9 ranks, Tumble 9 ranks.

**Benefit:** You gain several benefits from this feat to reflect your overall athletic ability and training in the skills vital to an acrobat.

**Acrobatic Recovery:** If an effect causes you to fall prone, you can make a DC 20 Balance check to remain on your feet.

**Sure Footed Maneuver:** With a DC 15 Balance check, you can ignore up to 4 squares of difficult terrain while moving. You treat these squares as normal terrain. You still endure any effects or hazards associated with the terrain. For example, a shallow pool of boiling water might deal fire damage and count as difficult terrain. You would still take damage from the water even if your Balance check allowed you to move through it at full speed.

**Special:** A fighter can select Combat Acrobat as one of his fighter bonus feats.

### Combat Archery [Epic]

**[CW 151]** You can fire a bow in melee safely.

**Prerequisites:** Dodge, Mobility, Point Blank Shot.

**Benefit:** The character does not incur any attacks of opportunity for firing a bow when threatened.

**Normal:** Without this feat, a character incurs an attack of opportunity from all opponents who threaten him or her whenever he or she uses a bow.

### Combat Awareness

#### [Combat Form, Fighter]

**[PHB 86]** When you maintain your combat focus, you have an uncanny ability to sense the ebb and flow of your opponents' vitality. As you attain greater mastery of this fighting style, you learn to sense a foe's presence even with your eyes closed.

**Prerequisites:** Wis 13, Blind-Fight, Combat Focus, base attack bonus +12.

**Benefit:** While maintaining your combat focus, you learn the current hit point total of each adjacent opponent and ally.

If you have three or more combat form feats, you gain blindsight out to 5 feet.

**Special:** A fighter can select Combat Awareness as one of his fighter bonus feats.

### Combat Brute [Tactical, Fighter]

**[CW 110]** You employ strength and leverage to great effect in battle.

**Prerequisites:** Improved Sunder, Power Attack, base attack bonus +6.

**Benefit:** The Combat Brute feat enables the use of three tactical maneuvers.

**Advancing Blows:** To use this maneuver, you must make a successful bull rush attempt against a foe. During the next round, all your attacks against that foe gain a +1 bonus on attack and damage rolls for each square your bull rush moved that foe. For example, if you pushed an orc back 10 (2 squares) feet with a bull rush, you would gain a +2 bonus on attack and damage rolls against that orc on the following round.

**Sundering Cleave:** To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see page 158 of the *Player's Handbook*). If you do so, you gain an immediate additional melee attack against the foe. The additional attack is with the same weapon and at the same attack bonus as the attack that destroyed the weapon or shield.

**Momentum Swing:** To use this maneuver, you must charge a foe in the first round, and you must make an attack using your Power Attack feat in the second round. The penalty you take on your attack roll must be -5 or worse. Your attacks during the second round gain a bonus equal to your attack roll penalty x 1-1/2, or x 3 if you're using a two-handed weapon or a one-handed weapon wielded in two hands. For instance, if you choose to take a -6 penalty on your attack roll, you can deal an extra 9 points of damage, or an extra 18 points if you're using a two-handed weapon or a one-handed weapon wielded in two hands.

**Special:** A fighter may select Combat Brute as one of his fighter bonus feats.

### Combat Casting [General]

**[PHB 90]** You are adept at casting spells in combat.

**Benefit:** You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

### Combat Defense [Combat Form, Fighter]

**[PHB 87]** The state of keen focus and mental discipline you attain in combat allow you to shift the focus of your defense from one opponent to another with careful, precise maneuvers.

**Prerequisites:** Dex 13, Wis 13, Combat Focus, Dodge, base attack bonus +6.

**Benefit:** While you maintain your combat focus, you can change the target of your Dodge feat to a new opponent as an immediate action.

If you have three or more combat form feats, you gain an additional +1 dodge bonus to AC against the target of your Dodge feat.

**Normal:** Designating or changing the target of your Dodge feat can only be done on your turn as a free action.

**Special:** A fighter can select Combat Defense as one of his fighter bonus feats.

### Combat Expertise [General, Fighter]

**[PHB 90]** You are trained at using your combat skill for defense as well as offense.

**Prerequisite:** Int 13.

**Benefit:** When you use the attack action or the full attack action in melee, you can 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. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until your next action.

**Normal:** A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attack rolls and gain a +2 dodge bonus to Armor Class.

### Combat Familiar [General]

**[PHB 76]** Your familiar is skilled in delivering attack spells against your foes. It fits past their defenses to discharge its spell without leaving itself vulnerable to attack.

**Prerequisites:** Arcane caster level 1<sup>st</sup>, familiar.

**Benefit:** If your familiar holds the charge for a touch spell, it does not provoke an attack of opportunity for entering an opponent's square.

### Combat Focus [Combat Form, Fighter]

**[PHB 87]** The way of the warrior requires more than simple, brute strength. Some warriors bring their minds to such keen focus during the heat of battle that they can attain superhuman levels of endurance, perception, and mental toughness. Through intense mental exercise and training, you learn to enter a state of perfect martial clarity.

**Prerequisites:** Wis 13.

**Benefit:** In battle, you push aside the chaos of the fight and attain a focused state that grants you a keen, clear picture of the battle. Fear and pain ebb away as you focus solely on defeating your enemy. The first time you make a successful attack during an encounter, you gain your combat focus. In this state, your mind and body become one, allowing you to overcome mundane physical



limits. You can maintain your combat focus for 10 rounds after entering it, +1 additional round per combat form feat you possess aside from this one. You can only gain your combat focus once per encounter.

While you are maintaining your combat focus, you gain a +2 bonus on Will saves. If you have three or more combat form feats, this bonus increases to +4.

**Special:** A fighter can select Combat Focus as one of his fighter bonus feats.

### Combat Insight [Epic]

**[CW 151]** Your keen intellect allows you to place melee attacks where they will deal the most damage.

**Prerequisites:** Combat Expertise, Epic Prowess, base attack bonus +15.

**Benefit:** When wielding a melee weapon, add your Intelligence modifier rather than your Strength modifier to the weapon's damage rolls.

### Combat Intuition [General, Fighter]

**[CV 106]** Your keen understanding of your opponent's moves and your instinctive feel for the flow of combat enable you to shrewdly assess your opponent's combat abilities.

**Prerequisites:** c

**Benefit:** As a free action, you can use Sense Motive to assess the challenge presented by a single opponent in relationship to your own level/Hit Dice (see the assess opponent option under the Sense Motive skill, CV 102). You gain a +4 bonus on such checks and narrow the result to a single category.

In addition, whenever you make a melee attack against a creature that you made a melee attack against a creature that you made a melee attack against during the previous round, you gain a +1 insight bonus on your melee attack rolls against that creature.

**Special:** A fighter may select Combat Intuition as one of his fighter bonus feats.

### Combat Reflexes [General, Fighter]

**[PHB 90]** You can respond quickly and rapidly to opponents who let their defenses down.

**Benefit:** You may make a number of additional attacks of opportunity equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

**Normal:** A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

**Special:** The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

A fighter may select Combat Reflexes as one of his fighter bonus feats.

A monk may select Combat Reflexes as a bonus feat at 2nd level.

### Combat Stability [Combat Form, Fighter]

**[PHB 87]** When you maintain your combat focus, you become difficult to dislodge. Your muscles lock into an unyielding position, granting you superior ability to resist trip attacks, bull rushes, disarms, and similar effects.

**Prerequisites:** Wis 13, Combat Focus, base attack bonus +3.

**Benefit:** You gain a +4 bonus on checks or rolls to resist bull rush, disarm, grapple, overrun, and trip attempts made against you.

If you have three or more combat form feats, the bonus granted by this feat increases to +8.

**Special:** A fighter can select Combat Stability as one of his fighter bonus feats.

### Combat Strike [Combat Form, Fighter]

**[PHB 87]** Your intense, focused state allows you to see the one critical moment in a battle when you hang suspended between victory and defeat. By pouring the energy required to maintain your focus into your assault, you batter through your foe's defenses.

**Prerequisites:** Wis 13, Combat Focus, any two other combat form feats, base attack bonus +15.

**Benefit:** If you choose to end your combat focus as a swift action, you gain a bonus on attack rolls equal to your total number of combat form feats for the rest of your current turn. You immediately lose all benefits of combat form feats that affect you only while you are maintaining your combat focus.

**Special:** A fighter can select Combat Strike as one of his fighter bonus feats.

### Combat Tactician [General]

**[PHB 77]** You excel at approaching an opponent from an unexpected direction to deliver deadly attacks. As you approach your foe, you duck and weave to confuse his defenses. Alternatively, you draw a weapon and make a quick attack that surprises your foe.

**Prerequisites:** Dex 13, Dodge, base attack bonus +12.

**Benefit:** You can designate one specific foe as the target of this feat as a free action. If neither you nor the target threatens each other the start of your turn, you gain a +2 bonus on melee damage against that target during your turn.

### Combat Vigor [Combat Form, Fighter]

**[PHB 88]** When you maintain your combat focus, your clarity of purpose and relentless drive allow you to overcome your body's frailties. Minor wounds heal in a matter of seconds, and you quickly recover from even a grievous blow.

**Prerequisites:** Wis 13, Combat Focus, base attack bonus +9.

**Benefit:** While you maintain your combat focus, you gain fast healing 2. You lose this benefit when your combat focus ends.

If you have three or more combat form feats, the benefit of this feat improves to fast healing 4.

**Special:** A fighter can select Combat Vigor as one of his fighter bonus feats.

### Cometary Collision [General, Fighter]

**[PHB 77]** You are a thunderbolt of destruction on the battlefield. By carefully timing your charge, you rush forward and slam into an enemy just as he gathers the speed needed to charge you. You turn your opponent's momentum against him.

**Prerequisites:** Str 13, Improved Bull Rush, Power Attack.

**Benefit:** You can ready a standard action to use this feat when an opponent charges you or any other target. At any point during your opponent's charge, you can charge him. In place of the normal charge benefits, you gain +2 on your attack roll and +4 on your damage roll. Your foe loses the benefits of charging (but not the penalties) but can still attack you. If the target charged someone else, he can choose to instead attack you. You take the standard -2 penalty to AC for charging.

If you cannot move at least 10 feet or cannot charge due to terrain or other factors, you do not gain this feat's benefit. In either case, you use your readied action to move but do not gain an attack.

**Special:** A fighter can select Cometary Collision as one of his fighter bonus feats.

### Communicator [General]

**[CA 76]** You possess a magical understanding of the essence of language.

**Benefit:** An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—arcane mark, comprehend languages, message.

### Companion Spellbond [General]

**[PHB 77]** You form a special magical link with your animal companion, allowing you to share spells with it over a greater distance.

**Prerequisites:** Animal companion.

**Benefit:** You use your companion's share spells ability out to a range of 30 feet, rather than the standard 5 feet. You can cast touch spells to affect your companion at a greater range than normal. You can change a spell's range from touch to short range (range of 25 feet + 5 feet per two caster levels) if the spell targets only your companion.

### Complementary Insight [Racial]

**[ROD 150]** You get more out of having skills that work well together.

**Prerequisites:** Half-elf.

**Benefit:** Having 5 or more ranks in a skill gives you a +3 bonus on skill checks with each of its synergistic skills, as noted in the skill description.

**Normal:** Synergistic skills provide a +2 bonus on skill checks.

### Confound the Big Folk [Tactical]

**[ROW 153]** You excel when battling foes bigger than you are.

**Prerequisites:** Small or smaller, Tumble 10 ranks, Underfoot Combat.

**Benefit:** This feat allows you to perform any of the following three maneuvers:

**Knee Striker:** To use this maneuver, you must first move into a square occupied by a foe at least two size categories larger than you. On any succeeding round in which you remain in the foe's square and fight defensively, use total defense, or use Combat Expertise (minimum -4 penalty on attack rolls), any melee or ranged attack made against you has a 50% chance to strike the foe whose square you occupy instead. This chance does not apply to attacks made by the creature whose square you occupy.

**Unsteady Footing:** To use this maneuver, you must first move into a square occupied by a foe at least two size categories larger than you. On the next round, you can use a standard action to attempt to trip your foe without provoking attacks of opportunity. If your touch attack to initiate the trip attack succeeds, you can attempt a Strength or Dexterity check (your choice) opposed by your foe's Strength or Dexterity check (as normal) to trip your foe. You may not add any bonus on his Strength or Dexterity check to avoid the trip that he would gain from his size. If your trip check fails, your opponent may not attempt to trip you. If you have Improved Trip, you can follow a successful trip attempt with an immediate melee attack.

**Underfoot Defense:** To use this maneuver, you must first move into a square occupied by a foe at least two size categories larger than you. On any succeeding round in which you remain in the foe's square and fight defensively, use total defense, or use Combat Expertise (minimum -4 penalty on attack rolls), any melee or ranged attack made against you has a 50% chance to strike the foe whose square you occupy instead. This chance does not apply to attacks made by the creature whose square you occupy.

**Unsteady Footing:** To use this maneuver, you must first move into a square occupied by a foe at least two size categories larger than you. On the next round, you can use a standard action to attempt to trip your foe without provoking attacks of opportunity. If your touch attack to initiate the trip attack succeeds, you can attempt a Strength or Dexterity check (your choice) opposed by your foe's Strength or Dexterity check (as normal) to trip your foe. You may not add any bonus on his Strength or Dexterity check to avoid the trip that he would gain from his size. If your trip check fails, your opponent may not attempt to trip you. If you have Improved Trip, you can follow a successful trip attempt with an immediate melee attack.

### Consecrate Spell [Metamagic]

**[CD 79]** You can imbue your spells with the raw energy of good.

**Prerequisite:** Any good alignment.

**Benefit:** A spell you modify with this feat gains the good descriptor. Furthermore, if the spell deals damage, half of the damage (rounded down) results directly from divine power and is therefore not subject to be reduced by resistance or immunity to energy-based attacks. For example, a consecrated *fire storm* spell cast by a 16th-level cleric deals 16d6 points of damage, half of which is fire damage and half of which is sheer divine power. Thus, creatures immune to fire still take damage. The consecrated spell uses up a spell slot one level higher than the spell's actual level.

### Construct Lock [Warforged]

**[EBRE 77]** Your knowledge of construct nature allows you to deal extra damage to or even immobilize such foes.

**Prerequisites:** Warforged, base attack bonus +2.

**Benefit:** You gain a +2 bonus on damage rolls against creatures with the construct type (including living constructs)—if you roll a critical threat against a construct, you can forgo the confirmation roll to make another attack roll using the same modifier. If this second attack also hits and deals at least 1 point of damage, the construct must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Con modifier) or be rendered immobile and helpless for 1 round (as if it had been paralyzed).

**Special:** If you spend an action point to improve an attack roll against a construct and hit with the attack, the attack roll is automatically considered to be a critical threat regardless of the number rolled on the die.

### Contagious Paralysis [Monstrous]

**[LMBD 25]** Your paralyzing touch is contagious.

**Prerequisites:** Paralysis as an extraordinary or supernatural ability.

**Benefit:** Any creature paralyzed by your special attack can confer paralysis to other creatures that touch it. Any creature touching a creature you have paralyzed is immediately affected as if you had delivered a paralyzing attack on it (using the same DC to resist, if allowed).

If a creature successfully saves against your contagious paralysis attack, it can't be affected by your attack for 24 hours.

### Cooperative Spell [Metamagic]

**[CA 76]** You can cast spells to greater effect in conjunction with the same spell cast by another individual.

**Prerequisite:** Any metamagic feat.

**Benefit:** While the two of you are adjacent, you and another spellcaster with the Cooperative Spell feat can simultaneously cast the same spell at the same time in the round. Add +2 to the save DC of cooperatively cast spells and a +1 to caster level checks to beat the target's spell resistance (if any), using the higher base DC and level check of either caster.

A cooperative spell uses up a spell slot of the same level as the spell's actual level.

**Special:** For each additional caster with this feat casting the same cooperative spell simultaneously, the spell's DC and the bonus on the caster level check both increase by 1. When more than two spellcasters cooperatively cast a spell, each must be adjacent to at least two other casters involved in the casting. For example, two wizards and two sorcerers standing in a circle all have Cooperative Spell. The first three in the initiative order ready an action to cast *fireball*, casting the spell when the fourth does. The base DC of the spell's save is equal to the highest save DC among the cooperative casters (as determined by relevant ability scores, other feats, special abilities, or items) +4 (+2 for the first cooperative caster and +1 for each of the other two. As well, whoever has the highest caster level determines the base caster level check, which gains a +3 bonus (+1 for each cooperative caster).

### Coordinated Strike [General]

**[ROW 149]** You and your animal companion or special mount can coordinate your melee attacks to gain an advantage in combat.

**Prerequisites:** Handle Animal 5 ranks, animal companion class feature or special mount class feature.

**Benefit:** During any round in which your animal companion or special mount makes a melee attack, you gain a +1 competence bonus on your attack rolls against the same target.

### Copper Dragon Lineage [Draconic]

**[DM 16]** You have learned to channel the powers of your copper dragon ancestry to hinder your enemies' mobility.

**Prerequisites:** Draconic Heritage (copper), sorcerer level 3<sup>rd</sup>.

**Benefit:** As a standard action, you can spend an arcane spell slot to create a 20-foot radius burst of magical energy centered on you. All enemies in that area are *slowed* (as the *slow* spell) for a number of rounds equal to the level of the spell slot unless they succeed on a Fortitude save (DC 10 + the spell slot's level + your Cha modifier).

### Comanthran Moon Magic [Regional]

**[FRLE 7]** You have mastered the ancient elven techniques of drawing power from Sehanine Moonbow's light.

**Prerequisite:** Knowledge (history) 4 ranks, ability to cast 3<sup>rd</sup>-level spells.

**Benefit:** When you cast a spell under moonlight, your effective caster level increases by 2. This feat provides no benefit when the moon is not visible (during the day, underground, during a new moon, or the like).

### Corona [Divine]

**[D334/86]** By channeling positive energy you can blast your foes with holy light.

**Prerequisites:** Knowledge (religion) 4 ranks, ability to turn undead.

**Benefit:** You can spend a turn attempt as a standard action to create a flash of light that blasts forth into a 20-foot radius burst centered on you. Undead creatures in the area that are susceptible to sunlight (such as bodaks, vampires, and wraiths) become frightened for 1d4 rounds unless they succeed at a Will save (DC 10 + 1/2 your character level + your Cha modifier).

### Corpsecrier [General]

**[LMBD 25]** Undead you create are tougher than normal.

**Benefit:** Each undead you raise or create with any necromancy spell gains a +4 enhancement bonus to Strength and +2 hit points per Hit Die.

### Corrupt Arcana [Tainted]

**[HOH 120]** You can prepare and cast corrupt spells.

**Prerequisites:** Spontaneous arcane or divine caster, mild depravity.

**Benefit:** If you have access to a corrupt spell in written form — on a scroll, in a spellbook, or in a tome of forbidden lore — you can prepare it in the same way that a wizard or cleric would. The prepared corrupt spell remains in your mind and occupies one of your daily spell slots until you cast it or change it. A prepared corrupt spell uses a spell slot of the spell's normal level, and you must pay corruption costs as normal for casting the spell. Any corrupt spells you prepare by using this feat do not count against your total spells known, just your spells per day.

### Corrupt Spell [Metamagic]

**[CD 79]** You can transform one of your spells into a thing of evil due to a deal you make with an evil power.

**Prerequisite:** Any evil alignment.

**Benefit:** This feat adds the evil descriptor to a spell. Furthermore, if the spell deals damage, half of the damage (rounded down) results directly from divine power and is therefore not subject to be reduced by resistance or immunity to energy-based attacks. The corrupted spell uses up a spell slot one level higher than the spell's actual level.

### Corrupt Spell Focus [General]

**[HOH 120]** All spells you cast that have a corrupt component (such as *call forth the beast*\*, *master's lament*\*, or *chain of sorrow*\*) are more potent than normal.

\* New spells described later in this chapter (HOH).

**Prerequisites:** Any nongood alignment.

**Benefit:** You add +1 to the DC for all saving throws against any spells you cast that have a corrupt component.

### Corrupt Spell-Like Ability [General]

**[BVD 48]** One of the creature's spell-like abilities is powered by evil. A dark pact provides the creature with unholy energy.

**Prerequisites:** Any evil alignment.

**Benefit:** This feat adds the evil descriptor to a spell-like ability. Furthermore, if the spell-like ability deals damage, half of that damage (rounded down) is unholy damage. For example, if a corrupted *fireball* from a pit fiend deals a total of 35 points of damage, half of that amount (18 points) is fire damage and the other half (17 points) is unholy damage. Nonevil creatures immune to fire still take the 17 points of unholy damage.

Each of a creature's spell-like abilities can be corrupted three times per day, though the feat does not allow the creature to exceed its normal usage limit for any ability. Thus, if a pit fiend chooses to corrupt its *fireball* ability, it can use a corrupted *fireball* up to three times that day. Thereafter, it could use its *fireball* ability again normally (since it can use *fireball* at will), or it could corrupt another of its spell-like abilities, such as *meteor swarm*.



**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to each of its spell-like abilities three additional times per day.

### Corrupted Wildshape [Monstrous]

**[LMBD 25]** You have learned to use the necromantic energy that powers your undead form to overcome the inability to undead creatures to wild shape. You can assume the form of an undead, rotten creature with the use of your wild shape ability.

**Prerequisites:** Undead type, wild shape class feature.  
**Benefit:** You can use your wild shape ability even though you are undead. The ability functions just as if you were a living creature using this ability, with the following exceptions:

You do not gain a Constitution score in the new form, and you retain all the immunities of the undead type while in your new form. The form you assume looks half-decayed, with missing patches of fur and rotted, worm-eaten flesh. While you are in this form, the rank odor of death hangs around you.

**Normal:** Since it is based on the *polymorph* spell, wild shape only works on living creatures.

### Cosmopolitan [Regional]

**[FRPG 37]** You've been lied to more times than you can count. This history has made you intimately familiar with the deceit, guilt, and doublespeak of city folk.

**Prerequisite:** Dwarf (Waterdeep), elf (Waterdeep), half-elf (Waterdeep), Halfling (Amn), or human (Amn, the Golden Water, the Sword Coast, or Waterdeep)

**Benefit:** You gain a +2 bonus on Bluff, Gather Information, and Sense Motive checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Cougar's Vision [Wild]

**[CV 114]** You can see in the dark like a cat.

**Prerequisites:** Wild shape, Spot 2 ranks.

**Benefit:** You can expend one daily use of wild shape to gain low-light vision for 1 hour per Hit Die. In addition, you gain a +4 bonus on all Spot checks. You retain these benefits regardless of what form you are in.

### Cover Your Tracks [General]

**[FRSS 20]** You are good at masking your route, making it difficult for others to track you.

**Prerequisite:** Track

**Benefit:** Add +5 to the DC to follow your tracks, or +10 if you move at half speed and hide your trail. You gain a +2 bonus on Hide checks.

**Normal:** Characters without this feat can move at half speed and hide their trail, adding +5 to the DC to follow their tracks.

### Craft Aboleth Glyph [Item Creation]

**[LOM 22]** An aboleth with this feat can create magic glyphs that store spells or have specialized effects of their own.

**Prerequisites:** Aboleth, caster level 5<sup>th</sup>.

**Benefit:** The creature can create a permanent *glyph of warding* effect that automatically recharges and replenishes its own energy after a short period of inactivity after it is triggered. Crafting an aboleth glyph takes one day for each 1,000 gp in its base price. The base price of an aboleth glyph is its caster level X spell level X 1,000 gp. To create the glyph, the creature must spend 1/25 of the base price in XP and use up raw materials costing one-half of the base price.

A newly created glyph functions exactly as if the creature had cast *glyph of warding* on the affected area, except that the glyph automatically reappears 1 minute after it is discharged. Similarly, if the glyph is dispelled, it reforms as good as new 1 minute later. An aboleth glyph can be destroyed only in the same manner a magic item can be destroyed – *Mordenkainen's disjunction*, physical destruction of the glyph, and so on.

Alternatively, the aboleth can create a master glyph. Each master glyph is a unique glyph with specific effects and base costs: several sample master glyphs are detailed in LOM.

### Craft Construct [Item Creation]

**[MM 303, MM4 202]** The creature can create golems and other magic automatons that obey its orders.

**Prerequisites:** Craft Magic Arms and Armor, Craft Wondrous Item.

**Benefit:** A creature with this feat can create any construct whose prerequisites it meets. Enchanting a construct takes one day for each 1,000 gp in its market price. To enchant a construct, a spellcaster must spend 1/25 the item's price in XP and use up raw materials costing half of this price (see individual construct monster entries for details).

A creature with this feat can repair constructs that have taken damage. In one day of work, the creature can repair up to 20 points of damage by expending 50 gp per point of damage repaired.

A newly created construct has average hit points for its Hit Dice.

### Craft Contingent Spell [Item Creation]

**[FRUE 42, CA 77]** You know how to create contingent spells, which are semi-permanent spells that can be "worn" and activate under certain conditions.

**Prerequisites:** Spellcaster level 11<sup>th</sup>+

**Benefit:** You can make contingent any spell for which you meet the prerequisites. Crafting a contingent spell takes one day for each 1,000gp in its base price (spell level x caster level x 100gp). To craft a contingent spell, you must spend 1/25 of its base price in XP and use up raw materials costing half its base price. Some contingent spells incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the contingent spell's base price.

See Contingent Spells in FRUE Chapter 4: Magic and Spells or CA page 139, for more information.

### Craft Epic Magic Arms and Armor [Item Creation, Epic]

**Prerequisites:** Craft Magic Arms and Armor, Knowledge (arcana) 28 ranks, Spellcraft 28 ranks.

**Benefit:** The character can craft magic arms and armor which exceed the normal limits for such items

### Craft Epic Rod [Item Creation, Epic]

**Prerequisites:** Craft Rod, Knowledge (arcana) 32 ranks, Spellcraft 32 ranks.

**Benefit:** The character can craft rods that exceed the normal limits for such items.

### Craft Epic Staff [Item Creation, Epic]

**Prerequisites:** Craft Staff, Knowledge (arcana) 35 ranks, Spellcraft 35 ranks.

**Benefit:** The character can craft staffs that exceed the normal limits for such items.

### Craft Epic Wondrous Item [Item Creation, Epic]

**Prerequisites:** Craft Wondrous Item, Knowledge (arcana) 26 ranks, Spellcraft 26 ranks.

**Benefit:** The character can craft wondrous items that exceed the normal limits for such items.

### Craft Magic Arms and Armor [Item Creation]

**[PHB 90]** You can create magic weapons, armor and shields.

**Prerequisite:** Caster level 5<sup>th</sup>.

**Benefit:** You can create any magic weapon, armor, or shield whose prerequisites you meet. 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 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.

### Craft Rod [Item Creation]

**[PHB 90]** You can create magic rods, which have varied magical effects.

**Prerequisite:** Caster level 9<sup>th</sup>.

**Benefit:** You can create any rod whose prerequisites you meet. Crafting a rod takes one day for each 1,000 gp in its base price. To craft a rod, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.

Some rods incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the rod's base price.

### Craft Rune Circle [Item Creation]

**[ROS 137]** You can create rune circles, stationary magic items that hold a variety of spells and effects.

**Prerequisite:** Caster level 5<sup>th</sup>.

**Benefit:** You can create a rune circle whose prerequisites you meet (see Sample Rune Circles on ROS 168 for prerequisites and other information on rune circles). Creating a rune circle takes one day for each 1,000 gp in its price. To create a rune circle, you must spend 1/25 of the item's price in XP and use up raw materials costing one-half of this price.

You can also mend a broken rune circle 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.

Some rune circles incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price.

### Craft Scepter [Item Creation]

**[FRLE 8]** You know the ancient Netherese secret of creating magic scepters – devices that can contain much more powerful spells than a magic wand can.

**Prerequisite:** Knowledge (history) 4 ranks, caster level 9<sup>th</sup>.

**Benefit:** You can create a scepter that holds any spell of 7<sup>th</sup> level or lower that you know. Unlike a magic wand, a scepter can contain up to two spells. Each of which has a cost in charges to use. Both spell effects draw from a common pool of charges, so they can be used in any combination.

Crafting a scepter takes one day for each 1,000 gp in its base price. The base price of a scepter is its caster level x the spell level x 750 gp for the highest level spell included, plus the caster level x the spell level x 375 gp for the second spell, if any. To craft a scepter, you must spend 1/25 of this base price in XP and use up raw materials costing one-half this amount. A newly created scepter has 50 charges. Any spell that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from base price, you must expend fifty units of the material component or pay fifty times the XP cost.

See FRLE page 153 for more information on scepters.

### Craft Skull Talisman [Item Creation]

**[FROST 47]** You can create skull talismans, which carry spells within themselves (for more information on skull talismans, see FROST page 112).

**Prerequisites:** Caster level 6<sup>th</sup>.

**Benefit:** You can create a skull talisman or any spell you know and that targets one or more creatures. Crafting a skull talisman takes one day. When you create a skull talisman, you set the caster level. The caster level must be sufficient to cast the spell in question and no higher than your own level. The base price of a skull talisman is its spell level x its caster level x 100 gp. To craft the talisman, you must spend 1/25 of this base price in XP and use up raw materials (mostly comprised of the rare metallic inks needed to inscribe the runes of power on the skull) costing one-half this base price.

When you create a skull talisman, you make any choices that you would normally make when casting the spell. Whoever destroys the skull is the target of the spell.

Any skull talisman that stores a spell 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 cost when creating the skull talisman.

The skull to be used to create a skull talisman must be from a creature of at least Small size. A Small creature's skull can store a spell up to 3<sup>rd</sup> level. A Medium creature's skull can store a spell up to 6<sup>th</sup> level. A Large creature's skull can store a spell of up to 9<sup>th</sup> level. The art of crafting skull talismans was perfected by Neanderthal druids, but many spellcasters can learn the art of making these devices. Many view the act of creating or using a skull talisman a distasteful activity, but neither in and of itself is an evil act.

### Craft Staff [Item Creation]

**[PHB 90]** You can create magic staffs, each of which has multiple magical effects.

**Prerequisite:** Caster level 12<sup>th</sup>.

**Benefit:** You can create any staff whose prerequisites you meet.

Crafting a staff takes one day for each 1,000 gp in its base price. To craft a staff, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. A newly created staff has 50 charges.

Some staffs incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the staff's base price.

### Craft Wand [Item Creation]

**[PHB 90]** You can create wands, which hold spells (see the DMG for rules on wands).

**Prerequisite:** Caster level 5<sup>th</sup>.

**Benefit:** You can create a wand of any 4<sup>th</sup>-level or lower spell that you know. Crafting a wand takes one day for each 1,000 gp in its base price. The base price of a wand is its caster level x the spell level x 750 gp. To craft a wand, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty copies of the material component or pay fifty times the XP cost.

### Craft Wondrous Item [Item Creation]

**[PHB 90]** You can create a wide variety of magic items, such as *crystal balls* or *flying carpets*.

**Prerequisite:** Caster level 3<sup>rd</sup>.

**Benefit:** You can create any wondrous item whose prerequisites you meet. Enchanting a wondrous item takes one day for each 1,000 gp in its price. To enchant a wondrous item, you must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

You can also mend a broken wondrous item 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.

Some wondrous items incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

### Craven [General]

**[FRCR 17]** Like most sly rogues, you are a dangerous coward. However, your sneak attacks deal more damage than normal.

**Prerequisite:** Sneak attack class feature, cannot be immune to fear.

**Benefit:** You take a -2 penalty on saving throws against fear effects. However, when making a sneak attack, you deal an extra 1 point of damage per character level.

### Crescent Moon [Style]

**[CW 113]** You have mastered the style of fighting with sword and dagger. You know how to twist an opponent's weapons from its grasp with a single graceful motion while using your two weapons together.

**Prerequisites:** Improved Disarm, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (dagger), Weapon Focus (bestard sword, longsword, scimitar, or short sword).

**Benefit:** If you hit the same creature with both your sword and your dagger in the same round, you may make an immediate disarm attempt as a free action.

### Crossbow Sniper [General, Fighter]

**[PHB 77]** You are skilled in lining up accurate, deadly shots with your crossbow. Perhaps you add custom-made sights to your weapon, or have learned to maximize the stability and precision the weapon offers.

**Prerequisites:** Proficiency with hand, heavy, or light crossbow, Weapon Focus with hand, heavy, or light crossbow, base attack bonus +1.

**Benefit:** When using a crossbow for which you have the Weapon Focus feat, you gain a bonus on damage rolls equal to 1/2 your Dexterity bonus.

If you have the skirmish or sneak attack ability, the maximum range you can make such attacks increases to 60 feet when you are using a crossbow for which you have the Weapon Focus feat.

**Special:** A fighter can select Crossbow Sniper as one of his fighter bonus feats.

### Crowd Tactics [Tactical]

**[ROD 156]** You are adept at moving through and fighting in crowds.

**Prerequisites:** Hide 5 ranks, Dodge.

**Benefit:** The Crowd Tactics feat enables the use of three tactical maneuvers. You only gain these benefits if the crowd is indifferent or friendly.

**Moving with the Flow:** Entering a square with a crowd in it does not cost you extra movement.

**One with the Crowd:** You gain a +4 bonus on Hide checks made in a square with a crowd.

**Master of the Mob:** You gain a +4 bonus on Diplomacy or Intimidate checks when attempting to direct a crowd.

**Normal:** See page 100 of the DMG for rules on crowds.

### Crushing Strike [General]

**[PHB2 78]** You wield a bludgeoning weapon with superior power, allowing you to batter aside a opponent's defenses.

**Prerequisites:** Proficiency with a bludgeoning weapon, Weapon Focus with a bludgeoning weapon, Weapon Mastery (bludgeoning), Weapon Specialization with a bludgeoning weapon, base attack bonus +14.

**Benefit:** When you use a full attack action while fighting with any bludgeoning weapon, each attack that connects beats down your foe's defenses, granting a cumulative +1 bonus on attack rolls until the end of your current turn.

### Cunning Evasion [General]

**[PHB2 78]** When an area attack detonates around you, you use the chaos and flash of energy to duck out of sight.

**Prerequisites:** Hide 9 ranks, evasion.

**Benefit:** If you are caught within an area attack whose damage you avoid completely due to your evasion or improved evasion ability, you can make a combined Hide check an a 5-foot step as an immediate action. You can attempt this check only if there is cover suitable for a Hide check, and you can take your 5-foot step into cover before making your Hide attempt.



**Special:** If you have the hide in plain sight class feature, you do not need cover near you to attempt the Hide check allowed by this feat.

## Cunning Sidestep [General]

**[DRAC 103]** You have a better than normal chance to avoid being bull rushed or tripped.

**Prerequisites:** Improved Unarmed Strike, Clever Wrestling, size Small or Medium.

**Benefit:** When your opponent is larger than Medium, you gain a circumstance bonus on any opposed check you make to avoid being bull rushed, tripped, knocked down, or pushed. The size of the bonus depends on your opponent's size.

Opponent Size	Bonus
Colossal	+8
Gargantuan	+6
Huge	+4
Large	+2

**Special:** This feat is effective against the Large and in Charge feat. The bonus from this feat does not stack with the Clever Wrestling feat.

## Dallah Thaur's Luck [General]

**[ROW 149]** You can rely on a good dose of luck to get you through almost any scrape. Other Hallings say the blessing of Dallah Thaur is upon you.

**Prerequisites:** Halfling, Cha 12.

**Benefit:** Once per day, you can opt to gain a +5 luck bonus on a single saving throw. However, if you use this ability, you gain a -2 penalty on all other saving throws until sunrise the next morning.

## Damage Reduction [Epic]

**[CW 151]** You can shrug off some damage from attacks.

**Prerequisite:** Con 21.

**Benefit:** The character gains damage reduction 3/-. This does not stack with damage reduction granted by magic items or nonpermanent magical effects, but it does stack with any damage reduction granted by permanent magical effects, class features, or this feat itself.

**Special:** A character can gain this feat multiple times. Each time he or she gains the feat, his or her damage reduction increases by 3.

## Dampen Spell [General]

**[PHB2 78]** From the lowliest prestidigitator to the most august hierophant, spellcasters both arcane and divine recognize the power of counterspelling. You are no exception. You have learned to channel energy into 2 foe's spell to weaken its effects. Although you fail to nullify the spell, you render it much easier to resist.

**Prerequisites:** Improved CounterSpell.

**Benefit:** You can use, an immediate action to attempt to dampen an enemy's spell. As with counterspelling, you must identify the target spell as it is being cast. If you successfully identify it, you can expend any spell or spell slot to dampen your opponent's incantation. Because of your hasty, immediate casting, you do not fully counter the target spell. Instead, you subtract the level of the spell or spell slot you expend from the save DC of your opponent's spell.

## Dancing With Shadows [Racial, Tactical]

**[EBRE 77]** You have studied *sheshan talarash dasyannah*, the martial dance of the kalashtar.

**Prerequisites:** Kalashtar, Perform (dance) 8 ranks, Path of Shadows, base attack bonus +4.

**Benefit:** Dancing with Shadows enables the use of three tactical maneuvers. You can only benefit from one of these maneuvers in a given round.

**Flowing Motion, Still Mind:** To use this maneuver, you must use the Combat Expertise feat (taking at least a 2 penalty on your attack rolls) or fight defensively for 1 round. Starting on your next turn, you gain a +2 bonus on Will saves that lasts as long as you continue to use Combat Expertise or fight defensively, plus 1 round thereafter.

**Graceful Lunge:** To use this maneuver, you must use Combat Expertise (taking a penalty of at least -2 on your attack rolls) or fight defensively for 1 round. In the next round, you gain a bonus on your first melee attack roll equal to the dodge bonus to AC granted by Combat Expertise or fighting defensively in the previous round.

**Lingering Defense:** To use this maneuver, you must use the Combat Expertise feat (taking a penalty of at least -2 on your attack rolls) or fight defensively for 2 consecutive rounds. In the next round, you continue to receive the same dodge bonus to AC gained from Combat Expertise or fighting defensively, but you take no penalty on attack rolls.

## Danger Sense [General]

**[CV 106, MB 25]** You are one twitchy individual.

**Prerequisites:** Improved Initiative.

**Benefit:** Once per day, you may reroll an initiative check you have just made. \*You may use the better of your two rolls.\* You must decide to reroll before the round starts.

## Darguun Mauler [Racial]

**[EBRE 79]** The memory of your people's lost glory drives your brutal mastery of the weapons of Darguun.

**Prerequisites:** Humanoid (goblinoid), proficiency with flail or heavy flail, region of origin Darguun.

**Benefit:** You treat the dire flail and the spiked chain as martial weapons. As well, you gain a +3 bonus on damage rolls when making an attack with a flail, heavy flail, dire flail, or spiked chain as long as you do not move during the round in which you make the attack. If you have any of the following feats for the flail, heavy flail, dire flail, or spiked chain, you can apply the feat's effects to all three weapons: Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and Greater Weapon Specialization.

Additionally, when you spend an action point to influence an attack roll made with a flail, heavy flail, dire flail, or spiked chain, you also add the result of the action point roll to your damage for that attack.

## Dark Speech [Vile]

**[FC1 85]** You learn a smattering of the language of truly dark power.

**Prerequisites:** Will save bonus +5, Int 15, Cha 15.

**Benefit:** You can use the Dark Speech to bring loathing and fear to others, to help cast evil spells and create evil magic items,

and to weaken physical objects. The four basic uses are detailed below.

**Dread:** Whenever you use Dark Speech in this manner, you take 1d4 points of Charisma damage, and every other creature in a 30-foot radius must attempt a Will save (DC 19 + 1/2 your character level + your Cha modifier). The result of a failed save by a listener depends on the listener's character level and alignment, as detailed on the table below.

Level (Alignment)	Result
1 <sup>st</sup> -4 <sup>th</sup> (non-evil)	Listener is shaken for 1d10 rounds and must flee from you until you are out of sight.
1 <sup>st</sup> -4 <sup>th</sup> (evil)	Listener cowers in fear for 1d10 rounds.
5 <sup>th</sup> -10 <sup>th</sup> (non-evil)	Listener is shaken for 1d10 rounds.
5 <sup>th</sup> -10 <sup>th</sup> (evil)	Listener is charmed by you (as <i>charm monster</i> ) for 1d10 rounds.
11 <sup>th</sup> + (non-evil)	Listener is filled with loathing for you but is not otherwise influenced.
11 <sup>th</sup> + (evil)	Listener is impressed and you gain a +2 competence bonus on attempts to change his attitude in future.

**Power:** Whenever you use Dark Speech in this manner, you take 1d4 points of Charisma damage. By incorporating the Dark Speech into the verbal component of a spell, you increase its effective caster level by 1. By using it during the creation of an evil magic item, you increase its caster level by 1 without increasing the cost.

**Corruption:** As a full-round action, you can whisper vile words at an inanimate object and reduce its hardness by half. This use does not drain you, but you cannot use the ability more than once on a single object.

**Dark Unity:** You can use Dark Speech to establish a hive mind in any swarm of vermin or animals with an Intelligence score of 2 or lower. Thereafter, you can give the swarm one command as per the *suggestion* spell (caster level equals your Hit Dice). Whenever you infuse a swarm in this manner, you take 1d4 points of Constitution damage.

**Normal:** Attempting to utter a word of Dark Speech always ends in immediate death for a speaker who is not trained in its dark power. It is impossible to make someone use the Dark Speech if he is unwilling because the language's pronunciation is so exacting.

**Special:** You gain a +4 circumstance bonus on saving throws made when someone uses the Dark Speech against you.

## Dark Speech [Vile]

**[EBRE 46]** The character learns a smattering of the language of truly dark power.

**Prerequisites:** Base Will save bonus +5, Int 15, Cha 15.

**Benefit:** The character can use the Dark Speech to bring loathing and fear to others, to help cast evil spells and create evil magic items, and to weaken physical objects (see Dark Speech in Chapter 2).

**Normal:** Attempting to utter a word of the Dark Speech always ends in immediate death for a speaker who is not trained in its dark power. Fortunately, it is impossible to make someone use the Dark Speech if he or she is unwilling because the language's pronunciation is so exacting.

**Special:** The character gains a +4 circumstance bonus on saving throws made when someone uses the Dark Speech against him or her.

## Darkstalker [General]

**[LOM 179]** You have learned how to stalk and surprise creatures whose senses are very different from those of a humanoid.

**Benefit:** When you hide, creatures with blindsense, blindsight, scent, or tremorsense must make a Listen check or a Spot check (whichever DC is higher) to notice you, just as sighted creatures would make Spot checks to detect you. You cannot hide in plain sight unless you have that ability as a class feature. In addition, you can flank creatures that have the all-around vision special quality.

**Normal:** Creatures with these senses do not need to make a Spot or Listen check to notice other creatures within range. Creatures with all-around vision can't be flanked.

## Dash [General]

**[CW 97, MB 25]** You can move faster than normal.

**Benefit:** If you are wearing light armor or no armor and are carrying a light load, your speed is 5 feet faster.

## Daunting Presence [General, Fighter]

**[LMBD 25, MB 25]** You are skilled at inducing fear in your opponents.

**Prerequisites:** Cha 13, base attack bonus +1.

**Benefit:** You may take a standard action to awe an opponent. The opponent must be within 30 feet, have line of sight to you, and have an Intelligence score. If the opponent fails a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier), it is shaken for 10 minutes. This feat has no effect on a creature that is already shaken.

## Dauntless [Regional]

**[FRPG 37]** You can stand up to greater punishment than most and still keep on going.

**Prerequisite:** Dwarf (the Galena Mountains, the Smoking Mountains, Turmish, Underdark - Earthroot, Underdark - Old Shanatar), human (Damara, the Great Dale, Impiltur, or the Moonshae Isles, Underdark Old Shanatar), Lizardfolk (surkh), orc (Amn, Chessenta, Vaasa), or slyth (Underdark - Fluvienilstra)

**Benefit:** You gain +5 hit points.

**Special:** You may not select this feat more than once, but its benefit stacks with Toughness. You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Daylight Adaptation [General]

**[FRPG 37]** You have accustomed yourself to the painful sunlight of the surface world.

**Benefit:** Unlike other members of your race, you are not dazzled or blinded by exposure to bright light or sunlight. However, spells or effects that affect all creatures regardless of race, such as *sunbeam* or *sunburst* spells, still affect you normally.

## Deadeye Shot [General, Fighter]

**[PHB2 78]** You carefully line up a ranged attack, timing it precisely so that you hit your opponent when his guard is down. When your target is busy dealing with an ally's melee attack, you strike.

**Prerequisites:** Point Blank Shot, Precise Shot, base attack bonus +4, skirmish or sneak attack ability.

**Benefit:** By firing just as your ally connects with a blow, you take advantage of the distraction to strike the same enemy when his guard is ruined. If you ready a ranged attack to occur when an ally

strikes a particular target, and your ally succeeds, that target loses his Dexterity bonus to AC against your attack.

**Special:** A fighter can select Deadeye Shot as one of his fighter bonus feats.

## Deadly Chill [General]

**[LMBD 25]** Undead you create deal more damage than normal.

**Prerequisite:** Corpsecrawler

**Benefit:** Each corporeal undead you raise or create with your necromancy spell deals an extra 1d6 points of cold damage with its natural weapons.

## Deadly Poison [Monstrous]

**[FRSK 145]** Your poison attack deals more damage than normal.

**Prerequisites:** Con 19, poison special attack that deals ability damage as secondary damage, Ability Focus (poison).

**Benefit:** Your poison attack has the potential to deal more secondary damage than it otherwise would. If the target fails the secondary saving throw, the poison deals double its secondary damage.

## Deadly Spittle [Monstrous]

**[FRSK 145]** You can use your spit attack against multiple opponents.

**Prerequisites:** Spit Venom, spit attack, or spittle attack.

**Benefit:** You can spray your spit in a 15-foot cone-shaped burst.

## Deafening Song [Epic]

**Prerequisites:** Perform 24 ranks, bardic music class feature.

**Benefit:** The character can use song or poetics to temporarily deafen all enemies within a 30-foot spread from him or her. A successful Fortitude save (DC 10 + 1/2 the character's class level + the character's Charisma modifier) negates the effect. The deafening effect lasts for as long as the character continues the deafening song. The character can choose to exclude any characters from this effect. The character may sing, play, or recite a deafening song while taking other mundane actions, but not magical ones (see the bard's inspire courage ability for more details). The character may keep up the deafening song for a maximum of 10 rounds. Using the deafening song counts as one of the character's uses of song or poetics for the day.

## Death Blow [General]

**[CV 106]** You waste no time in dealing with downed foes.

**Prerequisites:** Improved Initiative, base attack bonus +2.

**Benefit:** You can perform a coup de grace attack against a helpless defender as a standard action. Doing this still provokes attacks of opportunity as normal.

**Normal:** Performing a coup de grace is a full-round action.

## Death Master [Monstrous]

**[LMBD 26]** Foes are especially afraid of your critical hits.

**Prerequisites:** Cha 13, undead type, Daunting Presence, base attack bonus +1

**Benefit:** Whenever you score a critical hit with a melee attack against a living foe, the foe is also shaken for 1 minute. This is a mind-affecting fear effect.

## Death of Enemies [Epic]

**Prerequisites:** Bane of Enemies, Survival 30 ranks, five or more favored enemies.

**Benefit:** Any time the character scores a critical hit against one of his or her favored enemies, it must make a Fortitude save (DC 10 + 1/2 character's ranger class level + character's Wisdom modifier) or die instantly.

**Special:** Creatures immune to critical hits can't be affected by this feat.

## Debilitating Spell [Tainted]

**[HOH 120]** By calling upon the taint within, you add a malign power to your offensive spells.

**Prerequisites:** Surge of Malevolence, moderate taint.

**Benefit:** This feat adds the evil descriptor to a spell. Furthermore, if the spell deals any physical damage to a subject, the target also takes either 2 points of Constitution damage (if your corruption is higher than your depravity) or 4 points of Wisdom damage (if your depravity is higher than your corruption). If you have an equal level of corruption and depravity, choose which sort of damage you wish to deal. The spell deals this ability damage only to a single target, even if the spell itself affects an area or more than one subject (in which case, you choose the target affected by your taint).

You can use this ability twice per day if you have moderate taint and four times per day if you have severe taint.

**Special:** You must declare whether you are using this feat before casting the spell. If you use this feat on a creature immune to ability damage, that daily use of the feat is still expended.

You cannot combine this feat with Debilitating Strike on a single attack (for example, with a touch attack spell). If you have both feats, you must elect to use one or the other on a given attack.

## Debilitating Strike [Tainted]

**[HOH 120]** By calling upon the taint within, you add a malign power to your melee attacks.

**Prerequisites:** Surge of Malevolence, moderate taint.

**Benefit:** This feat makes your unarmed or melee attacks evil for purposes of overcoming damage reduction. Furthermore, if you successfully attack and deal physical damage to a creature, the target also takes either 2 points of Constitution damage (if your corruption is higher than your depravity) or 4 points of Wisdom damage (if your depravity is higher than your corruption). If you have an equal level of corruption and depravity, choose which sort of damage you wish to deal.

You can use this ability twice per day if you have moderate taint and four times per day if you have severe taint.

**Special:** You must declare whether you are using this feat before making your attack. If you use this feat on a creature immune to the ability damage, that daily use of the feat is still expended.

You cannot combine this feat with Debilitating Spell on a single attack (for example, with a touch attack spell). If you have both feats, you must elect to use one or the other on a given attack.

## Deceitful [General]

**[PHB 91]** You have a knack for disguising the truth.



**Benefit:** You get a +2 bonus on all Disguise checks and Forgery checks.

### Deceitful Appearances [General]

[DC33/92] You can fool others into thinking you are defenseless.

**Prerequisites:** Sleight of Hand 5 ranks, base attack bonus +3.

**Benefit:** When bearing only light weapons that you have made Sleight of Hand checks to hide on your body, you automatically adopt mannerisms and postures that make you appear defenseless. This deception grants you a +2 circumstance bonus on Initiative checks and attack rolls made with a hidden weapon during the first round of combat. These bonuses do not apply if your enemies spot your weapons prior to combat.

### Deep Breather [General]

[D335/56] You can hold your breath much longer than normal.

**Prerequisites:** Con 16

**Benefit:** You can hold your breath for double the normal number of rounds before you risk drowning (see DMG p304). For example, a human with this feat can hold his breath for a number of rounds equal to four times his Constitution score before he risks drowning.

**Normal:** A human can normally only hold his breath for a number of rounds equal to two times his Constitution score before he risks drowning.

### Deep Vision [Psionic]

[ROS 147] Your mental focus helps you see farther with darkness.

### Deepening Darkness [General]

[FRFF 162] Your inherent ability to create darkness is more powerful than normal.

**Prerequisites:** Able to create darkness as a racial ability.

**Benefit:** The darkness you create with your racial ability is treated as *deeper darkness* for the purpose of countering or being countered by spells such as *daylight*. All other effects (duration, area of darkness, and so on) are as the *darkness* spell. You can use your darkness ability two additional times per day, so if you normally could use *darkness* as a spell-like ability 1/day, you can now use it 3/day.

### Deepspawn [Aberrant]

[LOM 179] The abnormalities of your aberration-tainted heritage grow more pronounced. Your body undergoes a shocking degeneration into something that is strikingly inhuman.

**Prerequisites:** Aberration Blood, one other aberrant feat.

**Benefit:** Two short but powerful tentacles sprout from your waist. You gain two tentacle natural attacks that each deal 1d4 points of damage (for a Medium creature) plus your Strength modifier. The tentacle attacks are treated as primary weapons.

You can attack with weapons and also make tentacle attacks, but your tentacle attacks are treated as secondary weapons. The attacks are made with a -5 penalty on the attack roll, and you add only 1/2 your Strength bonus to the damage roll.

You gain a +2 racial bonus on grapple checks.

### Defender of the Homeland [Exalted]

[FRCV 28] You have sworn a sacred oath to protect your country from evil.

**Prerequisites:** Wis 13, any good alignment.

**Benefit:** When fighting in your home region, you gain a +1 sacred bonus to Armor Class and immunity to fear effects.

### Defense Against the Supernatural [General]

[TOME 73] Your in-depth knowledge of supernatural forces grants you greater ability to resist their effects.

**Prerequisites:** Knowledge (arcana) 2 ranks.

**Benefit:** You gain a +2 insight bonus on saving throws made to resist supernatural special attacks.

### Defensive Archery [General, Fighter]

[ROW 150] You can avoid attacks of opportunity when making ranged attacks while threatened.

**Prerequisites:** Point Blank Shot.

**Benefit:** You gain a +4 dodge bonus to Armor Class against attacks of opportunity provoked when you make a ranged attack.

**Special:** A fighter may select Defensive Archery as one of his fighter bonus feats.

### Defensive Strike [General, Fighter]

[CW 97] You can turn a strong defense into a powerful offense.

**Prerequisites:** Dex 13, Int 13, Combat Expertise, Dodge.

**Benefit:** If an opponent attacks you and misses while you are using the total defense action, you can attack that opponent on your next turn with a +4 bonus on your attack roll. You gain no bonus against an opponent that does not attack you or against an opponent that attacks and hits you.

### Defensive Sweep [General, Fighter]

[PHB2 78] You sweep your weapon through the area you threaten, warding away opponents and forcing them to move away or suffer a fearsome blow.

**Prerequisites:** Base attack bonus +15.

**Benefit:** If an opponent begins his action adjacent to you and does not move, he provokes an attack of opportunity from you immediately after his turn ends, provided that you threaten the square that he occupies. Any sort of movement, including a 5-foot step, allows the opponent to avoid provoking this special attack of opportunity. This feat does not give you any ability to make additional attacks of opportunity in a given round.

**Special:** A fighter can select Defensive Sweep as one of his fighter bonus feats.

### Defensive Throw [General]

[CW 97] You can use your opponent's weight, strength, and momentum against her, deflecting her attack and throwing her to the ground.

**Prerequisites:** Dex 13, Combat Reflexes, Dodge, Improved Trip, Improved Unarmed Strike.

**Benefit:** If the opponent you have chosen to use your Dodge feat against attacks you and misses, you can make an immediate trip attack against that opponent. This attempt counts against your allowed attacks of opportunity in the round.

### Deflect Arrows [General, Fighter]

[PHB 91] You can deflect incoming arrows, as well as crossbow bolts, spears, and other projectiles or thrown weapons.

**Prerequisites:** Dex 13, Improved Unarmed Strike.

**Benefit:** You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flatfooted.

Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by spell effects can't be deflected.

**Special:** A monk may select Deflect Arrows as a bonus feat at 2nd level, even if she does not meet the prerequisites.

### Deflective Armor [Psionic]

[ROS 147] Your armor shields you from touch attacks as well as regular blows.

### Deflect Hands [General]

[PHB 91] You have exceptional manual dexterity.

**Benefit:** You get a +2 bonus on all Sleight of Hand checks and Use Rope checks.

### Deft Opportunist [General]

[CV 106, MB 25] You are prepared for the unexpected.

**Prerequisites:** Dex 15, Combat Reflexes.

**Benefit:** You get a +4 bonus on attack rolls when making attacks of opportunity.

### Deft Strike [General]

[CV 106, DRAC 103] You can place attacks at weak points in your opponent's defenses.

**Prerequisites:** Int 13, Combat Expertise, Spot 10 ranks, sneak attack +1d6.

**Benefit:** As a standard action, you can attempt to find a weak point in a visible target's armor. This requires a Spot check against a DC equal to your target's Armor Class. If you succeed, your next attack against that target (which must be made no later than your next turn) ignores the target's armor bonus and natural bonus to AC (including any enhancement bonuses to armor or natural armor). Other AC bonuses still apply normally.

If you use a ranged weapon to deliver the attack, your opponent must be within 30 feet of you in order for you to benefit from this feat.

### Deformity (Clawed Hands) [Vile]

[BVD 48] Because of intentional self-mutilation, the character has deformed arms and hands ending in sharp claws.

**Prerequisite:** Willing Deformity.

**Benefit:** The character has the ability to deal 1d6 points of damage as an unarmed claw attack. The character is considered armed even when unarmed.

**Special:** The character does not draw attacks of opportunity when attacking unarmed, and he threatens areas even when unarmed.

### Deformity (Eyes) [Vile]

[BVD 48] The character has either drilled a hole in her forehead trying to add a third eye, or she has supernaturally scarred one of her regular eyes.

**Prerequisite:** Willing Deformity.

**Benefit:** As a supernatural ability, the character can use see *invisibility* for 1 minute per day.

**Special:** The character takes a -2 deformity penalty on Spot and Search checks.

### Deformity (Face) [Vile]

[BVD 48] Because of intentional self-mutilation, the character has a hideous face.

**Prerequisite:** Willing Deformity.

**Benefit:** The character gains a +2 circumstance bonus on Intimidate checks and a +2 deformity bonus on Diplomacy checks dealing with evil creatures of a different type.

### Deformity (Gaunt) [Vile]

[BVD 48] Through intentional starvation and macabre operations, the character is grossly underweight. He has a skeletal appearance and his weight is now half normal for creatures of his kind.

**Prerequisite:** Willing Deformity.

**Benefit:** The character gains a +2 deformity bonus to Dexterity and a -2 deformity penalty to Constitution. Furthermore, he gains a +2 circumstance bonus on Escape Artist checks and Intimidate checks.

**Special:** A character with this feat may not take the Deformity (obese) feat.

### Deformity (Obese) [Vile]

[BVD 48] Through intentional gorging and general gluttony, the character is obese. Grossly overweight, she is now at least triple the normal weight for creatures of her kind.

**Prerequisite:** Willing Deformity.

**Benefit:** The character gains a +2 deformity bonus to Constitution and a -2 deformity penalty to Dexterity. Furthermore, she gains a +2 circumstance bonus on Intimidate checks and saving throws against poison.

**Special:** A character with this feat may not take the Deformity (gaunt) feat.

### Deformity (Skin) [Vile]

[HOH 121] Due to a regimen of deliberate abuse, you have roughened your skin until it has grown as coarse and tough as rhino hide.

**Prerequisites:** Evil alignment, Willing Deformity.

**Benefit:** You gain a +1 natural armor bonus.

**Special:** You can take this feat more than once. Its effects stack.

### Deformity (Tall) [Vile]

[HOH 121] Though long and painful stints on the rack, bolstered by the surgical implantation of various spirits and struts, you have stretched yourself to well over 7 feet in height.

**Prerequisites:** Evil alignment, Willing Deformity, Medium size.

**Benefit:** Even though you are still technically a Medium creature, your improved height and lanky limbs grant you an additional 5 feet to your reach, thereby allowing you to strike nonadjacent squares with nonreach weapons.

**Special:** You are larger and clumsier than you were before undergoing the height extension, giving you -1 to your AC. You also take a -2 penalty on Hide checks.

### Deformity (Teeth) [Vile]

[HOH 121] By filing your teeth to points and brutalizing your gums, you gain a hideous smile full of razor-sharp teeth that enable you to make a grisly bite attack.

**Prerequisites:** Evil alignment, Willing Deformity.

**Benefit:** You gain a bite attack that can be used as a natural weapon to deal damage equal to 1d4 + your Strength modifier. If you attack with other weapons, you can use your bite as a secondary attack (taking a -5 penalty on your attack roll) for 1d4 + half Strength modifier damage. In addition, you gain a +1 bonus on Intimidate attacks.

### Deformity (Tongue) [Vile]

[HOH 121] Through protracted self-mutilation that involves frequently piercing your tongue and dipping it in acid, your tongue becomes hideous to behold but oddly sensitive to the environment.

**Prerequisites:** Evil alignment, Willing Deformity.

**Benefit:** You gain the ability to sense your surroundings by taste, much as a serpent can. You gain the blindsense ability out to a range of 30 feet.

### Delay Spell [Metamagic]

[FRPG 37, CA 77] You can cast spells that take effect after a short delay of your choosing.

**Prerequisite:** Any other metamagic feat.

**Benefit:** A delayed spell doesn't activate until 1 to 5 rounds after you finish casting it. You determine the delay when you finish casting the spell, and it cannot be changed once set. The spell activates just before your turn on the round you designate. Only personal or touch range spells and those with areas can be affected by this feat.

Any decisions you would normally make about the spell (including attack rolls, designating targets, or determining or shaping an area) must be made when the spell is cast. Any effects resolved by the subject (including saving throws) are determined when the spell triggers. If conditions change between casting and triggering in such a fashion as to make the spell impossible (for example, if the target you designate leaves the spell's area or moves out of range before it goes off), the spell fails.

A delayed spell may be dispelled normally during the delay period, and spells such as *detect magic* can detect it normally in the area or on the target. A delayed spell uses up a slot three levels higher than the spell's actual level.

### Demon Mastery [General]

[FC1 85] You are particularly skilled at summoning demons and convincing them to serve you.

**Benefit:** You gain a +2 bonus on Charisma checks made to resolve the effects of planar binding and similar spells. Additionally, whenever you use a spell to summon a demon, your effective caster level increases by 1 for the purpose of resolving its effects.

### Demonic Conduit [Vile]

[FC1 85] Your evil brand incorporates blasphemous runes and sigils that augment magical attacks you make against lawful and/or good targets.

**Prerequisites:** Evil Brand.

**Benefit:** Once per day, you may reroll an initiative check you have just made. You may use the better of your two rolls. You must decide to reroll before the round starts.

### Demonic Skin [Abyssal Heritor]

[FC1 85] Your skin has rough, scaly patches that enhance your natural armor.

**Benefit:** Your natural armor bonus increases by 1. This improvement increases by 1 for every two Abyssal heritor feats you possess. If you do not have natural armor, assume your natural armor bonus is +0.

**Special:** Your thickened skin tends to catch on objects and makes you less flexible. Because of these effects, you take a -2 penalty on Escape Artist checks.

### Demonic Sneak Attack [Abyssal Heritor]

[FC1 85] You know exactly how to twist the blade to get the most out of your sneak attacks.

**Prerequisites:** Sneak attack class feature.

**Benefit:** When you make a successful sneak attack, you can reroll a number of sneak attack damage dice equal to the number of Abyssal heritor feats you possess. You must take the results of the rerolled dice.

**Special:** You trade feats for finesse and find it difficult to hide your more malicious intentions; consequently, you take a -2 penalty on Bluff checks.

### Demonsworn Knight [Vile, Fighter]

[FRCR 22] A scornful champion of the demon princes, you detest and oppose devils and other creatures that refuse to heed the call of chaos.

**Prerequisite:** Thrall to Demon, base attack bonus +4.

**Benefit:** Any weapon you wield is treated as chaotic and evil-aligned for the purpose of overcoming damage reduction. In addition, against lawful outsiders, you deal an extra 1d6 points of damage with any successful weapon attack.

**Special:** This feat can only be taken once. A character who takes this feat cannot also take the Hellbound Knight or the Tormented Knight feat. A fighter can select this feat as one of his fighter bonus feats. In addition, your eyes turn dead black, and your teeth become as sharp as fangs.

### Desert Fire [General]

[FROB 29] The power of the Desert Wind surges through you, and you find power in the motion of the hot winds and shifting sands.

**Prerequisite:** One Desert Wind strike.

**Benefit:** If you move at least 10 feet away from your original position before using a Desert Wind strike in the same round, that strike deals an extra 1d6 points of damage.

### Desert Wind Dodge [General]

[FROB 29] Your training in the Desert Wind discipline allows you to dance across the battlefield like a blistering breeze.

**Prerequisites:** Dex 13, one Desert Wind maneuver.

**Benefit:** If you move at least 10 feet from your original position, you gain a +1 dodge bonus to AC and deal an extra 1 point of fire damage with any attack you make with a scimitar, light mace, light pick, spear, or falchion. This benefit lasts until the start of your next turn.

**Special:** Desert Wind Dodge can be used in place of Dodge to qualify for a feat, prestige class, or other special ability. If you already have Dodge when you select Desert Wind Dodge, you can choose to lose the Dodge feat.



and gain a new feat in its place. You must meet the prerequisite for the new feat.

### **Destruction Retribution [General]**

[LMBD 26] Undead you raise or create harbor a retributive curse that is unleashed if they are destroyed.

**Prerequisite:** Corpsecrafter.

**Benefit:** Each undead you raise or create with any necromancy spell releases a burst of negative energy upon its destruction, dealing 1d6 points of damage plus an additional 1d6 points per 2 Hit Dice to every creature within a 10-foot spread (Reflex DC 15 half). This damage comes from negative energy, and it therefore heals undead creatures.

### **Destructive Rage [General]**

[CW 97] You can shatter barriers and objects when enraged.

**Prerequisites:** Rage or frenzy ability.

**Benefit:** While you are in a rage or frenzy, you gain a +8 bonus on your Strength checks you make to break down doors or break inanimate, immobile objects.

### **Detect Shadow Weave User [General]**

[FRCV 28] You can determine if a magic item or spellcaster is using the Weave or Shadow Weave.

**Prerequisites:** Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

**Benefit:** Whenever you observe spellcasting or a magical effect you can make a Spellcraft check (DC 15 + spell level) as an immediate action to determine if the effect comes from the Weave or Shadow Weave. When using *detect magic*, you automatically identify the Weave or Shadow Weave origin of any aura you detect.

### **Devastating Critical [Epic]**

[DRAC 68] Choose one type of melee weapon, such as a claw or bite. With that weapon, you are capable of killing any creature with a single stroke.

**Prerequisites:** Str 25, Cleave, Great Cleave, Improved Critical (chosen weapon), Overwhelming Critical (chosen weapon), Power Attack, Weapon Focus (chosen weapon).

**Benefit:** Whenever you score a critical hit with the weapon you have chosen, the target must make a Fortitude save (DC 10 + 1/2 your HD + your character level + your Str modifier) or die instantly. (Creatures immune to critical hits cannot be affected by this feat).

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new human.

### **Devoted Bulwark [General]**

[TOB 20] Because of your staunch devotion to your cause and your Devoted Spirit training, you can stand your ground even in the face of an enemy's resounding attack.

**Prerequisite:** One Devoted Spirit maneuver.

**Benefit:** If an enemy deals damage to you with a melee attack, you gain a +4 morale bonus to your AC until the end of your next turn.

### **Devoted Inquisitor [General]**

[CV 107] Your faithful service to your patron deity involves training and methods that many paladins consider questionable. By using the unconventional methods of rogues and assassins, you have learned to deliver devastating sneak attacks against evil foes.

**Prerequisites:** Smite evil, sneak attack.

**Benefit:** When you successfully use your sneak attack ability and your smite evil ability against the same foe in a single attack, you can potentially daze your foe. An opponent affected by both abilities must make a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier) or be dazed for 1 round.

In addition, you can multiclass freely between the paladin and rogue classes. You must still remain lawful good in order to retain your paladin abilities and take paladin levels. You still face the normal XP penalties for having multiple classes more than one level apart.

### **Devoted Performer [General]**

[CV 107] You have forgone the pursuit of frivolous musical talents, instead entering religious training in service of honor and justice.

**Prerequisites:** Bardic music, smite evil.

**Benefit:** If you have levels in paladin and bard, those levels stack for the purpose of determining the bonus damage dealt by your smite evil ability and determining the number of times per day that you can use your bardic music. This feat does not allow additional daily uses of smite evil or bardic music abilities beyond what your class levels would normally allow.

In addition, you can multiclass freely between the paladin and bard classes, and may even gain additional bard levels regardless of your lawful good alignment. You must still remain lawful good in order to retain your paladin abilities and take paladin levels. You still face the normal XP penalties for having multiple classes more than one level apart.

### **Devoted Tracker [General]**

[CV 108] You have found a balance between your woodland training and your devotion to religious training, blending these two aspects into one seamless whole.

**Prerequisites:** Track, smite evil, wild empathy.

**Benefit:** If you have levels in paladin and ranger, those levels stack for the purposes of determining the extra damage dealt by your smite evil ability and determining the bonus for your wild empathy class feature. This feat does not allow additional daily uses of smite evil.

If you have both the special mount and animal companion class features, you can designate your special mount as your animal companion. The mount gains all the benefits of being both your special mount and your animal companion. For instance, a 5<sup>th</sup>-level paladin/6<sup>th</sup>-level ranger's special mount would have 4 bonus Hit Dice, a +6 natural armor adjustment, +2 Strength, +1 Dexterity, two bonus tricks, and Intelligence 6, as well as the empathic link, improved evasion, share spells, share saving throws, and link special abilities.

In addition, you can multiclass freely between the paladin and ranger classes. You must still remain lawful good in order to retain your paladin abilities and take paladin levels. You still face the normal XP penalties for having multiple classes more than one level apart.

### **Dexterous Fortitude [Epic]**

**Prerequisites:** Dex 25, slippery mind class feature.

**Benefit:** Once per round, when targeted by an effect that requires a Fortitude saving throw, the character may make a Reflex save instead to avoid the effect (evasion is not applicable).

### **Dexterous Will [Epic]**

**Prerequisites:** Dex 25, slippery mind class feature.

**Benefit:** Once per round, when targeted by an effect that requires a Will saving throw, the character may make a Reflex save instead to avoid the effect (evasion is not applicable).

### **Diehard [General]**

[PHB 91] You can remain conscious after attacks that would fell others.

**Prerequisite:** Endurance.

**Benefit:** When reduced to between -1 and -9 hit points, you automatically become stable. You don't have to roll d% to see if you lose 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach -10 hit points, you immediately die.

**Normal:** A character without this feat who is reduced to between -1 and -9 hit points is unconscious and dying.

### **Diligent [General]**

[PHB 91] Your meticulousness allows you to analyze minute details that others miss.

**Benefit:** You get a +2 bonus on all Appraise checks and Decipher Script checks.

### **Diminutive Wild Shape [Wild, Epic]**

**Prerequisite:** Ability to *wild shape* into a Huge animal.

**Benefit:** The character can use *wild shape* to take the shape of a Diminutive animal.

**Normal:** Without this feat, a character cannot *wild shape* into an animal of smaller than Tiny size.

### **Dinosaur Hunter [Racial]**

[EBRE 22] Your extraordinary knowledge of dinosaurs grants you special ability for tracking and hunting them.

**Prerequisites:** Halfling, Knowledge (nature) 1 rank, Survival 1 rank, region of origin Talenta Plains.

**Benefit:** You gain a +2 bonus on Listen, Spot, and Survival checks when using these skills against dinosaurs, and a +2 bonus on Knowledge (nature) checks involving dinosaurs. In addition, you gain a +2 bonus on weapon damage against these creatures.

### **Dinosaur Wrangler [Racial]**

[EBRE 22] You are attuned to dinosaurs and possess a special bond with them.

**Prerequisites:** Halfling, Handle Animal 1 rank, region of origin Talenta Plains.

**Benefit:** You gain a +4 bonus on Handle Animal and wild empathy checks when dealing with dinosaurs, and a +4 bonus on Ride checks when riding a dinosaur.

### **Dire Charge [Epic]**

[DRAC 68] You can make a full attack as part of a charge.

**Prerequisites:** Improved Initiative.

**Benefit:** If you charge a foe during the first round of combat (or the surprise round, if you are allowed to act in it), you can make a full attack against the opponent you charge.

**Normal:** Without this feat, you may only make a single attack as part of a charge.

### **Dire Flail Smash [General, Fighter]**

[FRCR 17] You have mastered the style of fighting with the dire flail and have learned to deal thunderous blows with the weapon.

**Prerequisite:** Str 13, Improved Sunder, Power Attack, Weapon Focus (dire flail).

**Benefit:** If you hit the same creature with both ends of your dire flail in the same round, it must make a Fortitude saving throw (DC 10 + 1/2 your character level + your Str modifier) or be dazed by the pain for 1 round.

**Special:** A fighter can select this feat as one of his fighter bonus feats.

### **Dirty Rat [General]**

[FRCR 20] You are quite adept at slipping under a foe's guard while he's distracted.

**Prerequisite:** Tumble 4 ranks.

**Benefit:** You gain an additional +1 bonus on attack rolls when flanking an opponent.

### **Disciple of Darkness [Vile]**

[FRCR 23] You formally supplicate yourself to an archdevil. In return for this obedience, you gain a small measure of the archdevil's power.

**Prerequisite:** Lawful evil alignment.

**Benefit:** Once per day, while performing an evil act, you can call upon your diabolic patron to add a +1 luck bonus to any one attack roll, saving throw, ability check, skill check, or level check.

**Special:** This feat can only be taken once. A character you takes this feat cannot also take the Scion of Sorrow or Thrall to Demon feat.

### **Disciple of the Sun [Divine]**

[CD 80] You can destroy undead instead of merely turning them.

**Prerequisites:** Ability to turn or rebuke undead, good alignment.

**Benefit:** You may spend two turn undead attempts when you turn undead instead of one. If you do then you get destroy the undead instead of turning them.

### **Discipline [Regional]**

[FRCP 38] Your people are admired for their single-minded determination and clarity of purpose. You are difficult to distract by spell, or blow.

**Prerequisite:** Chitine (Underdark Yathchol), elf (Evereska or the Yuirwood), gnome (the Western Heartlands), Halfling (Luiren), human (Aglarond, Cormyr, Shadowar, Shou Expatiate, or Thay), planetouched (Mulhorand), or slyth (Underdark Fluvienistra).

**Benefit:** You gain a +2 bonus on Will Saves and a +2 bonus on Concentration checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### **Disentangler [Regional]**

[FRFR 162] Thanks to the teachings of Thard Harr, you have practiced evading the attacks of the jungle plants.

**Prerequisites:** Dwarf (Chull)

**Benefit:** You receive a +2 bonus on all Escape Artist checks and a +2 bonus on opposed grapple checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### **Disguise Spell [General]**

[CV 108] You can cast spells without observers noticing.

**Prerequisites:** Perform (any) 9 ranks, bardic music.

**Benefit:** You can cast spells unobtrusively, mingling verbal and somatic components into your performances. To disguise a spell, make a Perform check as part of the action used to cast the spell. Onlookers must match or exceed your check with a Spot check to detect that you're casting a spell (your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't). Unless the spell visibly emanates from you, or observers have some other means of determining its source, they don't know where the effect came from.

A disguised spell can't be identified with a Spellcraft check, even by someone who realizes you're casting a spell. The act of casting still provokes attacks of opportunity as normal.

### **Disease Immunity [General]**

[HOH 121] Whether due to prolonged exposure or natural hardiness, you have grown immune to some diseases and resistant to all others.

**Prerequisites:** Constitution 13.

**Benefit:** You are immune to one specific type of disease, such as the red ache or mummy rot. In addition, you gain a +2 circumstance bonus on saving throws against other diseases (including magical diseases). You recover points lost to ability damage from disease at double the normal rate (2 points per day, rather than 1). If someone with the Heal skill (including yourself) uses your blood to help someone with the disease to which you are immune, the diseased character automatically makes his saving throw to recover. If your r blood is used to aid in the healing of someone with any other disease, it provides a +4 bonus on the Heal check.

**Special:** You can gain this feat multiple times. Each time you take it, you become immune to a new disease. The +2 circumstance bonus against other diseases does not stack with itself, since the circumstances of each disease immunity are essentially the same.

### **Disintegration Finesse [General]**

[LOM 44] A creature with this feat can use disintegrate effects to affect smaller, more exacting areas.

**Prerequisites:** Dex 13, ability to cast *disintegrate* as a spell or use it as a spell-like ability.

**Benefit:** When the creature uses *disintegrate* on a target, it can elect to disintegrate only portions of the target. Against living targets, it still does the normal amount of damage, but any parts of the target it wishes to spare remain unaffected by the spell. The creature could, for example, disintegrate only a target's skeleton, leaving its skull untouched. It can also voluntarily reduce the amount of damage dealt.

Against nonliving targets, the creature can use *disintegrate* to sculpt and reshape the object in any manner desired, as long as the result is no larger in volume or size than the original object. The quality of the result is determined by a Craft (sculpting) check.

**Normal:** A disintegrate effect destroys all of a slain creature, an entire object, or one 10-foot cube of nonliving matter.

**Special:** If your campaign uses the Damage to Specific Areas variant on p27 of the DMG, a creature with this feat can disintegrate a single part of the creature's body, such as its hand, arm, head, eyes, ears, feet, legs, and so on, as long as the target is not killed outright by the damage caused by the spell.

### **Disjunction Ray [General]**

[LOM 45] A beholder with this feat can narrow its antimagic cone down to an eye ray that disjoins magic.

**Prerequisites:** Cha 19, Focused Antimagic, beholder with functional antimagic ability.

**Benefit:** As a standard action, the creature can reduce the cone-shaped area of effect of its central eye's antimagic cone down to a razor-thin eye ray. If the creature hits a magical effect or magic item with this narrowed eye ray, it disjoins the effect or item as if it had cast *Mordenkainen's Disjunction* on the effect or item.

Beholders avoid using this narrowed ray on magic items since the destruction of a magic item also destroys a potential source of magic that could be used to charge their dweomerlokes.

### **Distant Shot [Epic]**

**Prerequisites:** Dex 25, Far Shot, Point Blank Shot, Spot 20 ranks.

**Benefit:** The character may throw or fire a ranged weapon at any target within line of sight, with no penalty for range.

### **Distracting Attack [General, Fighter]**

[MB 25] You are skilled at interfering with opponents in melee.

**Prerequisites:** Base attack bonus +1.

**Benefit:** When you make a melee attack against a creature, whether you are successful or not, all other creatures get a +1 circumstance bonus on attack rolls against that creature until the start of your next turn.

**Special:** A fighter may select Distracting Attack as one of his fighter bonus feats.

### **Disturbing Visage [Racial, Tactical]**

[EBRE 22] You can change your features to chilling effect.

**Prerequisites:** Changeling, Bluff 6 ranks, Quick Change.

**Benefit:** The Disturbing Visage enables the use of three tactical maneuvers. Creatures immune to mind-affecting spells and abilities cannot be affected by this feat, regardless of the outcome of the opposed check; a creature can be affected only once by each of these maneuvers in a 24-hour period.

**Change:** You change your features to appear weak and unworthy of an opponent's best efforts. To use this maneuver, you must use your minor change shape ability and take the total



defense action in the same turn. You then make a Bluff check as a free action.

From the end of your turn until the beginning of your next turn, any opponent that attempts to make a melee attack against you must make a Sense Motive check opposed by your Bluff check result. Failure means that the opponent takes a -5 penalty on weapon damage rolls (minimum -1 point) against you for 1 minute.

**Turn:** You change your features to mock an opponent. To use this maneuver, you must use your minor change shape ability to mimic the features of a selected target creature, who must be no more than 10 feet from you, must have missed you with a melee or ranged attack in the previous round, and is humanoid, monstrous humanoid, or giant. You then make a Bluff check as a free action, opposed by a Sense Motive check from the foe you hit. If your check is successful, your foe takes a -2 penalty on attack rolls for 1 minute.

**Unnerving:** You change your features to become a more terrifying foe. To use this maneuver, you must hit the target creature with a melee attack and use your minor change shape ability in the same round. You then make a Bluff check as a free action, opposed by a Sense Motive check from the foe you hit. If your check is successful, your foe takes a -2 penalty to AC for 1 minute.

## Dive for Cover [General]

[CV 108] You can dive behind cover or drop to the ground quickly enough to avoid many area effects.

**Prerequisites:** Base reflex save bonus +4.

**Benefit:** If you fail a Reflex saving throw, you can immediately attempt the same saving throw again. You must take the second round, whether it succeeds or fails. You become prone immediately after attempting the second roll.

## Diverse Background [Racial]

[ROD 150] You have a wide and diverse background, giving you a greater understanding of different occupations.

**Prerequisites:** Half-human.

**Benefit:** Choose one class. That class is also a favored class for you.

**Special:** This feat may only be taken at 1<sup>st</sup> level.

## Divine Accuracy [Divine]

[LMBD 26] You can channel positive energy to give your allies' melee attacks another chance to strike true against incorporeal creatures.

**Prerequisites:** Ability to turn or rebuke undead.

**Benefit:** Spend one of your turn or rebuke attempts to grant all your allies (including yourself) within a 60-foot radius burst the ability to reroll their miss chance with melee attacks whenever they miss a foe because of a miss chance caused by incorporeality. The effect lasts for 1 minute and can be used once per missed attack.

## Divine Armor [Divine]

[PHB2 88] You call upon your deity to protect you in your hour of need by wreathing you in divine power that wards off your enemies' attacks.

**Prerequisites:** Divine caster level 5<sup>th</sup>, ability to turn or rebuke undead.

**Benefit:** As a swift action, you can expend a turn or rebuke undead attempt to gain damage reduction 5/- until the start of your next turn.

## Divine Cleansing [Divine]

[CW 106] You can channel energy to improve your allies' ability to resist attacks against their vitality and health.

**Prerequisites:** Turn or rebuke undead ability.

**Benefit:** As a standard action, you can spend one of your turn or rebuke undead attempts to grant all allies (including yourself) within a 60-foot burst a +2 sacred bonus on fortitude saving throws for a number of rounds equal to your Charisma modifier.

## Divine Inspiration [General]

[D333/85] Your piety grants you the ability to aid your friends to a level beyond your natural skill.

**Prerequisites:** Bardic music ability, ability to turn undead.

**Benefit:** Your bard and cleric levels stack for the purpose of determining your bardic music ability. For example, a human 5<sup>th</sup>-level bard/1<sup>st</sup>-level cleric with 9 ranks in a Perform skill could use the *suggestion* bardic music ability.

In addition, Perform is always a class skill for you.

## Divine Justice [Divine]

[PHB2 88] You can channel divine energy to turn your foe's strength against him, striking him with the same force that he used against you.

**Prerequisites:** Ability to turn or rebuke undead.

**Benefit:** As a swift action, you can expend a turn or rebuke undead attempt or mark an opponent as the target of this feat. The next time this opponent strikes you with an armed melee attack or a natural weapon, record the damage he deals. The next time you strike him in melee, you deal that damage or your weapon's damage, whichever is greater. Your weapon's qualities still determine if damage reduction applies to the damage you deal.

You can mark only one opponent at a time with this feat. You must take damage from your foe within 1 minute of using this feat, or your turn or rebuke undead attempt is wasted.

## Divine Metamagic [Divine]

[CD 80+Errata] You can channel energy into some of your divine spells to make them more powerful.

**Prerequisite:** Ability to turn undead or rebuke undead.

**Benefit:** When you take this feat, choose a metamagic feat that you have. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to divine spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

**Special:** This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

## Divine Might [Divine]

[CW 106] You can channel energy to increase the damage you deal in combat.

**Prerequisites:** Str 13, turn or rebuke undead ability, Power Attack.

**Benefit:** As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.

## Divine Resistance [Divine]

[CW 106] You can channel energy to temporarily reduce damage you and your allies take from some sources.

**Prerequisites:** Turn or rebuke undead ability, Divine Cleansing.

**Benefit:** As a standard action, spend one of your turn or rebuke undead attempts to imbue all allies within a 60-foot burst (including yourself) with resistance to cold 5, electricity 5, and fire 5. This resistance does not stack with similar resistances, such as those granted by spells or special abilities. The protection lasts for a number of rounds equal to your Charisma modifier.

## Divine Shield [Divine]

[CW 106] You can channel energy to make your shield more effective for either offense or defense.

**Prerequisites:** Turn or rebuke undead ability, proficiency with a shield.

**Benefit:** As a standard action, spend one of your turn/rebuke undead attempts to channel energy into your shield, granting it a bonus equal to your Charisma modifier. This bonus applies to the shield's bonus to Armor Class and lasts for a number of rounds equal to half your character level.

## Divine Spell Penetration [Epic]

[PGTF 135] Choose one component of your alignment (chaotic, evil, good, or lawful). Any divine spells of that alignment that you cast are more capable of defeating spell resistance than normal.

**Prerequisites:** Wis 21, Improved Alignment-Based Casting, domain of chosen alignment, alignment matching chosen component, ability to cast 9<sup>th</sup>-level divine spells.

**Benefit:** When casting spells of the chosen alignment, you gain a +4 bonus on caster level checks made to overcome spell resistance.

## Divine Spell Power [Divine]

[CD 80] You can channel positive or negative energy to enhance your divine spellcasting ability.

**Prerequisites:** Ability to turn or rebuke undead, able to cast 1<sup>st</sup>-level divine spells.

**Benefit:** You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a -1 penalty to his caster level for the next divine spell he cast in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

## Divine Spirit [Divine]

[FOD 27] The fervor and dedication of the Devoted Spirit discipline combined with your fanatical adherence to a divine power, turns you into a font of spiritual energy. With only a moment's focus, you can channel power to enhance your fighting talents.

**Prerequisite:** Ability to turn or rebuke undead, one Devoted Spirit stance.

**Benefit:** While in a Devoted Spirit stance, you can expend a turn or rebuke undead attempt as an immediate action to heal yourself a number of hit points equal to 3 + your Charisma modifier, if any (minimum 1 point).

## Divine Vengeance [Divine]

[FRFP 214] You channel energy to do additional energy damage in combat against undead.

**Prerequisites:** Ability to turn undead, Extra Turning.

**Benefit:** You can spend one of your turn undead attempts to add 2d6 points of sacred energy damage to all your successful melee attacks against undead until the end of your next action. This is a supernatural ability.

## Divine Vigor [Divine]

[CW 108] You can channel energy to increase your speed and durability.

**Prerequisites:** Turn or rebuke undead ability.

**Benefit:** As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

## Diving Charge [General]

[ROW 150] You can dive down at a target to deal a devastating strike.

**Benefit:** When charging while flying, if you move at least 30 feet and descent at least 10 feet, you gain a bonus on your damage roll based on your fly speed. (The damage bonus is based on your fly speed, not how far you have moved in your charge).

Fly Speed	Damage Bonus
30 feet or slower	+1d6
31 to 90 feet	+2d6
91 feet or faster	+3d6

In addition, after you make this attack you can choose, regardless of your maneuverability, to turn in place so that you are now flying parallel to the ground.

## Dodge [General, Fighter]

[PHB 91] You are adept at dodging blows.

**Prerequisite:** Dex 13.

**Benefit:** During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

**Special:** A fighter may select Dodge as one of his fighter bonus feats.

## Domain Focus [General]

[CD 80] You have mastered the subtle intricacies of the divine power you've devoted yourself to.

**Prerequisite:** Access to relevant domain.

**Benefit:** You can cast spells associated with one of your domains at +1 caster level. This benefit also applies to caster level checks to overcome a target's spell resistance as well as other variables such as spell duration. If you cast a spell from one of your nondomain spell slots, this feat does not help you, even if the spell also happens to appear on your domain list.

**Special:** You can take Domain Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new domain to which you have access.

## Domain Spontaneity [Divine]

[CD 80] You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

**Prerequisite:** Ability to turn or rebuke undead.

**Benefit:** Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts. This works just as good clerics spontaneously cast prepared spells as *cure* spells.

**Special:** You can take this feat multiple times. Each time you take the feat, it applies to a new domain.

## Doomspeak [Bardic]

[FRCR 20] You can demoralize an enemy with horrible condemnations and grim portents of impending doom.

**Prerequisite:** Bardic music class feature, Intimidate 8 ranks, Perform 8 ranks.

**Benefit:** You can spend one of your bardic music uses to utter a string of crass and appalling epithets and curses at one enemy within 120 feet. The intended target must be able to hear and comprehend your damning remarks. A target that fails a Will save (DC 10 + your character level + your Cha modifier) is cursed with a -10 penalty on attack rolls, saves, ability checks, and skill checks for 1 round. This is a supernatural, necromantic effect.

## Double Draconic Aura [General]

[DM 16] You can project two draconic auras simultaneously.

**Prerequisites:** Character level 12<sup>th</sup>, ability to project two different draconic auras.

**Benefit:** You can project two draconic auras (see DM 86) simultaneously. You must activate or dismiss your draconic auras separately.

## Double Hit [General, Fighter]

[MB 25] You can react with your off hand to make an additional attack along with an attack of opportunity.

**Prerequisites:** Combat Reflexes, Two-Weapon Fighting, Improved Two-Weapon Fighting.

**Benefit:** When making an attack of opportunity, you may make an attack with your off hand against the same target at the same time. You must decide before your first attack roll whether you want to also use your off hand. If you do, both attacks take the standard penalties for fighting with two weapons.

**Special:** A fighter may select Double Hit as one of his fighter bonus feats.

## Double Steel Strike [General]

[EB65-73] Through monastic weapon training, you have mastered a fighting style that makes use of an unusual monk weapon—the two-bladed sword.

**Prerequisites:** Exotic Weapon Proficiency (two-bladed sword), Weapon Focus (two-bladed sword), flurry of blows class feature.

**Benefit:** You can treat a two-bladed sword as a special monk weapon, allowing you to perform a flurry of blows with it.

## Double Wand Wielder [General]

[CA 77] You can activate two wands at the same time.

**Prerequisite:** Craft Wand, Two-Weapon Fighting.

**Benefit:** As a full-round action, you can wield a wand in each hand (if you have both hands free), with one wand designated as your primary wand and the other your secondary wand. Each use of the secondary wand expends 2 charges from it instead of 1.

## Draconic Arcane Grace [Draconic]

[RODR 102] You can convert some of your arcane spell energy into a saving throw bonus.

**Prerequisite:** Draconic Heritage, sorcerer level 1<sup>st</sup>.

**Benefit:** As an immediate action (see RODR 122), you can give up an arcane spell slot to gain a bonus on all saving throws until the start of your next turn. The bonus equals the level of the spell slot used. You can declare that you are using this ability after you have rolled a save, but you must do so before the DM reveals whether the saving throw succeeded or failed.

## Draconic Archivist [General]

[HOH 122] In addition to your studies of the darkness, you have spent time studying dragons and constructs.

**Prerequisites:** Dark knowledge.

**Benefit:** You can use your dark knowledge ability on dragons and constructs. You use Knowledge (arcana) for dark knowledge checks regarding these two creature types.

**Normal:** Without this feat, a character with dark knowledge can use that class feature only on aberrations, elementals, magical beasts, outsiders, and undead.

## Draconic Armor [Draconic]

[DM 16] You learn to block damage from successful attacks, lessening the blows with spell energy.

**Prerequisites:** Draconic Heritage, sorcerer level 1<sup>st</sup>.

**Benefit:** Whenever you cast an arcane spell, you gain damage reduction X/magic for 1 round (where X is equal to the level of the spell you just cast). For example, after casting *fireball*, you would gain DR 3/magic for 1 round.

## Draconic Aura [General]

[DM 16] You can tap into the raw power of dragons to create a variety of potent auras around you.

**Prerequisites:** Character level 3<sup>rd</sup>.

**Benefit:** When you select this feat, choose a draconic aura (DM 86). You can project this aura as a swift action. Its benefit applies to you and to all allies within 30 feet. The bonus of your draconic aura is +1. The aura remains in effect until you dismiss it



(a free action), you are rendered unconscious or dead, or you activate another draconic aura in its place.

### Draconic Breath [Draconic]

**[RODR 102]** You can convert some of your arcane spell energy into a breath weapon.

**Prerequisite:** Draconic Heritage, sorcerer level 1<sup>st</sup>.

**Benefit:** As a standard action, you can change an arcane spell slot into a breath weapon. The breath weapon is a 30-foot cone (cold or fire) or a 60-foot line (acid or electricity) that deals 2d6 points of damage per level of the spell slot you expended to create the effect. Any creature in the area can make a Reflex save (DC 10 + level of the spell used + your Cha modifier) for half damage. This is a supernatural ability.

**Special:** If the breath weapon of your draconic forebears does not deal acid, cold, electricity, or fire damage, you choose from among the four energy types mentioned above.

### Draconic Claw [Draconic]

**[RODR 102]** You develop the natural weapons of your draconic ancestors.

**Prerequisite:** Draconic Heritage, sorcerer level 1<sup>st</sup>.

**Benefit:** You gain claws. You can make a natural attack with your claw, dealing damage based on your size (Small 1d4, Medium 1d6, Large 1d8). In any round when you cast a spell with a casting time of 1 standard action, you can make a single claw attack as a swift action (see RORDR 102) against an opponent you threaten.

### Draconic Flight [Draconic]

**[RODR 102]** The secret of draconic flight is revealed to you, granting you the ability to fly occasionally.

**Prerequisite:** Draconic Heritage, sorcerer level 1<sup>st</sup>.

**Benefit:** After you cast an arcane spell with a casting time of 1 standard action, you gain a fly speed equal to 10 feet per level of the spell you just cast for the remainder of your turn.

### Draconic Heritage [Draconic]

**[RODR 102, DM 17]** You have greater connection with your distant draconic bloodline than others of your kind.

**Prerequisite:** Sorcerer level 1<sup>st</sup>.

**Benefit:** You gain the dragonblood subtype. Choose one dragon from the list in the accompanying table. This is your draconic heritage, which can only be changed by undergoing the Rite of Draconic Affinity (see RORDR 59). Half-dragons must choose the same dragon kind as their dragon parent.

When you declare your draconic heritage, you gain the skill indicated on the table as a sorcerer class skill. In addition, you gain a bonus equal to the number of the draconic feats you have on saving throws against magic *sleep* and paralysis effects, as well as spells and abilities with a descriptor that matches the corresponding entry in the accompanying table.

Dragonkind	Descriptor/ Subschool	Class Skill	Spells Known
Amethyst <sup>MM2</sup>	Force	Diplomacy	<i>Delay poison, invisibility, suggestion</i>
Battle <sup>DRAC</sup>	Sonic	Perform	<i>Aid, heroism, protection from evil</i>
Black	Acid	Hide	<i>Charm animal (snakes &amp; lizards only), deeper darkness, insect plague</i>
Blue	Electricity	Hide	<i>Major image, mirage arcana, ventriloquism</i>
Brass	Fire	Gather Information	<i>Control winds, endure elements, tongues</i>
Bronze	Electricity	Survival	<i>Control water (4<sup>th</sup> level), speak with animals, water breathing</i>
Brown <sup>MMMF</sup>	Acid	Listen	<i>Create water, endure elements, disintegrate</i>
Chaos <sup>DRAC</sup>	Compulsion	Bluff	<i>Entropic shield, mislead (6<sup>th</sup> level), protection from law</i>
Chiang Lung <sup>DA</sup>	None	Swim	<i>Augury, bane, control water (4<sup>th</sup> level)</i>
Copper	Acid	Hide	<i>Silent image, stone shape, wall of stone</i>
Crystal <sup>MM2</sup>	Cold	Diplomacy	<i>Color spray, control winds, dominate person</i>
Deep <sup>MMMF</sup>	Charm	Spot	<i>Alter self, freedom of movement, true seeing</i>
Emerald <sup>MM2</sup>	Sonic	Knowledge (local)	<i>Fog cloud, greater invisibility, legend lore</i>
Ethereal <sup>DRAC</sup>	None	Escape Artist	<i>Blink, dimensional anchor, see invisibility</i>
Fang <sup>DRAC/MMMF</sup>	None	Listen	<i>Dispel magic, shield, telekinesis</i>
Force <sup>ELH</sup>	Force	Spot	<i>Blur, shield, Otluke's resilient shield</i>
Gold	Fire	Heal	<i>Bless, daylight, detect evil</i>
Green	Acid	Move Silently	<i>Charm person, dominate person, plant</i>

DC	Type of Knowledge	Examples
10	Something with worldwide or planet-wide significance	Information about the creation of the world, worldwide cataclysms, powerful places of mystery, or gods.
15	Something of regional significance, but long-lasting or with a long-term impact	Information about empires, wars, regional disasters, or legendary individuals or groups.
20	Something with regional significance, but relatively short-lived effects.	Information about countries, battles, national disasters, or powerful individuals or groups.
25	Something with local significance, but long-lasting or with a long-term	Information about a minor dynasty, a minor place of mystery, single magic item, or

  

Howling <sup>DRAC</sup>	Sonic	Survival	growth Confusion, gust of wind, Tasha's hideous laughter
Li Lung <sup>DA</sup>	Earth	Hide	Stone shape (3 <sup>rd</sup> level), sound burst, wall of stone
Lung Wang <sup>DA</sup>	Fire	Swim	Obscuring mist, solid fog, suggestion
Oceanus <sup>DRAC</sup>	Electricity	Swim	Control water (4 <sup>th</sup> level), daze monster, detect evil
Pan Lung <sup>DA</sup>	None	Diplomacy	Bane, major image, phantasmal killer
Platinum	Any one energy type	Concentration	n/a
Prismatic <sup>ELH</sup>	Light	Diplomacy	Color spray, hypnotic pattern, rainbow pattern
Pyroclastic <sup>DRAC</sup>	Fire or sonic	Listen	Produce flame (1 <sup>st</sup> level), pyrotechnics, shout
Radiant <sup>DRAC</sup>	Light	Spot	Daylight, remove paralysis, restoration
Red	Fire	Appraise	Detect secret doors, suggestion, true seeing
Rust <sup>DRAC</sup>	None	Search	Lesser orb of acid <sup>ELH</sup> , rusting grasp, wall of iron
Sand <sup>SAND</sup>	Fire	Survival	Endure elements, haboob <sup>SAND</sup> , wall of sand <sup>GRAND</sup>
Sapphire <sup>MM2</sup>	Electricity	Knowledge (dungeoneering)	Spider climb, stone shape, teleport
Shadow <sup>DRAC/MMMF</sup>	Energy drain	Escape artist	Dimension door, mirror image, nondetection
Shen Lung <sup>DA</sup>	Electricity	Spot	Bless, cone of cold, ice storm
Silver	Cold	Disguise	Air walk, feather fall, wind wall
Song <sup>MMMF</sup>	Electricity	Perform (sing)	Light, tongues, true seeing
Styx <sup>DRAC</sup>	Poison or disease	Swim	Feeblemind, fog cloud, stinking cloud
Tarterian <sup>DRAC</sup>	Force	Escape artist	Crushing despair (3 <sup>rd</sup> level), freedom of movement, shield
T'ien Lung <sup>DA</sup>	None	Diplomacy	Pyrotechnics, suggestion, control weather (6 <sup>th</sup> level)
Tun mi Lung <sup>DA</sup>	Electricity	Swim	Feather fall, fog cloud, control weather (6 <sup>th</sup> level)
Topaz <sup>MM2</sup>	Cold	Swim	Darkness, lightning bolt, repulsion (6 <sup>th</sup> level)
White	Cold	Hide	Obscuring mist, sleet storm, wall of ice
Yu Lung <sup>DA</sup>	None	Swim	None

**Special:** With your DM's permission, you can choose a draconic heritage associated with a kind of dragon not found in the *Monster Manual*. See the table above for details.

### Draconic Knowledge [Monstrous]

**[DRAC 69]** You are attuned to nature and the elements and can draw on deep wells of knowledge.

**Prerequisites:** Int 19, true dragon, any three Knowledge skills.

**Benefit:** This feat works much like the bard's knowledge class feature, except that it relies on the scale and impact of past events rather than on how many people already share the information. You may make a special Draconic Knowledge check (d20 + your age category + your Int modifier) to see whether you know some relevant information about an item, event or locale. This check will not reveal the powers of a magic item but may give a hint about its general function. You may not take 10 or take 20 on this check; this sort of information is essentially random. If you have a Knowledge skill that is related to or applicable to the information you seek, you receive a +1 bonus on the draconic knowledge check for every 5 ranks you have in that Knowledge skill.

The DM determines the Difficulty Class of the check by referring to the table below.

DC	Type of Knowledge	Examples
10	Something with worldwide or planet-wide significance	Information about the creation of the world, worldwide cataclysms, powerful places of mystery, or gods.
15	Something of regional significance, but long-lasting or with a long-term impact	Information about empires, wars, regional disasters, or legendary individuals or groups.
20	Something with regional significance, but relatively short-lived effects.	Information about countries, battles, national disasters, or powerful individuals or groups.
25	Something with local significance, but long-lasting or with a long-term	Information about a minor dynasty, a minor place of mystery, single magic item, or

Impact	Local	Hero
30	Something with relatively short-lived effects	Information about a local hero, a minor battle, or a single building.

### DC DC Modifiers

-1	Per 10,000 gp of item's value, if an object
-5	Individual is a dragon, dragonslayer, or dragon friend
-5	Dragon has a lair in the area affected

### Draconic Knowledge [Draconic]

**[DM 17]** Your draconic blood lets you access ancient draconic knowledge.

**Prerequisites:** Draconic Heritage, sorcerer level 1<sup>st</sup>.

**Benefit:** You gain a bonus on Knowledge checks equal to the number of draconic feats you have. All Knowledge skills are class skills for all your classes.

### Draconic Legacy [Draconic]

**[RODR 104]** You have realized greater arcane power through your draconic heritage.

**Prerequisite:** Any four draconic feats.

**Benefit:** Based on your draconic heritage, add the spells noted on the accompanying table to your list of spells known. Each spell is added at the spell level where a spellcaster normally gains it unless otherwise indicated.

**Special:** With your DM's permission, you can choose a draconic legacy associated with a kind of dragon not found in the *Monster Manual*. See the table under Draconic Heritage for details.

### Draconic Persuasion [Draconic]

**[RODR 104]** Your arcane talents lend you a great deal of allure.

**Prerequisite:** Draconic Heritage, sorcerer level 1<sup>st</sup>.

**Benefit:** After you cast an arcane spell, you gain a bonus equal to 1-1/2 times the spell's level on your next Bluff, Intimidate, or Perform check. The check must be made before the end of the next round.

### Draconic Power [Draconic]

**[RODR 104]** You have greater power manipulating the energies of your heritage.

**Prerequisite:** Draconic Heritage, sorcerer level 1<sup>st</sup>.

**Benefit:** Your caster level increases by one, and you add 1 to the save DC of all arcane spells with the energy descriptor or subschool associated with your draconic heritage.

**Special:** This feat works in conjunction with the Energy Substitution feat (CA 79) as long as the substituted energy matches the energy type associated with your draconic heritage.

### Draconic Presence [Draconic]

**[RODR 104]** When you use your magic, your mere presence can terrify those around you.

**Prerequisite:** Draconic Heritage, sorcerer level 1<sup>st</sup>.

**Benefit:** Whenever you cast an arcane spell, all opponents within 10 feet of and with fewer Hit Dice than you become shaken for a number of rounds equal to the level of the spell you cast. A Will save (DC 10 + level of the spell cast + Cha modifier) negates the effect. A successful save indicates that the opponent is immune to your draconic presence for 24 hours. This ability does not affect creatures with an Intelligence of 3 or lower or creatures that are already shaken, nor does it have any effect on dragons.

### Draconic Resistance [Draconic]

**[RODR 105]** Your bloodline hardens your body against the energy type of your progenitor.

**Prerequisite:** Draconic Heritage, sorcerer level 1<sup>st</sup>.

**Benefit:** You gain resistance to the energy type of your draconic heritage equal to three times the number of draconic feats you currently have, including draconic feats you take after gaining this feat.

**Special:** This feat grants no benefit to a character whose draconic heritage is not associated with an energy type, such as a sorcerer with pan lung heritage.

### Draconic Senses [Draconic]

**[DM 17]** Your draconic blood grants you great sensory powers.

**Prerequisites:** Cha 11, dragonblood subtype.

**Benefit:** You gain low-light vision and a bonus on Listen, Search, and Spot checks equal to the number of draconic feats you have.

If you have three or more draconic feats, you also gain darkvision out to 60 feet.

If you have four or more draconic feats, you also gain blindsense out to 20 feet.

### Draconic Skin [Draconic]

**[RODR 105]** Your skin takes on the sheen, luster, and hardness of your draconic parentage.

**Prerequisite:** Draconic Heritage, sorcerer level 1<sup>st</sup>.

**Benefit:** Your natural armor bonus increases by 1.

### Draconic Toughness [Draconic]

**[RODR 105]** Your draconic nature reinforces your body as you embrace your heritage.

**Prerequisite:** Draconic Heritage, sorcerer level 1<sup>st</sup>.

**Benefit:** When you take this feat, you gain 2 hit points for each draconic feat you have, including this one. Whenever you take a new draconic feat, you gain 2 more hit points.

### Draconic Vigor [Draconic]

**[DM 17]** You gain some of the vitality of your draconic ancestry when casting spells.

**Prerequisites:** Draconic Heritage, sorcerer level 1<sup>st</sup>.

**Benefit:** Whenever you cast an arcane spell, you heal a number of points of damage equal to the spell's level.

### Dragon Breath [General]

**[RODR 98]** You can use your breath weapon as often as a normal dragon.

**Prerequisites:** Half-dragon, 6 HD, breath weapon.

**Benefit:** You can use your breath weapon every 1d4 rounds. **Normal:** A half-dragon's breath weapon can only be used once per day.

### Dragon Cohort [General]

**[DRAC 104]** You gain the service of a loyal dragon ally.



**Prerequisites:** Character level 9<sup>th</sup>, Speak Language (draconic).

**Benefit:** You gain a cohort selected from Table 3-14: Dragon Cohorts (DRAC page 139), just as you would by selecting the Leadership feat. However, you may treat the dragon's ECL as if it were three lower than indicated.

See Dragons as Cohorts, DRAC page 138, for more information.

## Dragon Familiar [General]

**[DRAC 104]** When you are able to acquire a new familiar, you may select a wyrmling dragon as a familiar.

**Prerequisites:** Cha 13, Speak Language (draconic), arcane spellcaster level 7<sup>th</sup>, ability to acquire a new familiar, compatible alignment.

**Benefit:** When acquiring a new familiar, you can choose a wyrmling dragon. See Dragons as Familiars, DRAC page 141, for more information.

## Dragon Hunter [General]

**[DRAC 104]** You have made a special study of dragons and know how to defend against a dragon's attacks.

**Prerequisites:** Wis 13

**Benefit:** You gain a +2 dodge bonus to Armor Class against attacks made by dragons and a +2 competence bonus against spells, attacks, and special abilities of dragons. Likewise, you gain a +2 competence bonus on any opposed check (such as a bull rush attempt or a grapple check) you make against a dragon.

## Dragon Hunter Bravery [General]

**[DRAC 103]** You resist dragons' frightful presence, and your mere presence helps others resist as well.

**Prerequisites:** Wis 13, Dragon Hunter

**Benefit:** You and all allies within 30 feet who can see you are treated as having +4 HD for the purpose of determining your resistance to the frightful presence of dragons. All creatures so affected also gain a +4 morale bonus on Will saves made to resist a dragon's frightful presence.

Your animal companion, familiar, or special mount automatically succeeds on its Will save to resist the dragon's frightful presence if you succeed on yours (or if your effective Hit Dice makes you immune).

## Dragon Hunter Defense [General]

**[DRAC 103]** Your insight into the tactics and abilities of dragons grants you awareness of how to best to avoid their magical attacks.

**Prerequisites:** Wis 13, Dragon Hunter

**Benefit:** You gain the evasion ability against the breath weapons of dragons. (If a dragon's breath weapon allows a Reflex save for half damage, a successful save indicates that you take no damage).

Also, you gain a bonus equal to 1/2 your character level on all saving throws you make against the supernatural or spell-like abilities of dragons.

## Dragon Rage [General]

**[EBGS 22]** You call upon the power of your dragon totem to enhance your barbarian rage.

**Prerequisites:** Base attack bonus +4, Dragon Totem, ability to rage or frenzy, region of origin Argonnessen.

**Benefit:** When you enter a rage or frenzy, your natural armor bonus improves by +2.

In addition, for the duration of your rage or frenzy you gain resistance 10 to the energy type associated with your dragon totem (total resistance 15 while raging).

## Dragon Steed [General]

**[DRAC 105]** You have earned the service of a loyal draconic steed.

**Prerequisites:** Cha 13, Ride 8 ranks, Speak Language (draconic).

**Benefit:** You gain the service of a dragannel (see DRAC page 150) as a steed. It serves loyally as long as you treat it fairly, much like a cohort.

**Special:** If you have a special mount (such as that from the paladin class feature), this dragannel replaces your special mount. See Dragons as Special Mounts, DRAC page 139, for details.

## Dragon Tail [General]

**[RODR 98]** Your draconic ancestry manifests as a muscular tail you can use in combat.

**Prerequisites:** Dragonblood subtype, 1<sup>st</sup> level only.

**Benefit:** You have a tail that you can use to make a secondary natural attack in combat. This attack deals bludgeoning damage according to your size, as shown on the table below. If you already have a tail slap attack when you take this feat, use the value from the table or your existing damage value, whichever is greater.

Size	Tail Slap Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d8
Gargantuan	2d8
Colossal	4d6

**Special:** Unlike most feats, this feat must be taken at 1<sup>st</sup> level, during character creation.

## Dragon Totem [General]

**[EBGS 22]** As a proud warrior of the barbarian tribes of Argonnessen and Seren, you have claimed one of the true dragon types as your totem—a patron, protector, and source of strength.

**Prerequisites:** Base attack bonus +1, region of origin Argonnessen or Seren.

**Benefit:** Choose one kind of true dragon as your totem. You gain resistance 5 to the type of energy associated with it.

Dragon	Energy	Dragon	Energy
Black	Acid	Gold	Fire
Blue	Electricity	Green	Acid
Brass	Fire	Red	Fire
Bronze	Electricity	Silver	Cold
Copper	Acid	White	Cold

## Dragon Trainer [General]

**[RODR 98]** Your draconic nature gives you special insight into training dragons and draconic creatures.

**Prerequisites:** Dragonblood subtype, Handle Animal 4 ranks, Speak Language (draconic).

**Benefit:** You can use your Handle Animal skill to handle and train dragons with Intelligence scores of 6 or lower as if they were animals. You can also handle, train, and rear animals with the draconic template as if they were animals (rather than magical beasts). Even with this feat, dragons can't be reared with the Handle Animal skill. (For information on rearing dragons, see DRAC 13).

**Normal:** Without this feat, only animals and magical beasts with Intelligence scores of 1 or 2 can be handled and trained with the Handle Animal skill, and using Handle Animal on a magical beast is done with a -4 penalty on the check.

## Dragon Wild Shape [Wild, Epic]

**Prerequisites:** Wis 30, Knowledge (nature) 30 ranks, *wild shape* 6/day.

**Benefit:** The character may use *wild shape* to change into a dragon (black, blue, green, red, white, brass, bronze, copper, gold, or silver). The size limitation is the same as the character's limitation on animal size. The character gains all extraordinary and supernatural abilities of the dragon whose form he or she takes.

## Dragon Wild Shape [General]

**[DRAC 105]** You can take the form of a dragon.

**Prerequisites:** Wis 19, Knowledge (nature) 15 ranks, wild shape ability.

**Benefit:** You can use your wild shape ability to change into a Small or Medium dragon. You gain all the extraordinary and supernatural abilities of the dragon whose form you take, but not any spell-like abilities or spellcasting powers.

## Dragon Wings [General]

**[RODR 100]** Your draconic ancestry manifests as a pair of wings that aid your jumps and allow you to glide.

**Prerequisites:** Dragonblood subtype, 1<sup>st</sup>-level only.

**Benefit:** You have wings that aid your jumps, granting a +10 racial bonus on Jump checks.

In addition, you can use your wings to glide, negating damage from a fall from any height and allowing 20 feet of forward travel for every 5 feet of descent. You glide at a speed of 30 feet with average maneuverability. Even if your maneuverability improves, you can't hover while gliding. You can't glide while carrying a medium or heavy load.

If you become unconscious or helpless while in mid-air, your wings naturally unfurl, and powerful ligaments stiffen them. You descend in a tight corkscrew and take only 1d6 points of falling damage, no matter what the actual distance of the fall.

**Special:** Unlike most feats, this feat must be taken at 1<sup>st</sup> level, during character creation. A kobold with the Dragonwrought feat can take this feat at 3<sup>rd</sup> level.

## Dragon's Insight [General]

**[EBGS 48]** You can call on the power of your dragonmark to enhance your natural abilities.

**Prerequisites:** Least Dragonmark or Siberys Dragonmark.

**Benefit:** As a free action, you can expend one of the daily uses of one of your dragonmark powers to gain a +4 insight bonus on checks using a particular skill for a limited time. The skill affected by this feat is determined by the nature of your mark:

- Detection: Spot
- Finding: Search
- Handling: Handle Animal
- Healing: Heal
- Hospitality: Diplomacy
- Making: Craft (any?)
- Passage: Survival
- Scribing: Decipher Script
- Sentinel: Sense Motive
- Shadow: Gather Information
- Storm: Balance
- Warding: Search

The duration of the bonus depends on the potency of the dragonmark whose power you expend. The bonus granted by this feat always applies to at least one check (regardless of how long it takes to make such a check) as long as you begin the check before the duration expires. For example, if you have the Least Mark of Shadow, the bonus applies to at least one Gather Information check begun within 1 minute of activating the ability, even though a typical Gather Information check takes much longer than 1 minute.

Mark	Duration
Least mark	1 minute
Lesser mark	10 minutes
Greater mark	1 hour
Siberys mark	24 hours

## Dragonbane [General]

**[DRAC 105]** You have made a special study of dragons and are adept at pulling off deliberate attacks that take advantage of a dragon's weak spots.

**Prerequisites:** Int 13, Dragonfoe, base attack bonus +6.

**Benefit:** You may use a full-round action to make a single attack (melee or ranged) against a dragon with a +4 bonus on the attack roll. Such an attack deals an extra 2d6 points of damage if it hits. For a ranged attack, the dragon must be within 30 feet to gain the bonus to hit and the extra damage.

**Special:** The bonus on the attack roll and the extra damage stack with the benefits provided by a weapon with the bane (dragons) special ability.

In the case of a critical hit, the extra damage dice aren't multiplied.

## Dragoncrafter [General]

**[DRAC 105]** You can make special weapons, armor, and other items using parts of dragons as materials.

**Prerequisites:** Knowledge (arcana) 2 ranks

**Benefit:** You can create any dragoncraft item whose prerequisites you meet. Creating a dragoncraft item follows the normal rules for the Craft skill (see page 70 of the Player's Handbook).

See Dragoncraft Items, DRAC page 116, for details.

## Dragondoom [General]

**[DRAC 105]** You have learned how to place blows against a dragon that deal tremendous damage.

**Prerequisites:** Int 13, Dragonbane, Dragonfoe, base attack bonus +10.

**Benefit:** When you attack a dragon, the critical multiplier of your weapon improves as notes below.

Normal Multiplier	New Multiplier
X2	X3
X3	X5
X4	X7

**Special:** The benefit of this feat does not stack with any other ability or effect that alters a weapon's critical multiplier.

## Dragonfire Assault [Draconic]

**[DM 17]** You can augment your most powerful melee attacks with draconic power.

**Prerequisites:** Str 13, Cha 11, dragonblood subtype, Power Attack.

**Benefit:** When you use Power Attack to increase the damage dealt from your attack, you can choose for the extra damage to be of the fire type instead of its normal type. Make this choice for each attack after it is resolved but before damage is dealt. This is a supernatural ability.

**Special:** If you have the Draconic Heritage feat or if you are a half-dragon, the extra damage is of the energy type (acid, cold, electricity, fire, or sonic) that corresponds to your heritage or your draconic parent instead. If your feat or your parent is not associated with one of these energy types, this feat has no effect for you.

## Dragonfire Channeling [Divine, Draconic]

**[DM 17]** You channel draconic fire through your holy symbol.

**Prerequisites:** Cha 11, dragonblood subtype, ability to turn or rebuke undead or elementals.

**Benefit:** You can spend a turn or rebuke undead attempt or a turn or rebuke elementals attempt as a standard action to create a 15-foot cone of fire that deals 1d6 points of damage per 2 cleric levels (minimum 1d6 points). A successful Reflex save (DC 10 + 1/2 your cleric level + your Cha modifier) halves this damage. Half of this damage is fire, while the remainder is sacred damage (to which resistance or immunity to fire does not apply).

If your effective cleric level for the purpose of turning or rebuking is higher than your actual cleric level (for instance, if you area a paladin), use that value instead.

**Special:** If you have the Draconic Heritage feat or if you are a half-dragon, the damage is of the energy type (acid, cold, electricity, fire, or sonic) that corresponds to your heritage or your draconic parent instead. If your feat or your parent is not associated with one of these energy types, this feat has no effect for you.

## Dragonfire Inspiration [Draconic]

**[DM 17]** You can channel the power of your draconic ancestry into the attacks of your allies.

**Prerequisites:** Cha 11, dragonblood subtype, bardic music.

**Benefit:** When you use your bardic music to inspire courage, you can choose to imbue your allies with dragonfire. This choice is made when first activating the ability, and the choice applies to all allies affected.

Each ally so inspired loses the standard morale bonus on weapon attack rolls and damage rolls. Instead he deals an extra 1d6 points of fire damage with his weapons for every point of morale bonus that your inspire courage ability would normally add to the attack roll. For example, an 8<sup>th</sup> level bard using this ability would add 2d6 points of fire damage to his allies' attacks.

**Special:** If you have the Draconic Heritage feat or if you are a half-dragon, the damage is of the energy type (acid, cold, electricity, fire, or sonic) that corresponds to your heritage or your draconic parent instead. If your feat or your parent is not associated with one of these energy types, this feat has no effect for you.

## Dragonfire Strike [Draconic]

**[DM 18]** You can call upon your innate draconic power to augment certain weapon attacks.

**Prerequisites:** Cha 11, dragonblood subtype, one of the nine class features: sneak attack, sudden strike, or skirmish.

**Benefit:** When you gain extra damage from a sneak attack, sudden strike, or skirmish, you can choose for the extra damage to be fire damage. If you apply this effect, increase the extra damage dealt by 1d6 points. Make this choice for each attack after it is resolved but before damage is dealt. This is a supernatural ability.

**Special:** If you have the Draconic Heritage feat or if you are a half-dragon, the extra damage is of the energy type (acid, cold, electricity, fire, or sonic) that corresponds to your heritage or your draconic parent instead. If your feat or your parent is not associated with one of these energy types, this feat has no effect for you.

## Dragonfoe [General]

**[DRAC 105]** You have learned how to attack dragons more effectively than other individuals.

**Prerequisites:** Int 13

**Benefit:** You gain a +2 bonus on attack rolls against dragons and a +2 bonus on caster level checks made to overcome a dragon's spell resistance. Also, dragons take a -2 penalty on saving throws against your spells, spell-like abilities, and supernatural abilities.

## Dragonfriend [General]

**[DRAC 105]** You are a known and respected ally of dragons.

**Prerequisites:** Cha 11, Speak Language (draconic)

**Benefit:** You gain a +4 bonus on Diplomacy checks made to adjust the attitude of a dragon, and a +2 bonus on Ride checks made when you are mounted on a dragon.

In addition, you gain a +4 bonus on saves against the frightful presence of good dragons.

**Special:** You can't select this feat if you have already taken the Dragontrail feat.

## Dragonsong [General]

**[DRAC 105]** Your song or poetics echo the power of the dragonsong, an ancient style of vocal performance created by dragons in the distant past.

**Prerequisites:** Cha 13, Knowledge (arcana) 4 ranks, Perform 6 ranks, Speak Language (draconic).

**Benefit:** You gain a +2 bonus on Perform checks involving song, poetics, or any other verbal or spoken form of performance.



In addition, the DC of any saving throw required by mind-affecting effects based on your song or poetics (such as bardic music) is increased by +2.

## Dragonthral [General]

**[DRAC 105]** You have pledged your life to the service of evil dragonkind.

**Prerequisites:** Speak Language (draconic)

**Benefit:** You gain a +4 bonus on any Bluff check made against a dragon, and a +2 bonus on Ride checks made when you are mounted on a dragon.

You gain a +4 bonus on saves against the frightful presence of evil dragons.

You take a +2 penalty on saves against enchantment spells and effects cast by dragons.

**Special:** You can't select this feat if you have already taken the Dragonfriend feat.

## Dragonouched [General]

**[DM 18]** You have a trace of draconic power, a result of dragons in your ancestry or a spiritual connection between you and the forces of dragonkind.

**Prerequisites:** Cha 11.

**Benefit:** You gain the dragonblood subtype. You gain 1 hit point, a +1 bonus on Listen, Search, and Spot checks, and a +1 bonus on saving throws against paralysis and sleep effects. In addition, you can select draconic feats as if you were a sorcerer of your character level.

## Dragonwrought [General]

**[RODR 100]** You were born a dragonwrought kobold, proof of your race's innate connection to dragons.

**Prerequisites:** Kobold, 1<sup>st</sup> level only.

**Benefit:** You are a dragonwrought kobold. Your type is dragon rather than humanoid, and you lose the dragonblood subtype. You retain all your other subtypes and your kobold racial traits. Your scales become tinted with a color that matches that of your draconic heritage. As a dragon, you are immune to magic sleep and paralysis effects. You have darkvision out to 60 feet and low-light vision. You gain a +2 racial bonus on the skill indicated for your draconic heritage on the table on RODR 103 (see Draconic Heritage).

**Special:** Unlike most other feats, this feat must be taken at 1<sup>st</sup> level, during character creation. Having this feat allows you to take the Dragon Wings feat at 3<sup>rd</sup> level.

## Draw From the Land [Regional]

**[FRUE 43]** You can draw strength and sustenance from the land itself.

**Prerequisites:** Ethran, human (Rashemen)

**Benefit:** Before resting, you may draw upon the power of the land to revitalize your body and mind. This allows you to recover 2 hit points per day of light activity, or 4 hit points per level for each day of complete rest, and 2 ability score points per day, or 4 ability score points for each day of complete rest. This stacks with the benefits of long-term care provided by someone with the Heal skill (see Chapter 5: Skills in the Player's Handbook).

You may also use the energy of the land to fuel your body's need for food and water. This gives you a +10 bonus on Constitution checks made to avoid subdual damage from hunger and thirst (see Starvation and Thirst Dangers in Chapter 3: Running the Game in the Dungeon Master's Guide).

Finally, you may use the power of the land to refresh your mind and body as a supplement to sleep. You require half as much sleep as normal (although you still have to rest a full 8 hours to prepare spells or regain spell slots).

Outside of Rashemen, you must make a Concentration check (DC 10 +2 per 100 miles from the border of Rashemen) to activate this ability. If you fail, you cannot retry for 1 day.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Dread Tyranny [Initiate]

**[ROB 154]** A devoted servant of Hextor's militant teachings, you are skilled at intimidating and dominating weaker beings.

## Dreadful Wrath [Regional]

**[FRPG 38]** You are terrible to behold in battle, and few foes have the heart to face you without quailing.

**Prerequisite:** Human (Rashemen), kuo-toa (Underdark Sloopdlimonopolop), Kir-lanan (Far Hills), or planetouched (Impiir, the Silver Marches, Thay, or Western Heartlands)

**Benefit:** When you charge, make a full attack, or cast a spell that either targets an enemy or includes an enemy in its area, you gain the frightful presence ability for that round. Each enemy within a 20-foot radius of you must succeed on a Will save (DC 10 + ½ your character level + your Cha modifier) or be shaken for 1 minute. Regardless of its success or failure on the saving throw, any creature exposed to this effect is immune to your frightful presence for the next 24 hours. This is an extraordinary morale effect.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Dreamsight Elite [Shifter]

**[EBRE 29]** Your dreamsight shifter trait improves.

**Prerequisite:** Shifter with the dreamsight trait.

**Benefit:** While shifting, you can use a full-round action to gain extraordinary visual power. For the duration of your shifting, you gain a +5 bonus on Spot checks and can see invisible creatures and objects as if under the effect of a *see invisibility* spell.

## Dreamtelling [General]

**[HOH 122]** You can use your Knowledge (the planes) skill to interpret your dreams or the dreams of others, thus gleaming useful information and insights.

**Benefit:** you can interpret the basic symbolism of a dream to figure out what sorts of concerns or fears are likely to have inspired it.

Attempting to garner insight into future events, or events occurring elsewhere, by reading the prophetic images of a dream adds +10 to +20 to the base DC, depending on how obscure the omens are.

The DM must decide if a dream contains prophetic imagery; a sufficiently high roll might glean some information even if the dream was not overtly augural. Making the DC required to interpret a dream grants information comparable to an *augury* spell (see PHB 202). Exceeding the required check by 10 or more offers information comparable to a *divination* spell (see PHB 224). Exceeding the required check by 20 or more offers information comparable to a *commune* spell (see PHB 211).

Even if your result was not high enough to enable you to read prophetic images, the result might be sufficient to interpret basic symbols and events. Thus, a check result of 18 is insufficient to foretell the future but still grants some information about cultural details or concepts.

You can use this feat to determine what effect injuries received in a dreamscape are likely to have on you once you return (DC 15), or whether an item or location was created by the dreamer or brought in from outside (DC 20); see Chapter 3 (HOH) for information on adventuring within dreamscapes.

Finally, this feat allows Knowledge (the planes) to function in place of Survival when used within a dreamscape. This skill can be used to retrace your steps and return to a known person's dream, or attempt to track a creature across the dreamscape.

**Action:** Dreamtelling requires careful analysis of bizarre images and events. If you are trying to interpret your own dream, you must cogitate on it for a number of minutes equal to 30 minus your Intelligence modifier. If you wish to analyze someone else's dream, that person must first describe it to you in great detail, adding an additional 10 + 1d10 minutes to the process.

**Try Again:** No. The check represents your ability to interpret that particular dream. You can attempt to interpret other dreams the same individual has later, but you get only one attempt per dream. Similarly, you have only one attempt per dream. Similarly, you have only one attempt to determine whether an item is native to a particular dream.

**Special:** Most campaigns are not set up to interact with the dream world. Hence, this feat is only available if the DM specifically states that he or she has decided to allow it in his or her campaign.

## Drift Magic [General]

**[SAND 49]** You can tap the power of drift magic.

**Prerequisite:** Knowledge (local wasteland region) 5 ranks, ability to cast spells.

**Benefit:** You can use drift magic, as described on SAND 105.

## Driving Attack [General]

**[PHB2 78]** When you strike an opponent with a piercing weapon, the brutal impact of your strike sends him sprawling.

**Prerequisites:** Proficiency with selected piercing weapon, Weapon Focus with selected piercing weapon, Weapon Mastery (piercing), Weapon Specialization with selected piercing weapon, base attack bonus +14.

**Benefit:** If you use a full-round action to make a single melee attack with any piercing weapon and succeed in hitting, you can initiate a special bull rush attempt against the target. This bull rush uses your total bonus on damage rolls in place of your Strength modifier. You do not provoke an attack of opportunity with this bull rush, and you cannot move forward with your opponent.

If you succeed in pushing an opponent back 10 feet or more, you can reduce the distance you push him by 10 feet. In return, your foe falls prone in the square where he ends his movement. Note that reducing the distance you push your opponent, you can have him fall prone in his current space.

## Drow Eyes [Regional]

**[FRRF 162]** You have trained your eyes to see in the dark as well as your full drow ancestors.

**Prerequisites:** Half-elf (Dambrath)

**Benefit:** You gain darkvision 120 ft.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Drow Skirmisher [Racial]

**[EBRE 29]** Your experience with the guerilla-style combat of the deep jungle grants you mastery of the weapons of the drow.

**Prerequisites:** Drow, region of origin Xen'drik

**Benefit:** You treat the Xen'drik boomerang, the drow scorpion chain, and the drow long knife as martial weapons. As well, you gain a +1 bonus on damage rolls when making an attack with a drow long knife or a drow scorpion chain as long as you have moved more than 5 feet under your own power during the round in which you make the attack. For example, being bull rushed 10 feet isn't sufficient to grant you the extra damage from this feat.

If you have any of the following feats for the dagger or short sword, you can apply the feat's effects to the drow long knife: Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, Greater Weapon Specialization. If you have any of the same feats for the spiked chain, you can apply the feat's effects to the drow scorpion chain.

Additionally, when you spend an action point to influence an attack roll made with either a Xen'drik boomerang, drow scorpion chain, or drow long knife, you also add the result of the action point roll to your damage for that attack.

## Druuth Slayer [General]

**[FRCV 29]** You have studied the lore of the druuth (a cabal of doppelgangers led by a mind flayer) and know how to recognize and resist their powers.

**Prerequisites:** Knowledge (dungeoneering) 2 ranks, Knowledge (nature) 2 ranks.

**Benefit:** This feat grants three benefits. First, you get a +1 bonus on Will saving throws. Second, you gain a +10 insight bonus on Spot checks made to recognize a doppelganger using its change shape ability. Third, if affected by a mind flayer's *mind blast*, you get a new saving throw every round at the end of your turn to end the stun effect.

## Dual Strike [General, Fighter]

**[CV 108]** You are an expert skirmisher skilled at fighting with two weapons. Your extensive training with two weapons allows you to attack with both while moving through a chaotic combat or fighting a running battle.

**Prerequisites:** Improved Two-Weapon Fighting, Two-Weapon Fighting.

**Benefit:** As a standard action, you can make a melee attack with your primary weapon and your off-hand weapon. Both attacks use the same attack roll to determine success, using the worse of

the two weapons' attack modifiers. If you are using a one-handed or light weapon in your primary hand and a light weapon in your off hand, you take a -4 penalty on this attack roll; otherwise you take a -10 penalty.

Each weapon deals its normal damage. Damage reduction and other resistances apply separately against each weapon attack. **Special:** When you make this attack, you apply precision-based damage (such as from sneak attack) only once. If you score a critical hit, only the weapon in your primary hand deals extra critical hit damage; your off-hand weapon deals regular damage.

A fighter may select Dual Strike as one of his fighter bonus feats.

## Duergar Mindshaper [General]

**[FRRF 162]** You are accomplished at using the power of your mind to overcome weaker personalities.

**Prerequisites:** Gray Dwarf

**Benefit:** You gain +1 spell power (+1 on save DCs and a +1 bonus on checks to overcome spell resistance) on enchantment spells and spell-like abilities.

## Duerran Metaform Training [Psionic]

**[FRCV 29]** Your studies have shown you the way to link your psionics and your *enlarge person* spell-like ability.

**Prerequisites:** Gray dwarf.

**Benefit:** You can expend 5 power points to activate your *enlarge person* spell-like ability. Though the triggering energy is psionic (and thus can't be initiated where psionics is unavailable), all other effects work like standard spell-like abilities.

**Note:** This psionic technique was created by the gray dwarf worshippers of Deep Duerra, but other duergar (including exiles) have developed it independently.

## Duerran Stealth Training [Psionic]

**[FRCV 29]** Your studies have shown you the way to link your psionics and your *invisibility* spell-like ability.

**Prerequisites:** Gray dwarf.

**Benefit:** You can expend 5 power points to activate your *invisibility* spell-like ability. Though the triggering energy is psionic (and thus can't be initiated where psionics is unavailable), all other effects work like standard spell-like abilities.

**Note:** This psionic technique was created by the gray dwarf worshippers of Deep Duerra, but other duergar (including exiles) have developed it independently.

## Dungeoneer's Intuition [General]

**[FRWA 144]** You can sense when things don't feel right, and you have a knack for avoiding deadly traps and sudden ambushes.

**Prerequisites:** Wisdom 13, trap sense class feature.

**Benefit:** You add your Wisdom bonus to your trap sense bonus. In addition, you can apply your trap sense bonus to your AC during a surprise round (although you still might be flat-footed if you were not aware of your foes before they struck).

## Durable Form [Aberrant]

**[LOM 180]** You are much more resilient than the fragile humanoids that do not share your aberrant heritage.

**Prerequisite:** Aberration blood.

**Benefit:** You gain 2 hit points for each aberrant feat you have.

## Eagle Claw Attack [General]

**[CW 97]** Your superior insight allows you to strike objects with impressive force.

**Prerequisites:** Wis 13, Improved Sunder, Improved Unarmed Strike.

**Benefit:** When you make an unarmed strike against an object, you may add your Wisdom bonus to the damage dealt to the object.

## Eagle Tribe Vision [Regional]

**[FRSS 20]** You have keen eyesight reminiscent of the giant eagles that fly over your tribal lands.

**Prerequisite:** Human (the Shaar), membership in Eagle Tribe (see FRSS Human Tribes of the Shaar, page 164).

**Benefit:** You gain a +5 bonus on Spot checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Eagle's Fury [General]

**[SAND 49]** You know how to wield the eagle's claw with deadly speed.

## Eagle's Wings [Wild]

**[CD 80]** You can take wing and fly with the grace of an eagle.

**Prerequisite:** Ability to wild shape.

**Benefit:** You can spend one wild shape to grow feathery wings. These allow you to fly at a speed of 60 feet (average maneuverability). The wings remain for 1 hour.

## Earth Heritage [Heritage]

**[PH 38]** You are descended from creatures native to the Elemental Plane of Earth. You share some of your ancestors' natural stability and power.

**Benefit:** Your stability grants you a +4 bonus on check to avoid being bull rushed or tripped while standing on the ground. This bonus stacks with the benefits of similar effects, such as a dwarf's stability.

You also gain a +1 bonus on weapon damage rolls if both you and your foe touch the ground.

## Earth's Embrace [General]

**[CW 97]** You can crush opponents when you grapple them.

**Prerequisites:** Str 15, Improved Grapple or Improved grab, Improved Unarmed Strike.

**Benefit:** While grappling, if you pin your opponent, you deal an extra 1d12 points of damage in each round that you maintain the pin. You must hold your opponent immobile as normal (with an opposed grapple check), but you must also remain immobile, giving opponents (other than the one you are pinning) a +4 bonus on attack rolls against you (but you are not helpless). You do not gain this extra damage against creatures that are immune to critical hits.

**Normal:** You may deal normal damage to a pinned opponent by making a successful grapple check.

## Ecclesiarch [General]

**[EBES 29]** You command a degree of respect in your church's hierarchy.

**Prerequisite:** Knowledge (religion) 6 ranks.

Dream Being Interpreted ...	Know (Planes) DC
Features obvious symbolism	10
Involves cultural details or concepts with which you are not very familiar	15
Represents memories of past events with which you are not familiar	20
Both the previous conditions are true	25



**Benefit:** Add Gather Information and Knowledge (local) to your list of class skills. This benefit represents your ability to learn details about any community from the clergy of its churches.

**In addition, if you take the Leadership feat, you gain a +2 bonus to your Leadership score.**

## Education [Regional]

**[FRPG 38]** You hail from a land where the pen is held in higher regard than the sword. In your youth, you received the benefit of formal schooling of some type.

**Prerequisite:** Elf (Evermeet, Silvermoon, or Snow Eagle Aerie), gnome (Lantan), half-elf (Silvermoon), or human (Chessenta, Lantan, Silvermoon, or Waterdeep).

**Benefit:** All Knowledge skills are class skills for your current and all your future classes. You may also select two Knowledge skills develop more fully. You get a +2 bonus on all checks you make with those skills. If you select a Knowledge skill in which you do not yet have ranks, you gain no immediate benefits, since Knowledge skills can be used only with training. But the selection still represents your improved potential for that skill.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Efficient Item Creation [Epic]

**Prerequisites:** Item creation feat to be selected, Knowledge (arcana) 24 ranks, Spellcraft 24 ranks.

**Benefit:** Select an item creation feat. Creating a magic item using that feat requires one day per 10,000 gp of the item's market price, with a minimum of one day.

**Normal:** Without this feat, creating a magic item requires one day for each 1,000 gp of the item's market price.

**Special:** A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different item creation feat.

## Eldritch Corruption [Tainted]

**[HOH 122]** You can add power to your spells or spell-like abilities at the expense of your companions' health.

**Prerequisite:** Any one metamagic feat, moderate depravity.

**Benefit:** You can enlarge, extend, heighten, or widen a spell, as though you had the appropriate metamagic feat, without increasing the spell level or, for spontaneous casters, casting time. You can apply any number of metamagic effects to a spell in this way; if you choose heighten, then that spell's level is heightened by up to two levels.

For each level of metamagic you apply, one of your allies takes 2 points of Constitution damage. In this case, "ally" is defined as someone who knowingly and willingly fights alongside you against a common foe, or who otherwise considers you a trusted companion. You decide, when casting the spell, which ally takes the Constitution damage. You cannot select an ally immune to Constitution damage or an ally without a Constitution score. For purposes of this spell, you cannot designate a summoned or charmed being as your ally.

You can use this feat three times per day.

**Special:** You can select this feat more than once. Each time you do, you gain an additional three uses per day.

## Eldritch Linguist [General]

**[RRR 162]** You have a deep understanding of how words themselves have their own kind of magic, and a mastery of the secret syntax of power.

**Prerequisites:** Illuskan human, ability to cast divine spells.

**Benefit:** You gain +1 caster level when casting a spell from the list below.

The tradition of eldritch linguist consists of the following spells at the appropriate levels: 0 – *read magic*; 1<sup>st</sup> – *command*, *comprehend languages*; 2<sup>nd</sup> – *speak with animals*, *whispering wind*; 3<sup>rd</sup> – *bestow curse*, *explosive runes*, *glyph of warding*, *speak with dead*, *speak with plants*; 4<sup>th</sup> – *dismissal*, *sending*, *shout*, *tongues*; 5<sup>th</sup> – *atonement*, *greater command*, *hallow*; 6<sup>th</sup> – *greater glyph of warding*, *word of recall*; 7<sup>th</sup> – *blasphemy*, *dictum*, *holy word*, *power word stun*, *word of chaos*; 8<sup>th</sup> – *power word blind*, *symbol*; 9<sup>th</sup> – *power word kill*.

## Elemental Bloodline [General]

**[RRR 163]** You have taken on some of the aspects of the type of element that infuses your flesh.

**Prerequisites:** Base Fortitude save +4, genasi (air, earth, fire, or water)

**Benefit:** You gain a +4 saving throw bonus on saving throws against poison, sleep, paralysis, or stunning. You also have a 25% chance to turn a critical hit or a sneak attack against you into a normal hit (as if you were wearing light fortification armor). If you are wearing fortification armor (or a similar item or have an ability with a similar effect), use the one that has the higher percentage chance.

## Elemental Healing [Divine]

**[CD 80]** You can channel elemental energy to heal creatures of a specific elemental subtype.

**Prerequisite:** Ability to rebuke creatures with an elemental subtype.

**Benefit:** You can spend a rebuke attempt as a standard action to send a burst of healing energy in a 60-foot burst. This affects all creatures with an elemental subtype that you could normally rebuke: such creatures are healed of 1d8 points of damage per two cleric levels.

For example, a cleric with the Fire domain could use this feat to heal a fire elemental or any other creature with the fire subtype (since he would normally rebuke creatures with the fire subtype with his domain power).

**Special:** You may only activate this feat by spending a rebuke attempt that would normally be used to rebuke creatures with a specific elemental subtype (air, earth, fire, or water). Unlike other divine feats, you can't use a turn or rebuke undead attempt (or other turning attempt) to activate the feat.

## Elemental Smiting [Divine]

**[CD 81]** You can channel elemental energy to deal extra damage to creatures tied to a specific element.

**Prerequisite:** Ability to turn creatures with an elemental subtype.

**Benefit:** Once per round, you can spend a turn attempt as a free action when making a melee attack. If you successfully strike a creature that you could turn with that turn attempt because of its elemental subtype, you may add a bonus on your damage roll equal to your cleric level, if your attack misses, the turn attempt is lost to no effect.

For example, a cleric with the Fire domain could use this feat to smite a water elemental or any other creature with the

water subtype (since he would normally turn creatures with the water subtype with his domain power).

**Special:** You may only activate this feat by spending a turn attempt that would normally be used to turn creatures with a specific elemental subtype (air, earth, fire, or water). Unlike other divine feats, you can't use a turn or rebuke undead attempt (or other turning attempt) to activate the feat.

## Elemental Spellcasting [General]

**[PH 39]** Choose an element (air, earth, fire, or water). You cast spells with that descriptor more effectively than normal.

**Prerequisites:** Knowledge (the planes) 2 ranks.

**Benefit:** You cast spells with the chosen descriptor at +1 caster level.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new element.

## Elephant's Hide [Wild]

**[CD 81]** You can thicken your skin to the toughness of an elephant's.

**Prerequisite:** Ability to wild shape into a Large creature.

**Benefit:** You can spend one wild shape to give yourself a natural armor bonus of 7. This does not stack with any natural armor you currently have. The effect lasts for 10 minutes.

## Elf Dilettante [General]

**[ROW 150]** Throughout the long years of your life, you have developed a talent for doing just about anything.

**Prerequisites:** Elf, Int 13.

**Benefit:** You gain a +1 bonus on all untrained skill checks. You can attempt untrained checks using skills that normally do not allow untrained use. If a skill doesn't allow skill checks (such as Speak Language), this feat has no effect.

**Normal:** Without any ranks in a skill, you can't attempt some skill checks.

## Elfhunter [General]

**[FRUD 25]** Because of your cultural hatred for elves, you have had specific training in how to fight them.

**Prerequisites:** Drow.

**Benefit:** Choose one subclass of elf. When fighting elves of this kind, you gain a +1 competence bonus on melee damage rolls and on ranged attack rolls made at ranges of up to 30 feet. You also gain the benefit of the Improved Critical feat for the weapon you are using in any such attack. This benefit does not stack with that of the Improved Critical feat.

**Special:** You may take this feat multiple times. Its effects do not stack. Each time you take the feat you must choose a new subclass of elf to which it will apply.

## Elusive Target [Tactical]

**[CW 110]** Trying to land a blow against you can be a maddening experience.

**Prerequisites:** Dodge, Mobility, base attack bonus +6.

**Benefit:** The Elusive Target feat enables the use of three tactical maneuvers.

**Negate Power Attack:** To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

**Diverting Defense:** To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and strikes the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a flat attack against you, its second and subsequent attacks function normally.

**Cause Overreach:** To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

## Elven Spell Lore [General]

**[PHB2 78]** You have studied the mighty arcane traditions of the elves, granting you insight into the intricate workings of magic and the theoretical structures behind spells.

**Prerequisites:** Int 17 or elf, Knowledge (arcana) 12 ranks.

**Benefit:** Your understanding of the elven secrets of magic grants you two benefits. When you cast *dispel magic*, you gain a +2 bonus on your caster level check. Your understanding of magic allows you to more easily unravel the power that sustains a foe's spell.

In addition, your knowledge of magic grants you rare insights into forgotten spell lore. Choose a single spell in your spellbook when you take this feat. When preparing that spell, you can alter the type of damage it deals to a single type of your choice. You must make this choice when preparing the spell (those who do not prepare spells cannot benefit from this aspect of the feat). You can prepare the spell multiple times, selecting the same or a different energy type for it with each preparation.

You can gain this feat multiple times. The caster level bonus does not stack, and each time you take the feat, a different spell must be chosen.

## Embed Spell Focus [Monstrous]

**[DRAC 69]** You can embed focus components required for your spells into your body.

**Prerequisites:** Con 13, dragon type, ability to cast spells.

**Benefit:** You can embed the focus component for a spell you know how to cast into your skin or hide and use the embedded focus anytime you cast the spell. You can embed a number of focuses equal to your Constitution score.

**Special:** The total value of expensive spell focuses a dragon in its hide should be considered part of the dragon's treasure.

## Empower Spell [Metamagic]

**[PHB 93]** You can cast spells to greater effect.

**Benefit:** All variable, numeric effects of an empowered spell are increased by one-half.

Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

## Empower Spell-Like Ability [General]

**[MM 303]** The creature can use a spell-like ability with greater effect than normal.

**Prerequisite:** Spell-like ability at caster level 6th or higher.

**Benefit:** Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by one-half. Saving throws and opposed rolls are not affected. Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) – 2. For a summary, see the table in the description of the Quicken Spell-Like Ability feat.

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

## Empower Supernatural Ability [General]

**[TOME 73]** You can use a supernatural ability with greater effect than normal.

**Prerequisites:** 6 HD, supernatural ability.

**Benefit:** Once per day, you can empower a supernatural ability. When you use an empowered supernatural ability, all variable, numeric effects of the supernatural ability are increased by one-half. An empowered supernatural ability deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so on as appropriate. Saving throws and opposed rolls, such as the one made when you cast *dispel magic* and supernatural abilities without random variables are not affected. You must declare use of this feat before you use the ability. A continuous use ability (such as a gaze attack) can be empowered for only 1 round. Empowering a supernatural ability does not require a separate action.

An empowered supernatural ability cannot be maximized.

**Special:** This feat can be taken multiple times. Each time it is taken, you can empower a supernatural ability one additional time per day. You cannot empower a particular use of a supernatural ability more than once.

## Empower Turning [General]

**[LMBD 26, CD 81]** You can turn or rebuke greater numbers of undead with a single turning attempt.

**Prerequisite:** Ability to turn or rebuke undead.

**Benefit:** You can turn or rebuke more undead than usual. After adding your cleric level and Charisma modifier to your turning damage roll, multiply the result by 1-1/2.

## Empowered Ability Damage [Monstrous]

**[LMBD 26]** Your ability damage (or ability drain) special attack is more potent than normal.

**Prerequisites:** Cha 11, undead type, incorporeal subtype, supernatural ability to drain or damage an ability score.

**Benefit:** All variable, numeric effects of an empowered ability damage or ability drain special attack are increased by 50%. For example, an ally with this feat drains 1-1/2 times the normal amount of Wisdom (roll 1d4 and multiply the result by 1-1/2).

## Endurance [General]

**[PHB 93]** You are capable of amazing feats of stamina.

**Benefit:** You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation. Also, you may sleep in light or medium armor without becoming fatigued.

**Normal:** A character without this feat who sleeps in medium or heavier armor is automatically fatigued the next day.

**Special:** A ranger automatically gains Endurance as a bonus feat at 3rd level. He need not select it.

## Endure Blows [Monstrous]

**[DRAC 70]** You are adept at lessening the effects of blows.

**Prerequisites:** Con 19, dragon type, Toughness.

**Benefit:** You gain damage reduction 2/-. This stacks with any damage reduction you have from other sources. Damage reduction cannot reduce damage below 0.

## Endure Sunlight [Monstrous]

**[LMBD 26]** Your vulnerability to sunlight is reduced.

**Prerequisites:** Sunlight powerlessness or sunlight-related weakness.

**Benefit:** You can resist all dangerous effects of sunlight for a number of rounds equal to 1 + your Charisma modifier (minimum 1 round). After this time, if you are still exposed to sunlight, you take the normal effects as appropriate for your kind.

## Enduring Life [General]

**[LMBD 26]** You can ignore the effect of negative levels for a short time.

**Benefit:** Whenever you would gain a negative level, you can ignore the penalties and other ill effects associated with that negative level for a number of minutes equal to your Constitution bonus (if any). For example, if Tordek (Con 15) is struck by a wight, he gains one negative level. However, he can ignore the -1 penalty on attack rolls, saves, ability checks, and skill checks associated with that negative level for 2 minutes, since his Constitution bonus is +2. (If Tordek were a spellcaster, he would also avoid losing a spell slot for 2 minutes).

You also gain a +4 bonus on Fortitude saves to remove negative levels.

## Energize Spell [Metamagic]

**[LMBD 26]** Your spells channel positive energy to deal extra damage to undead creatures, but are less effective against other opponents.

**Prerequisites:** Nonevil alignment, must not have the ability to rebuke undead.

**Benefit:** Your spells are infused with positive energy. An energized spell deals an extra 50% damage to undead creatures, but deals 50% less damage to non-undead creatures and to objects. An energized spell uses up a spell slot one level higher than the spell's actual level.

**Special:** A character who has the ability to channel negative energy or rebuke or command undead cannot select this feat.

## Energy Admixture [Metamagic]

**[CA 78]** You can modify a spell that uses one type of energy to add an equal amount of another energy type.



**Prerequisite:** Energy Substitution.

**Benefit:** Choose one type of energy (acid, cold, electricity, or fire) that matches an energy type you have selected for substitution via the Energy Substitution feat. You can then modify any spell with an energy descriptor by adding an equal amount of the chosen type of energy to the spell's normal effects. The altered spell works normally in all respects except for the type and amount of damage dealt, with each type of energy counting separately toward the spell's damage cap. Thus, an acid *fireball* cast at 6th level deals 6d6 points of fire damage and 6d6 points of acid damage (rolled separately), while the same acid *fireball* cast at 10th level or higher deals 10d6 of fire damage and 10d6 points of acid damage. Even opposed types of energy (such as fire and cold) can be combined using this feat.

An energy admixed spell uses up a spell slot four levels higher than the spell's actual level. As well, the spell's descriptor changes to include both energy types present in the spell – for example, the acid *fireball* described above is an evocation [acid, fire] spell.

**Special:** You can gain this feat multiple times, choosing a different type of energy each time. The type of energy selected with this feat must match a type of energy you have also selected for substitution via the Energy Substitution feat (so you can select cold as your energy type with Energy Admixture if you have selected cold as your Energy Substitution energy type). You can use Energy Admixture to further alter a spell that has already been modified with Energy Substitution, and you can also admix your chosen energy type with a spell that already uses the same type, in effect doubling its normal damage dice.

## Energy Affinity [Metamagic]

**[MB 25]** You can modify a spell that uses one type of energy to use another type (acid, cold, electricity, or fire) instead.

**Prerequisites:** Knowledge (arcana) 5 ranks, able to cast at least one spell of each of these energy types: acid, cold, electricity and fire.

**Benefit:** Choose acid, cold, electricity or fire. You can modify any spell with an energy descriptor to use the chosen type of energy instead. A spell so modified works normally in all respects except the type of damage dealt.

A modified spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

**Special:** You can gain this feat multiple times. Each time you take the feat, it applies to a different type of energy.

## Energy Resistance [Epic]

**Benefit:** Choose a type of energy (acid, cold, electricity, fire, or sonic). The character gains resistance 10 to that type of energy, or the character's existing resistance to that type of energy increases by 10. This feat does not stack with energy resistance granted by magic items or nonpermanent magical effects.

**Special:** A character can gain this feat multiple times. If the same type of energy is chosen, the effects stack.

## Energy Substitution [Metamagic]

**Prerequisites:** Any other metamagic feat, Knowledge (arcana) 5 ranks.

**Benefit:** You choose one type of energy: acid, cold, electricity, fire, or sonic. When employing a spell with the acid, cold, electricity, fire, or sonic designator, you can modify the spell to use your chosen type of energy instead. The altered spell uses a spell slot of the spell's normal level.

The altered spell works normally in all respects except the type of damage dealt.

**Special:** You can gain this feat multiple times. Each time the feat applies to a different type of energy.

## Enervate Spell [Metamagic]

**[LMBD 26]** Your spells channel negative energy to deal extra damage to living creatures, but are less effective against unliving opponents.

**Prerequisites:** Nongood alignment, must not have the ability to turn undead.

**Benefit:** Your spells are infused with negative energy. An enervated spell deals an extra 50% damage to living creatures, but deals 50% less damage to constructs, undead, and objects. An enervated spell uses up a spell slot two levels higher than the spell's actual level.

**Special:** A character who has the ability to channel positive energy or turn undead cannot select this feat.

## Enervative Healing [General]

**[RRF 163]** You can use the life energy of an opponent to heal yourself.

**Prerequisites:** Planetouched (fey/ri), ability to use *enervation* as a spell-like ability.

**Benefit:** When you use your *enervation* ability, you may choose to touch an opponent instead of firing a ray, making a melee touch attack to do so. If the target gains negative levels, you heal 5 hit points for every negative level the target gains from this attack as if you had been healed with positive energy.

## Enhance Effect [Epic]

**[PGTF 135]** You can change the characteristics of a persistent spell effect that is already in place.

**Prerequisites:** Knowledge (arcana) 30 ranks, Spellcraft 30 ranks, Skill Focus (spellcraft), metamagic effect class ability.

**Benefit:** You can change any variables of a persistent spell effect that is already in place (except its point of origin or the spell's center of effect) as if you were casting the spell yourself, even if you can't normally cast that spell. For example, you can change the radius of a ring-shaped *wall of fire*, but you cannot change its point of origin.

You can substitute your own caster level for the spell's original caster level if you choose. You can also shape the effect as you desire within the parameters of the spell. As with the metamagic effect ability, you must be adjacent to or within the spell effect and make a Spellcraft check – in this case against a DC equal to 30 + (3 x the spell's level).

You can use this ability and your metamagic effect ability a total number of times per day equal to 5 + your Intelligence modifier. Like metamagic effect, using this ability is a full-round action that provokes attacks of opportunity.

## Enhance Spell [Metamagic, Epic]

**[CA 191]** You can increase the power limit of your damage-dealing spells.

**Prerequisite:** Maximiz Spell.

**Benefit:** The damage cap for the character's spells increases by 10 dice (for spells that deal a number of dice of

damage equal to caster level) or by 5 dice (for spells that deal a number of dice of damage equal to half caster level). An enhanced spell uses up a spell slot four levels higher than the spell's actual level. This feat has no effect on spells that don't specifically deal a number of dice of damage equal to the caster's level or half level, even if the spell's effect is largely dictated by the caster's level.

**Normal:** Without this feat, use the damage dice caps indicated in the spell's description.

**Special:** A character may gain this feat multiple times. Each time he or she selects this feat, the damage cap increases by 10 dice or 5 dice, as appropriate to the spell, and the enhanced spell takes up a spell slot an additional four levels higher.

## Enhanced Adhesive [General]

**[FRUD 25]** The natural adhesive you secrete becomes stickier.

**Prerequisites:** Kuo-toa.

**Benefit:** When your shield is coated with your natural adhesive, it is more difficult than usual for an opponent to avoid becoming stuck to it and to break free once stuck. The DC for the opponent's Reflex save to avoid getting stuck after an unsuccessful melee attack increases by +2. The DC for the opponent's Strength check to free itself or its weapon after becoming stuck increases by the same amount.

**Normal:** The DC for the Reflex save is 11 + your Constitution modifier. The only way to increase the DC is to increase your Constitution modifier. The DC for the Strength check is normally a flat value that cannot be increased.

## Enhanced Power Sigils [Racial]

**[ROB 152]** Your human power sigils are more powerful than normal.

## Enlarge Breath [Metabreath]

**[DRAC 70]** Your breath weapon is larger than normal.

**Prerequisites:** Con 13, breath weapon.

**Benefit:** The length of your breath weapon increases by 50% (rounded down to the nearest multiple of 5). For example, an old silver dragon breathing an enlarged cone of cold produces a 75-foot cone instead of a 50-foot cone. Cone-shaped breath weapons get wider when they get longer, but line-shaped breath weapons do not.

When you add this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

## Enlarge Spell [Metamagic]

**[PHB 94]** You can cast spells farther than normal.

**Benefit:** You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not have increased ranges.

## Enlarge Supernatural Ability [General]

**[TOME 73]** You can increase the range of a supernatural ability.

**Prerequisites:** 4 HD, supernatural ability.

**Benefit:** Once per day, you can enlarge a supernatural ability. When you use an enlarged supernatural ability, its range increases by 100%. You must declare use of this feat before you use the ability. A continuous use ability (such as a gaze attack) can only be enlarged for 1 round. Enlarging a supernatural ability does not require a separate action.

This feat does not affect the length of a line or a cone, the diameter of an emanation (such as a gaze attack or frightful presence), or the range of any supernatural ability not defined by distance.

**Special:** This feat can be taken multiple times. Each time it is taken, you can enlarge a supernatural ability one additional time per day. You cannot enlarge a particular use of a supernatural ability more than once.

## Entangling Exhalation [Breath]

**[RODR 101]** You can use your breath weapon to create an entangling mesh of energy.

**Prerequisite:** Dragonblood subtype, breath weapon.

**Benefit:** When you use your breath weapon, you can choose to entangle all creatures in its area instead of producing its normal effect. Your breath weapon deals only half its normal damage; however, any creature that takes damage from your breath weapon becomes entangled and takes an extra 1d6 points of damage, of the same energy type as normally dealt by your breath weapon, each round at the start of your turn. This effect lasts for 1d4 rounds.

If your breath weapon doesn't deal energy damage, creatures damaged by the initial breath are still entangled but don't take additional damage on later rounds.

## Entangling Spell [Metamagic]

**[FRCR 20]** Your spell releases residual eldritch power that entangles your enemies.

**Benefit:** The feat can be applied to any instantaneous spell that deals acid, cold, electricity, fire, or sonic damage, such as *fireball* or *lightning bolt*. After the spell is cast, lingering tendrils of raw energy persist; creatures damaged by the spell are entangled for 1 round. The spell is considered to be in effect during this time and can be dispelled normally. An entangling spell uses up a spell slot two levels higher than the spell's actual level.

## Epic Counterspell [Epic]

**[PGTF 135]** You can counterspell any number of spells each round.

**Prerequisites:** Spellcraft 30 ranks, Combat Reflexes, Improved Counterspell, Improved Initiative, Quicken Spell, Reactive Counterspell.

**Benefit:** Any number of times per round, you can counterspell an opponent's spell even if you have not readied an action to do so. Such a counterspell doesn't count against your later actions for the round. You can even use this feat while flat-footed.

**Normal:** Without this feat, a character must ready an action in each round that she wishes to use a counterspell. A character with the Reactive Counterspell feat can counterspell an opponent's spell if she hasn't readied an action, but only once per turn and not when flat-footed.

**Special:** This feat should be considered part of the epic bonus feat list for any class that grants access to spells of at least 6<sup>th</sup>-level as part of normal (nonepic) class progression (such as bards, clerics, druids, sorcerers, and wizards), as well as for any

prestige class that grants a "+1 level of existing class" spell progression at all levels.

## Epic Devotion [Epic]

**[PGTF 135, CD 89]** Choose an alignment component (chaotic, evil, good, or lawful) that you do not possess. You are particularly resistant to spells with that descriptor.

**Prerequisites:** Wis 21, Iron Will, alignment different from the chosen component, patron deity who does not accept clerics with the chosen component.

**Benefit:** You gain a +4 divine bonus on saves against spells of the chosen alignment component. For instance, a lawful good paladin of Helium who selected chaos would gain a +4 divine bonus on saves against chaotic spells. That paladin could not select good or law because they are part of her own alignment. She also could not select evil because Helm accepts evil clerics.

**Special:** You can take Epic Devotion more than once. Each time you take the feat, you must select a new alignment component.

## Epic Dodge [Epic]

**Prerequisites:** Dex 25, Dodge, Tumble 30 ranks, improved evasion, defensive roll class feature.

**Benefit:** Once per round, when struck by an attack from an opponent the character has designated as the object of his or her dodge, the character may automatically avoid all damage from the attack.

## Epic Endurance [Epic]

**Prerequisites:** Con 25, Endurance.

**Benefit:** Whenever the character makes a check for performing a physical action that extends over a period of time, he or she gets a +10 bonus on the check.

## Epic Expanded Knowledge [Epic, Psionic]

You learn another power.

**Prerequisites:** Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

**Benefit:** You learn one additional power at any level up to the highest level of power you can manifest. You can choose any power, even one that is part of another discipline's list or another class's list.

**Special:** You can gain this feat multiple times. Each time, you learn one new power at any level up to the highest level of power you can manifest.

## Epic Fortitude [Epic]

**[DRAC 70]** You have tremendously high fortitude.

**Benefit:** You gain a +4 bonus on all Fortitude saving throws.

## Epic Inspiration [Epic]

**Prerequisites:** Cha 25, Perform 30 ranks, bardic music class feature.

**Benefit:** All competence bonuses, dodge bonuses, and morale bonuses granted by the character's bardic music ability increase by +1. If you have the inspire greatness bardic music ability, it grants one additional bonus HD.

**Special:** A character can gain this feat multiple times. Its effects stack.

## Epic Leadership [Epic]

**Prerequisites:** Cha 25, Leadership, Leadership score 25.

**Benefit:** The character attracts a cohort and followers as shown below on Table: Epic Leadership. In all other ways Epic Leadership functions as the Leadership feat.

**Normal:** The Leadership feat provides no benefit for leadership scores beyond 25.

Score	Cohort Level	Number of Followers by Level												
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th			
25	17th	135	13	7	4	2	2	1	—	—	—	—	—	—
26	18th	160	16	8	4	2	2	1	—	—	—	—	—	—
27	18th	190	19	10	5	3	2	1	—	—	—	—	—	—
28	19th	220	22	11	6	3	2	1	—	—	—	—	—	—
29	19th	260	26	13	7	4	2	1	—	—	—	—	—	—
30	20th	300	30	15	8	4	2	1	—	—	—	—	—	—
31	20th	350	35	18	9	5	3	2	1	—	—	—	—	—
32	21st	400	40	20	10	5	3	2	1	—	—	—	—	—
33	21st	460	46	23	12	6	3	2	1	—	—	—	—	—
34	22nd	520	52	26	13	6	3	2	1	—	—	—	—	—
35	22nd	590	59	30	15	8	4	2	1	—	—	—	—	—
36	23rd	660	66	33	17	9	5	3	2	1	—	—	—	—
37	23rd	740	74	37	19	10	5	3	2	1	—	—	—	—
38	24th	820	82	41	21	11	6	3	2	1	—	—	—	—
39	24th	910	91	46	23	12	6	3	2	1	—	—	—	—
40	25th	1000	100	50	25	13	7	4	2	1	—	—	—	—
per +1	+1/2*	+100**	†	†	†	†	†	†	†	†	†	†	†	†

**Leadership Score:** A character's Leadership score equals his or her level plus any Charisma modifier. Outside factors can affect a character's Leadership score, as detailed in the Leadership feat.

**Cohort Level:** The character can attract a cohort of up to this level. Regardless of the character's Leadership score, he or she can't recruit a cohort of his or her level or higher.

**Number of Followers by Level:** The character can lead up to the indicated number of characters of each level.

\*The maximum cohort level increases by 1 for every 2 points of Leadership above 40. \*\*The number of 1st-level followers increases by 100 for every point of Leadership above 40.

A character can command one-tenth as many 2nd-level followers as 1st-level followers. A character can command one-half as many 3rd-level followers as 2nd-level followers, one-half as many 4th-level followers as 3rd-level followers, and so on (round fractions up, except any fraction less than 1 rounds to 0). A character can't have a follower of higher than 20th level.

Table: Example Special Epic Cohorts presents some creatures that make good cohorts for epic characters.

Example Special Epic Cohorts	Alignment	Level Equivalent
Angel, astral deva	Any good	20th
Dragon, ancient silver	Lawful good	42nd
Court†	Lawful good	16th



Giant, cloud	Neutral good	24th
Ghaele	Chaotic good	20th
Giant, storm	Chaotic good	28th
Dragon, wyrm brass	Chaotic good	42nd
Dragon turtle	Neutral	21st
Hydra, 12-headed	Neutral	19th
Roc	Neutral	23rd
Dragon, ancient green	Lawful evil	40th
Devil, ice (gelugon)	Lawful evil	21st
Giant, cloud	Neutral evil	24th
Demon, glabrezu	Chaotic evil	23rd
Demon, succubus	Chaotic evil	12th
Dragon, wyrm white	Chaotic evil	41st

### Epic Prowess [Epic]

**Benefit:** Gain a +1 bonus on all attacks.  
**Special:** A character can gain this feat multiple times. Its effects stack.

### Epic Reflexes [Epic]

**[DRAC 70]** You have tremendously fast reflexes.  
**Benefit:** You gain a +4 bonus on all Reflex saving throws.

### Epic Reputation [Epic]

**Benefit:** The character gains a +4 bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks.

### Epic Skill Focus [Epic]

**Prerequisite:** 20 ranks in the skill selected.  
**Benefit:** The character gains a +10 bonus on all skill checks with that skill.  
**Special:** A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different skill.

### Epic Speed [Epic]

**Prerequisites:** Dex 21, Run.  
**Benefit:** The character's speed increases by 30 feet. This benefit does not stack with increased speed granted by magic items or nonpermanent magical effects.  
**Special:** This feat only functions when the character is wearing medium armor, light armor, or no armor.

### Epic Spell Focus [Epic]

**[CA 192]** Choose a school of magic, such as illusion. Your spells of that school are far more potent than normal.  
**Prerequisites:** Greater Spell Focus and Spell Focus in the school selected, ability to cast at least one 9th-level spell of the school to be chosen.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic the character selects to focus on. This stacks with the bonuses from Spell Focus and Greater Spell Focus.  
**Special:** A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a different school of magic.

### Epic Spell Penetration [Epic]

**[CA 192]** Your spells are tremendously potent, breaking through spell resistance with ease.  
**Prerequisites:** Greater Spell Penetration, Spell Penetration.  
**Benefit:** The character gets a +2 bonus on caster level checks to beat a creature's spell resistance. This stacks with the bonuses from Spell Penetration and Greater Spell Penetration.

### Epic Spellcasting [Epic]

**Prerequisite:** Spellcraft 24 ranks, Knowledge (arcana) 24 ranks, ability to cast 9th-level arcane spells, OR Spellcraft 24 ranks, Knowledge (religion) 24 ranks, ability to cast 9th-level divine spells, OR Spellcraft 24 ranks, Knowledge (nature) 24 ranks, ability to cast 9th-level divine spells.  
**Benefit:** The character may develop and cast epic spells. If the character is an arcane spellcaster, he or she may cast a number of epic spells per day equal to his or her ranks in Knowledge (arcana) divided by 10. If the character is a divine spellcaster, he or she may cast a number of epic spells per day equal to his or her ranks in Knowledge (religion) or Knowledge (nature) divided by 10.  
**Special:** If the character meets more than one set of prerequisites, the limit on the number of spells he or she may cast per day is cumulative.

### Epic Spellfire Wielder [Epic]

**[PGTF 136]** You can store more spellfire energy levels than normal.  
**Prerequisites:** Concentration 20 ranks, Endurance, Spellfire Wielder.  
**Benefit:** For the purpose of determining your limit of stored spellfire energy levels, treat your Constitution score as if it were 4 points higher than it is.  
**Normal:** Without this feat, a spellfire wielder's limit of stored spellfire energy levels is equal to her Constitution score.  
**Special:** You can select Epic Spellfire Wielder multiple times. Each time you take the feat, your limit of stored spellfire energy levels increases by 4.

### Epic Toughness [Epic]

**Benefit:** The character gains +30 hit points.  
**Special:** A character can gain this feat multiple times. Its effects stack.

### Epic Weapon Focus [Epic]

**Prerequisite:** Weapon Focus in the chosen weapon.  
**Benefit:** Add a +2 bonus to all attack rolls the character makes using the selected weapon.  
**Special:** A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat it applies to a different type of weapon.

### Epic Weapon Specialization [Epic]

**Prerequisites:** Epic Weapon Focus, Weapon Focus, Weapon Specialization (all in the chosen weapon).

**Benefit:** Add +4 to all damage the character deals using the selected weapon. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet.  
**Special:** A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a different type of weapon.

### Epic Will [Epic]

**[DRAC 70]** You have tremendously strong willpower.  
**Benefit:** You gain a +4 bonus on all Will saving throws.

### Eschew Materials [General]

**[PHB 94]** You can cast spells without relying on material components.  
**Benefit:** You can cast any spell that has a material component costing 1 gp or less without needing that component. (The casting of the spell still provokes attacks of opportunity as normal.) If the spell requires a material component that costs more than 1 gp, you must have the material component at hand to cast the spell, just as normal.

### Eternal Strength [Initiate]

**[ROB 155]** You have taken Kerd's fighting ways to heart. Throwing yourself into every brawl, you draw upon your mighty deity's strength.

### Ethran [Regional]

**[FRPG 38]** You have been initiated into the secrets of the Witches of Rashemen as a member of the Ethran (the "untrained").  
**Prerequisite:** Female, human (Rashemen)  
**Benefit:** You gain a +2 bonus on Handle Animal and Survival checks. When dealing with other Rashemis, you gain a +2 bonus on Charisma-based skill and ability checks. Furthermore, you can participate in circle magic (see Circle Magic on page 59 in the *Forgotten Realms Campaign Setting*).  
**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Ettercap Berserker [Fighter, General]

**[FRUE 43]** The intense physical training required to join your lodge has made you tougher.  
**Prerequisites:** Ability to rage, membership in the Ettercap berserker lodge (see FRUE Berserker Lodges in Chapter 10: Rashemen).  
**Benefit:** You gain a +2 bonus on saving throws against poison. When raging, you gain a +6 bonus to Constitution. During a greater rage, you instead gain a +8 bonus to Constitution.  
**Normal:** A character in a rage gains a +4 bonus to Constitution. A character in a greater rage gains a +6 bonus to Constitution.

### Evasive Reflexes [General]

**[TOB 30]** When an opponent gives you an opening in combat, you know exactly what to do: slip away.  
**Prerequisite:** Dex 13.  
**Benefit:** When an opponent gives you a chance to make an attack of opportunity, you can instead immediately take a 5-foot step.  
**Special:** Evasive Reflexes can be used in place of Combat Reflexes to qualify for a feat, prestige class, or other special ability. You can take both this feat and Combat Reflexes.

### Evil Brand [Vile]

**[FCR 23, FC1 85]** You are physically marked forever as a servant of an evil power greater than yourself or as a villain who does not care that you seek only death, destruction, and misery for others. The symbol is unquestionable in its perversity, depicting a depravity so unthinkable that all who see it know beyond a doubt that the bearer is forever in the sway of the blackest powers.  
**Benefit:** Evil creatures automatically recognize the symbol now emblazoned upon you as a sign of your utter depravity or dishonor to a powerful patron, although the specific identity of the patron is not revealed. You gain a +2 circumstance bonus on Diplomacy and Intimidate checks made against evil creatures.

### Evil Embraced [Vile]

**[FCR 23]** You embrace the power of your fiendish patron and call upon that power in moments of great need.  
**Prerequisite:** Evil brand.  
**Benefit:** Once per day, as an immediate action (see FCR page 21), you can call upon your fiendish patron to steel you against harm. You gain damage reduction 10/good for 1 round (until the start of your next turn).

### Eviscerator [Monstrous]

**[LMDB 26]** The allies of your foes are especially afraid of your critical hits.  
**Prerequisites:** Cha 13, undead type, Death Master, Daunting Presence, Improved Critical, base attack bonus +1.  
**Benefit:** Whenever you score a critical hit with a melee weapon against a living foe, creatures within 30 feet that are allied to that foe are shaken for 1 minute. This is a mind-affecting fear effect.

### Exceptional Artisan [Item Creation]

**[EBES 77]** You are an expert at creating magic items faster than usual.  
**Prerequisite:** Any item creation feat.  
**Benefit:** When determining the time you need to craft any item, reduce the base time by 25%.

### Exceptional Deflection [Epic]

**Prerequisites:** Dex 21, Wis 19, Deflect Arrows, Improved Unarmed Strike.  
**Benefit:** The character can deflect any ranged attacks (including spells that require ranged touch attacks) as if they were arrows.

### Exhaled Barrier [Breath]

**[RODR 101]** You can use your breath weapon to create a wall of energy.  
**Prerequisite:** Dragonblood subtype, breath weapon.  
**Benefit:** When you use your breath weapon, you can choose to create a 10-foot-by-10-foot vertical plane of energy instead of producing its normal effect. The opaque wall's near endpoint begins at any corner of your space and extends in a straight line for 10 feet or until it contacts a solid surface. The wall lasts for 1d4 rounds. Any creature passing through the wall takes damage equal to that normally dealt by your breath weapon. If you create the wall so that it appears where the creatures are, each creature takes damage

as if passing through the wall. Either way, a successful Reflex save (DC 10 + 1/2 your HD + you Con modifier) halves this damage.  
If your breath weapon doesn't deal energy damage, the wall deals fire damage. If your breath weapon doesn't deal damage, the wall deals 2d6 points of fire damage.

### Exhaled Immunity [Breath]

**[RODR 102]** You can use your breath weapon to grant a willing creature immunity to energy.  
**Prerequisite:** Dragonblood subtype, breath weapon.  
**Benefit:** When you use your breath weapon, instead of producing its normal effect, you can choose to grant one willing creature adjacent to you immunity to the energy type of your breath weapon. If your breath weapon doesn't deal energy damage, this feat grants immunity to fire. This immunity lasts for 1d4 rounds. You can't use this feat on yourself.

### Exotic Armor Proficiency [General]

**[FRUD 25]** Choose a type of exotic armor, such as feeler plate or spidersilk (see FRUD Chapter 5: Equipment and Magic Items for a list of exotic armor types). You understand how to wear that type of exotic armor properly.  
**Prerequisites:** Armor Proficiency of the appropriate sort (for example, you must have Armor Proficiency [Heavy] to take Exotic Armor Proficiency [Feeler Plate]).  
**Benefit:** You are proficient with a specific type of exotic armor and take no armor nonproficiency penalties when you wear it.  
**Normal:** If you are wearing exotic armor with which you are not proficient, you take its armor check penalty on attack rolls and on all Strength-based and Dexterity-based skill checks.  
**Special:** You can take this feat multiple times. Each time you take it, you must choose a new type of exotic armor.

### Exotic Weapon Proficiency [General, Fighter]

**[PHB 94]** Choose a type of exotic weapon, such as dire flail or shuriken. You understand how to use that type of exotic weapon in combat.  
**Prerequisite:** Base attack bonus +1 (plus Str 13 for bastard sword or dwarven waraxe).  
**Benefit:** You make attack rolls with the weapon normally.  
**Normal:** A character who uses a weapon with which he or she is not proficient takes a -4 penalty on attack rolls.  
**Special:** You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon. Proficiency with the bastard sword or the dwarven waraxe has an additional prerequisite of Str 13.

### Expeditious Dodge [General, Fighter]

**[ROW 150]** You're good at avoiding attacks while moving quickly.  
**Prerequisites:** Dex 13.  
**Benefit:** When you move 40 feet or more in a single turn, you gain a +2 dodge bonus on your Armor Class until the beginning of your next turn.  
**Special:** Expeditious Dodge can be used in place of the Dodge feat to qualify for a feat, prestige class, or other special ability.  
A fighter may select Expeditious Dodge as one of his Fighter bonus feats.

### Expel Vestige [General]

**[TOME 73]** You can expel a vestige to which you are bound before the duration of its pact with you has expired.  
**Prerequisites:** Soul binding.  
**Benefit:** Once per day, you can attempt to expel a vestige to which you are bound. To do so, you must draw its seal and go through the entire process of summoning it again. If you succeed on the new binding check, you expel the vestige before it would normally leave you, and you can summon a different one to replace it if you wish. Regardless of your success or failure in expelling the vestige, you take a -10 penalty on your next binding check with any vestige, and apply the same penalty on your next binding check the next time you summon the vestige you expelled.  
**Normal:** A bound vestige does not leave you until 24 hours have passed since its summoning.

### Expert Tactician [General]

**[CV 109]** Your tactical skills work to your advantage.  
**Prerequisites:** Dex 13, Combat Reflexes, base attack bonus +2.  
**Benefit:** If you hit a creature with an attack of opportunity, you and all your allies gain a +2 bonus on melee attack rolls and damage rolls against that creature for 1 round.

### Explosive Spell [Metamagic]

**[FRUE 43]** You can cast spells that blast creatures off their feet.  
**Benefit:** An explosive spell ejects any creature caught in its area to the nearest edge of its effect and knocks the creature prone if it fails its saving throw against the spell. For example, an explosive *fireball* moves all creatures in its area who fail their saves at least 20 feet from the center of the effect, while an explosive *lightning bolt* moves targets 5 feet to either side of the stroke.  
Any creature moved in this manner takes an additional 1d6 points of damage per 10 feet moved. The movement does not provoke attacks of opportunity. If some obstacle intervenes to prevent the blasted creature from moving to the nearest edge of the effect, the creature stops at the obstacle but takes 1d6 points of damage from striking the barrier (in addition to any damage taken from being forcibly moved to the barrier).  
Explosive Spell can only be applied to spells that allow Reflex saves and affect some area (a cone, line, or burst). An explosive spell uses up a spell slot two levels higher than the spell's actual level.

### Extend Spell [Metamagic]

**[PHB 94]** You can cast spells that last longer than normal.  
**Benefit:** An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

### Extend Spreading Breath [Metabreath]

**[DRAC 70]** You can convert your breath weapon into a spread effect that can be used at range.  
**Prerequisites:** Con 15, breath weapon, Shape Breath, Spreading Breath, size Small or larger.



**Benefit:** You can modify your breath weapon so that it fills a spread centered anywhere within a short distance of your head. The range and size of the spread depends on your size, as shown below.

Dragon Size	Spread Radius	Spread Range
Small	10 ft	40 ft
Medium	15 ft	60 ft
Large	20 ft	80 ft
Huge	25 ft	100 ft
Gargantuan	30 ft	120 ft
Colossal	35 ft	140 ft

## Extend Supernatural Ability [General]

**[TOME 73]** You can cause a supernatural ability with a duration to last longer than normal.

**Prerequisites:** 4 HD, supernatural ability.

**Benefit:** Once per day, you can extend a supernatural ability that has a duration. When you use an extended supernatural ability, it lasts twice as long as normal. A supernatural ability that has a duration of concentration, that happens instantaneously, or that permanently affects a target is not affected by this feat. You must declare the use of this feat before you use the ability. Extending a supernatural ability does not require a separate action.

**Special:** This feat can be taken multiple times. Each time it is taken, you can extend a supernatural ability one additional time per day. You cannot extend a particular use of a supernatural ability more than once.

## Extended Life Span [Epic]

**Benefit:** Add one-half the maximum result of the character's race's maximum age modifier to the character's normal middle age, old, and venerable age categories. Calculate the character's maximum age using the new venerable number. This feat can't lower the character's current age category.

**Special:** A character can gain this feat multiple times. Its effects stack.

## Extended Rage [General]

**[FRUE 43, CW 97]** You are able to maintain your rage longer than most.

**Prerequisites:** Rage or frenzy ability.

**Benefit:** Each of the uses of your rage or frenzy ability lasts an additional 5 rounds beyond its normal duration.

**Special:** You can take this feat multiple times, and the additional rounds stack.

## Extra Domain Spell [General]

**[MB 26]** You have chosen to be more specialized in a particular domain.

**Prerequisites:** Wis 15, access to one domain spell.

**Benefit:** Choose one domain spell that you can cast. You may cast this spell one extra time each day. Once this spell is chosen, it may not be changed.

**Special:** You may take this feat multiple times. Each time you choose this feat, you select a different domain spell to which it applies.

## Extra Edge [General]

**[CA 79]** Your ability to deal spell damage is particularly striking.

**Prerequisite:** Warrmage level 4th.

**Benefit:** You gain a +1 bonus on your warrmage edge, plus an additional +1 bonus per four warrmage levels. For instance, an 8th-level warrmage with 10 Intelligence gets a +7 bonus on the damage dealt by any spell that deals hit point damage.

**Normal:** A character's warrmage edge is equal to his Intelligence modifier.

## Extra Exhalation [Breath]

**[RODR 102]** You can use your breath weapon one more time per day than normal.

**Prerequisite:** Dragonblood subtype, breath weapon with limited uses per day.

**Benefit:** You can use your breath weapon one additional time per day. The interval you must wait between breaths is 1d4 rounds.

**Special:** You can gain this feat multiple times. Each time you take it, you can breathe one additional time per day.

## Extra Granted Maneuver [General]

**[FOD 301]** You are especially devout or insightful, and you have more control over which of your martial maneuvers are currently granted than other crusaders.

**Prerequisite:** Crusader level 1<sup>st</sup>.

**Benefit:** You begin each encounter with one additional readied maneuver granted. This feat also applies when you determine a new set of granted maneuvers after recovering expended maneuvers. For example, if you are a 5<sup>th</sup>-level crusader, you normally begin an encounter or finish recovering expended maneuvers with two of your five readied maneuvers granted, and the remaining three maneuvers withheld. With this feat, three of your five readied maneuvers are granted, and only two are withheld. Naturally, this benefit provides you with a better array of maneuver options early in a battle.

**Special:** You can take this feat only once.

## Extra Invocation [General]

**[CA 78]** You learn an additional invocation.

**Prerequisite:** Ability to use lesser invocations.

**Benefit:** You learn one additional invocation from the list available to you, choosing an invocation of one grade lower than the highest grade of invocation you know. For example, a 6th-level warlock could learn a least invocation, while a 16th-level warlock could learn any least, lesser, or greater invocation.

**Special:** You can gain this feat multiple times. Each time, you gain an extra invocation of any grade (least, lesser, or greater) up to one lower than the highest grade of invocation you can currently use.

## Extra Music [General]

**[CV 109]** You can use your bardic music more often than you otherwise could.

**Prerequisite:** Bardic music.

**Benefit:** You can use your bardic music four extra times per day.

**Normal:** Bards without the Extra Music feat can use bardic music once per day per bard level.

**Special:** You can gain this feat multiple times. Its effects stack.

## Extra Rage [General]

**[CW 98]** You may rage more frequently than normal.

**Prerequisite:** Rage or frenzy ability.

**Benefit:** You rage or frenzy two more times per day than you otherwise could.

**Special:** You can take this feat multiple times. Its effects stack.

## Extra Readied Maneuver [General]

**[FOD 301]** You are an unusually perspicacious student of the Sublime Way, and you find it easy to keep a large number of maneuvers ready for use.

**Prerequisite:** Swordsage level 1<sup>st</sup>.

**Benefit:** Increase the number of maneuvers you can ready for your swordsage levels by one. For example, a 5<sup>th</sup>-level swordsage can normally ready six maneuvers. With this feat, she can ready seven.

**Special:** You can only take this feat once.

## Extra Rings [Item Creation]

**[EB05 77]** Your familiarity with forging magic rings allows you to make use of more rings than normal.

**Prerequisites:** Forge Ring, master level 12th.

**Benefit:** You can wear up to four magic rings, two on each hand, and all function normally.

**Normal:** Without this feat, you can only wear and use two magic rings at one time.

## Extra Shifter Trait [Shifter]

**[EB05 23]** You manifest a second shifter trait while shifting.

**Prerequisite:** Shifter, two other shifter feats.

**Benefit:** Select a secondary shifter trait from those described in the shifter race description (see page 18). You manifest all the benefits of the second trait except for the temporary bonus to an ability score.

## Extra Slot [General]

**[CA 79]** You can cast an additional spell.

**Prerequisite:** Caster level 4th.

**Benefit:** You gain one extra spell slot in your daily allotment, at any level up to one lower than the highest level of spell you can currently cast. For example, a 4<sup>th</sup>-level sorcerer (maximum spell level 2nd) gains either an extra 0-level or 1st-level slot, and is able to cast any spell he knows of the chosen level one more time per day. Likewise, a 4th-level wizard can prepare an extra 0-level or 1st-level spell he knows. Once selected, the extra spell slot never changes level.

**Special:** You can gain this feat multiple times. Each time, you gain an extra spell slot up to one lower than the highest level of spell you can currently cast.

## Extra Smiting [General]

**[CW 98]** You can make more smite attacks.

**Prerequisite:** Smite ability, base attack bonus +4.

**Benefit:** When you take this feat, you gain two extra attempts to smite per day. Use whatever smite ability you have (the paladin's smite evil ability or the hunter of the dead's ability to smite undead, for example).

**Special:** You can take this feat multiple times. Its effects stack.

## Extra Spell [General]

**[CA 79]** You learn an additional spell.

**Prerequisite:** Caster level 3rd.

**Benefit:** You learn one additional spell at any level up to one lower than the highest level of spell you can currently cast. Thus, a 4th-level sorcerer (maximum spell level 2nd) gains a new 0-level or 1st-level spell known with which to expand her repertoire. For classes such as wizard that have more options for learning spells, Extra Spell is generally used to learn a specific spell that the character lacks access to and would be unable to research.

**Special:** You can gain this feat multiple times. Each time, you learn a new spell at any level up to one lower than the highest level of spell you can cast.

## Extra Spell Secret [General]

**[CA 80]** You learn an additional spell secret.

**Prerequisite:** Spell secret class ability, able to cast 2nd-level spells.

**Benefit:** You choose one spell known to you that becomes permanently modified as though affected byEnlarge Spell, Extend Spell, Still Spell, or Silent Spell. The spell's level does not change, nor does the choice of spell and modification once chosen. As you go up in level, you can choose the same spell to be modified in different ways with multiple spell secrets (either from additional uses of this feat or through the spell secret class ability). You do not need to have the metamagic feat that you apply to the spell.

**Special:** You can gain this feat multiple times. Each time, you can select another spell to be permanently modified as though affected by one of the metamagic feats mentioned above. You can choose the same spell to be modified with multiple applications of this feat.

## Extra Stunning [General]

**[CW 98]** You gain extra stunning attacks.

**Prerequisites:** Stunning Fist, base attack bonus +2.

**Benefit:** You gain the ability to make three extra stunning attacks per day.

**Special:** You can take this feat multiple times. Its effects stack.

## Extra Tricks [General]

**[CV 101]** A creature with this feat can learn more tricks than normal.

**Prerequisites:** Animal or magical beast with Int 1 or 2, must know at least one trick.

**Benefit:** The creature can learn three more tricks than normal.

**Normal:** Without this feat, animal and magical beasts can learn a maximum of three tricks per point of Intelligence.

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can learn up to three more tricks.

## Extra Turning [General]

**[PHB 94]** You can turn or rebuke creatures more often than normal.

**Prerequisite:** Ability to turn or rebuke creatures.

**Benefit:** Each time you take this feat, you can use your ability to turn or rebuke creatures four more times per day than normal.

If you have the ability to turn or rebuke more than one kind of creature each of your turning or rebuking abilities gains four additional uses per day.

**Normal:** Without this feat, a character can typically turn or rebuke undead (or other creatures) a number of times per day equal to 3 + his or her Charisma modifier.

**Special:** You can gain Extra Turning multiple times. Its effects stack. Each time you take the feat, you can use each of your turning or rebuking abilities four additional times per day.

## Extra Wild-Shape [Wild]

**[FRUD 25, CD 81]** You can use wild shape more frequently than you normally could.

**Prerequisites:** Ability to use wild shape.

**Benefit:** You may use your wild shape ability two more times per day than you otherwise could. If you are able to use wild shape to become an elemental, you also gain one additional use per day of your elemental wild shape.

**Special:** You can take this feat multiple times, gaining two additional wild shapes of your usual type and one additional elemental wild shape (if you have the capability) each time.

## Extract Demonic Essence [General]

**[FC1 86]** You can draw upon the living essence of a willing or captured demon to fuel the creation of items or the casting of potent spells.

**Prerequisites:** Any two item creation feats, Demon Mastery

**Benefit:** Whenever you need to expend experience points to craft a magic item or cast a spell with an XP component, you can draw upon the life force of a nearby demon to reduce the XP cost to you. Before beginning the process, you must secure a demon whose Hit Dice equal or exceed the caster level of the item or spell in question. The demon could be one that you summoned with the *planar ally* spell, or one that you have bound with a *planar binding* spell, or even one that you simply encountered and convinced to aid you. The demon need not be willing, but it must remain within 30 feet of you for the duration of your work on the item or the casting time of the spell, and you must have line of effect (but not necessarily line of sight) to it during that time.

Drawing essence from the demon does not increase the time required to craft the item or cast the spell, but the process is draining for both you and the demon. Each of you takes 1d6 points of Constitution damage when the essence is channeled from the demon into your body, then converted into magical energy. An unwilling demon can attempt a Fortitude save (DC 10 + 1/2 your character level + your Cha modifier) to resist removal of its essence. Success negates your use of this feat and forces you to either pay the full cost yourself or abort the creation or casting.

Successfully drawing essence from a demon in this way reduces the XP cost of the spell or item creation by one-half, but it complicates the process. If you use this feat to reduce the XP cost of a spell, you must succeed on a Concentration check (DC 20 + the demon's HD) to cast the spell. If you use this feat to offset the XP cost of crafting a magic item, the demon's essence has a 10% chance to corrupt the item in some way, imbuing it with a curse. (The DM determines the nature of this curse randomly by rolling on the tables on DMG 272-273).

## Extraordinary Concentration [General]

**[CV 109]** Your mind is so focused that you can cast spells even while concentrating on another spell.

**Prerequisites:** Concentration 15 ranks.

**Benefit:** When concentrating to maintain a spell, you can make a Concentration check (DC 25 + spell level) to maintain concentration with just a move action. If you beat the DC by 10 or more, you can maintain concentration on the spell as a swift action (see Swift Actions and Immediate Actions, DC 137). Using this ability is a free action, but if you fail the Concentration check, you lose concentration n the maintained spell and its effect ends. This feat does not give you the ability to maintain concentration on more than one spell at a time.

**Normal:** Concentrating on a spell is a standard action.

## Extraordinary Spell Aim [General]

**[CV 109]** You can shape a spell's area to exclude one creature from its effects.

**Prerequisites:** Spellcraft 15 ranks.

**Benefit:** Whenever you cast a spell with an area, you can attempt to shape the spell's area so that one creature within the area is unaffected by the spell. To accomplish this, you must succeed on a Spellcraft check (DC 25 + spell level).

Casting a spell affected by the Extraordinary Spell Aim feat requires a full-round action unless the spell's normal casting time is longer, in which case the casting time is unchanged.

## Extraordinary Trapsmith [General]

**[RODR 100]** You are an expert at constructing mechanical traps.

**Prerequisites:** Craft (trapmaking) 9 ranks.

**Benefit:** When you determine the cost of raw materials and the time required to create a mechanical trap, reduce the base price by 25%.

**Special:** A kobold who selects this feat can instead reduce the base price by 50% for determining raw materials and time required to create a mechanical trap.

## Eyes in the Back of Your Head [General]

**[CW 98]** Your superior battle sense helps minimize the threat of flanking attacks.

**Prerequisites:** Wis 13, base attack bonus +1.

**Benefit:** Attackers do not gain the usual +2 bonus on their attack rolls when flanking you. This feat grants no effect whenever you are attacked without the benefit of your Dexterity modifier to Armor Class, such as when you are flat-footed. You may still be sneak attacked when flanked.

**Normal:** When you are flanked, the flanking opponents receive a +2 bonus on their attack rolls against you.

## Eyes of Light [General]

**[FRRF 163]** You can focus the holy power within you to create a beam of destructive light energy.

**Prerequisites:** Planetouched (aasimar), Celestial Blood Line

**Benefit:** Once per day you may fire a ray of *searing light* from your eyes as a spell-like ability. Your caster level for this ability is your character level. Using this ability counts as your use of *light* (or *daylight*, if you have the Light to Daylight feat) for the day.

## Eyes of the Abyss [Abyssal Heritor]



**[FC1 86]** Your eyes glow with an inner fire of some unusual color. The glow increases your perception and allows you to see in the dark.

**Prerequisites:** Any one other Abyssal heritor feat.

**Benefit:** You gain darkvision out to a range of 30 feet and a bonus on Search and Spot checks. The amount of this bonus equals the number of Abyssal Heritor Feats you possess.

**Special:** Your glowing eyes are disconcerting and distracting to those with whom you interact. This effect manifests as a -2 penalty on Diplomacy checks.

## Faded Into Violence [General]

**[PHB2 79]** While the chaos of battle swirls around you, you rely on your ability to slip into the background to avoid your enemy's notice. Your frightened demeanor and pitiable appearance causes your opponents to seek out other targets.

**Prerequisites:** Bluff 6 ranks, Hide 6 ranks.

**Benefit:** When you wear no armor or light armor and carry nothing in your hands, your opponents might assume that you are an ineffectual fighter. As an immediate action, choose a single target for this feat. If that opponent threatens both you and one of your allies, that foe strikes your ally rather than you unless he succeeds on a Sense Motive check opposed by your Bluff check. If your foe is larger than you, you gain a +4 bonus on your Bluff check. You lose this benefit if you attack any opponent or target an opponent with a spell. This benefit does not apply to ranged attacks or attacks of opportunity that you provoke.

Once you choose a target for this feat, you cannot switch to a new target for the rest of the encounter.

## Faith in the Frost [General]

**[FROST 48]** You channel frozen energies from your deity when you turn or rebuke creatures.

**Prerequisites:** Ability to turn or rebuke creatures, access to the Cold or Winter cleric domains.

**Benefit:** When you successfully turn or rebuke a creature, it takes cold damage equal to your Charisma modifier as blasts of ice and cold energy tear through its body.

## Falling Sun Attack [General]

**[FOD 31]** The discipline of the Setting Sun teaches you how to turn an opponent's strengths into weaknesses. You can identify precisely the correct spot on your opponent's body to deliver a stunning attack.

**Prerequisite:** Stunning Fist, one Setting Sun strike.

**Benefit:** You can declare any Setting Sun strike delivered with an unarmed strike to be a stunning attack. In addition, add 1 to the save DC of your Stunning Fist attacks and 1 to the save DC of your Setting Sun strikes. Using this feat expends a use of your stunning attack for the day.

## Familiar Concentration [General]

**[FRLE 8]** In the tradition of Narfell's ancient summoners, your familiar can concentrate to maintain spells for you.

**Prerequisite:** Improved Familiar, caster level 9<sup>th</sup>.

**Benefit:** When you cast a spell requiring concentration, you can designate your familiar as the "concentrator". At any time during the spell's duration, you can hand over control of it to your familiar as a free action, provided the creature is within 5 feet of you and its Intelligence score is at least 10 + the level of the spell. The familiar then concentrates to maintain and direct the spell just as you would. You cannot take back control of a spell once you have transferred it to your familiar.

## Familiar Spell [Epic]

**Prerequisite:** Int 25 (if the character's spellcasting is controlled by Intelligence) or Cha 25 (if the character's spellcasting is controlled by Charisma).

**Benefit:** Choose one arcane spell the character knows of 8th level or lower. The character's familiar can now use this spell once per day as a spell-like ability, at a caster level equal to the character's caster level. A character cannot bestow a spell to his or her familiar if the spell normally has a material component cost of more than 1 gp or an XP cost.

**Special:** A character can gain this feat multiple times. Each time the character takes the feat, he or she can give his or her familiar a different spell-like ability or another daily use of the same spell-like ability.

## Familiar Spell [General]

**[FRUD 25]** You are so well acquainted with the spells you have mastered that you can store the prepared spells in the mind of your familiar.

**Prerequisites:** Ability to acquire a familiar, Spell Mastery.

**Benefit:** You may prepare one spell of any level that you have mastered with the Spell Mastery feat in your familiar's mind instead of your own, treating the extra preparation as if you had one extra spell slot per day, which can be used only for a mastered spell. You can cast this spell normally as long as your familiar is within one square (5 ft) of you. Once cast, the spell is used up, just as if you had held it in your own mind. Your familiar cannot cast this spell itself, even if it is a creature that normally has spellcasting ability.

**Special:** You may gain this feat multiple times. Each time you take the feat, your familiar's mind can hold one additional prepared mastered spell per day.

## Far Horizons [Initiate]

**[ROD 165]** By dedicating yourself to the philosophies of Tharlangin, you have become a more world-wise and capable traveler.

## Far Shot [General, Fighter]

**[PHB 94]** You can get greater distance out of a ranged weapon.

**Prerequisite:** Point Blank Shot.

**Benefit:** When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1-1/2). When you use a thrown weapon, its range increment is doubled.

## Fast Healing [Epic]

**[DRAC 70]** You heal your wounds very quickly.

**Prerequisite:** Con 25.

**Benefit:** You gain fast healing 3, or your existing fast healing improves by 3. The benefit of this feat does not stack with fast healing granted by magic items nor permanent magical effects.

**Special:** This feat may be taken multiple times. Its effects stack.

## Fast Wild Shape [Wild]

**[CD 81]** You assume your wild shape faster and more easily than you otherwise would.

**Prerequisite:** Dex 13, ability to use wild shape.

**Benefit:** You gain the ability to use wild shape as a move-equivalent action.

**Normal:** A druid uses wild shape as a standard action.

## Faster Healing [General]

**[CW 98]** You recover faster than normal.

**Prerequisite:** Base Fortitude save bonus +5.

**Benefit:** You recover lost hit points and ability score points faster than you normally would, according to the table below.

Hit Points Recovered /Level/Day	Faster Healing	Faster Healing & Long Term Care	Normal	Normal & Long Term Care
Strenuous Activity	1	2	0	0
Light Activity	1.5	3	1	2
Complete Bed Rest	2	4	1.5	3

Ability Points Recovered/Level/Day	Faster Healing	Faster Healing & Long Term Care	Normal	Normal & Long Term Care
Strenuous Activity	2	3	0	0
Light Activity	2	3	1	2
Complete Bed Rest	2	3	2	4

## Favored Dodge [General]

**[D335/91]** Study of your favored enemy's movements allows you to dance away from its most vicious attacks.

**Prerequisite:** Dodge, Favored Enemy.

**Benefit:** Select a favored enemy. When fighting a creature of that type you may add your favored enemy bonus to your Armor Class as a dodge bonus. This bonus applies to your Armor Class against creatures of the appropriate type (only). If you lose your Dexterity bonus to Armor Class for any reason, you also lose this dodge bonus.

**Special:** You can gain this feat multiple times. Its effects do not stack. Instead, each time you take the feat you must choose a different favored enemy type.

## Favored in Guild [General]

**[FRWA 23, DMG2 227]** You are an active and valued member of your guild.

**Prerequisites:** Membership in a guild.

**Benefit:** Select one of your guild's associated skills. As long as you remain a member of the guild, you gain a +2 competence bonus on all checks made with that skill.

A guild member with this feat gains one additional fringe benefit, the exact details of which depend on his guild. The benefits are described under each guild entry.

**Normal:** To receive general benefits from your guild, you must pay your monthly dues. You do not gain any guild fringe benefits.

## Favored in House [General]

**[E066 73]** You are a member of one of the dragonmarked mercantile houses and wield some influence in that house.

**Prerequisite:** Member of appropriate dragonmarked race and house.

**Benefit:** Your family is influential and powerful, and you have the ability to call in favors from other members of your family and their extensive contacts. By making a favor check (see below), you can call upon contacts to gain important information without going through the time and trouble of a Gather Information check. Favors can also be used to acquire the loan of equipment or documents from influential acquaintances.

To call in a favor, you make a favor check. Roll a d20 and add a bonus based on your character level: +1 at 1st-2nd level, +2 at 3rd-6th level, +3 at 7th-11th level, +4 at 12th-15th level, or +5 at 16th level or higher. The DM sets the DC based on the scope of the favor being requested; it can range from 10 for a simple favor to as high as 25 for highly dangerous, expensive, or illegal favors. You can't take 10 or take 20 on this check, nor can you retry the check for the same (or virtually the same) favor. Favors should help advance the plot of an adventure. A favor that would enable you to circumvent an adventure will always be unavailable to you, regardless of the result of the favor check.

You can try to call in a favor a number of times per week equal to one-half your character level, rounded down (minimum one). You can never ask for more than one favor from any one contact in a given week. For instance, at 7th level you can try to call in a favor as many as three times per week, but each attempt must involve a different contact from among those associated with your mercantile house.

The DM will carefully monitor your use of favors to ensure that you don't abuse this ability. The success or failure of a mission shouldn't hinge on the use of a favor, and calling in favors shouldn't replace good roleplaying or the use of other skills. The DM may disallow any favor he or she deems disruptive to the campaign.

## Favored of the Zulkirs [Vile]

**[PGTF 176]** Through your position of prestige among the Red Wizards, you have gained access to secrets of evil magic known to few outside the Zulkirs themselves.

**Prerequisites:** Red Wizard level 5<sup>th</sup>, Corrupt Spell (BVD).

**Benefit:** When you cast a corrupted spell, the ability damage you take is reduced by 1 point.

## Favored Power Attack [General]

**[CW 98]** You are able to deal more damage against your favored enemies.

**Prerequisites:** Favored enemy ability, Power Attack, base attack bonus +4.

**Benefit:** When you use the Power Attack feat against a favored enemy, you may subtract a number from your melee attack rolls and add twice that number to your melee damage rolls. If you attack with a weapon in two hands, add three times the number. The normal restrictions of the Power Attack feat apply.

## Favored Vestige [General]

**[TOME 74]** Choose one vestige to which you have access. You establish a close, mystical affinity with that spirit.

**Prerequisites:** Soul binding.

**Benefit:** Your effective binder level increases by 1 when you use the abilities granted by your chosen vestige.

**Special:** You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new vestige.

## Favored Vestige Focus [General]

**[TOME 74]** The supernatural abilities of your favored vestige are more potent than normal.

**Prerequisites:** Favored Vestige.

**Benefit:** The DC of each supernatural ability granted by your favored vestige increases by 1.

**Special:** You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new favored vestige (for which you must have a separate Favored Vestige feat).

## Fearless [Regional]

**[FRPG 38]** You are a stranger to fear. Nothing can shake your courage.

**Prerequisite:** Aarakocra (the Stormhorns), elf (Elven Court or Snow Eagle Aerie), gloaming (Sphur Upra), gnome (Lantan), halfling (Channath Vale or the Western Heartlands), human (Anauroch or Impiltur), or orc (the Hordelands).

**Benefit:** You are immune to fear effects, magical or otherwise.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Fearless Destiny [Racial]

**[ROD 152]** Your grand destiny allows you to avoid death.

**Prerequisites:** Human or half-human, Heroic Destiny, character level 6<sup>th</sup>.

**Benefit:** Once per day, any effect that would reduce you to -10 hit points or fewer instead reduces you to -9 hit points and leaves you in a stable condition.

Effects that kill you without reducing you to -10 hit points (such as death effects or disintegrate) function normally.

## Fell Animate [Metamagic]

**[LMBD 26]** Living foes slain by your spell may rise as zombies.

**Benefit:** You can alter a spell that deals damage to foes. Any living creature that could normally be raised as a zombie and that does not possess more than double your Hit Dice, when slain outright by a fell animated spell, rises as a zombie under your control at the beginning of your next action. Even if you kill several creatures with a single fell animated spell, you can't create more Hit Dice of undead than twice your caster level. The standard rules for controlling undead (see *animate dead*, PHB 198) apply to newly created undead gained through this metamagic feat. A fell animated spell uses up a spell slot three levels higher than the spell's actual level.

## Fell Drain [Metamagic]

**[LMBD 27]** Living foes damaged by your spell also gain a negative level.

**Benefit:** You can alter a spell that deals damage to foes so that any living creature that is dealt damage also gains a negative level. If the subject has at least as many negative levels as Hit Dice, it dies. Assuming the subject survives, the negative level disappears (without requiring a Fortitude save) after a number of hours equal to your caster level (maximum 15). A fell draining spell uses up a spell slot two levels higher than the spell's actual level.

## Fell Frighten [Metamagic]

**[LMBD 27]** Living foes damaged by your spells are also shaken.

**Benefit:** You can alter a spell that deals damage to foes so that any creature subject to fear effects and mind-affecting spells and abilities that is dealt damage also becomes shaken for 1 minute. A fell frightening spell uses up a spell slot two levels higher than the spell's actual level.

## Fell Weaken [Metamagic]

**[LMBD 27]** Living foes damaged by your spell are also weakened.

**Benefit:** You can alter a spell that deals damage to foes so that any living creature that is dealt damage takes a -4 penalty to Strength for 1 minute. Strength penalties from multiple spells enhanced by the Fell Weakening feat do not stack. A fell weakening spell uses up a spell slot one level higher than the spell's actual level.

## Feral Animal Companion [General]

**[FCR 20]** You can enslave a feral animal and adopt it as your animal companion.

**Prerequisite:** Animal companion class feature, evil alignment.

**Benefit:** Instead of calling a normal animal companion, you can call a feral animal companion that foams at the mouth. Any creature harmed by the animal's bite attack must succeed on a DC 15 Fortitude save or contract Red Ache (see *DMG* page 292). The disease has no harmful effect on the feral animal. In addition, your feral animal companion gains a +2 bonus to Strength and Constitution. Attempts by others to influence your feral animal companion with Handle Animal checks take a -10 penalty.

**Special:** This feat does not transform a normal animal companion into a feral animal companion.

## Fiendish Bloodline [General]

**[FRF 163]** Some of your latent fiendish abilities, inherited from an unusually powerful fiendish ancestor, have matured.

**Prerequisites:** Planetouched (feyri, tannaruk, tiefling), base Fortitude, Reflex, and Will saves +1.

**Benefit:** You gain the ability to cast *protection from good* three times per day and *bane* once per day as spell-like abilities with a caster level equal to your character level.

## Fiendish Heritage [Heritage]

**[PH 39]** You are descended from creatures native to the Lower Planes. You share some of your ancestors' natural resistance to poison, and you are resistant to the magic of good foes.

**Prerequisites:** Nongood alignment.

**Benefit:** You gain a +4 bonus on Fortitude saving throws against poison.

You also gain a +1 bonus on saving throws against spells or other effects created by good creatures.

## Fiendish Summoning Specialist [General]

**[PH 39]** You can select from a larger number of options when summoning evil creatures.



**Prerequisites:** Nongood alignment, Knowledge (the planes) 2 ranks, Knowledge (religion) 2 ranks, ability to cast any *summon monster* spell.

**Benefit:** Add any one evil-aligned creature to the list of creatures for each *summon monster* spell that you can cast. (Worth with the DM to select creatures appropriate to the spell's list of summonable creatures.) Each time you gain the ability to cast a new *summon monster* spell, you may add one evil-aligned creature to the list.

**Normal:** Without this feat, adding a creature to your summoning list requires you to remove one that is already on the list.

## Fiery Fist [General, Fighter]

[PHB2 79] By channeling your *ki* energy, you sheathe your limbs in magical fire. Your unarmed strikes deal extra fire damage.

**Prerequisites:** Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist, base attack bonus +8.

**Benefit:** As a swift action, you can expend one of your uses of the Stunning Fist feat to surround your fists and feet in flame. For the rest of your turn, you gain an extra 1d6 points of fire damage on your unarmed strikes.

When you select this feat, you gain an additional daily use of Stunning Fist.

**Special:** A fighter can select Fiery Fist as one of his fighter bonus feats. A monk with the Stunning Fist feat can select Fiery Fist as her bonus feat at 2<sup>nd</sup> level, even if she does not meet the other prerequisites.

## Fiery Ki Defense [General, Fighter]

[PHB2 79] You channel your *ki* energy into a cloak of flame that injures all who attempt to strike you.

**Prerequisites:** Dex 13, Wis 13, Fiery Fist, Improved Unarmed Strike, Stunning Fist, base attack bonus +8.

**Benefit:** As a swift action, you can expend one of your uses of the Stunning Fist feat to cloak yourself in flame. Any creature that strikes you with a melee attack takes 1d6 points of fire damage. This benefit lasts until the start of your next turn.

**Special:** A fighter can select Fiery Ki Defense as one of his fighter bonus feats. A monk with the Stunning Fist feat can select Fiery Ki Defense as her bonus feat at 8<sup>th</sup> level, as long as she also possesses the Fiery Fist feat (other prerequisites can be ignored).

## Fiery Spell [Metamagic]

[SAND 49] Your fire magic is bolstered, further scorching your enemies.

**Benefit:** A fiery spell deals an extra 1 point of fire damage for each die of damage the spell deals. This feat can be applied only to spells with the fire descriptor. For example, if a 9<sup>th</sup>-level wizard with this feat casts a fiery *fireball*, the *fireball* deals 9d6+9 points of damage. A fiery spell uses up a spell slot one level higher than the spell's actual level.

## Filth Eater [General]

[E65H 77] You grew up in the sewers of Sharn or a similarly unsanitary environment. You are highly resistant to the effects of disease and can usually eat spoiled food without suffering ill effects.

**Benefit:** You receive a +4 bonus on saving throws against disease or ingested poisons. If you fail your saving throw, ability damage from either of those sources is reduced by 1 point (minimum 1).

## Fine Wild Shape [Wild, Epic]

**Prerequisite:** Ability to *wild shape* into a Diminutive creature.

**Benefit:** The character can use his or her *wild shape* to take the shape of a Fine animal.

**Normal:** Without this feat, a character cannot *wild shape* into an animal smaller than Tiny size.

## Fire Heritage [Heritage]

[PH 39] You are descended from creatures native to the Elemental Plane of Fire. You share some of your ancestors' natural reaction speed, and your natural attacks are red-hot.

**Benefit:** You gain a +1 bonus on initiative checks. In addition, your unarmed attacks deal an extra 1 point of fire damage.

## Fists of Iron [General]

[CW 99] You have learned the secrets of imbuing your unarmed attacks with extra force.

**Prerequisites:** Improved Unarmed Strike, Stunning Fist, base attack bonus +2.

**Benefit:** Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You deal an extra 1d6 points of damage when you make a successful unarmed attack. Each attempt counts as one of your uses of the Stunning Fist feat for the day.

## Flay [General, Fighter]

[PHB2 79] When fighting unarmored opponents, you excel at twisting your weapon just before impact. This motion rips and tears at your foe's flesh, causing intense pain. This attack is wholly ineffective against armored foes, but it tears through natural defenses.

**Prerequisites:** Str 13, Power Attack.

**Benefit:** When you use your Power Attack feat with a slashing or piercing weapon against a foe who lacks an armor bonus to AC, you inflict a horrid pain on your opponent must make a Fortitude save: DC 10 + your damage bonus from Power Attack on the strike). If the save fails, he takes a -2 penalty on attacks for 1 round.

You can use this feat once per round against a given target.

**Special:** A fighter can select Flay as one of his fighter bonus feats.

## Flay Foe [General, Fighter]

[FRCR 20] You are skilled at flaying the flesh from your enemy's bones.

**Prerequisite:** Str 15, base attack bonus +6, proficient with slashing melee weapon.

**Benefit:** If you hit the same enemy more than once in a single round with a slashing melee weapon, you deal an extra point of damage with each hit after the first.

**Special:** A fighter can select this feat as one of his fighter bonus feats.

## Fleet of Foot [Regional]

[FRPG 38] You are extraordinarily swift.

**Prerequisite:** Elf (the Forests of Lethyr, the High Forest, or the Wealdath), half-elf (the Dalelands or the High Forest), or human (the Shaar or Thindol).

**Benefit:** You land speed is faster than the norm for your race by 10 feet. This benefit applies only when you are wearing no armor or light armor and not carrying a heavy load. Apply this bonus before modifying your speed for any load carried.

**Special:** If a feature of your character class also improves your land speed, the speed increase for Fleet of Foot stacks with that provided by the class feature. You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Fleet of Foot [General]

[CW 99] You run nimbly, able to turn corners without losing momentum.

**Prerequisites:** Dex 15, Run.

**Benefit:** When running or charging, you can make a single direction change of 90 degrees or less. You can't use this feat in medium or heavy armor, or if you're carrying a medium or heavier load. If you are charging, you must move in a straight line for 10 feet (2 squares) after the turn to maintain the charge.

**Normal:** Without this feat you can run or charge only in a straight line.

## Flensing Strike [General]

[E65 77] You have studied a martial style practiced by monks devoted to the Mockery, which has taught you to cut your opponent's skin in a very painful way.

**Prerequisites:** Exotic Weapon Proficiency (kama), Weapon Focus (kama).

**Benefit:** Using Flensing Strike is a full-round action. Make an attack roll with your kama. If you hit a living, corporeal foe, that creature must make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier). In addition to taking damage normally, the DC is increased by 2 if you are wielding two kamas (creatures wielding more than two kamas gain no additional bonuses). The target adds his natural armor bonus, if any, as a bonus on this saving throw. A target that fails the saving throw is wracked with pain, receiving a -4 penalty on attack rolls, saves, and checks for 1 minute. Constructs, oozes, plants, undead, incorporeal creatures, creatures immune to damage from critical hits, and creatures with a special immunity to pain are not susceptible to this feat.

**Special:** An evil monk may select Flensing Strike as a bonus feat at 2<sup>nd</sup> or 6<sup>th</sup> level if she meets the prerequisites.

## Flick of the Wrist [General]

[ROW 150, CW 99] With a single motion, you can draw a light weapon and make a devastating attack.

**Prerequisites:** Dex 17, Sleight of Hand 5 ranks, Quick Draw.

**Benefit:** If you draw a light weapon and make a melee attack with it in the same round, you catch your opponent flat-footed (for the purpose of this attack only). You may use this feat only once per round and once per opponent during any single combat encounter.

## Flyby Attack [General]

[MM 303, MM4 202] The creature can attack on the wing.

**Prerequisite:** Fly speed.

**Benefit:** When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

**Normal:** Without this feat, the creature takes a standard action either before or after its move.

## Flying Kick [General]

[CW 99] You literally leap into battle, dealing devastating damage.

**Prerequisites:** Str 13, Jump 4 ranks, Improved Unarmed Strike, Power Attack.

**Benefit:** When fighting unarmed and using the charge action, you deal an extra 1d12 points of damage with your unarmed attack.

## Focused Antimagic [General]

[LOM 45] A beholder with this feat can focus the antimagic of its central eye to target a single person or object.

**Prerequisite:** Beholder with functional antimagic ability.

**Benefit:** The creature can reduce the cone-shaped area of effect of its central eye to target a single creature or object. The target must be within range of its normal cone-shaped effect (150 feet).

## Focused Mind [General]

[ROW 151] When you have the opportunity to concentrate, you usually do very well at it.

**Prerequisites:** Elf, Concentration 2 ranks.

**Benefit:** When you take 10 or take 20 on an Intelligence check or Intelligence-based skill check, you gain a +2 bonus on the check.

## Foe Hunter [Regional]

[FRPG 38] In a land threatened by fierce raiders, you have learned to fight effectively against certain foes. You know their ways and how to beat them.

**Prerequisite:** Dwarf (the Galena Mountains or the Spine of the World), half-elf (the Dragon Coast), Halfling (the North), or human (Chult, Cormyr, Impiltur, the Moonsea, the North, Samarach, Tashalar, or Thindol).

**Benefit:** You acquire a favored enemy. This benefit functions like the ranger class feature of the same name, except that the exact type of creature you oppose is determined by your home region, according to the table below.

Home Region	Favored Enemy
Cormyr	Humanoids (goblinoid)
Chult	Humanoids (goblinoid)
The Dragon Coast	Dragons
The Galena Mountains	Humanoids (goblinoid)
Impiltur	Demons
The Moonsea	Humanoids (orc)
The North	Humanoids (orc)
Samarach	Yuan-ti
The Spine of the World	Humanoids (orc)
Tashalar	Yuan-ti
Thindol	Yuan-ti

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

If you are a ranger with a favored enemy that matches your Foe Hunter favored enemy, the favored enemy bonuses stack.

## Foe Specialist [General]

[MB 26] You are trained at how to damage a particular type of foe.

**Prerequisites:** Sneak attack +1d6, base attack bonus +4.

**Benefit:** Choose a type of creature from Table 3-14: Ranger Favored Enemies, PHB 47. You deal an extra 1d6 points of damage on successful sneak attacks against that type of creature. (The selected type cannot be construct, elemental, ooze, plant, or undead, since those types are not subject to critical hits).

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new creature type from among those who remain eligible.

## Follower of the Scaly Way [General]

[FRDF 57] You are an adherent of Sammaster's teachings. You hold dragons in high esteem and revere the Sacred Ones (dracoliches).

**Prerequisites:** Speak Draconic, member of the Cult of the Dragon.

**Benefit:** You receive a +4 bonus on saves against the frightful presence of true dragons. You are immune to the frightful presence and paralyzing gaze of dracoliches.

Clerics of evil deities can substitute the Dragon<sup>DRAC</sup> domain or the Scalykind<sup>GIT</sup> domain for one of their regular domains.

## Font of Life [General]

[HOH 122] Your life force is strong enough to make you highly resistant to all forms of energy drain and level loss.

**Prerequisite:** Must be a living creature.

**Benefit:** Whenever you are struck by an attack that drains energy or bestows negative levels, you can an immediate saving throw to resist the effect at the standard Difficulty Class of the attack. If this initial save is successful, you avoid any negative levels but you still suffer any other effects of the attack or spell. If this save fails, the attack proceeds as if this roll had never been made (meaning you still receive whatever save to which you're normally entitled).

## Forbidden Lore [Tainted]

[HOH 123] You gain hideous insights into subjects not meant to be understood by mortal minds.

**Prerequisite:** Bardic knowledge or lore, mild depravity.

**Benefit:** When you make a bardic knowledge or lore check, you add a bonus to the check if the question touches on supernatural, horrific, tainted, or otherwise forbidden subjects (at the DM's discretion). Add a +2 bonus if you are mildly tainted, a +4 bonus if you are moderately tainted, and a +6 bonus if you are severely tainted.

## Force of Personality [General]

[CV 109] You have cultivated an unshakable belief in your self-worth. Your sense of self and purpose are so strong that they bolster your willpower.

**Prerequisites:** Cha 13.

**Benefit:** You add your Charisma modifier (instead of your Wisdom modifier) to Will saves against mind-affecting spells and abilities.

## Forest Gnome Phantasiest [General]

[FRF 163] You can protect your forest home with a variety of phantasms and patterns to befuddle your foes.

**Prerequisites:** Forest gnome.

**Benefit:** Your illusion (pattern) and illusion (phantasm) spells and spell-like abilities gain +1 spell power (+1 on save DCs and +1 bonus on checks to overcome spell resistance).

## Forester [Regional]

[FRP 39] You are one with Faerun's mighty forests. Few can match your woodcraft or your skill on your chosen battlefield.

**Prerequisite:** Centaur (High Forest), Elf (the Chondalwood), the Forest of Lethyr, the High Forest, or Sildeyur), gnome (the Great Dale), half-elf (Aglarond or the High Forest), Halfling (the Chondalwood), human (the Dalelands or the Great Dale), or volodni (the Forest of Lethyr).

**Benefit:** You gain a +1 bonus on Hide, Listen, Move Silently and Spot checks. When you are in forest terrain, this bonus increases to +3.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Forge Epic Ring [Item Creation, Epic]

**Prerequisites:** Forge Ring, Knowledge (arcana) 35 ranks, Spellcraft 35 ranks.

**Benefit:** The character can forge magic rings that exceed the normal limits for such items.

## Forge Ring [Item Creation]

[PHB 94] You can create magic rings, which have varied magical effects.

**Prerequisite:** Caster level 12th.

**Benefit:** You can create any ring whose prerequisites you meet. Crafting a ring takes one day for each 1,000 gp in its base price. To craft a ring, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.

You can also mend a broken ring 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 forge that ring in the first place.

Some magic rings incur extra costs in material components or XP, as noted in their descriptions. You must pay such a cost to forge such a ring or to mend a broken one.

## Forgeheart [Regional]

[FRPG 39] Because you are inured to the hellish heat of your homeland, you are resistant to blasts of fire that would damage other creatures.

**Prerequisite:** Dwarf (the Smoking Mountains or the Sword Coast).

**Benefit:** You gain resistance to fire 5.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Forked Tongue [Monstrous]

[FRSK 145] You speak with a honeyed voice that bends listeners to your will.

**Prerequisites:** Serpentinefolk.

**Benefit:** Because of the enticing nature of your voice, you gain a +2 bonus on Bluff checks. Furthermore, the save DC for



each of your spells, spell-like abilities, and supernatural abilities that creates a *charm* effect through verbal means increases by +1.

### Formation Expert [Tactical, Fighter]

[CW 108] You are trained at fighting in ranks and files.

**Prerequisites:** Base attack bonus +6.

**Benefit:** The Formation Expert feat enables the use of three tactical maneuvers. You gain the benefit of the feat even if you are fighting in formation with allies that do not have this feat.

**Lock Shields:** To use this maneuver, you must have a ready shield, and adjacent allies on opposite sides of you must have ready shields. You gain a +1 bonus to Armor Class.

**Step into the Breach:** To use this maneuver, you must be within a single move of an ally who falls in combat, and an ally must occupy every square between you and the fallen comrade. You can immediately take a single move action (as if you had readied an action to do so) to move into the square the fallen ally occupies.

**Wall of Polearms:** To use this maneuver, you must be wielding a shortspear, longspear, trident, glaive, guisarme, halberd, or ranseur, and you must have adjacent allies wielding weapons identical to yours on opposite sides of you. You gain a +2 bonus on attack rolls.

**Special:** A fighter may select Formation Expert as one of his fighter bonus feats.

### Fortify Spell [Metamagic]

[FRUE 43] You can cast spells that easily penetrate spell resistance.

**Benefit:** A fortified spell has a higher caster level than normal for the purpose of defeating a target's spell resistance. For every level added to the spell's actual level, you gain a +2 bonus on spell penetration checks with that spell. For example a 9<sup>th</sup>-level wizard who prepares a fortified *lightning bolt* as a 5<sup>th</sup>-level spell rolls 1d20+13 for spell penetration with that spell, not 1d20+9. Spells that do not permit spell resistance are not affected.

A fortified spell uses up a spell slot one level higher than the spell's actual level.

### Freezing the Lifeblood [General, Fighter]

[CW 99] You can paralyze a humanoid opponent with an unarmed attack.

**Prerequisites:** Wis 17, Improved Unarmed Strike, Stunning Fist, Base Attack Bonus +10.

**Benefit:** Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). Against a humanoid opponent, you can make an unarmed attack that deals no damage but has a chance of paralyzing your target. If your attack is successful, your target must attempt a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), if the target fails this saving throw, it is paralyzed for 1d4+1 rounds. Each attempt to paralyze an opponent counts as one of your uses of the Stunning Fist feat for the day. Creatures immune to stunning cannot be paralyzed in this manner.

**Special:** A fighter may select Freezing the lifeblood as one of his fighter bonus feats.

### Frightful Presence [General]

[DRAC 106] Like a dragon, your mere presence can terrify those around you.

**Prerequisites:** Cha 15, Intimidate 9 ranks.

**Benefit:** You gain the use of the frightful presence ability. Whenever you attack or charge, all opponents within a radius of 30 feet who have fewer levels or Hit Dice than you become shaken for a number of rounds equal to 1d6 + your Cha modifier. The effect is negated by a Will save (DC 10 + 1/2 your character level + your Cha modifier).

A successful save indicates that the opponent is immune to your frightful presence for 24 hours. This ability can't affect creatures with an Intelligence of 3 or lower, nor does it have any effect on dragons.

### From Smiter to Song [General]

[FRCV 29] You can channel your destructive energy into powerful song magic for the glory of Mili.

**Prerequisites:** Perform (any) 3 ranks, member of the Harmonious Order (FRCV 101).

**Benefit:** You can spend a smite effort attempt to duplicate the effects of the inspire courage bardic music ability (PHB 29). Your effective bard level (for the purposes of determining the value of the bonuses granted) is equal to your paladin level. Add Perform to your list of paladin class skills.

### Frostfell Prodigy [General]

[FROST 48] You gain additional bonus spells in cold regions.

**Prerequisites:** Con 13, Snowcasting, Frozen Magic, Cold Focus.

**Benefit:** In cold areas (temperature at or below 40° F), the ability score used to determine how many bonus spells you may prepare or cast is treated as if it were 2 higher than its actual score. If you enter an area with a warmer temperature and remain in this area for longer than 1 minute, the bonus spells granted by this feat are lost until you can regain them.

In areas of extreme cold (below -20° F), the ability score is treated as if it were 4 higher than its actual score for purposes of determining how many bonus spells you can prepare or cast.

### Frozen Berserker [General]

[FROST 48] When you enter your barbarian rage, your body becomes infused with cold energy.

**Prerequisites:** Ability to rage.

**Benefit:** As long as you are under the effects of a barbarian rage, you gain the cold subtype. You gain immunity to cold, but have vulnerability to fire, which means you take half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

### Frozen Magic [General]

[FROST 48] Your cold spells are more powerful when you cast them in a cold region.

**Prerequisites:** Con 13, Snowcasting.

**Benefit:** In cold areas (temperature at or below 40° F), spells with the cold descriptor cast by you manifest at caster level +1.

In areas of extreme cold (below -20° F), cold spells cast by you manifest at caster level +2.

### Frozen Wild Shape [General]

[FROST 48] You can assume the form of magical beasts with the cold subtype.

**Prerequisites:** Base Fortitude save bonus +6, wild shape ability.

**Benefit:** You may use your wild shape ability to assume the form of any magical beast with the cold subtype. Your new form must still fall within the size limitations of your wild shape ability. As with the standard wild shape ability, you do not gain any of the extraordinary special qualities or any supernatural abilities possessed by the new form, with the exception of the cold subtype. This subtype grants you immunity to cold but vulnerability to fire, which means you take half again as much (+50%) damage as normal from fire while in a frozen wild shape, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Possible cold magical beasts from the Monster Manual include cryohydras (Huge wild shape required), frost forms (Huge wild shape required), and winter wolves.

Possible cold magical beasts from Monster Manual II include frost salamanders.

Possible cold magical beasts from Frostburn include brants (Large wild shape required), ice toads (Large wild shape required), unskans (Large Wild Shape required), and tlaluks (Huge wild shape required).



### Furious Charge [Regional]

[FRPG 39] Your people are known for their love of battle, and they rarely waste time in meeting a foe blade-to-blade. You know how to make the most of a charge.

**Prerequisite:** Aarakocra (the Stormhorns), centaur (High Forest), human (Cormyr, the Ride, Tethyr, or Uthgardt Tribesfolk), orc (Chessenta), or wemic (the Shaar)

**Benefit:** You gain a +4 bonus on the attack roll you make at the end of a charge.

**Normal:** A character gains a +2 bonus on the attack roll made at the end of a charge.

**Special:** You may only have one regional feat.

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**Special:** You may only have one regional feat.

### Gestalt Anchor [Psionic, Racial]

[EBRE 22] Your strong bond to your quasi-spirit allows you and your kalashtar allies to move and act as a fluid unit.

**Prerequisites:** Kalashtar, base Will save +2.

**Benefit:** While you are psionically focused and within 60 feet of a kalashtar ally, you and all kalashtar allies within 60 feet gain a +2 insight bonus on initiative checks and Reflex saves.

### Ghost Scarred [General]

[LMBD 27] You are adept at fighting incorporeal undead.

**Prerequisites:** Knowledge (religion) 8 ranks.

**Benefit:** You gain a +2 insight bonus on attack rolls and weapon damage rolls against incorporeal undead. You also gain a +2 bonus on all saving throws made to resist the spells or abilities of incorporeal undead.

### Ghostly Grasp [Monstrous]

[LMBD 27] You can handle corporeal objects even while incorporeal.

**Prerequisites:** Cha 15, incorporeal subtype.

**Benefit:** You can wear, wield, and otherwise use corporeal items as though you were not incorporeal.

**Normal:** Without this feat, an incorporeal creature can only wear or wield items that have the ghost touch special ability.

### Giantbane [Tactical, Fighter]

[CW 109] You are trained in fighting foes larger than you are.

**Prerequisites:** Medium or smaller size. Tumble 5 ranks, base attack bonus +6.

**Benefit:** The Giantbane feat enables the use of three tactical maneuvers.

**Duck Underneath:** To use this maneuver, you must have taken a total defense action, then have been attacked by a foe at least two size categories larger than you. You gain a +4 dodge bonus to your Armor Class, which stacks with the bonus for total defense. If that foe misses you on your next turn, as a free action, you may make a DC 15 Tumble check. If the check succeeds, you move immediately to any unoccupied square on the opposite side of the foe (having successfully ducked underneath your foe). If there is no unoccupied square on the opposite side of the foe or you fail the Tumble check, you remain in the square you are in and have failed to duck underneath your foe.

**Death from Below:** To use this maneuver, you must have successfully used the duck underneath maneuver. You may make an immediate single attack against the foe you ducked underneath. That foe is treated as flat-footed, and you gain a +4 bonus on your attack roll.

**Climb Aboard:** To use this maneuver, you must move adjacent to a foe at least two size categories larger than you in the following round, you may make a DC 10 Climb check as a free action to clamber onto the creature's back or limbs (you move into one of the squares the creature occupies). The creature you're standing on takes a -4 penalty on attack rolls against you, because it can strike at you only awkwardly, if the creature moves during its action, you move along with it. The creature can try to shake you off by making a grapple check opposed by your Climb check. If the creature succeeds, you wind up in a random adjacent square.

**Special:** A fighter may select Giantbane as one of his fighter bonus feats.

### Gift of Discernment [Exalted]

[PGTF 176] You can reply on your conscience to steer you away from evil deeds.

**Benefit:** If you take a moment (a free action) to contemplate an action you are about to perform, you know with certainty whether that action will adversely affect your alignment and standing with your deity (if any). This knowledge is identical with that provided by a *phylactery of faithfulness*.

### Gift of Tongues [Regional]

[FRRF 163] You have an intuitive talent for learning languages.

**Prerequisites:** Elf (Evereska)

**Benefit:** Your Intelligence is 4 points higher for the purpose of determining how many bonus languages you may start with. You are not limited to the bonus languages of your region. Speak Language is always a class skill for you. You gain a +1 bonus on all Decipher Script and Sense Motive checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Githyanki Battlecaster [General, Fighter]

[MM4 202] A creature with this feat ignores arcane spell failure chances when wearing light armor.

**Prerequisites:** Githyanki, ability to cast 2<sup>nd</sup>-level arcane spells, base attack bonus +3.

**Benefit:** The creature ignores arcane spell failure chances for any kind of light armor it wears. If it wears medium or heavy armor or carries a shield, it has the normal arcane spell failure chance.

**Special:** A fighter or wizard can choose this feat as one of the bonus feats those classes grant.

### Githyanki Dragonrider [Racial, Fighter]

[MM4 202] A creature with this feat has a knack for getting along with red dragons.

**Prerequisites:** Githyanki, Ride 5 ranks.

**Benefit:** The creature gains a +2 bonus on Diplomacy checks when dealing with red dragons and a +2 on Ride checks it attempts when riding a red dragon. While the creature is mounted on a red dragon, it and its mount gain a +1 bonus on Reflex saves and a +1 insight bonus to Armor Class.

**Special:** The Diplomacy bonus from this feat stacks with the githyanki racial bonus on Diplomacy checks when dealing with red dragons. A githyanki fighter can choose this feat as a bonus feat.

### Glorious Weapons [Divine]

[CD 82] You can channel positive or negative energy to imbue your allies' weapons with an alignment.

**Prerequisite:** Ability to turn or rebuke undead.

**Benefit:** You can spend a turn or rebuke attempt as standard action to align the melee weapons (including natural weapons) of all allies within a 60-ft. burst as good (if you channel positive energy) or evil (if you channel negative energy). Such weapons can overcome damage reduction as if they had the appropriate alignment. The effect lasts until the end of your next turn.

### Gnoll Ferocity [General]

[ROW 151] You embody the savage ferocity of your people. When you fly into a berserk rage, you can bite opponents with your powerful jaws.

**Prerequisites:** Gnoll, rage or frenzy ability.



**Benefit:** When you use your rage ability, you gain a bite attack. This attack deals 1d6 points of damage, scaling normally with your size (see Table 5-1, MM 296), plus your Strength bonus. Alternatively, you can make the bite attack as part of a full attack as a secondary weapon with a -5 penalty on the attack roll (your other attacks take no penalty), but in this case you only add half your Strength bonus on damage.

**Special:** The DM may make this feat available to other animal-headed races if they are available in your campaign.

### Goad [General, Fighter]

[CV 109] You are skilled at inducing opponents to attack you.

**Prerequisites:** Cha 13, base attack bonus +1.  
**Benefit:** As a move action, you may goad an opponent that threatens you, has line of sight to you, can hear you, and has an Intelligence of 3 or higher. (The goad is a mind-affecting ability). When the goaded opponent starts its next turn, if it threatens you and has line of sight to you, it must make a Will saving throw (DC 10 + ½ your character level + your Cha modifier). If the opponent fails its save, you are the only creature it can make melee attacks against during this turn. (If it kills you, knocks you unconscious, loses sight of you, or otherwise is unable to make melee attacks against you, it may make any remaining melee attacks against other foes, as normal). A goaded creature may still cast spells, make ranged attacks, move, or perform other actions normally. The use of this feat restricts only melee attacks.

**Special:** A fighter may select Goad as one of his fighter bonus feats.

### Godsight [Regional]

[FRLE 8] You enjoy the special blessing of a deity of the Mulhorandi pantheon, who has granted you unerring powers of perception.

**Prerequisites:** Cha 13, Mulhorandi (aasimar, human [Mulan], or tiefling), Mulhorand region.

**Benefit:** You gain the following spell-like abilities, each usable three times per day: *detect evil*, *detect magic*, *detect poison*, *detect undead*, *read magic*. Your caster level equals your character level.

When you take this feat, you can choose *detect chaos*, *detect good*, or *detect law* instead of *detect evil*.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Gold Dragon Lineage [Draconic]

[DM 19] You can harness the legacy of your gold dragon ancestry to protect your allies.

**Prerequisites:** Draconic Heritage (gold), sorcerer level 3<sup>rd</sup>.  
**Benefit:** As a swift action, you can spend an arcane spell slot to create a lucky aura that protects your allies. All allies within 30 feet (including you) gain a luck bonus equal to the spell slot's level that they can apply on any one saving throw as an immediate action. This bonus must be used within a number of rounds equal to your Charisma bonus (minimum 1 round), or it is lost. An affected ally need not remain within 30 feet of you to use this bonus.

No character can have more than one luck bonus from this feat at a time. If the feat is used a second time while the first use is still active, the new duration replaces the previous one unless the character chooses to retain the previous duration (for instance, if it were from a higher level spell slot).

### Gold Dwarf Dweomersmith [General]

[FRRF 163] You have learned the secrets of gold dwarf magic that creates or enhances weapons.

**Prerequisites:** Gold Dwarf  
**Benefit:** You gain +1 caster level when casting a spell that creates a weapon or enhances an existing one. An 11<sup>th</sup>-level caster with this feat, for example, grants a weapon a +4 enhancement bonus when she casts *greater magic weapon*, not just a +3 enhancement bonus. This bonus caster level allows you to exceed the normal maximum effect allowed by a spell.

The tradition of gold dwarf dweomersmiths includes the following spells at each level: 1<sup>st</sup> – *bless weapon*, *magic stone*, *magic weapon*, *shillelagh*; 2<sup>nd</sup> – *flame blade*, *Mell's acid arrow*, *spiritual weapon*; 3<sup>rd</sup> – *flame arrow*, *keen edge*; 4<sup>th</sup> – *greater magic weapon*, *holy sword*; 6<sup>th</sup> – *blade barrier*, *spellstaff*; 7<sup>th</sup> – *changestaff*, *Mordenkainen's sword*. Other spells gain this benefit if they target a weapon.

Additionally, any magic weapons you fashion cost 5% less in gold pieces to make. The experience cost is unaffected.

### Graft Flesh [General]

[LMBD 27] You can apply a certain type of grafts to other living creatures or to yourself.

**Prerequisites:** Heal 10 ranks.  
**Benefit:** Choose a type of graft: aboleth, beholder, fiendish, illithid, undead, or yuan-ti. You must be a fiend to choose aboleth grafts. You must be a fiend to choose fiendish grafts. You must be an illithid to choose illithid grafts. You must be a yuan-ti to choose yuan-ti grafts. There are no additional requirements for choosing beholder or undead grafts.

You can create grafts of your chosen type and apply them to living creatures or to yourself. Creating a graft takes 24 hours for each 1,000 gp in its price. To create a graft, you must spend 1/25 of the graft's price in XP and use up raw materials costing half of this price (see LMBD chapter 5 for prerequisites and other information on grafts).

### Graft Illithid Flesh [Item Creation]

[FRUD 25] You can apply illithid grafts to other living creatures or to yourself. (See Illithid Grafts in FRUD Chapter 5: Equipment and Magic Items.)

**Prerequisites:** Illithid, Heal (10 ranks).  
**Benefit:** You can create illithid grafts and apply them to other living creatures or yourself. Creating a graft takes one day for each 1,000 gp of its price. To create a graft, you must spend 1/25 of the graft's price in XP and use up raw materials costing one-half this price.

### Graft Yuan-ti Flesh [Item Creation]

[FRUD 25] You can apply yuan-ti grafts to other living creatures or to yourself. **Prerequisites:** Yuan-ti, Heal (10 ranks).

**Benefit:** You can create yuan-ti grafts. (See Yuan-ti grafts, FRSK chapter 10), and apply them to other living creatures or yourself. Creating a graft takes one day for each 1,000 gp of its price. To create a graft, you must spend 1/25 of the graft's price in XP and use up raw materials costing one-half this price.

### Great Charisma [Epic]

**Benefit:** The character's Charisma increases by 1 point.  
**Special:** A character can gain this feat multiple times. Its effects stack.

### Great Cleave [General, Fighter]

[PHB 94] You can wield a melee weapon with such power that you can strike multiple times when you fell your foes.

**Prerequisites:** Str 13, Cleave, Power Attack, base attack bonus +4.

**Benefit:** This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

### Great Constitution [Epic]

**Benefit:** The character's Constitution increases by 1 point.  
**Special:** A character can gain this feat multiple times. Its effects stack.

### Great Dexterity [Epic]

**Benefit:** The character's Dexterity increases by 1 point.  
**Special:** A character can gain this feat multiple times. Its effects stack.

### Great Fortitude [General]

[PHB 94] You are tougher than normal.  
**Benefit:** You get a +2 bonus on all Fortitude saving throws.

### Great Intelligence [Epic]

**Benefit:** The character's Intelligence increases by 1 point.  
**Special:** A character can gain this feat multiple times. Its effects stack.

### Great Smiting [Epic]

**Prerequisites:** Cha 25, smite ability (from class feature or domain granted power).

**Benefit:** Whenever the character makes a successful smite attack, add twice the appropriate level to damage (rather than just the character's level).

**Special:** A character may select this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

### Great Stag Berserker [Fighter, General]

[FRUE 43] Your fighting style employs aggressive charges in the manner of your lodge's totem animal.

**Prerequisites:** Ability to rage, membership in the Great Stag Berserker lodge (see Berserker Lodges in FRUE Chapter 10: Rashemen)

**Benefit:** When using the charge action, you may gain a +4 bonus on your attack roll and take a -4 penalty to your AC for 1 round.

**Normal:** A charging character normally has a +2 bonus to attack rolls and a -2 penalty to AC for 1 round.

### Great Strength [Epic]

**Benefit:** The character's Strength increases by 1 point.  
**Special:** A character can gain this feat multiple times. Its effects stack.

### Great Wisdom [Epic]

**Benefit:** The character's Wisdom increases by 1 point.  
**Special:** A character can gain this feat multiple times. Its effects stack.

### Greater Cold Focus [General]

[FROST 48] Your cold spells are now even more potent than before.

**Prerequisites:** Cold Focus.  
**Benefit:** Add +1 to the DC for all saving throws against spells with the cold descriptor. This bonus stacks with similar bonuses, such as those from Cold Focus, Spell Focus, and Greater Spell Focus.

### Greater Corrupt Spell Focus [General]

[HOH 123] Your corrupt spells are now even more potent than they were before.

**Prerequisite:** Corrupt Spell Focus, nongood alignment.  
**Benefit:** You gain an additional +1 to the DC of all spells you cast that contain a corrupt component. This stacks with the bonus gained from the Corrupt Spell Focus feat, for a total of +2.

### Greater Kiai Shout [General]

[CW 99] Your kiai shout can panic your opponents.  
**Prerequisites:** Cha 13, Kiai Shout, base attack bonus +9.  
**Benefit:** When you make a kiai shout, your opponents are panicked for 2d6 rounds unless they succeed on Will saves (DC 10 + 1/2 your character level + your Cha modifier). The kiai shout affects only opponents with fewer Hit Dice or levels than you have.

### Greater Multigrab [Monstrous]

[FRSK 146] You can grapple enemies effortlessly with your natural weapons.

**Prerequisites:** Str 19, Dex 15, improved grab special attack, Multigrab.  
**Benefit:** When grappling an opponent with only the part of your body that made the attack, you take no penalty on grapple checks made to maintain this hold.

**Normal:** Without this feat, a creature takes a -20 penalty (or -10 penalty with Multigrab) on grapple checks made to maintain a hold with only the part of the body used to make the attack.

### Greater Multiweapon Fighting [General]

**Prerequisites:** Dex 19, three or more arms, Improved Multiweapon Fighting, Multiweapon Fighting, base attack bonus +15.

**Benefit:** The creature may make up to three extra attacks with each extra offhand weapon it wields, albeit at a -10 penalty on the third attack with each weapon.

**Special:** This feat replaces the Greater Two-Weapon Fighting feat for creatures with more than two arms.

### Greater Powerful Charge [General, Fighter]

[MB 27] You can charge with extra force.

**Prerequisites:** Medium or larger, Powerful Charge, base attack bonus +4.

**Benefit:** As Powerful Charge, but treat yourself as one size category larger than you are. For Colossal creatures, the extra 6d6 points of damage becomes 8d6.

**Special:** A fighter may select Greater Powerful Charge as one of his fighter bonus feats.

### Greater Resiliency [General]

[CW 99] Your extraordinary resilience to damage increases.

**Prerequisites:** Damage reduction as a class feature or innate ability.

**Benefit:** Your damage reduction increases by 1. If it would normally rise thereafter with level, it does so at its previous rate, adding the +1 normally. For example, a 13th-level barbarian has damage reduction 3/-. By taking this feat, he raises it to 4/-. When he reaches 16th level, his damage reduction becomes 5/- and at 19th level, it becomes 6/-. You may not take this feat more than once. This feat has no effect on the type of weapon or damage that overcomes your damage reduction. If you have more than one form of damage reduction, choose which to increase when you take this feat.

### Greater Spell Focus [General]

[PHB 94] Choose a school of magic to which you already have applied the Spell Focus feat. Your spells of that school are now even more potent than before.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic to which you already have applied the Spell Focus feat.

### Greater Spell Penetration [General]

[PHB 94] Your spells are remarkably potent, breaking through spell resistance more readily than normal.

**Prerequisite:** Spell Penetration.  
**Benefit:** You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

### Greater Two-Weapon Defense

#### [General, Fighter]

[CW 100] When fighting with two weapons, your defenses are extraordinarily strong.

**Prerequisites:** Dex 19, Improved Two-Weapon Defense, Two-Weapon Defense, Two-Weapon Fighting, base attack bonus +11.

**Benefit:** When wielding two weapons (not including natural weapons or unarmed strikes), you gain a +3 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +6.

**Special:** A fighter may select Greater Two-Weapon Defense as one of his fighter bonus feats.

### Greater Two-Weapon Fighting

#### [General, Fighter]

[PHB 95] You are a master of fighting two-handed.

**Prerequisites:** Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

**Benefit:** You get a third attack with your off-hand weapon, albeit at a -10 penalty.

**Special:** An 11th-level ranger who has chosen the two-weapon combat style is treated as having Greater Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

### Greater Weapon Focus

#### [General, Fighter]

[PHB 95] Choose one type of weapon, such as greataxe, for which you have already selected Weapon Focus. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 8th.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus (see below).

**Special:** You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter must have Greater Weapon Focus with a given weapon to gain the Greater Weapon Specialization feat for that weapon.

### Greater Weapon Specialization

#### [General, Fighter]

[PHB 95] Choose one type of weapon, such as greataxe, for which you have already selected Weapon Specialization. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, fighter level 12th.

**Benefit:** You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization (see below).

**Special:** You can gain Greater Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### Green Dragon Lineage [Draconic]

[DM 19] Your link to your green dragon ancestors allows you to weaken the wills of others.

**Prerequisites:** Draconic Heritage (green), sorcerer level 3<sup>rd</sup>.

**Benefit:** As a standard action, you can spend an arcane spell slot to impose a penalty on the next Will save made by one living creature within 30 feet. The penalty is equal to the spell slot's level and lasts until the creature attempts a Will save against an effect that is not harmless or until the end of your next turn, whichever comes first. Multiple uses of this ability don't stack. This is a mind-affecting enchantment (compulsion).



## Green Ear [General]

[CV 110] Your bardic music can affect plant creatures.

**Prerequisites:** Perform (any) 10 ranks, bardic music.

**Benefit:** You can alter any of your mind-affecting bardic music abilities (or similar Perform-based abilities from other classes) so that they influence only plant creatures instead of other creatures. However, plants receive a +5 bonus on Will saves against any of these effects.

**Normal:** Plants are normally immune to all mind-affecting spells and abilities.

## Greenbound Summoning [General]

[FRLE 8] You are learned in a long-forgotten manner of summoning once practiced by the Earlanni elves of the High Forest. Creatures answering your call are automatically imbued with the power of the forest.

**Prerequisites:** Ability to cast any *summon nature's ally* spell.

**Benefit:** All animals that you summon using *summon nature's ally* acquire the greenbound template (see FRLE page 173) for as long as the summoning spell lasts.

## Grell Alchemy [Item Creation]

[LOM 114] A creature that has this feat has studied the alien and disturbing arcane lore of the grell, and understands the magical and physical laws by which their spells and devices function.

**Prerequisites:** Int 13, Knowledge (dungeoneering) 3 ranks, caster level 1<sup>st</sup>.

**Benefit:** A creature with this feat can create grellcraft items, including *lightning lances*. Its spells are partially based on obscure physical laws, as opposed to magic alone, and therefore gain a +2 bonus on spell penetration checks. They are also more difficult to identify or dispel. Spellcraft checks made to identify the spells and caster level checks made to dispel the spells are made with a -2 penalty unless the identifier also knows this feat.

## Grenadier [General, Fighter]

[PHB2 79] You are skilled in using grenadelike weapons. You excel at tossing them to just the right spot to maximize the amount of damage they cause as they burst open upon the battlefield.

**Benefit:** You are an expert with splash weapons and all manner of incendiary mixtures. You gain a +1 bonus on attack rolls with splash weapons and a +1 bonus on the weapon's damage (including splash damage).

**Special:** A fighter can select Grenadier as one of his fighter bonus feats.

## Grim Visage [Regional]

[FRFB 163] Your eyes have seen a lot, and now they show everyone that you aren't to be trifled with. Even glib people stammer in your presence.

**Prerequisites:** Human (Damara)

**Benefit:** You gain a +2 bonus on Intimidate and Sense Motive checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Grizzly's Claws [Wild]

[CD 82] You can grow claws as sharp as those of a bear.

**Prerequisite:** Ability to wild shape.

**Benefit:** You can spend one wild shape to gain two primary claw attacks (both at your base attack bonus and adding your Strength bonus). The claws deal piercing and slashing damage equal to a short sword appropriate to your size (d6 for Medium, or d4 for Small). The claws remain for 1 hour.

**Special:** If you already have a claw attack, this replaces those claws.

## Group Inspiration [Epic]

**Prerequisite:** Perform 30 ranks, bardic music class feature.

**Benefit:** The number of allies the character can affect with his or her inspire competence or inspire greatness bardic music ability doubles. When inspiring competence in multiple allies, the character can choose different skills to inspire for different allies.

**Special:** A character can gain this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

## Guardian Spirit [General]

[CA 80] Your watchful spirit is more capable than normal.

**Prerequisite:** Watchful spirit class ability.

**Benefit:** Your watchful spirit allows you to reroll your initiative two times per day as well as allowing you to reroll any saving throw once per day. These effects must be used immediately after the initial initiative check or saving throw is made.

## Guildmaster [General]

[DMG2 228] You are one of the leaders of your guild.

**Prerequisites:** Favored in Guild, Leadership, at least one guildmaster-associated feat (see DMG2 228); your followers and cohorts must also qualify to join the guild and at least one of your guild-associated skills must be a class skill for you and must be at maximum rank.

**Benefit:** You gain a +2 competence bonus on each of your guild-associated skills.

In addition, because of your enhanced status, you no longer need to pay guild dues. If your guild is a standard or expansive one, you can expect special treatment – specifically, free lodging, free food, an office, and a simple workshop, laboratory, or other space that contains any basic tools of your guild's trade – at any guildhouse.

Furthermore, as a guildmaster, you have some degree of authority over other guild members. Once per day, you can exchange the primary cohort you gained from your Leadership feat for a different cohort from your guild. Otherwise, the standard rules for choosing a cohort apply. The DM determines the actual pool of cohorts available to you, but the new cohort is usually from the list of associated classes provided in the description of each guild type (see Guild Types, DMG2 223).

**Special:** Guildmasters are expected to spend at least 8 consecutive hours per week dealing with administrative matters and interacting with other guild members. A guildmaster who fails to meet this requirement loses the benefits of this feat for the following week.

**Special:** You must keep at least one of your guild-associated class skills at maximum rank as you attain new levels. A guildmaster who fails to meet this requirement loses the benefits of this feat until he gains the necessary ranks.

**Special:** As a nonstandard award for completing a particularly dangerous and lengthy mission of great importance to a PC's guild, the DM can award this feat as a bonus feat to anyone who qualifies for it.

## Halruaan Adept [Regional]

[FRSS 20] You have studied the old cooperative spellcasting traditions of Halruaa, and you are well-versed in the rites and arcana of Halruaan magic.

**Prerequisite:** Human (Halruaa)

**Benefit:** You can participate in Halruaan circle magic under the guidance of a Halruaan elder. In addition, you gain a +3 bonus on Spellcraft checks.

**Normal:** You cannot participate in circle magic unless you have the appropriate feat or class ability.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Hammer Fist [General]

[FRRF 164] You are trained in an unarmed fighting style that emphasizes a two-handed strike.

**Prerequisites:** Dwarf, Str 13, Improved Unarmed Strike

**Benefit:** You add one and a half times your Strength bonus on your damage when you hit with an unarmed strike. This extra damage does not apply if you make a flurry of blows attack or if you are holding anything in either hand. You must use both hands to make the unarmed attack.

## Hammer's Edge [Style]

[CW 113] You are a master of the style of fighting with a hammer and sword at the same time, and have learned to hammer your foes into the ground with your tremendous blows.

**Prerequisites:** Str 15, Improved Bull Rush, Two-Weapon Fighting, Weapon Focus (bastard sword, longsword, or scimitar), Weapon Focus (warhammer or light hammer).

**Benefit:** If you hit the same creature with both your sword and your hammer in the same round, it must make a Fortitude saving throw (DC 10 + 1/2 your character level + your Str modifier) or fall prone.

## Hamstring [General]

[CW 100] You can wound your opponents' legs, hampering their movement.

**Prerequisites:** Sneak attack ability, base attack bonus +4.

**Benefit:** If you hit with a melee sneak attack, you may choose to forgo 2d6 points of extra sneak attack damage to reduce your opponent's base speed by half. This speed reduction ends after 24 hours have passed or a successful DC 15 Heal check or the application of any *cure* spell or other magical healing is made. Creatures immune to sneak attack damage and creatures with no legs or more than four legs can't be slowed down with a hamstringing attack. It takes two successful hamstringing attacks to affect quadrupeds. Other speeds (fly, burrow, and so on) aren't affected. You may use this ability once per round.

## Hand of Tyr [General]

[FRWA 145] You have sacrificed your right hand to Tyr, the Maimed God, proving your resilience and strength of spirit. Most who take this feat wrap their right hands in white gauze, voluntarily refraining from using the hand. Others have lost their hand in battle, and a few fanatical followers of the Maimed God choose to cut off their hand to demonstrate their zeal and devotion to Tyr's faith.

**Prerequisites:** Patron Tyr, alignment lawful good, ability to turn undead.

**Benefit:** As long as you refrain from using your right hand, you receive a +1 sacred bonus on attack rolls, damage rolls, and Will saves.

Since you are only using one hand, you cannot fight with two weapons, wield a two-handed weapon, or fight with a one-handed weapon and a heavy shield. You can fight with a one-handed weapon and a light shield, but you cannot use your shield hand to hold other objects such as a holy symbol, spell components, or a light source. (This means you must use your weapon hand to cast spells, so you might have to drop or sheathe a weapon when you wish to cast a spell requiring your holy symbol or somatic components.) You take a -4 penalty on Climb, Disable Device, Open Lock, and Tumble checks. You can only gain the benefit of wearing one magic ring.

(If you previously considered yourself right-handed, you suffer no penalty for using your left hand as your primary hand. Handedness isn't defined in the game; the point of the vow is to restrict yourself to using one hand.)

**Special:** If you violate your oaths and use your right hand for any purpose, you lose the benefits of this feat until you perform a rite of purification in a shrine or temple of Tyr, which requires 24 hours of vigil and prayer.

## Hardened Flesh [General]

[LMBD 27] Undead you raise or create can better handle themselves in a fight.

**Prerequisites:** Corpsecraft.

**Benefit:** Every undead you raise or create with any necromancy spell gains a +2 natural armor bonus to Armor Class.

## Harem Trained [General]

[FRRF 164] You have been trained to serve as a *jhasin* (if male) or *jhasina* (if female) and are well versed in song, music, dance, art, the recitation of great literature, the art of massage, and other duties of the harem.

**Prerequisites:** Region Calimshan.

**Benefit:** You receive a +2 bonus on Diplomacy and Perform checks.

## Haunting Melody [General]

[HOH 123] You can use your music to inspire fear.

**Prerequisite:** Bardic music, Perform 9 ranks.

**Benefit:** When you sing or use some other Perform skill, you can inspire fear in enemies within 30 feet of you. Any opponent in range must succeed on a Will saving throw (DC 10 + 1/2 your bard level + your Cha modifier) or become shaken for a number of rounds equal to your ranks in the Perform skill. This is a mind-affecting fear effect.

**Special:** Using this ability counts as one of your daily uses of bardic music.

## Haunting Weapons [Divine]

[D334/86] You have learned the secrets of imbuing weapons with the ability to affect restless spirits.

**Prerequisites:** Knowledge (religion) 4 ranks, Knowledge (the planes) 4 ranks, ability to turn or rebuke undead.

**Benefit:** You can spend a turn or rebuke attempt as a standard action to grant the melee weapons (including natural weapons) of all allies (including yourself) within a 30-foot burst the ghost touch special ability. Such weapons count as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder. The effect lasts until the end of your next turn.

## Hawk's Vision [Wild]

[CV 114] You can improve your visual acuity.

**Prerequisites:** Wild shape, Spot 4 ranks.

**Benefit:** You can expend one of your daily uses of wild shape to gain a +8 bonus on your Spot checks for 1 hour per Hit Die. While this benefit is in effect, your take only half the normal penalty for range increment (-1 on ranged attacks per range increment instead of -2), and you take a -1 penalty on Spot checks per 20 feet of distance (rather than per 10 feet). You retain these benefits regardless of what form you are in.

## Headlong Rush [Fighter, General]

[FRRF 164] You charge your foes with immense force, heedless of your safety.

**Prerequisites:** Orc or half-orc, base attack bonus +4 or higher.

**Benefit:** Instead of a normal charge attack, you can perform a headlong rush. A headlong rush is a charge that provokes attacks of opportunity from every foe who can reach its path, including the opponent you attack. A headlong rush otherwise functions like a charge attack (+2 attack, -2 AC, straight-line movement only), except that a successful attack deals double damage.

## Hear the Unseen [General]

[CV 110] Your sense of hearing is so acute that you can partially pinpoint an opponent's location by sound, allowing you to strike even if the opponent is concealed or displaced.

**Prerequisites:** Listen 5 ranks, Blind-Fight.

**Benefit:** As a move action that does not provoke an attacks of opportunity, you can attempt a DC 25 Listen check. If successful, you can pinpoint the location of all foes within 30 feet, as long as you have line of effect to them. This benefit does not eliminate the normal miss chance for fighting foes with concealment, but it ensures that you can target the correct square with your attacks.

If you are deafened or within an area of *silence*, you can't use this feat. If an invisible opponent is attempting to move silently, your Listen check is opposed by your opponent's Move Silently check, but your opponent gains a +15 bonus on this check. This feat does not work against perfectly silent opponents, such as incorporeal creatures.

## Heart of Dragons [Ceremony]

[DM 19] You imbue your allies with draconic power.

**Prerequisites:** Dragonblood subtype, any draconic feat, Knowledge (religion) 3 ranks.

**Benefit:** You gain access to ceremonies based on your ranks in Knowledge (religion). Each ceremony allows you to imbue up to four participants with a tiny fraction of draconic might by chanting a liturgy invoking the power of dragons and sprinkling diamond dust over them. Each ceremony requires 10 minutes of time, and its effects last for 24 hours.

**Blood of Dragons (3 ranks):** Each participant in the ceremony is treated as having one more draconic feat than he actually has for the purpose of determining the power of his draconic feats. This ceremony requires diamond dust worth 50 gp.

**Soul of Dragons (8 ranks):** Each participant in the ceremony gains the benefit of one draconic feat for which he meets the prerequisite. The benefit doesn't allow a character to meet any other requirement or prerequisite (such as qualifying for another feat). This ceremony requires diamond dust worth 500 gp.

## Heart of the Nabassu [Abyssal Heritor]

[FC1 86] Your ancestry traces back to a place where the Abyss meets the Negative Energy Plane.

**Benefit:** You can absorb harmlessly a number of negative levels per day equal to the number of Abyssal heritor feats you possess. For example, if you have two Abyssal heritor feats, you can gain up to two negative levels on a given day and not suffer any ill effects.

**Special:** Your barest tie to the Negative Energy Plane is offsetting to animals. You take a -2 penalty on Handle Animal checks.

## Heat Endurance [General]

[SAND 50] Either as a result of growing up in the waste, or by training your body and mind to ignore the effects of searing heat, you can exist with ease in high temperature environments.

**Prerequisite:** Base Fortitude save +2.

**Benefit:** You gain a +2 bonus on saving throws against fire effects. You can exist comfortably in temperatures up to 120° F without having to make Fortitude saves (see Heat Dangers, SAND 12). Your protection against heat is level 1 (see Protection Against Heat, SAND 14).

## Heat Tolerance [General]

[FRSS 20] You are used to living in hot, humid conditions.

**Benefit:** You gain a +10 bonus on Fortitude saves against nonlethal heat damage as described under Heat Dangers, page 303 of the Dungeon Master's Guide.

## Heavyweight Wings [General]

[RODR 100] Your superior strength allows you to fly while heavily burdened.

**Prerequisites:** Str 15, Reinforced Wings, wings and a glide or fly speed.

**Benefit:** You can fly with heavy armor or a heavy load. Your speed is still reduced by encumbrance due to armor or total weight.

**Normal:** Flying creatures can't fly in heavy armor or carrying a heavy load.

## Heighten Breath [Metabreath]

[DRAC 70] Your breath weapon is even more deadly than normal.

**Prerequisites:** Con 13, breath weapon.

**Benefit:** You increase the save DC of your breath weapon by any number up to maximum equal to your Constitution bonus. For each point by which you increase the save DC, add +1 to the number of rounds you must wait before using your breath weapon again.

## Heighten Spell [Metamagic]

[PHB 95] You can cast a spell as if were a higher-level spell than it actually is.



**Benefit:** A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

### Heighten Spell-Like Ability [General]

**[CA 80]** You can use a spell-like ability as if it were a higher spell-level equivalent than it actually is.

**Prerequisites:** Spell-like ability at caster level 6th or higher.  
**Benefit:** Choose one of your spell-like abilities (subject to the restrictions below) to use at a heightened level up to three times per day (or the ability's normal use limit, whichever is less). The spell-level equivalent of the heightened spell-like ability is two higher than its normal level (to a maximum of 9th level), with all effects dependent on spell level (including saving throw DCs) calculate at the higher level.

The spell-like ability you wish to heighten can be chosen only from those abilities that duplicate a spell of a level less than or equal to 1/2 your caster level (round down), minus 2. For summary, see Caster Level to Empower column in the table on page 304 of the *Monster Manual*.

**Special:** This feat can be taken multiple times. Each time, you apply it to a different one of your spell-like abilities.

### Heighten Turning [General]

**[LMBD 27]** You can affect more powerful undead with your turning or rebuking attempts.

**Prerequisites:** Cha 13, Extra Turning.

**Benefit:** When you turn or rebuke undead, you may choose a number no higher than your cleric level. Add that number to your turning check, while subtracting it from your turning damage roll.

If you're not a cleric, you may choose a number no higher than your effective cleric level (for instance, a paladin could choose a number up to two less than his paladin level). If a prestige class increases your effective turning level, use your effective turning level.

### Hellbound Knight [Vile]

**[FRCR 23]** A devoted disciple of the Nine Hells, you have sworn to strike down creatures that oppose law and threaten tyranny.

**Prerequisites:** Disciple of Darkness, base attack bonus +4.

**Benefit:** Any weapon you wield is treated as lawful- and evil-aligned for the purpose of overcoming damage reduction. In addition, against chaotic outsiders, you gain a +1 profane bonus on attack rolls.

**Special:** This feat can only be taken once. A character who takes this feat cannot also take the Demonsword Knight or Tormented Knight feat. A fighter can select this feat as one of his fighter bonus feats. In addition, as soon as you take this feat, your eyes turn red.

### Heretic of the Faith [General]

**[FRPF 46]** You stray significantly from the teachings of your faith.

**Prerequisites:** Belief in deity and either divine spellcasting ability or code of conduct class ability.

**Benefit:** You can grossly violate your deity's code of conduct but not your class alignment restriction, without risk of loss of spells or class abilities. If you are a cleric, your alignment can be two steps away from your respective deity's alignment instead of just one. (In other words, you can violate your deity's alignment restrictions by one extra step). You can gain levels without atoning (see the *atonement* spell description). However, you are in no way exempt from excommunication to divine retribution from your deity or his servants. In fact, your actions invite the highest level of divine scrutiny.

If you have access to domains, you can exchange any one domain you have already selected for another domain outside those normally available to your faith. The new domain must be consistent with the tenets of your heresy (as adjudicated by the DM). Likewise, you can exchange your favored weapon and *weapon of the deity*<sup>HERF</sup> spell effect for another consistent with the tenets of your heresy (as adjudicated by the DM).

Taking this feat automatically prompts a Leadership check. All cohorts or followers who are members of your faith either agree to the heresy or are lost.

Moreover, upon your death you are judged one of the False (see FRCS 259) unless your deity specifically intervenes on your behalf with *Kelemvor*. Without the use of a *miracle* or *wish* spell, this does not happen unless your heresies are adopted by the deity and the faith as a whole. It is theoretically possible that such intervention could occur long after your death, but such cases are vanishingly rare.

**Normal:** If you grossly violate your deity's code of conduct, you risk losing spells and class abilities until you atone (see the *atonement* spell description and Sins and Penance, FRCS 232).

### Heroic Destiny [Racial]

**[ROD 152]** You have a destiny to fulfill.

**Prerequisites:** Human or half-human.

**Benefit:** Once per day, before you make an attack roll, ability check, or skill check, you may roll 1d6 and add it as a bonus on the roll, check or save.

### High Society [General]

**[D333/89]** You know good manners and were trained to handle social interactions in noble circles.

**Prerequisites:** Diplomacy 4 ranks.

**Benefit:** You get a +3 bonus on Bluff, Diplomacy, or Disguise checks made when interacting with members of the highest levels of society, such as monarchs, nobles, courtiers, lords and ladies, and high-ranking clerics.

### High Sword Low Axe [Style]

**[CW 113]** You have mastered the style of fighting with sword and axe at the same time, and have learned to use this unusual pairing of weapons to pull your opponents off their feet.

**Prerequisites:** Improved Trip, Two-Weapon Fighting, Weapon Focus (bastard sword, longsword, scimitar or shortsword), Weapon Focus (battleaxe, handaxe, or dwarven waraxe).

**Benefit:** If you hit the same creature with both your sword and your axe in the same round, you may make a free trip attempt against that foe. (If you succeed, you may immediately use your Improved Trip feat to gain an additional attack against your foe.)

### Highborn Drow [General]

**[RRF 164]** You have learned how to tap into the advanced magical abilities of your drow noble heritage.

**Prerequisites:** Drow, base Will save +2.

**Benefit:** You may use *detect good*, *detect magic*, and *levitate* once per day as spell-like abilities with a caster level equal to your character level.

### Hin Wandermage [General]

**[RRF 164]** You have a natural affinity for spells that take you from place to place.

**Prerequisites:** Lightfoot halfling

**Benefit:** You gain +1 caster level when casting a spell that helps you travel. If you are a wizard, you may add a spell in your tradition to your spellbook for free when you become able to cast it. This does not count against the two free spells you add to your spellbook at each class level.

The tradition of the Hin Wandermage consists of the following spells at the appropriate levels: 0 – *open/close*; 1<sup>st</sup> – *expeditious retreat*, *mount*; 2<sup>nd</sup> – *endurance*; 3<sup>rd</sup> – *fly*, *phantom steed*, *water breathing*; 4<sup>th</sup> – *air walk*, *freedom of movement*; 5<sup>th</sup> – *ethereal jaunt*, *plane shift*; 6<sup>th</sup> – *find the path*, *transport via plants*; *wind walk*, *word of recall*; 7<sup>th</sup> – *refuge*, *shadow walk*, *teleport without error*; 8<sup>th</sup> – *ethereality*; 9<sup>th</sup> – *gate*, *teleportation circle*.

### Hindering Opportunist [General]

**[PHB2 79]** When you have a chance to strike a distracted foe, you instead use that opportunity to aid or protect an ally against him.

**Prerequisites:** Combat Reflexes, base attack bonus +3.

**Benefit:** Whenever an opponent provokes an attack of opportunity from you, you can choose to replace that attack with an aid another action targeting that opponent.

### Hindering Song [Epic]

**Prerequisite:** Deafening Song, Perform 27 ranks, bardic music class feature.

**Benefit:** The character can use song or poetics to hinder enemy spellcasters within a 30-foot spread from the character. To successfully cast a spell within this area, a spellcaster must make a Concentration check as if he or she were casting defensively, and all such checks have a penalty equal to half the character's level. The character can choose to exclude any characters from this effect. The character may sing, play, or recite a hindering song while taking other mundane actions, but not magical ones (see the bard's inspire courage ability for more details). The character may keep up the hindering song for a maximum of 10 rounds. Using the hindering song counts as one of the character's uses of song or poetics for the day.

### Hold the Line [General]

**[FRSS 20, CW 100]** You are trained in defensive techniques against charging opponents.

**Prerequisites:** Combat Reflexes, base attack bonus +2.

**Benefit:** You can make an attack of opportunity against who charges you when it enters an area you threaten. Your attack of opportunity happens immediately before the charge's attack is resolved. Your attacks of opportunity in a round are still limited to the number allowed by Combat Reflexes.

### Holy Calling [Divine]

**[D334/86]** You are able to channel divinely infused life energy that calls to the endless hunger of the undead like a siren's song.

**Prerequisites:** Cha 15, ability to turn undead.

**Benefit:** As a standard action you may use a turn or rebuke attempt to goad an undead opponent within 60 feet that has line of effect to you. The goaded undead must make a Will save (DC 10 + 1/2 your character level + your Cha modifier). If the undead fails its save, you are the only creature it can attack for 1d4 rounds. If it kills you, knocks you unconscious, loses sight of you, or otherwise is unable to make attacks against you, it may make any remaining attacks against other foes as normal. The undead attacks in the most efficient way possible, whether through melee or ranged attacks, spells, or other abilities. It may cast spells that affect an area as long as you are within the spell's area. The undead may continue to use appropriate tactics, avoiding attacks of opportunity and the like, but it can only attack you regardless of the actions of your allies.

### Holy Strike [Epic]

**[CD 89]** Your attacks deal great damage to evil creatures.

**Prerequisites:** Smiter evil class feature, any good alignment.

**Benefit:** Any weapon the character wields is treated as a holy weapon (is good-aligned and deals an extra 2d6 points of damage against creatures of evil alignment). If the weapon already has an alignment, this feat has no effect on the weapon.

### Horse Nomad [Regional]

**[FRPG 39]** You have been raised in a culture that relies upon riding and shooting.

**Prerequisite:** Human (the Hordelands, the Ride or the Shaar).

**Benefit:** You gain proficiency with the composite shortbow, light lance, and scimitar. You also get a +3 bonus on all Ride checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Hover [General]

**[MM 304]** The creature can come to a halt in midair.

**Prerequisite:** Fly speed.

**Benefit:** When flying, the creature can halt its forward motion and hover in place as a move action. It can then fly in any direction, including straight down or straight up, at half speed, regardless of its maneuverability.

If a creature begins its turn hovering, it can hover in place for the turn and take a full-round action. A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in a full attack. The creature can instead use a breath weapon or cast a spell instead of making physical attacks, if it could normally do so.

If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Those caught in the cloud must succeed on a Concentration check (DC 10 + 1/2 creature's HD) to cast a spell.

**Normal:** Without this feat, a creature must keep moving while flying unless it has perfect maneuverability.

### Human Heritage [Racial]

**[ROD 152]** Your human heritage is more prominent than in others of your kind.

**Prerequisites:** Half-human race or human-descended race.  
**Benefit:** You are treated as a humanoid with the human subtype for the purpose of adjudicating all effects. If you are not a humanoid, your type changes to humanoid and you gain the human subtype. If you are already humanoid, you gain the human subtype. In either case, you retain any other subtypes you had (such as orc, extralplanar), and you retain any traits common to all creatures of your original type (such as darkvision).  
You gain 4 additional skill points.

**Special:** This feat may only be taken at 1<sup>st</sup> level.

See the Variant: Half-Humans and Humanlike Races sidebar (ROD 150) for more about races eligible to select this feat.

### Hurling Charge [General, Fighter]

**[MB 27]** You are trained in using thrown weapons as part of a charge attack.

**Prerequisites:** Quick Draw, base attack bonus +6.

**Benefit:** If you charge an opponent, you may make a ranged attack with a thrown weapon as well as a melee attack with another weapon that you draw during the charge. You may use this feat only if you have a throwing weapon in hand at the start of your turn. Both attacks must be made at the same opponent, and both receive the bonus on attack rolls for making a charge. If you kill the enemy you're charging with the thrown weapon, you complete the charge but don't get a melee attack. You must also follow the all of the requirements for making a charge. If you have the ability to make multiple attacks on a charge, you may make only one attack in addition to the thrown weapon attack. You still take the normal -2 penalty to Armor Class for making a charge attack.

**Special:** A fighter may select Hurling Charge as one of his fighter bonus feats.

### Hyena Tribe Hunter [Regional]

**[FRSS 20]** You have learned the secrets of hunting from the hyena that roams the lands where your tribe wanders.

**Prerequisite:** Human (the Shaar), membership in Hyena Tribe (see FRSS Human Tribes of the Shaar, page 164).

**Benefit:** You gain a +2 bonus on Hide checks and a +2 bonus on trip attempts and rolls to avoid being tripped.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Ice Harmonics [General]

**[FROST 48]** You can use your voice to shatter ice.

**Prerequisites:** Bardic music ability, Perform (sing) 6 ranks.

**Benefit:** By expending one of your daily uses of bardic music, you can cause any unattended nonmagical ice object or portion of ice to explode violently. The target must be within 30 feet, and you must be able to sing in order to shatter the ice.

Any creature located in the 5-foot square in which you target with this ability takes piercing damage equal to 2d6 + your Charisma modifier. Creatures made of ice that you specifically target with this effect take double damage.

### Ice Troll Berserker [Fighter, General]

**[FRUE 44]** When raging, your skin becomes very thick and tough like the ice trolls that plague parts of your homeland.

**Prerequisites:** Ability to rage, membership in the Ice Troll berserker lodge (see Berserker Lodges in FRUE Chapter 10: Rashemen)

**Benefit:** When raging, you gain a +2 natural armor bonus to AC. During a greater rage this natural armor bonus increases to +4.

### Icy Calling [General]

**[FROST 48]** Your summon spells work better in the frostfell if you summon native creatures.

**Prerequisites:** Con 13, Snowcasting.

**Benefit:** In cold areas (temperatures at or below 40° F), creatures native to cold environments and creatures with the cold subtype summoned by you are more powerful and agile than normal. The summoned creatures gain a +4 enhancement bonus to Strength and Dexterity for the duration of the spell that summoned them. In areas of extreme cold (below -20° F), any summoned creature affected by this feat has maximum hit points when summoned.

### Ignore Material Components [Epic]

**Prerequisites:** Eschew Materials, Spellcraft 25 ranks, ability to cast 9th-level arcane or divine spells.

**Benefit:** The character may cast spells without any material components. This feat does not affect the need for a focus or divine focus.

### Ignore Special Requirements [General]

**[TOME 74]** The strange constraints that vestiges place on their summoning are meaningless to you.

**Prerequisites:** Soul binding.

**Benefit:** You can ignore the special requirements of vestiges with which you make pacts.

### Improved Alignment-Based Casting [Epic]

**Prerequisites:** Access to domain of Chaos, Evil, Good, or Law, alignment must match domain chosen, ability to cast 9th-level divine spells.

**Benefit:** Select an alignment-based domain (Chaos, Evil, Good, or Law) to which the character has access. The character casts spells with that alignment descriptor at +3 caster level.

**Special:** This benefit overrides (does not stack with) the granted powers of the Chaos, Evil, Good, and Law domains. A character may select this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different alignment-based domain to which the character has access.

### Improved Arrow of Death [Epic]

**Prerequisites:** Dex 19, Wis 19, Point Blank Shot, Precise Shot, arrow of death class feature.



**Benefit:** Add +2 to the DC of the character's arrows of death. This feat may be taken multiple times. Its effects stack.

### Improved Aura of Courage [Epic]

**Prerequisite:** Cha 25, aura of courage class ability.  
**Benefit:** The character's aura of courage grants a +8 morale bonus on saving throws against fear effects.

### Improved Aura of Despair [Epic]

**Prerequisite:** Cha 25, aura of despair class ability.  
**Benefit:** The character's aura of despair causes a -4 morale penalty on all saving throws.

### Improved Binding [General]

**[TOME 74]** You are so adept at binding vestiges that you can contact powerful ones more easily than other soul binders can.  
**Prerequisites:** Soul binding, Intimidate 4 ranks.  
**Benefit:** Your effective binder level is 2 higher than normal for the purposes of determining the level of vestige you can bind. This benefit does not increase your binder level in any other circumstance.

### Improved Buckler Defense

#### [General, Fighter]

**[CW 100]** You can attack with an off-hand weapon while retaining a buckler's shield bonus to your Armor Class.

**Prerequisite:** Shield Proficiency.  
**Benefit:** When you attack with a weapon in your offhand, you may still apply your buckler's shield bonus to your Armor Class.  
**Normal:** Without this feat, a character wielding a buckler who attacks with an off-hand weapon loses the buckler's shield bonus to AC until his or her next turn.  
**Special:** A fighter may select Improved Buckler Defense as one of his fighter bonus feats.

### Improved Bull Rush [General, Fighter]

**[PHB 95]** You know how to push opponents back.  
**Prerequisites:** Str 13, Power Attack.  
**Benefit:** When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.

### Improved Cold Endurance [General]

**[FROST 48]** Your training and natural hardness have improved your natural resistance to cold temperatures.  
**Prerequisites:** Base Fortitude save bonus +6, Cold Endurance.  
**Benefit:** You gain resistance to cold 5. If you already have resistance to cold, it increases by 5 (maximum resistance to cold 15).  
**Special:** You can gain this feat multiple times; its effects stack. You cannot have more than resistance to cold 15 as a result of taking this feat.

### Improved Combat Casting [Epic]

**[CA 191]** You heighten your ability to cast spells while threatened without fear of being attacked.  
**Prerequisites:** Combat Casting, Concentration 25 ranks.  
**Benefit:** The character doesn't incur attacks of opportunity for casting spells when threatened.

### Improved Combat Expertise [General, Fighter]

**[CW 100]** You have mastered the art of defense in combat.  
**Prerequisites:** Int 13, Combat Expertise, base attack bonus +6.  
**Benefit:** When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack roll and add to your AC can be any number that does not exceed your base attack bonus.  
**Normal:** With Combat Expertise, the number can be no greater than +5.  
**Special:** A fighter may select Improved Combat Expertise as one of his fighter bonus feats.

### Improved Combat Reflexes [Epic]

**Prerequisites:** Dex 21, Combat Reflexes.  
**Benefit:** There is no limit to the number of attacks of opportunity the character can make in one round. (The character still can't make more than one attack of opportunity for a given opportunity.)

### Improved Cooperative Metamagic [Epic]

**[PGTF 136]** Your ability to enhance an ally's spell during casting is expanded.  
**Prerequisites:** Spellcraft 30 ranks, Silent Spell, Still Spell, Quicken Spell, cooperative metamagic class feature.  
**Benefit:** You can use your cooperative metamagic ability to apply the Silent Spell, Still Spell, or Quicken Spell feats to your ally's spell. If you apply the Quicken Spell feat to the spell, both your action and the caster's are free actions. You must still ready an action to use this ability when your ally begins casting, but you can ready a different standard action as well.  
In addition, you can use your cooperative metamagic ability an extra two times per day.  
**Normal:** Without this feat, a character cannot use cooperative metamagic to apply the Silent Spell, Still Spell, or Quicken Spell feats to an ally's spell.

### Improved Counterspell [General]

**[PHB 95]** You understand the nuances of magic to such an extent that you can counter your opponents' spells with great efficiency.  
**Benefit:** When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.  
**Normal:** Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

### Improved Critical [General, Fighter]

**[PHB 95]** Choose one type of weapon, such as longsword or greataxe. With that weapon, you know how to hit where it hurts.  
**Prerequisite:** Proficient with weapon, base attack bonus +8.

**Benefit:** When using the weapon you selected, your threat range is doubled.

**Special:** You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon. A fighter may select Improved Critical as one of his fighter bonus feats.

### Improved Darkvision [Epic]

**Prerequisite:** Darkvision.  
**Benefit:** The range of the character's darkvision doubles. This feat does not stack with darkvision granted by magic items or nonpermanent magical effects.  
**Special:** This feat may be taken multiple times. Its effects stack. Remember that two doublings equals a tripling, and so on.

### Improved Death Attack [Epic]

**Prerequisites:** Death attack class feature, sneak attack +5d6.  
**Benefit:** Add +2 to the DC of the character's death attack.  
**Special:** This feat may be taken multiple times. Its effects stack.

### Improved Disarm [General, Fighter]

**[PHB 95]** You know how to disarm opponents in melee combat.  
**Prerequisites:** Int 13, Combat Expertise.  
**Benefit:** You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.  
**Normal:** See the normal disarm rules.  
**Special:** A fighter may select Improved Disarm as one of his fighter bonus feats.  
A monk may select Improved Disarm as a bonus feat at 6th level, even if she does not meet the prerequisites.

### Improved Diversion [General, Fighter]

**[CV 110]** You can create a diversion to hide quickly and with less effort.  
**Prerequisite:** Bluff 4 ranks.  
**Benefit:** You can use Bluff to create a diversion to hide (see PHB 68) as a move action. You gain a +4 bonus to Bluff checks made for this purpose.  
**Normal:** Without this feat, creating a diversion to hide using the Bluff skill requires a standard action.  
**Special:** A fighter may select Improved Diversion as one of his fighter bonus feats.

### Improved Dragon Wings [General]

**[RODR 100]** Your draconic wings now grant you flight.  
**Prerequisites:** Dragonblood subtype, Dragonwings, 6HD.  
**Benefit:** You can fly at a speed of 30 feet (average maneuverability). You can't fly while carrying a medium or heavy load or while fatigued or exhausted.  
You can safely fly for a number of consecutive rounds equal to your Constitution modifier (minimum 1 round). You can exert yourself to fly for up to twice as long, but then you're fatigued at the end of the flight. You are likewise fatigued after spending a total of more than 10 minutes per day flying. Because you can glide before, after, and between rounds of actual flight, you can remain aloft for extended periods even if you can only use flight for 1 round at a time without becoming fatigued.  
When you reach 12 HD, you have enough stamina and prowess to fly for longer periods. You can fly at a speed of 30 feet (average maneuverability), and flying requires no more exertion than walking or running.  
You can make a dive attack. A dive attack works like a charge, but you must fly a minimum of 30 feet and descend at least 10 feet. You can make a dive attack only when wielding a piercing weapon: if the attack hits, it deals double damage.  
You can use the run action while flying, provided you fly in a straight line.

### Improved Elemental Heritage [Heritage]

**[PH 40]** You have manifested an even stronger tie to your elemental ancestor, resulting in a minor resistance to elemental effects.  
**Prerequisites:** Air Heritage, Earth Heritage, Fire Heritage, or Water Heritage.  
**Benefit:** You gain resistance 5 to a specific type of energy, based on your elemental heritage: acid (earth), cold (water), electricity (air), or fire (fire).  
You also gain a +2 bonus on saving throws against spells with the descriptor that matches your chosen elemental heritage (air, earth, fire or water).

### Improved Elemental Wild Shape

**[Wild, Epic]**  
**Prerequisites:** Wis 25, ability to *wild shape* into an elemental.  
**Benefit:** The character's ability to *wild shape* into an elemental is expanded to include all elemental creatures (not just air, earth, fire, and water elementals) of any size that the character can take when using *wild shape* to become an animal. The character gains all extraordinary and supernatural abilities of the elemental whose form he or she takes.  
**Normal:** Without this feat, a character may only *wild shape* into a Small, Medium-size, or Large air, earth, fire, or water elemental.

### Improved Energy Drain [Monstrous]

**[LMBD 27]** You draw extra power from your energy-drained victims.  
**Prerequisites:** Cha 15, energy drain supernatural ability.  
**Benefit:** Whenever you bestow a negative level upon a creature, you gain a +1 bonus on skill checks, ability checks, attack rolls, and saving throws for one hour.

### Improved Energy Resistance [General]

**[FRRF 164]** Choose one form of energy to which you have a natural (not spell- or item-granted) resistance. Your inherent resistance to this kind of energy is more effective than normal.  
**Prerequisites:** Naturally resistant to a form of energy (acid, cold, electricity, fire, sonic).  
**Benefit:** Your resistance to that type of energy increases by 5.  
For example, if you are an aasimar, you normally have acid, cold, and electricity resistance 5. You could use this feat to increase one of those resistances to 10; the other two are unaffected.

### Improved Familiar [General]

**[FRSK 146, FRSS 60-73, FRRF 165, PGTF 39]** Refer to the Improved Familiar feat description on page 200 of the *DMG*. In addition to the choices presented there, the following familiars are available in a Forgotten Realms campaign.

Familiar	Alignment	Prereq	Source
Flying snake <sup>RAC</sup>	Neutral	CL 3 <sup>rd</sup>	FRRF 165
Lizard, spitting crawler <sup>FOR</sup>	Neutral	CL 3 <sup>rd</sup>	FRRF 165
Lynx <sup>RAC</sup>	Neutral	CL 3 <sup>rd</sup>	FRRF 165
Lizard, spitting crawler	Neutral	CL 3 <sup>rd</sup>	FRSK 146
Snake, flying	Neutral	CL 3 <sup>rd</sup>	FRSK 146
Snake, glacier	Neutral	CL 3 <sup>rd</sup>	FRSK 146
Snake, whipsnake	Neutral	CL 3 <sup>rd</sup>	FRSK 146
Snake, tree python	Chaotic evil	CL 3 <sup>rd</sup>	FRSK 146
Mawkdweiller	Lawful evil	CL 5 <sup>th</sup>	FRSK 146
Tressym	Neutral good	CL 5 <sup>th</sup>	PGTF 39
Mlarraun	Neutral	CL 5 <sup>th</sup>	FRSK 146
Osatup <sup>RAC</sup>	Neutral evil	CL 5 <sup>th</sup>	FRF 165
Jaculi	Chaotic evil	CL 5 <sup>th</sup>	FRSK 146
Beguller	Neutral	CL 7 <sup>th</sup>	FRSS 60
Deathfang <sup>RAC</sup>	Neutral evil	CL 9 <sup>th</sup>	FRRF 165
Snake, deathfang	Neutral evil	CL 9 <sup>th</sup>	FRSK 146
Starsnake	Chaotic neutral	CL 12 <sup>th</sup>	FRSS 69

### Improved Familiar (Complete Warrior) [General]

**[CW 100]** This feat allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar (see Familiars, page 52 of the *Player's Handbook*). This feat was originally presented on page 200 of the *Dungeon Master's Guide*; the description here provides new alternatives for arcane spellcasters who want familiars to stand beside them in battle.

**Prerequisite:** Ability to acquire a new familiar, compatible alignment, sufficiently high arcane spellcaster level, and base attack bonus.

**Benefit:** When choosing a familiar, the creatures listed below are also available to the spellcaster. The spellcaster may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil). For example, a chaotic good spellcaster could acquire a neutral familiar. A lawful neutral spellcaster could acquire a neutral good familiar. The spellcaster must have at least the arcane spellcaster level and base attack bonus indicated below in order to acquire the familiar.

Familiar	Alignment	Arcane Spellcaster Level	BAB
Krenshar	Neutral	3 <sup>rd</sup>	+3
Worq	Neutral evil	3 <sup>rd</sup>	+3
Blink dog	Lawful good	5 <sup>th</sup>	+5
Hellhound	Lawful evil	5 <sup>th</sup>	+5
Hippogriff	Neutral	7 <sup>th</sup>	+7
Howler	Chaotic evil	7 <sup>th</sup>	+7
Winter wolf	Neutral evil	7 <sup>th</sup>	+7

Improved familiars otherwise use the rules presented on pages 52 and 53 of the *Player's Handbook*.

**Granted Abilities:** In addition to their own special qualities, all familiars grant their masters the Alertness feat, the benefit of an empathic link, and the ability to share spells with the familiar.

**Improved Evasion (Ex):** If a familiar is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw and only half damage on a failed save.

### Improved Favored Enemy [General]

**[CW 101]** You know how to hit your favored enemies where it hurts.  
**Prerequisites:** Favored enemy ability, base attack bonus +5.  
**Benefit:** You deal an extra 3 points of damage to your favored enemies. This benefit stacks with any existing favored enemy bonus gained from another class.

### Improved Favored Enemy [Epic]

**Prerequisite:** Five or more favored enemies.  
**Benefit:** Add +1 to the bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and damage rolls against all the character's favored enemies.  
**Special:** This feat may be taken multiple times. Its effects stack.

### Improved Feint [General, Fighter]

**[PHB 95]** You are skilled at misdirecting your opponent's attention in combat.  
**Prerequisites:** Int 13, Combat Expertise.  
**Benefit:** You can make a Bluff check to feint in combat as a move action.  
**Normal:** Feinting in combat is a standard action.

### Improved Fiendish Servant [General]

**[FRCR 20]** You gain the service of a powerful fiendish animal servant.  
**Prerequisite:** Fiendish servant class feature.  
**Benefit:** Add the following creatures to your list of eligible fiendish servants: ape, black bear, boar, crocodile, dire bagder dire bat, dire weasel, heavy warhorse, leoprod, monitor lizard, constrictor snake, Large viper snake, wolverine. In addition, any fiendish servant you call has the fiendish creature template (*MM* page 107). The fiendish servant otherwise conforms to the rules in the *DMG* (page 183).

### Improved Flight [General]

**[CV 110/FRRF 165]** You gain greater maneuverability when flying than you would normally have.  
**Prerequisites:** Ability to fly (naturally, magically, or through shapechanging).  
**Benefit:** Your maneuverability class while flying improves by one grade. For example, if your normal maneuverability class is poor, it becomes average.

### Improved Flight [General]

**[ROW 151]** You have gained greater maneuverability when flying than you would normally have.  
**Prerequisites:** Natural fly speed.  
**Benefit:** Your maneuverability class while flying improves by one category (see *MM* 312). For example, if your normal maneuverability class is poor, it becomes average.



## Improved Flyby Attack [General]

**Prerequisite:** Fly speed, Dodge, Flyby Attack, Mobility  
**Benefit:** If the standard action taken by a creature during a round in which it uses Flyby Attack is a melee attack, the creature provokes no attacks of opportunity from moving out of squares threatened by its target.

**Normal:** Without this feat, a creature making an attack as part of a Flyby Attack maneuver provokes attacks of opportunity as normal from moving out of squares threatened by its target.

## Improved Frosty Touch [General]

**[FROST 10]** Your frosty touch causes more cold damage.

**Prerequisite:** Uddra.

**Benefit:** Your frosty touch ability now deals 2 points of cold damage.

**Normal:** Your frosty touch ability deals 1 point of cold damage.

## Improved Grapple [General, Fighter]

**[PHB 95]** You are skilled at grappling opponents.

**Prerequisites:** Dex 13, Improved Unarmed Strike.

**Benefit:** You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

**Normal:** Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

**Special:** A monk may select Improved Grapple as a bonus feat at 1st level, even if she does not meet the prerequisites.

## Improved Heat Endurance [General]

**[SAND 50]** You can survive even in the most extreme natural heat conditions.

**Prerequisite:** Base Fortitude Save +6, Heat Endurance.

**Benefit:** You gain fire resistance 5. If you already have fire resistance, it increases by 5. You can exist comfortably in temperatures up to 160° F without having to make Fortitude saves (see Heat Dangers, SAND 12). Your protection against heat is level 3 (see Protection Against Heat, SAND 14).

## Improved Heighten Spell [Epic]

**Prerequisites:** Heighten Spell, Spellcraft 20 ranks.

**Benefit:** As Heighten Spell, but there is no limit to the level to which the character can heighten the spell.

**Normal:** Without this feat, a spell can only be heightened to a maximum of 9th level.

## Improved Initiative [General, Fighter]

**[PHB 96]** You can react more quickly than normal in a fight.

**Benefit:** You get a +4 bonus on initiative checks.

## Improved Ki Strike [Epic]

**Prerequisites:** Wis 21, Ki strike (adamantine).

**Benefit:** The character's unarmed strikes are treated as epic magic weapons for the purposes of damage reduction.

## Improved Levitation [General]

**[FRFR 165]** You have learned to use part of your *levitate* spell-like ability at a time, allowing multiple uses with a shorter duration.

**Prerequisites:** Naturally able to levitate as a spell-like ability.

**Benefit:** You may use your *levitate* spell-like ability in 10-minute increments instead of all at once. The number of times per day you may now use the ability at this shorter duration is equal to your caster level.

For example, if you are an air genasi, you normally have the ability to levitate once per day as a spell-like ability as if cast by a 5<sup>th</sup>-level sorcerer, allowing you to levitate once per day for up to 50 minutes. With this feat, you can now levitate five times per day, each time for up to 10 minutes.

If you could levitate more than once per day, multiply your caster level by the number of times per day to get the total number of shorter uses of *levitate* that you have. For example, a creature that could use *levitate* two times per day as a spell-like ability as if cast by a 5<sup>th</sup>-level sorcerer would be able to levitate 10 (2x5) times per day, each time for up to 10 minutes.

## Improved Low Blow [Fighter, General]

**[FRFR 165]** You are especially good at using the Low Blow feat.

**Prerequisites:** Dodge, Mobility, Low Blow, base attack bonus +4.

**Benefit:** Using the Low Blow feat does not provoke an attack of opportunity when you move into an opponent's square to perform the attack.

**Normal:** A character with the Low Blow feat may enter an adjacent opponent's square to make a single attack, then returning to his own square. The opponent is considered flat-footed against the attack, but the character is subject to an attack of opportunity.

## Improved Low-Light Vision [Epic]

**Prerequisite:** Low-light vision.

**Benefit:** The range of the character's low-light vision doubles. This feat does not stack with low-light vision granted by magic items or nonpermanent magical effects.

**Special:** This feat may be taken multiple times. Its effects stack. Remember that two doublings equals a tripling, and so on.

## Improved Maneuverability [General]

**[DRAC 70]** Your maneuverability in flight improves.

**Prerequisites:** Fly speed 150 feet, Hover or Wingover.

**Benefit:** Your maneuverability improves by one category from clumsy to poor, poor to average, or average to good (see Tactical Aerial Movement, page 20 of the Dungeon Master's Guide).

**Special:** You can take this feat multiple times. Each time you take the feat, your maneuverability improves by one category (but never becomes better than good).

## Improved Manifestation [Epic, Psionic]

You increase your power point reserve.

**Prerequisites:** Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

**Benefit:** When you select this feat, you gain 19 power points.

**Special:** You can gain this feat multiple times. Each time you do so, you gain an additional number of power points equal to your previous benefit +2.

## Improved Manyshot [Epic]

**Prerequisites:** Dex 19, base attack bonus +21, Many-shot, Point Blank Shot, Rapid Shot

**Benefit:** As Manyshot, but the number of arrows the character can fire is limited only by his or her base attack bonus (two arrows, plus one arrow for every 5 points of base attack bonus above +6).

**Special:** Regardless of the number of arrows the character fires, he or she only applies precision-based damage (such as sneak attack damage or the ranger's favored enemy bonus) once. If the character scores a critical hit, only one of the arrows deals critical damage (character's choice); all others deal normal damage.

**Normal:** With the Manyshot feat, the character is limited to a maximum of four arrows fired (when the character's base attack bonus is +16 or higher).

## Improved Metamagic [Epic]

**Prerequisites:** Four metamagic feats, Spellcraft 30 ranks.

**Benefit:** The spell slot modifier of all the character's metamagic feats is reduced by one level, to a minimum of +1. This feat has no effect on metamagic feats whose spell slot modifier is +1 or less.

**Special:** A character can gain this feat multiple times. The effects stack, though a character can't reduce any metamagic feat's spell slot modifier to less than +1.

## Improved Mounted Archery [General]

**[CW 101]** You can make ranged attacks from a mount almost as well as you can from the ground.

**Prerequisites:** Ride 1 rank, Mounted Archery, Mounted Combat.

**Benefit:** The penalty you take when using a ranged weapon if your mount is taking a double move is eliminated, and the penalty for using a ranged weapon when your mount is running is lessened from -4 to -2. You can attack at any time during your mount's move.

**Special:** A fighter may select Improved Mounted Archery as one of his fighter bonus feats.

## Improved Multiattack [Monstrous]

**[DRAC 70]** You are particularly adept at using all your natural weapons at once.

**Prerequisites:** Three or more natural weapons, Multiattack.

**Benefit:** Your secondary attacks with natural weapons have no penalty on the attack roll. You still add only 1/2 your Strength bonus, if any, to damage dealt.

**Normal:** Without this feat, your secondary natural attacks are made at a -5 penalty (or a -2 penalty if you have the Multiattack feat).

## Improved Multiweapon Fighting [General]

**Prerequisites:** Dex 15, three or more arms, Multiweapon Fighting, base attack bonus +9.

**Benefit:** In addition to the single extra attack a creature gets with each extra weapon from Multiweapon Fighting, it gets a second attack with each extra weapon, albeit at a -5 penalty.

**Normal:** With only Multiweapon Fighting, a creature can only get a single attack with each extra weapon.

**Special:** This feat replaces the Improved Two-Weapon Fighting feat for creatures with more than two arms.

## Improved Natural Armor [General]

**[MM 304]** Your skin is even tougher than that of most of your kind.

**Prerequisites:** Natural armor, Con 13

**Benefit:** The creature's natural armor bonus increases by +1.

**Special:** A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

## Improved Natural Attack [General]

**[MM 304, MM4 203]** The creature's natural attacks are more dangerous than its size and type would otherwise dictate.

**Prerequisite:** Natural weapon, base attack bonus +4.

**Benefit:** Choose one of the creature's natural attack forms. The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

## Improved Oneiromancy [General]

**[HOH 123]** With the Improved Oneiromancy feat, you gain additional dream-related spellcasting abilities.

**Prerequisite:** Dreamcasting, Oneiromancy, spellcaster.

**Benefit:** Your spell list expands to include a number of dream-related spells (all described later in this chapter), regardless of what sort of caster you might be. You must still learn or prepare these spells normally; they are added to your class list, not necessarily to the list of spells you personally know.

1<sup>st</sup> Level: *restful slumber*

4<sup>th</sup> Level: *dream walk, manifest desire, manifest nightmare*

5<sup>th</sup> Level: *dreaming puppet*

7<sup>th</sup> Level: *dream sight*

## Improved Outer Planar Heritage [Heritage]

**[PH 40]** Your ancestral tie to the Outer Planes manifests as an ability to deal damage with your natural attacks as if they matched the alignment of your ancestors.

**Prerequisites:** Anarchic Heritage, Axiomatic Heritage, Celestial Heritage, or Fiendish Heritage.

**Benefit:** Your unarmed attacks and natural weapons (but not the weapons you wield) are treated as having an alignment for the purpose of overcoming damage reduction. The alignment depends on the heritage feat you used to qualify for this feat: chaotic (Anarchic Heritage), evil (Fiendish Heritage), good (Celestial Heritage), or lawful (Axiomatic Heritage).

## Improved Overrun [General, Fighter]

**[PHB 96]** You are skilled at knocking down your opponents.

**Prerequisites:** Str 13, Power Attack.

**Benefit:** 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.

**Normal:** Without this feat, the target of an overrun can choose to avoid you or to block you.

## Improved Paralysis [Monstrous]

**[LMBD 27]** You are better at paralyzing your victims.

**Prerequisites:** Undead type, paralysis special ability, Ability Focus (paralysis).

**Benefit:** When your natural attacks threaten to paralyze your foe, add a +4 bonus to the save DC.

## Improved Precise Shot [General, Fighter]

**[PHB 96]** Your ranged attacks can ignore the effects of cover or concealment.

**Prerequisites:** Dex 19, Point Blank Shot, Precise Shot, base attack bonus +11.

**Benefit:** 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. Total cover and total concealment provide their normal benefits against your ranged attacks.

In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

**Normal:** See the normal rules on the effects of cover and concealment. Without this feat, a character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

**Special:** An 11th-level ranger who has chosen the archery combat style is treated as having Improved Precise Shot, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

## Improved Rapid Shot [General, Fighter]

**[CW 101]** You are an expert at firing weapons with exceptional speed.

**Prerequisites:** Manyshot, Point Blank Shot, Rapid Shot.

**Benefit:** When using the Rapid Shot feat, you may ignore the -2 penalty on all your ranged attack rolls.

**Special:** A fighter may select Improved Rapid Shot as one of his fighter bonus feats.

## Improved Rapidstrike [Monstrous]

**[DRAC 70]** You can make multiple attacks with a natural weapon.

**Prerequisites:** Dex 9, one or more pairs of natural weapons, aberration, dragon, elemental, magical beast, or plant type, base attack bonus +15, Rapidstrike.

**Benefit:** If you have a pair of natural weapons, such as claws, two wings, or two slams, you can make two or more extra attacks with one of those weapons, the first at a -5 penalty and the second and subsequent attacks at an additional -5, but never more than four extra attacks. Creatures with multiple limbs qualify for this feat as well, so a creature with three arms and three claw attacks qualifies for this feat.

**Normal:** Without this feat, you attack once with each natural weapon.

**Special:** You can take this feat once for each pair of natural weapons you have. For example, a Large true dragon has one bite, two claws, two wings, and one tail attacks. The dragon can take this feat twice, once for its claws and once for its wings.

## Improved Shield Bash [General, Fighter]

**[PHB 96]** You can bash with a shield while retaining its shield bonus to your Armor Class.

**Prerequisite:** Shield Proficiency.

**Benefit:** When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

**Normal:** Without this feat, a character who performs a shield bash loses the shield's shield bonus to AC until his or her next turn.

## Improved Shieldmate [General, Fighter]

**[MB 27]** You have an outstanding ability to protect those near you with your shield.

**Prerequisites:** Shieldmate, base attack bonus +4.

**Benefit:** As Shieldmate, except that the bonus is +2, or +3 if you are using a tower shield.

**Special:** A fighter may select Improved Shieldmate as one of his fighter bonus feats.

## Improved Sigil (Aesh) [Racial]

**[ROB 152]** You tap into your aesh power sigil to gain enhanced accuracy with your favored melee weapons.

**Benefit:** +2 to attack rolls with favored melee weapons.

## Improved Sigil (Hoon) [Racial]

**[ROB 152]** You tap into your hoon power sigil to help survive deadly conditions.

**Benefit:** +2 to Constitution score.

## Improved Sigil (Krau) [Racial]

**[ROB 152]** You tap into your krau power sigil to augment the energy of your magical utterances.

**Benefit:** +2 to spell DCs.

## Improved Sigil (Naen) [Racial]

**[ROB 152]** You tap into your naen power sigil to see through illusions and resist language-based effects.

**Benefit:** +2 to Will save DCs.

## Improved Sigil (Uur) [Racial]

**[ROB 152]** You tap into your uur power sigil to gain enhanced accuracy with ranged weapons.

**Benefit:** +2 to attack rolls with ranged weapons.

## Improved Sigil (Vaul) [Racial]

**[ROB 152]** You tap into your vaul power sigil to resist mental effects.

**Benefit:** +2 to Will save DCs.

## Improved Smiting [General]

**[CD 82]** Your smite attacks deal more damage to specific foes, and can damage creatures with alignment-based damage reduction.

**Prerequisites:** Cha 13, smite ability.

**Benefit:** Whenever you make a smite attack, your attack overcomes damage reduction as if had an alignment, and you deal an extra +1d6 points of damage to targets of a specific alignment.

If the smite attack has an alignment associated with it, it deals its extra damage to foes of that alignment and it is treated as having the opposite alignment for overcoming damage reduction.



For example, a paladin's smite evil attacks are treated as having the good alignment and deal +1d6 damage to evil targets, while a blackguard's smite good attacks are treated as having the evil alignment and deal +1d6 damage to good targets.

If the smite attack has no alignment associated with it, you must choose an alignment component (chaotic, evil, good, or lawful) when you select the feat. Your smite attacks overcome damage reduction as if they had that alignment, and deal +1d6 points of damage to foes of the opposite alignment.

For example, a lawful neutral cleric of St. Cuthbert with the Destruction domain who selected this feat must choose for his smite attacks to be lawfully aligned (and these attacks would deal +1d6 points of damage to chaotic targets). A lawful evil cleric of Hextor with the Destruction domain could choose to have his smite attacks be lawfully or evilly aligned (and these attacks would deal +1d6 points of damage to chaotic targets or to good targets, respectively).

You can't choose an alignment component that isn't part of your alignment, and once this choice is made, it can never be changed. If you later change alignment so that the chosen alignment component is no longer part of your alignment, you lose the benefits of this feat.

**Special:** It you have the smite ability from more than one class, the effect of the feat applies to all your smite abilities, and it is possible to select different alignments for each (as long as the alignments chosen are legal selections). For example, a paladin/cleric with the Destruction domain must choose good for his smite good ability, but could choose law for his smite domain power.

### Improved Snatch [General]

**[DRAC 71]** You can make snatch attacks against bigger opponents than other creatures can.

**Prerequisite:** Snatch

**Benefit:** As the Snatch feat (see page 304 of the Monster Manual), except that you can grab a creature two size categories smaller than you with your bite or claw attack.

### Improved Snatch Spell [Epic]

**[PGTF 136]** When you take over a spell from another spellcaster, you gain more control over its effect.

**Prerequisites:** Knowledge (arcana) 40 ranks, Spellcraft 40 ranks, Epic Skill Focus (Spellcraft), snatch spell class ability.

**Benefit:** When you use your seize concentration or snatch spell ability, you can enhance and control the spell's effect as though you had cast it yourself. You can substitute your own caster level for the original caster level if you wish, and you can change any other variables determined by the original caster.

### Improved Sneak Attack [Epic]

**Prerequisite:** Sneak attack +8d6

**Benefit:** Add +1d6 to the character's sneak attack damage.  
**Special:** This feat may be taken multiple times. Its effects stack.

### Improved Spell Capacity [Epic]

**Prerequisite:** Ability to cast spells of the normal maximum spell level in at least one spellcasting class.

**Benefit:** When the character selects this feat, he or she gains one spell slot per day of any level up to one level higher than the highest-level spell the character can already cast in a particular class. The character must still have the requisite ability score (10 + spell level) in order to cast any spell stored in this slot. If the character has a high enough ability modifier to gain one or more bonus spells for this spell level, he or she also gains the bonus spells for this spell level. The character must use the spell slot as a member of the class in which he or she can already cast spells of the normal maximum spell level.  
**Special:** A character can gain this feat multiple times.

#### Spell Slots Above 9th Level

The Improved Spell Capacity feat allows characters to gain spell slots above 9th level (which can be used to hold lower-level spells or spells whose level has been increased beyond 9th by the use of metamagic feats).

A character with a very high score in the ability associated with his or her spellcasting (Intelligence for wizards; Wisdom for clerics, druids, paladins, and rangers; or Charisma for bards and sorcerers) may receive bonus spells of those levels, as shown on Table: Expanded Ability Modifiers and Bonus Spells, but only if they already have at least one spell slot of that level (such as from the Improved Spell Capacity feat). A character without any spell slots of a level can't receive any bonus spells of that level, even if the appropriate ability score is high enough to award them.

Even though the table only includes ability scores up to 61 and spell slots up to 25th level, the progression continues infinitely in both directions. For ability scores beyond 61, or for spell slots above 25th level, expand the table to follow the same patterns as shown.

#### Spells per Day

Score	Mod	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
10-11	+0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
12-13	+1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
14-15	+2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
16-17	+3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
18-19	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
20-21	+5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
22-23	+6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
24-25	+7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
26-27	+8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
28-29	+9	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
30-31	+10	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
32-33	+11	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—
34-35	+12	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—
36-37	+13	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—
38-39	+14	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—
40-41	+15	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—
42-43	+16	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—
44-45	+17	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—
46-47	+18	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—
48-49	+19	3	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—
50-51	+20	3	3	3	2	2	2	2	1	1	1	1	—	—	—	—	—
52-53	+21	3	3	3	3	2	2	2	2	1	1	1	1	—	—	—	—
54-55	+22	4	3	3	3	3	2	2	2	2	1	1	1	1	—	—	—
56-57	+23	4	3	3	3	3	3	2	2	2	2	1	1	1	1	—	—
58-59	+24	4	4	3	3	3	3	3	2	2	2	2	1	1	1	1	—
60-61	+25	4	4	4	3	3	3	3	3	2	2	2	2	1	1	1	1
etc.																	

### Improved Spell Resistance [Epic]

**Prerequisite:** Must have spell resistance from a feat, class feature, or other permanent effect.

**Benefit:** The character's spell resistance increases by +2.  
**Special:** A character can gain this feat multiple times. Its effects stack.

### Improved Spellpool Access [Epic]

**[PGTF 136]** You can use your spellpool access to call spells of greater than normal power.

**Prerequisites:** Knowledge (arcana) 30 ranks, Spellcraft 30 ranks, ability to call spells from a spellpool.

**Benefit:** The chance of a desired spell being available in the spellpool in any given 24-hour period is equal to 90% minus 5% per spell level (minimum 5% for spells of 17th level or higher).

**Normal:** The chance of a spell being available is equal to 65% minus 5% per spell level (minimum 5% for spells of 12th level or higher).

**Special:** This feat should be considered part of the epic bonus feat list for any class that grants its members spellpool access.

### Improved Spit [Monstrous]

**[FRSK 146]** You can spit farther than normal.

**Prerequisites:** Precise Shot and Spit Venom, spit attack, or spittle attack.

**Benefit:** The range of your spit attack doubles.  
**Special:** You may take Improved Spit multiple times. Each time you take the feat, the range of your spit attack increases by an amount equal to its original range.

### Improved Speed [Monstrous]

**[DRAC 71]** You are faster than others of your kind.

**Prerequisites:** Str 13, dragon type.  
**Benefit:** Your fly speed (if you have one) improves by 20 feet. All other speeds you have improve by 10 feet.

### Improved Spell Capacity [Epic]

**[DRAC 71]** You can prepare spells that exceed the normal limits of spellcasting.

**Prerequisite:** Ability to cast spells of the normal maximum spell level in at least one spellcasting class.

**Benefit:** When you select this feat, you gain one spell slot per day of any level up to one level higher than the highest-level spell you can already cast in a particular class. For example, if you select this feat as a 21st-level wizard, you would gain one wizard's spell slot of any spell level up to 10th.

You must still have the requisite ability score (10 + spell level) to cast any spell stored in this slot. If you have a high enough ability modifier to gain one or more bonus spells for this spell level, you can gain the bonus spells for this spell level.

You must use the spell slot as a member of the class in which you can already cast spells of the normal maximum spell level. For instance, a 5th-level ranger/22nd-level sorcerer couldn't add a ranger spell slot, because he can't cast spells of the normal maximum spell level for rangers. He must add the spell slot to his sorcerer spells.

**Special:** You can gain this feat multiple times.

### Improved Stunning Fist [Epic]

**Prerequisite:** Dex 19, Wis 19, Improved Unarmed Strike, Stunning Fist.

**Benefit:** Add +2 to the DC of the character's stunning attack.

**Special:** This feat may be taken multiple times. Its effects stack.

### Improved Sunder [General, Fighter]

**[PHB 96]** You are skilled at attacking your opponent's weapons and shields, as well as other objects.

**Prerequisites:** Str 13, Power Attack.

**Benefit:** When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity (see Sunder, page 158).

You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

**Normal:** Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

### Improved Swimming [General]

**[CV 110]** You can swim faster than you normally would.

**Prerequisite:** Swim 6 ranks.  
**Benefit:** You can swim half your speed as a move action or your speed as a full-round action.

**Normal:** You swim at one-quarter your speed as a move action or at half your speed as a full-round action.

### Improved Toughness [General, Fighter]

**[MM3 207, CW 101, LMBD 27, MM4 203]** You are significantly tougher than normal.

**Prerequisites:** Base Fortitude save bonus +2.  
**Benefit:** You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die (such as by gaining a level), you gain 1 additional hit point. If you lose a Hit Die (such as by losing a level), you lose 1 hit point permanently.

**Special:** A fighter can select Improved Toughness as one of his fighter bonus feats.

### Improved Trip [General, Fighter]

**[PHB 96]** You are trained not only in tripping opponents safely, but also in following through with an attack.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your 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.

**Normal:** Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

**Special:** At 6th level, a monk may select Improved Trip as a bonus feat, even if she does not have the prerequisites.

### Improved Turn Resistance [Monstrous]

**[LMBD 27]** You have a better than normal chance to resist turning.

**Prerequisites:** Undead type.  
**Benefit:** You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, PHB 159).

When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, or bolster attempts. For example, a 4 HD wight with this feat is treated as an 8 HD undead for the purpose of turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose. A vampire that already has a +4 turn resistance adds another +4 with this feat, for a total of +8.

### Improved Turning [General]

**[PHB 96]** Your turning or rebuking attempts are more powerful than normal.

**Prerequisite:** Ability to turn or rebuke creatures.

**Benefit:** You 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 Defense [General, Fighter]

**[CW 101]** You gain a significant defensive advantage while fighting with two weapons.

**Prerequisites:** Dex 17, Two-Weapon Defense, Two-Weapon Fighting, base attack bonus +6.

**Benefit:** When wielding two weapons (not including natural weapons or unarmed strikes), you gain a +2 shield bonus to your Armor Class.

When you are fighting defensively or using the total defense action, this shield bonus increases to +4.

**Special:** A fighter may select Improved Two-Weapon Defense as one of his fighter bonus feats.

### Improved Two-Weapon Fighting [General, Fighter]

**[PHB 96]** You are an expert at fighting two-handed.

**Prerequisites:** Dex 17, Two-Weapon Fighting, base attack bonus +6.

**Benefit:** In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

**Normal:** Without this feat, you can only get a single extra attack with an off-hand weapon.

**Special:** A 6th-level ranger who has chosen the two-weapon combat style is treated as having Improved Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

### Improved Unarmed Strike [General, Fighter]

**[PHB 96]** You are skilled at fighting while unarmed.

**Benefit:** You are considered to be armed even when unarmed—that is, you do not provoke attacks or opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you.

In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.

**Normal:** Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

**Special:** A monk automatically gains Improved Unarmed Strike as a bonus feat at 1st level. She need not select it.

### Improved Weapon Familiarity [General, Fighter]

**[CW 101]** You are familiar with all exotic weapons common to your people.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You can treat, all the exotic weapons associated with your race as martial weapons rather than as exotic weapons. A weapon is treated as being associated with a race if the race's name appears as part of the weapon's name, such as the elven thimbale (see Chapter 4 of this book) or the dwarven urgrosh.

**Normal:** Without this feat, you must select the Exotic Weapon Proficiency feat (or have the appropriate weapon familiarity as a racial trait) to eliminate the nonproficiency penalty you take when wielding an exotic weapon associated with your race.

**Special:** A fighter may select Improved Weapon Familiarity as one of his fighter bonus feats.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You can treat, all the exotic weapons associated with your race as martial weapons rather than as exotic weapons. A weapon is treated as being associated with a race if the race's name appears as part of the weapon's name, such as the elven thimbale (see Chapter 4 of this book) or the dwarven urgrosh.

**Normal:** Without this feat, you must select the Exotic Weapon Proficiency feat (or have the appropriate weapon familiarity as a racial trait) to eliminate the nonproficiency penalty you take when wielding an exotic weapon associated with your race.

**Special:** A fighter may select Improved Weapon Familiarity as one of his fighter bonus feats.

### Improved Whirlwind Attack [Epic]

**Prerequisites:** Int 13, Dex 23, Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack.

**Benefit:** As a standard action, the character can make one melee attack for every five points of his or her base attack bonus (including epic attack bonus, round fractions down).

The character cannot attack any one opponent more than once as part of this action. These attacks (as well as all other attacks made until the start of the character's next turn) suffer a -4 penalty.

When using the Improved Whirlwind feat, the character also forfeits any bonus or extra attacks granted by other spells or abilities (such as Cleave or the haste spell).

Since these attacks are made as part of a standard action the character can't make a 5-foot step between any two of the attacks.

**Normal:** Without this feat, using the Whirlwind Attack feat requires a full attack action, and the character can take a 5-foot step between any two of the attacks.

### Incite Rage [Epic]

**Prerequisites:** Cha 25, greater rage class feature.

**Benefit:** When the character enters a rage, he or she can incite a barbarian rage in any or all allies within 60 feet. (Any ally who doesn't wish to become enraged is unaffected.) The ally gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but takes a -2 penalty to AC, for as long as the character remains raging. The rage of affected allies lasts a number of rounds equal to 3 + their Constitution modifier, regardless of whether they remain within 60 feet of the character. This is otherwise identical with normal barbarian rage (including the fatigue as its end).

**Special:** This is a mind-affecting effect.

### Indomitable Soul [General]

**[PHB 80]** Your physical toughness translates into greater mental resiliency. Where others gave in to magical effects that alter their minds, you stand resolute.



**Prerequisites:** Endurance, Iron Will.

**Benefit:** Whenever you make a Will save against a mind-affecting or fear ability, you can roll 2d20 and use the higher of the two die rolls.

## Infernal Bargainer [General]

**[FRRF 165]** You are comfortable making deals with powerful entities from the Lower Planes.

**Prerequisites:** Outsider.

**Benefit:** Whenever you cast *commune*, *contact other plane*, *legend lore*, or *vision*, you gain a +2 caster level because you are known to the entities answering your entreaties.

Whenever you cast any *planar binding* or *planar ally* spell, you can call evil creatures 2 HD higher than normally allowed.

Any evil creature caught in a *planar binding* trap you create has a -2 penalty on all attempts to escape.

## Infinite Deflection [Epic]

**Prerequisites:** Dex 25, Combat Reflexes, Deflect Arrows, Improved Unarmed Strike.

**Benefit:** The character may perform any number of deflections each round, as the Deflect Arrows feat.

## Inhuman Reach [Aberrant]

**[LOM 180]** Your arms elongate, allowing you to touch the floor with your hands. In addition, you can bend them in strange and unnatural ways. The arms may vary in appearance, perhaps seeming scaly and snakelike, or slimy like tentacles; conversely, they may resemble normal but longer arms with a second elbow joint. Unless you wear a large cloak to conceal these deformities, you are disturbing to behold.

**Prerequisite:** Aberration Blood.

**Benefit:** You gain an additional 5 feet of reach. For most Small and Medium creatures, this benefit increases natural reach to 10 feet. If you already have a reach of more than 5 feet for some reason, this feat extends your reach by another 5 feet. As described on page 112 of the PHB, a reach weapon doubles your normal reach; for example, if you have this feat and you wield a long spear, you can attack targets 15 or 20 feet away. Your elongated arms also grant you a +2 bonus on Climb checks.

**Special:** Due to the disfigured nature of your new limbs, you take a -1 penalty on all melee attack rolls.

## Inhuman Vision [Aberrant]

**[LOM 180]** You possess the inhuman eyes of some strange creature. They might look segmented or larger without pupils. You might even have eyestalks.

**Prerequisite:** Aberration Blood.

**Benefit:** You gain a racial bonus on Spot checks equal to the number of aberrant feats you possess.

The range of your darkvision improves by 5 feet for every aberrant feat you possess.

If you do not already have darkvision, you gain darkvision out to 5 feet for every aberrant feat you possess.

## Initiate of Aasterinian [Initiate]

**[DM 20]** You live for the moment, reveling in new experiences without fear of consequence.

**Prerequisite:** Cleric level 3<sup>rd</sup>, dragonblood subtype, deity Aasterinian.

**Benefit:** Add Bluff, Disguise, Speak Language, and Sleight of Hand to your list of cleric class skills.

If you are a spellscale (RODR), you also gain a +2 competence bonus on Bluff, Disguise, and Sleight of Hand checks.

In addition, you may add the following spells to your cleric spell list.

Level	Name/Effect	Source
1 <sup>st</sup>	Expeditious Retreat	
2 <sup>nd</sup>	Soul of Anarchy	DM 72
4 <sup>th</sup>	Invisibility, Greater	
6 <sup>th</sup>	Shadow Walk	

## Initiate of Amaunator [Initiate]

**[FRPF 30]** You have been initiated into the greatest secrets of Amaunator's faith.

**Prerequisite:** Cleric or paladin 4<sup>th</sup>, Heretic of the Faith (Risen Sun), Heretic of the Faith (Three-Faced Sun), or Servant of the Fallen (Amaunator).

**Benefit:** You can spontaneously cast any spell on your spell list that has the fire descriptor. This ability works like spontaneously casting *cure* spells do.

In addition, you may add the following spells to your cleric or paladin spell list.

Level	Name/Effect	Source
2 <sup>nd</sup>	Augury	
3 <sup>rd</sup>	Haste	
4 <sup>th</sup>	Order's Wrath	
8 <sup>th</sup>	Sunburst	
9 <sup>th</sup>	Time Stop	

## Initiate of Anhur [Initiate]

**[FRCV 30]** You have been initiated into the greatest secrets of Anhur's church.

**Prerequisite:** Cleric or ranger 5<sup>th</sup>, patron deity Anhur.

**Benefit:** You take no penalty on Listen checks for being distracted or asleep. You can make attacks of opportunity when you are flat-footed as though you had the Combat Reflexes feat. You do not gain extra attacks of opportunity in a round from this ability.

In addition, you may add the following spells to your cleric or ranger spell list.

Level	Name/Effect	Source
1 <sup>st</sup>	Bless Weapon	
2 <sup>nd</sup>	Spiritual Weapon (ranger only)	
2 <sup>nd</sup>	Thunderstroke	FRCV 59

**Normal:** A distracted or sleeping character makes Listen checks with a -5 or -10 penalty, respectively.

## Initiate of Arvoreen [Initiate]

**[FRCV 30]** You have been initiated into the greatest secrets of Arvoreen's church.

**Prerequisite:** Halfling, cleric or paladin 4<sup>th</sup>, patron deity Arvoreen.

**Benefit:** Add Hide and Move Silently to your list of cleric or paladin class skills.

In addition, you may add the following spells to your cleric or paladin spell list.

Level	Name/Effect	Source
1 <sup>st</sup>	Enlarge Person	
1 <sup>st</sup>	Low-Light Vision	FRMF ???
1 <sup>st</sup>	Message	
3 <sup>rd</sup>	Blade Thirst	FRMF ???
3 <sup>rd</sup>	Safe Clearing	FRMF ???

## Initiate of Astilabor [Initiate]

**[DM 20]** You share your deity's desire to acquire and protect treasure, and she has recognized this by granting you an edge in achieving these goals.

**Prerequisite:** Cleric level 3<sup>rd</sup>, dragonblood subtype, deity Astilabor.

**Benefit:** Add Disable Device, Open Lock, and Search to your list of cleric class skills.

In addition, you may add the following spells to your cleric spell list.

Level	Name/Effect	Source
1 <sup>st</sup>	Hoard Gullet	DM 68
2 <sup>nd</sup>	Knock	
3 <sup>rd</sup>	Nondetection	
7 <sup>th</sup>	Sequester	

## Initiate of Bahamut [Initiate]

**[DM 20]** The Platinum Dragon has entrusted you with great power in the battle against evil.

**Prerequisite:** Cleric level 3<sup>rd</sup>, dragonblood subtype, deity Bahamut.

**Benefit:** Once per day, you can smite evil (as the paladin class feature, PHB 44), using your cleric level as your paladin level. If you have the ability to smite evil from another class, your cleric levels and levels in that class stack for the purpose of determining the extra damage dealt by your smite evil ability.

If you are a dragonborn (RODR), you can instead smite evil twice per day.

In addition, you may add the following spells to your cleric spell list.

Level	Name/Effect	Source
1 <sup>st</sup>	Weather Fall	
3 <sup>rd</sup>	Windblast	DM ??
5 <sup>th</sup>	Lord of the Sky	DM ??
7 <sup>th</sup>	Aspect of the Platinum Dragon	DM ??

## Initiate of Bane [Initiate]

**[PGTF 80]** You have been initiated into the greatest secrets of Bane's church.

**Prerequisite:** Cleric level 5<sup>th</sup>, patron deity Bane.

**Benefit:** You gain frightful presence – the ability to strike fear into your opponents with your hostile actions. When you attack or charge, each enemy within 30 feet of you must make a successful Will save (DC 10 + 1/2 your cleric level + your Charisma modifier) or become shaken for 1d4 rounds.

In addition, you may add the following spells to your cleric spell list.

Level	Name/Effect	Source
3 <sup>rd</sup>	Mystic Lash	FRPG 106
5 <sup>th</sup>	Battlelode	FRPG 99
6 <sup>th</sup>	Stone Walk M	FRPG 113
7 <sup>th</sup>	Undeath After Death M	FRPG 117

## Initiate of Baravar Cloakshadow [Initiate]

**[FRCV 30]** You have been initiated into the greatest secrets of Baravar Cloakshadow's church.

**Prerequisite:** Gnome, cleric or paladin 4<sup>th</sup>, patron deity Baravar Cloakshadow.

**Benefit:** You can spend a turn/rebuke attempt as a standard action to recognize all visible illusion effects within 60 feet of you. If the illusion has a save entry that includes "disbelief" (such as *silent image*), you are immediately awarded an automatically successful save against that illusion. Illusions that have no visible effect (such as *invisibility*) are not revealed by this action.

In addition, you may add the following spells to your cleric or paladin spell list.

Level	Name/Effect	Source
1 <sup>st</sup>	Camouflage	FRMF ???
1 <sup>st</sup>	Invisibility	
2 <sup>nd</sup>	Swift Invisibility	FRCV 56
3 <sup>rd</sup>	Displacement	
4 <sup>th</sup>	Dimension Door	

## Initiate of Cyric [Initiate]

**[PGTF 80]** You have been initiated into the greatest secrets of Cyric's church.

**Prerequisite:** Cleric level 3<sup>rd</sup>, patron deity Cyric.

**Benefit:** You gain complete immunity to normal and magical fear.

In addition, you may add the following spells to your cleric spell list.

Level	Name/Effect	Source
2 <sup>nd</sup>	Black Talon	FRPG 100
4 <sup>th</sup>	Dread Blast	FRPG 101
4 <sup>th</sup>	Skull of Secrets	FRPG 111
5 <sup>th</sup>	Skull Eyes F	FRPG 111
7 <sup>th</sup>	Triple Mask	FRPG 116

## Initiate of Eilistraee [Initiate]

**[FRCV 30]** You have been initiated into the greatest secrets of Eilistraee's church.

**Prerequisite:** Drow or half-drow, cleric or ranger 4<sup>th</sup>, patron deity Eilistraee.

**Benefit:** Once per day, you can spend one of the daily uses of your racial spell-like abilities (*dancing lights*, *darkness*, or *faerie fire*) to produce a *magic missile* effect (caster level equals class level).

In addition, you may add the following spells to your cleric or ranger spell list.

Level	Name/Effect	Source
1 <sup>st</sup>	Eilistraee's Moonfire	FRCV 55

3 <sup>rd</sup>	Lesser Spellsong	FRCV 58
6 <sup>th</sup>	Spellsong (cleric only)	FRCV 58

## Initiate of Falazure [Initiate]

**[DM 20]** Your celebration of death and decay has opened up new magical secrets involving the living and the dead.

**Prerequisite:** Cleric level 3<sup>rd</sup>, dragonblood subtype, deity Falazure.

**Benefit:** When you cast an *inflict* spell on an undead creature, you add the spell's level to the damage healed by the spell.

If you are a spellscale (RODR), you also gain a +2 competence bonus on Bluff, Disguise, and Sleight of Hand checks.

In addition, you may add the following spells to your cleric spell list.

Level	Name/Effect	Source
1 <sup>st</sup>	Expeditious Retreat	
2 <sup>nd</sup>	Soul of Anarchy	DM 72
4 <sup>th</sup>	Invisibility, Greater	
6 <sup>th</sup>	Shadow Walk	

## Initiate of Garyx [Initiate]

**[DM 20]** You channel the cleansing fire of destruction, as wielded by your deity.

**Prerequisite:** Cleric level 5<sup>th</sup>, dragonblood subtype, deity Garyx.

**Benefit:** Once per day, you can apply the effect of the Empower Spell metamagic feat to any fire spell you cast without adjusting the spell's level or casting time. The maximum level of spell that you can affect with this ability is equal to one-third your caster level.

In addition, you may add the following spells to your cleric spell list.

Level	Name/Effect	Source
2 <sup>nd</sup>	Flaming Sphere	
4 <sup>th</sup>	Ferocity of Sanguine Rage	DM ??
6 <sup>th</sup>	Dragonshape, Lesser	DM ??
7 <sup>th</sup>	Haze of Smoldering Stone	DM ??

## Initiate of Ghaunadaur [Initiate]

**[FRCR 23]** You have learned the dread secrets of the god of oozes, slimes, jellies, and outcasts.

**Prerequisites:** Cleric level 3<sup>rd</sup>, patron deity Ghaunadaur.

**Benefit:** You can command or rebuke oozes as an evil cleric commands or rebukes undead. You can use this supernatural ability a number of times per day equal to 3 + your Cha modifier.

In addition, you add the following spells to your cleric spell list.

Level	Spell	Source
1 <sup>st</sup>	Corrosive Grasp	FRMF
2 <sup>nd</sup>	Blindsight	PGTF
3 <sup>rd</sup>	Amorphous Form	FRUD
5 <sup>th</sup>	Slime Hurl	
7 <sup>th</sup>	Mantle of the Slime Lord	

## Initiate of Gond [Initiate]

**[PGTF 80]** You have been initiated into the greatest secrets of Gond's church.

**Prerequisite:** Cleric level 1<sup>st</sup>, patron deity Gond.

**Benefit:** You may add Disable Device and Open Lock to your list of cleric class skills.

In addition, you may add the following spells to your cleric spell list.

Level	Name/Effect	Source
1 <sup>st</sup>	Wieldskill	FRPG 118
3 <sup>rd</sup>	Understand Device	FRPG 117
6 <sup>th</sup>	Fantastic Machine	FRCV ???

**Special:** The *fantastic machine* spell also appears on the Craft domain list. With this feat, you can cast it as a regular spell, not just a domain spell.

## Initiate of Gruumsh [Initiate]

**[FRCR 24]** The singular eye of the great orc god Gruumsh watches over you.

**Prerequisites:** Orc or half-orc, ability to cast 2<sup>nd</sup>-level divine spells, patron deity Gruumsh.

**Benefit:** Once per day as a swift action (see the Swift and Immediate Actions sidebar, *FRCR* page 21), you can cast any *cure* spell you have prepared, or you can spontaneously cast an *inflict* spell.

In addition, you add the following spells to your divine spellcaster list. If you have more than one divine spellcasting class before taking this feat, you must decide to which class's spell list to add the spells.

Level	Spell	Source
2 <sup>nd</sup>	Battle Line	
3 <sup>rd</sup>	Bloodspear	
5 <sup>th</sup>	Pocket Cave	
6 <sup>th</sup>	Eyebite	
7 <sup>th</sup>	Waves of Exhaustion	

## Initiate of Helm [Initiate]

**[PGTF 80]** You have been initiated into the greatest secrets of Helm's church.

**Prerequisite:** Cleric level 5<sup>th</sup>, patron deity Helm.

**Benefit:** You can make attacks of opportunity when you are flat-footed, as though you had the Combat Reflexes feat. You do not gain additional attacks of opportunity in a round.

In addition, you may add the following spells to your cleric or paladin spell list.

Level	Name/Effect	Source
2 <sup>nd</sup>	Warning	PGTF 118
3 <sup>rd</sup>	Forwardard	PGTF 103
3 <sup>rd</sup>	Mace of Odo	PGTF 106

## Initiate of Hlal [Initiate]

**[DM 21]** Fueled by faith in your deity, your audacity and bravery truly know no bounds.

**Prerequisite:** Cleric level 5<sup>th</sup>, dragonblood subtype, deity Hlal.



**Benefit:** Three times per day, you can add your caster level as a bonus on any Escape Artist check or any grapple check made to avoid or escape a grapple. You must choose to use this ability before you roll the check.

If you have the bardic music class feature, you can use your bardic music one additional time per day.

In addition, you may add the following spells to your cleric spell list.

Level	Name/Effect	Source
2 <sup>nd</sup>	Tasha's Hideous Laughter	
3 <sup>rd</sup>	Dragonshape, Lesser	DM ??
6 <sup>th</sup>	Heroism, Greater	
8 <sup>th</sup>	Mind of the Labyrinth	DM ??

### Initiate of Horus-Re [Initiate]

**[FRCV 30]** You have been initiated into the greatest secrets of Horus-Re's church.

**Prerequisite:** Cleric, paladin, or ranger 4<sup>th</sup>, patron deity Horus-Re.

**Benefit:** Once per day, you can use wild shape (as the druid ability) to take the shape of a hawk for 1 hour. This is a supernatural ability.

In addition, you may add the following spells to your cleric, paladin, or ranger spell list.

Level	Name/Effect	Source
1 <sup>st</sup>	Command (paladin and ranger only)	
1 <sup>st</sup>	Disk of Solar Vengeance	FRCV 54
1 <sup>st</sup>	Herald's Call	FRMF ???
2 <sup>nd</sup>	Stormvoice	FRCV 59
3 <sup>rd</sup>	Righteous Fury (cleric only)	FRMF ???
3 <sup>rd</sup>	Searing Light (paladin and ranger only)	

### Initiate of Ilmater [Initiate]

**[PGTF 80]** You have been initiated into the greatest secrets of Ilmater's church.

**Prerequisite:** Cleric level 7<sup>th</sup>, patron deity Ilmater.

**Benefit:** When you cast any *cure* spell that would cure more damage than the target has taken, the target gains the excess as temporary hit points. You can bestow a maximum number of temporary hit points equal to the target's Hit Dice x3 in this manner. These temporary hit points last up to 1 hour per caster level you possess. A creature that currently has any of these temporary hit points also gains a +2 sacred bonus on Fortitude saves and a +2 sacred bonus on checks made to resist being bull rushed or tripped. These bonuses end when the last temporary hit point is lost or expires.

In addition, you may add the following spells to your cleric or paladin spell list.

Level	Name/Effect	Source
4 <sup>th</sup>	Favor of Ilmater	PGTF 102
4 <sup>th</sup>	Glory of the Martyr	PGTF 103
4 <sup>th</sup>	Pact of Martyrdom	PGTF 108

### Initiate of Io [Initiate]

**[DM 21]** Your deity has entrusted you with the responsibility of tending to dragonkind.

**Prerequisite:** Cleric level 3<sup>rd</sup>, dragonblood subtype, deity Io.

**Benefit:** You gain +a +2 competence bonus on saves against effects created by dragons and creatures of the dragonblood subtype. This includes spells, spell-like abilities, supernatural abilities, or any other effect with a saving throw DC. (If you have the draconic or half-dragon template, this bonus improves to +4).

You can treat your cleric levels as sorcerer levels for the purpose of qualifying for draconic feats.

In addition, you may add the following spells to your cleric spell list.

Level	Name/Effect	Source
1 <sup>st</sup>	Detect Dragonblood	DM ??
2 <sup>nd</sup>	Dragoneye Rune	DM ??
2 <sup>nd</sup>	Magic of the Dragonheart	DM ??
7 <sup>th</sup>	Kiss of Draconic Defiance	DM ??

### Initiate of Kossuth [Initiate]

**[FRCR 24]** You have faced the fierce elemental flame and unlocked some of the secrets of Kossuth's church.

**Prerequisite:** Cleric level 3<sup>rd</sup>, patron deity Kossuth.

**Benefit:** All fire elementals that you summon using the *summon monster* spells have +2 hit points per die (instead of average hit points).

In addition, you add the following spells to your cleric spell list.

Level	Spell	Source
2 <sup>nd</sup>	Aganazzar's Scorcher	FRCS
4 <sup>th</sup>	Fire Stride	FRCS
5 <sup>th</sup>	Shroud of Flame	PGTF
8 <sup>th</sup>	Incendiary Cloud	

### Initiate of Lathander [Initiate]

**[PGTF 80]** You have been initiated into the greatest secrets of Lathander's church.

**Prerequisite:** Cleric level 1<sup>st</sup>, patron deity Lathander.

**Benefit:** You can spontaneously cast any spell on your spell list that has the light descriptor or the word light in its name, including *light*, *daylight*, and *searing light*. This ability works like spontaneously casting *cure* spells does.

In addition, you may add the following spells to your cleric spell list.

Level	Name/Effect	Source
3 <sup>rd</sup>	Rosemantle	PGTF 109
3 <sup>rd</sup>	Sunrise	PGTF 114
5 <sup>th</sup>	Shield of Lathander	PGTF 110
7 <sup>th</sup>	Shield of Lathander, Greater	PGTF 110
9 <sup>th</sup>	Undeath's Eternal Foe	PGTF 117

### Initiate of Lendys [Initiate]

**[DM 21]** Your dedication to Justice grants you the ability to ferret out and punish wrongdoers.

**Prerequisite:** Cleric level 3<sup>rd</sup>, dragonblood subtype, deity Lendys.

**Benefit:** Add Gather Information and Sense Motive to your list of cleric class skills. You gain a +1 competence bonus on Gather Information and Sense Motive checks.

In addition, you may add the following spells to your cleric spell list.

Level	Name/Effect	Source
2 <sup>nd</sup>	Detect Thoughts	
2 <sup>nd</sup>	Soul of Order	DM ??
4 <sup>th</sup>	Geas, Lesser	
5 <sup>th</sup>	Hold Monster	
7 <sup>th</sup>	Justice of the Wyrms King	DM ?>

### Initiate of Loviatar [Initiate]

**[FRSS 20, FRCR 24]** With great pain comes great power. This and other secrets you have learned from the church of Loviatar.

**Prerequisite:** Cleric level 5<sup>th</sup>, patron deity Loviatar.

**Benefit:** The first time you take damage in any combat, you gain a +1 morale bonus on attack rolls and a +1 morale bonus on saving throws against fear effects for 1 minute per cleric level.

In addition, you add the following spells to your cleric spell list.

Level	Spell	Source
2 <sup>nd</sup>	Nybor's Gentle Reminder	PGTF
3 <sup>rd</sup>	Mystic Lash	PGTF
5 <sup>th</sup>	Fleshshiver	PGTF

### Initiate of Malar [Initiate]

**[PGTF 81]** You have been initiated into the greatest secrets of Malar's church.

**Prerequisite:** Cleric or druid level 3<sup>rd</sup>, patron deity Malar.

**Benefit:** When you use a *summon monster* or *summon nature's ally* spell to summon a natural or fiendish animal, the animal gains a +4 enhancement bonus to its Strength and Constitution scores, as though you possessed the Augment Summoning feat.

In addition, you may add the following spells to your cleric or druid spell list.

Level	Name/Effect	Source
2 <sup>nd</sup>	Spectral Stag	PGTF 112
3 <sup>rd</sup>	Possess Animal	PGTF 108
4 <sup>th</sup>	Strength of the Beast F	PGTF 114

### Initiate of Millil [Initiate]

**[FRCV 31]** You have been initiated into the greatest secrets of Millil's church.

**Prerequisite:** Cleric or paladin 4<sup>th</sup>, Perform (any) 3 ranks, patron deity Millil.

**Benefit:** Your bard, cleric, and paladin levels stack for the purpose of determining which kinds of bardic music you can use (but not any other effect related to bardic music). You must still meet the Perform skill rank requirement to use various kinds of bardic music.

In addition, you may add the following spells to your cleric or paladin spell list.

Level	Name/Effect	Source
1 <sup>st</sup>	Harmony	FRMF ???
2 <sup>nd</sup>	Dispel Silence	FRCV 54
3 <sup>rd</sup>	Reveille	FRMF ???

### Initiate of Mystra [Initiate]

**[PGTF 81]** You have been initiated into the greatest secrets of Mystra's church.

**Prerequisite:** Cleric level 3<sup>rd</sup>, patron deity Mystra.

**Benefit:** You can attempt to cast spells even within a dead magic zone or an *antimagic field*. In a dead magic zone, you must make a successful caster level check against a DC 20 + the level of the spell you are trying to cast. In an *antimagic field*, you must make a successful caster level check against a DC equal to 11 + the caster level of the *antimagic field*. If the check is successful, your spell functions normally.

In addition, you may add the following spells to your cleric spell list.

Level	Name/Effect	Source
2 <sup>nd</sup>	Spell Shield	PGTF 113
3 <sup>rd</sup>	Anyspell	FRCS
5 <sup>th</sup>	Spell Phylactery	PGTF 113
6 <sup>th</sup>	Anyspell, Greater	FRCS
6 <sup>th</sup>	Spellmantle	PGTF 112
7 <sup>th</sup>	Holy Star	PGTF 104

**Special:** The *anyspell* and *greater anys spell* spells also appear on the Spell domain list. With this feat, you can cast them as regular cleric spells, not just domain spells.

### Initiate of Nature [Initiate]

**[PGTF 81]** You have been initiated into the greatest secrets of Eldath's, Mielikki's, or Silvanus' church.

**Prerequisite:** Cleric or druid level 5<sup>th</sup>, patron deity Eldath, Mielikki, or Silvanus.

**Benefit:** You can rebuke or command animals or plant creatures as an evil cleric rebukes or commands undead. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

In addition, you may add the following spells to your cleric or druid spell list.

Level	Name/Effect	Source
3 <sup>rd</sup>	Mold Touch	PGTF 106
4 <sup>th</sup>	Briartangle	PGTF 100
5 <sup>th</sup>	Fireward	PGTF 102
5 <sup>th</sup>	Tree Healing	PGTF 116

### Initiate of Nobanion [Initiate]

**[FRCV 31]** You have been initiated into the greatest secrets of Nobanion's church.

**Prerequisite:** Cleric or paladin 4<sup>th</sup>, patron deity Nobanion.

**Benefit:** You gain wild empathy (as the druid class feature), usable only on feline and part-feline animals or magical beasts (such as chimeras, dire lions, dire tigers, dragonnes, and manticores): your effective druid level for the purpose of making such checks is equal to the sum of your druid, ranger, cleric, and paladin class levels.

In addition, you may add the following spells to your cleric or paladin spell list.

Level	Name/Effect	Source
2 <sup>nd</sup>	Lionheart	FRCV 56
3 <sup>rd</sup>	Summon Nature's Ally II (lion only)	
4 <sup>th</sup>	Shout	

### Initiate of Selune [Initiate]

**[PGTF 81]** You have been initiated into the greatest secrets of Selune's church.

**Prerequisite:** Cleric, druid, halthran, or ranger level 3<sup>rd</sup>, patron deity Selune.

**Benefit:** You cast *augury* and *divination* spells at +5 caster level.

In addition, you may add the following spells to your cleric, druid, Harper Agent, halthran, or ranger spell list.

Level	Name/Effect	Source
1 <sup>st</sup>	Handfire	PGTF 103
3 <sup>rd</sup>	Moonblade	FRCS
4 <sup>th</sup>	Strength of the Beast F	PGTF 114
4 <sup>th</sup>	Wall of Moonlight	PGTF 118
5 <sup>th</sup>	Moon Path	FRCS
5 <sup>th</sup>	Moonweb	PGTF 106

**Special:** The *moonblade* and *moon path* spells also appear on the Moon domain list. With this feat, you can cast them as regular cleric spells, not just domain spells.

### Initiate of Shar [Initiate]

**[FRWA 145, FRCR 24]** You have been initiated into the greatest secrets of Shar's church.

**Prerequisite:** Able to cast 1<sup>st</sup>-level divine spells, patron deity Shar.

**Benefit:** You add Bluff and Hide to your list of class skills.

In addition, you add the following spells to your divine spellcaster spell list. If you have more than one divine spellcasting class before taking this feat, you must decide which class has the additional spells added to its list.

Level	Spell	Source
1 <sup>st</sup>	Disguise Self	PHB
3 <sup>rd</sup>	Crushing Despair	
4 <sup>th</sup>	Armor of Darkness	FRCS
5 <sup>th</sup>	Darkbolt	FRCS

**Special:** The *armor of darkness* and *darkbolt* spells also appear on the Darkness domain list. With this feat, you can cast them as regular cleric spells, not just domain spells.

### Initiate of Tamara [Initiate]

**[DM 21]** You wield the twin powers of mercy and death in service to your draconic patron.

**Prerequisite:** Cleric level 3<sup>rd</sup>, dragonblood subtype, deity Tamara.

**Benefit:** When you cast a *cure* spell on a good-aligned creature, you add the spell's level to the damage healed. For example, if you cast *cure moderate wounds*, it heals the standard 2d8 + caster level points of damage, plus an extra 2 points of damage.

In addition, you may add the following spells to your cleric spell list.

Level	Name/Effect	Source
0	Disrupt Undead	
1 <sup>st</sup>	Chill Touch	
5 <sup>th</sup>	Undying Vigor of the Dragonlords	DM ??
6 <sup>th</sup>	Call of the Twilight Defender	DM ??
7 <sup>th</sup>	Sunbeam	

### Initiate of Tchazzar [Initiate]

**[FRFD 92]** You have been initiated into the greatest mysteries of Tchazzar's church.

**Prerequisites:** Cleric or blackguard 3<sup>rd</sup> or ranger 5<sup>th</sup>, Servant of a Dragon Ascendant [Tchazzar].

**Benefit:** You receive a +2 bonus on saving throws against dragon breath weapons and frightful presence. In addition, you add the following spells to your blackguard, cleric, or ranger spell list:

Level	Spell
0	Flare
2 <sup>nd</sup>	Flame Blade, Palarandusk's Fire Breath <sup>RWA</sup>
3 <sup>rd</sup>	Fireball, Magic Vestment
4 <sup>th</sup>	Fire Shield

**Special:** The *armor of darkness* and *darkbolt* spells also appear on the Darkness domain list. With this feat, you can cast them as regular cleric spells, not just domain spells.

### Initiate of the Holy Realm [Initiate]

**[FRCV 30]** You have been initiated into the greatest secrets of one of the faiths of the Holy Realm (Chauntea, Helm, Lathander, Selune, or Sune).

**Prerequisite:** Cleric, paladin, or ranger 3<sup>rd</sup> of Chauntea, Helm, Lathander, Nobanion, Selune, or Sune.

**Benefit:** You get a +1 sacred bonus on all saving throws while within the Holy Realm or on a quest specifically dedicated to supporting the Holy Realm.

In addition, you may add the following spells to your cleric, paladin, or ranger spell list.

Level	Name/Effect	Source
1 <sup>st</sup>	Alarm	
1 <sup>st</sup>	Handfire	PGTF ???
1 <sup>st</sup>	Horrible Taste	FRCV 56
2 <sup>nd</sup>	Rosemantle	PGTF ???
2 <sup>nd</sup>	Lionheart	FRCV 56
2 <sup>nd</sup>	Love Bite	FRCV 56
2 <sup>nd</sup>	Warning	PGTF ???

### Initiate of Tiamat [Initiate]

**[DM 21]** Your homage to the creator of evil dragonkind has been rewarded with physical and mental power.

**Prerequisite:** Cleric level 5<sup>th</sup>, dragonblood subtype, deity Tiamat.

**Benefit:** Add Intimidate to your list of cleric class skills. When you make a melee attack against a creature that is shaken, frightened, or panicked, you deal an extra 1d6 points of damage.



In addition, you may add the following spells to your cleric spell list.

Level	Name/Effect	Source
1 <sup>st</sup>	Charm Person	
4 <sup>th</sup>	Curse of the Elemental Lords	DM ??
5 <sup>th</sup>	Dominate Person	
7 <sup>th</sup>	Glorious Master of the Elements	DM ??
8 <sup>th</sup>	Aspect of the Chromatic Dragon	

## Initiate of Torm [Initiate]

**[FRCV 31]** You have been initiated into the greatest secrets of Torm's church.

**Prerequisite:** Cleric or paladin 4<sup>th</sup>, patron deity Torm.

**Benefit:** You gain the smite power, the supernatural ability to make a single melee attack once per day with a +4 bonus on the attack roll and a bonus on damage equal to the sum of your cleric, druid, ranger, and paladin levels. These bonuses only apply if the attack is made against a follower of Bane or Cyric (including former incarnations or variants of those deities, such as Bhaal, Myrkul, or Xvim); if you accidentally smite a creature that doesn't meet this requirement the smite has no effect but is still used. You must declare the smite attempt before making the attack.

In addition, you may add the following spells to your cleric or paladin spell list.

Level	Name/Effect	Source
1 <sup>st</sup>	Bless Weapon (cleric only)	
1 <sup>st</sup>	Command (paladin only)	
4 <sup>th</sup>	Hand of Torm*	FRMF ???

\* This spell (and others) appeared in Magic of Faerun with a deity designator, but there was no rule prohibiting its use by other clerics. If you use initiate feats in your game, you should not allow clerics without the appropriate initiate feat to cast those spells. Thus, only characters with the Initiate of Torm feat should be able to cast the *Hand of Torm* spell, even though Magic of Faerun put it on the cleric and paladin spell lists.

## Initiate of Tymora [Initiate]

**[FRCV 32]** You have been initiated into the greatest secrets of Tymora's church.

**Prerequisite:** Cleric or ranger 4<sup>th</sup>, patron deity Tymora.

**Benefit:** Once per day, you can add a +5 luck bonus on any attack roll, saving throw, skill check, or ability check you have just made before the DM declares whether the roll results in success or failure. If you have the Luck domain and you use that domain's power to reroll this attack, save, or check, the luck bonus applies to the reroll as well.

In addition, you may add the following spells to your cleric or ranger spell list.

Level	Name/Effect	Source
1 <sup>st</sup>	Fleeting Fortune	FRCV 55
2 <sup>nd</sup>	Favor of Tymora	FRCV 55

## Initiate of Tyr [Initiate]

**[PGTF 82]** You have been initiated into the greatest secrets of Tyr's church.

**Prerequisite:** Cleric level 7<sup>th</sup>, patron deity Tyr, War domain.

**Benefit:** You gain a +1 bonus on all damage rolls when attacking with a longsword.

In addition, you may add the following spells to your cleric spell list.

Level	Name/Effect	Source
4 <sup>th</sup>	Sword and Hammer	PGTF 115
6 <sup>th</sup>	Sword and Hammer, Greater	PGTF 115

## Initiate of Vraae [Initiate]

**[FRCR 25]** You fervently worship Vraae, the serpentine goddess, and guard well the secrets of your faith.

**Prerequisites:** Extaminar, cleric level 3<sup>rd</sup>, patron deity Vraae.

**Benefit:** Once per day, as a standard action, you can transform your skin into shimmering emerald scales. The scales absorb *magic missile* damage as the *shield* spell, and they enable you to pass through *walls of force* as if they weren't there. The emerald scales last for 1 minute per character level. This is a supernatural ability.

In addition, you add the following spells to your cleric spell list.

Level	Spell	Source
2 <sup>nd</sup>	Blinding Spittle	PGTF
4 <sup>th</sup>	Serpent Arrow	FRSK
6 <sup>th</sup>	Veil	PHB
8 <sup>th</sup>	Animal Shapes	

## Innate Spell [Metamagic]

**[CA 80]** You have mastered a spell so thoroughly that you can now use it as a spell-like ability.

**Prerequisite:** Quicken Spell, Silent Spell, Still Spell

**Benefit:** Choose a spell that you can cast. You can now cast this spell at will as a spell-like ability once per round. One spell slot eight levels higher than the innate spell is permanently used to power it, and any XP cost for the innate spell is paid each time you use it. As well, you must have any focus required by the spell in order to use it as a spell-like ability, and if the innate spell has a costly material component, you must use an item worth 50 times that cost as a focus. Since an innate spell is a spell-like ability and not an actual spell, a cleric can't lose it to spontaneously cast a *curse* or *infiltrate* spell. As well, spellcasters who become unable to cast spells of the level of the spell slot used to power the innate spell become unable to use the spell-like ability.

**Special:** You can choose this feat more than once, selecting another spell and paying the spell slot, focus, and material components cost each time.

Updated from FRPG 39

## Inscribe Epic Rune [Epic]

**[PGTF 136]** You inscribe runes of epic power.

**Prerequisites:** Int 19, Craft (any appropriate for runecasting) 24 ranks, Inscribe Rune.

**Benefit:** You can inscribe runes that exceed the normal limits (see Runecaster prestige class). For instance, you could inscribe a rune with a spell greater than 9<sup>th</sup> level, or a rune with a caster level greater than 20<sup>th</sup>.

Even this feat does not allow you to inscribe a rune with an epic spell (see Chapter 2: Epic Spells in the *Epic Level Handbook*). Such magic defies the power of the written word and thus cannot be scribed into runic form.

## Inscribe Rune [Item Creation]

**[FRPG 40]** You can create magic runes that hold spells until triggered.

**Prerequisite:** Int 13, appropriate Craft skill, divine spellcaster level 3<sup>rd</sup>.

**Benefit:** You can cast any divine spell you have access to as a rune. You must have prepared the spell to be scribed and must provide any material components on focuses the spell requires. If casting the spell would reduce your XP total, you pay that cost upon beginning the rune in addition to the XP cost for making the rune itself. Likewise, material components are consumed when you begin writing the rune, but focuses are not. See Rune Magic in Chapter 2 of the *Forgotten Realms Campaign Setting* for details on runes and rune magic.

A single object of Medium size or smaller can hold only one rune. A larger object can hold one rune per 25 square feet of surface area. Runes cannot be placed on creatures, although they can be drawn on equipment a character carries.

The rune has a price equal to its spell level x caster level x 50gp. (A 0-level spell counts as ½ level.) You must spend 1/25 of the price in XP and use up raw materials costing one-half the price to inscribe the rune.

**Special:** The rune cost multiple given here (50 gp) supersedes the one given in the *Forgotten Realms Campaign Setting* (100 gp).

## Inside Connection [General]

**[ROD 153]** Choose a specific organization, such as a town's militia, a particular church, a guild, or one of the Illumian cabals (see ROD Chapter 3). You have strong personal connections within that organization, as well as insight into its membership.

**Benefit:** You gain a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, Knowledge (local), and Sense Motive checks made in conjunction with that organization.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new organization.

The DM should limit characters to selecting only those organizations with which they have a positive or neutral relationship. For instance, a character might not be allowed to select an enemy organization, or one whose existence and/or operation aren't well known to him.

## Insidious Magic [Metamagic]

**[FRPG 40]** You can use the Shadow Weave to make your spells harder for Weave users to detect.

**Prerequisite:** Shadow Weave Magic

**Benefit:** Any Weave user who employs a divination spell (such as *detect magic*), spell-like ability, or magic item that could detect the magical aura of one of your spells must make a successful level check (DC 11 + your caster level) to succeed. Similarly, a Weave user attempting to reveal the effects of one of your spells via a divination spell (such as *see invisibility*) must make a caster level check to succeed. The Weave user may check only once for each divination spell used, no matter how many of your spell effects are operating in that area. All creatures employing spells or spell-like abilities are considered Weave users unless they possess the Shadow Weave Magic feat.

This benefit does not extend to spells you cast from the schools of evocation and transmutation.

## Insightful [General]

**[EA 88]** You possess a magical understanding of the workings of arcane detection.

**Benefit:** An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*detect magic*, *detect secret doors*, *read magic*.

## Insightful Reflexes [General]

**[CV 110]** Your keen intellect allows you an uncanny knack for evading dangerous effects.

**Benefit:** You add your Intelligence modifier (instead of your Dexterity modifier) to Reflex saves.

## Inspire Excellence [Epic]

**Prerequisite:** Perform 30 ranks, bardic music class feature.

**Benefit:** The character can use song or poetics to grant a bonus to one ability score to his or her allies. To be affected, an ally must hear the bard sing for 1 full round. The effect lasts as long as the bard sings and for 5 rounds after the bard stops singing (or 5 rounds after the ally can no longer hear the bard). While singing, the bard can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by command word (such as wands). Each ally to be inspired gains a +4 competence bonus to the same ability score, which the character must choose before he or she begins inspiring. Inspire excellence is a supernatural, mind-affecting ability. Use of this feat counts as one of the character's bardic music uses for the day.

**Special:** This feat is treated as a bardic music inspiration ability for purposes of feats that affect such abilities.

## Instant Clarity [Psionic]

**[FROB 31]** You have sharpened your concentration to the point that you can focus your psionic abilities with just an instant's thought.

**Prerequisite:** Concentration 7 ranks.

**Benefit:** You can take a swift action to become psionically focused after successfully initiating a martial strike. You can use this ability three times per day.

**Normal:** A character without this feat must take a full-round action to become psionically focused.

**Special:** Instant Clarity can be used in place of the Psionic Meditation feat (see XPB) to qualify for a feat, prestige class, or other special ability. You can take both this feat and Psionic Meditation.

## Instant Reload [Epic]

**Prerequisite:** Quick Draw, Rapid Reload, Weapon Focus (crossbow type to be selected).

**Benefit:** The character may fire the selected type of crossbow at his or her full normal attack rate. Reloading the crossbow does not provoke attacks of opportunity.

**Special:** A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different type of crossbow.

## Instantaneous Rage [General]

**[CW 102]** You activate your rage instantly.

**Prerequisites:** Rage or frenzy ability.

**Benefit:** Your rage begins at any time you wish, even when it's not your turn or when you're surprised. You can activate your rage as a free action in response to another's action. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can choose to enter a rage when an enemy attacks you, or casts a spell at you (to gain the benefits of a higher Constitution or your bonus on Will saves) before you know the results of the attack. You must be aware of the attack, but you may be flat-footed.

**Normal:** You enter a rage only during your turn.

## Intensify Spell [Metamagic, Epic]

**Prerequisites:** Empower Spell, Maximize Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells.

**Benefit:** All variable, numeric effects of an intensified spell are maximized, then doubled. An intensified spell deals twice maximum damage, cures twice the maximum number of hit points, affects twice the maximum number of targets, and so forth, as appropriate. Saving throws and opposed rolls are not affected. An intensified spell uses up a spell slot seven levels higher than the spell's actual level. A character can't combine the effects of this feat with any other feat that affects the variable, numeric effects of a spell.

## Intimidate the Enemy [General]

**[D335/91]** You've learned techniques to quickly and effectively taunt and demoralize your favored enemy.

**Prerequisite:** Intimidate 3 ranks, favored enemy.

**Benefit:** Select a favored enemy. You may add your favored enemy bonus on any Intimidate checks made to demoralize a creature of the chosen type in combat. In addition, you can demoralize a creature of the chosen type as a move action. See PHB 76 for more information on demoralizing an opponent.

**Normal:** Demoralizing an opponent in battle is a standard action.

**Special:** You can gain this feat multiple times. Its effects do not stack. Instead, each time you take the feat you must choose a different favored enemy type.

## Intimidating Rage [General]

**[CW 102]** Your rage engenders fear in your opponents.

**Prerequisites:** Rage or frenzy ability.

**Benefit:** While you are raging, you designate a single foe within 30 feet of you that you can attempt to demoralize as a free action (see the Intimidate skill, page 76 of the *Player's Handbook*). A foe that you successfully demoralize remains shaken for as long as you continue to rage. You may only use this feat against a single foe in any particular encounter.

## Intimidating Strike [General, Fighter]

**[PHB2 79]** You make a display of your combat prowess designed to strike terror in your foe. Your stance, attack method, and demeanor demonstrate to your foe that you are capable of defeating him with little effort. Your intent is clear — if you decide to hit your foe, you could easily slay him.

**Prerequisites:** Intimidate 4 ranks.

**Benefit:** As a standard action, you make a single melee attack against your foe. You subtract a number from this attack equal to or less than your base attack bonus. If your attack hits, you can make an Intimidate check against the foe you strike, with a bonus equal to the number you subtracted from your attack roll. If this check succeeds, your opponent is shaken for the rest of the encounter. You cannot use this feat to worsen an opponent's fear condition beyond shaken.

**Special:** A fighter can select Intimidating Strike as one of his fighter bonus feats.

## Investigator [General]

**[PHB 97]** You have a knack for finding information.

**Benefit:** You get a +2 bonus on all Gather Information checks and Search checks.

## Iron Mind [Regional]

**[FRRF 165]** You are descended from duergar who escaped enslavement by the illithids. The blood of these psionics-resistant former thralls runs thick in your veins.

**Prerequisites:** Wis 13, gray dwarf (Underdark Darklands)

**Benefit:** You receive a +4 bonus on saving throws against psionics effects, such as those employed by a mind flayer or yuan-ti, and a +1 bonus on Will saves.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Iron Will [General]

**[PHB 97]** You have a stronger will than normal.

**Benefit:** You get a +2 bonus on all Will saving throws.

## Ironheart Aura [General]

**[FROB 31]** Your strength of spirit and martial training inspires those around you.

**Prerequisite:** One Iron Heart stance.

**Benefit:** While you are in any Iron Heart stance, adjacent allies gain a +2 morale bonus on saving throws.

## Ironskin Chant [Bardic Music]

**[CV 113]** You can channel the power of your bardic music to enable yourself to ignore minor injuries.

**Prerequisites:** Bardic music, Concentration 12 ranks, Perform 12 ranks.

**Benefit:** As a swift action that does not provoke attacks of opportunity, you can expend one daily use of your bardic music ability to provide damage reduction of 5/- to yourself or to one ally within 30 feet who can hear you until the start of your next turn. This feat does not function in an area of magical *silence*.

## Irresistible Gaze [Monstrous]

**[FRSK 146]** Your gaze attack is more potent than normal.

**Prerequisites:** Gaze attack.

**Benefit:** The saving throw DC for your gaze attack increases by +2.

**Special:** The benefit of this feat stacks with that of the Ability Focus feat (see MM).

## Item Reprieve [General]



**[FRLE 8]** You learn how to use items from a school of magic prohibited to you.

**Prerequisite:** Spell Reprise, specialist wizard level 5<sup>th</sup>.

**Benefit:** Choose one of the schools of magic that was previously prohibited to you because of your arcane specialization. You now can use spell completion and spell trigger magic items from that school normally, as if you were not a specialist wizard.

**Special:** The school you select must be one for which you have already taken the Spell Reprise feat.

## Jack of all Trades [General]

**[CV 110]** You have picked up a smattering of even the most obscure skills.

**Prerequisite:** Int 13.

**Benefit:** You can use any skill as if you had 1/2 rank in that skill. This benefit allows you to attempt checks with skills that normally don't allow untrained skill checks (such as Decipher Script and Knowledge). If a skill doesn't allow skill checks (such as Speak Language), this feat has no effect.

**Normal:** Without this feat, you can't attempt some skill checks (Decipher Script, Disable Device, Handle Animal, Knowledge, Open Lock, Profession, Sleight of Hand, Speak Language, Spellcraft, Tumble, and Use Magic Device) unless you have ranks in the skill.

## Jergal's Pact [General]

**[FRLE 8]** You have made a bargain with Jergal, seneschal to the god of death. Although Myrkul, Cyric, and most recently Kelemvor have all served as the god of death, each has honored these pacts.

**Prerequisites:** Knowledge (history) 4 ranks, Great Fortitude.

**Benefit:** You gain a +2 bonus on saves to resist gaining negative levels or to remove them. If the effect that bestowed a negative level allows a Fortitude save to remove it, you can choose to attempt it after only 1 hour. (You can also choose to wait the usual amount of time before attempting the save).

**Special:** You make saving throws to remove negative levels 24 hours after gaining them.

## Jester's Magic [General]

**[FRWA 145]** You are a skilled master of magical jests, capable of inciting audiences to laughter or lulling them to sleep.

**Prerequisites:** Perform (acting) 8 ranks, ability to cast arcane spells.

**Benefit:** Choose either the bardic jester tradition or the jester mage tradition. You gain a +1 caster level when casting a spell from the list below for your tradition.

The bardic tradition of jester's magic includes the following bard spells at the appropriate levels: 0 – *prestidigitation*; 1<sup>st</sup> – *remove fear*, *hypnotism*, *Tasha's hideous laughter*; 2<sup>nd</sup> – *calm emotions*, *entrail*; 3<sup>rd</sup> – *confusion*, *glibness*; 4<sup>th</sup> – *modify memory*; 5<sup>th</sup> – *mass suggestion*; 6<sup>th</sup> – *Otto's irresistible dance*.

The mage tradition of jester's magic includes the following sorcerer/wizard spells at the appropriate levels: 0 – *prestidigitation*; 1<sup>st</sup> – *grease*, *hypnotism*; 2<sup>nd</sup> – *Tasha's hideous laughter*, *rope trick*; 3<sup>rd</sup> – *deep slumber*, *suggestion*; 4<sup>th</sup> – *confusion*; 5<sup>th</sup> – *seeming*; 6<sup>th</sup> – *mass suggestion*; 7<sup>th</sup> – *project image*; 8<sup>th</sup> – *Otto's irresistible dance*; 9<sup>th</sup> – *weird*.

## Jotunbrud [Regional]

**[FRRF 166]** You are descended from the giants who ruled the mountain-spanning empires of Ostoria in ages past, and possess a truly impressive stature.

**Prerequisite:** Human (Damara, The North).

**Benefit:** Whenever you receive a modifier based on your size on an opposed roll (such as during grapple and bull rush attempts), you are treated as Large if that's advantageous to you. You are also considered to be Large when determining whether a monster's special attacks based on size (such as Improved Grab or Swallow Whole) affect you.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Judged by Aurifar [General]

**[SAND 56]** Aurifar, the Caliph of the Sky, has judged you, and he now shows you special favor.

## Jungle Stamina [Regional]

**[FRRF 166]** You are acclimated to the disease-ridden jungles of southwestern Faerun.

**Prerequisite:** Dwarf (Chult).

**Benefit:** You receive a +2 bonus on all Survival checks and a +2 bonus on Fortitude saves versus disease.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Karmic Strike [General]

**[CW 102]** You have learned to strike when your opponent is most vulnerable the same instant your opponent strikes you.

**Prerequisites:** Dex 13, Combat Expertise, Dodge.

**Benefit:** You can make an attack of opportunity against an opponent that hits you in melee. On your action, you choose to take a -4 penalty to your Armor Class in exchange for the ability to make an attack of opportunity against any creature that makes a successful melee attack or melee touch attack against you. The opponent that hits you must be in your threatened area, and this feat does not grant you more attacks of opportunity than you are normally allowed in a round. You specify on your turn that you are activating this feat, and the change to your Armor Class and your ability to make these special attacks of opportunity last until your next turn.

## Keen-Eared Scout [General]

**[PHB2 80]** Your sharp sense of hearing allows you to determine much more about your surroundings.

**Prerequisites:** Listen 6 ranks, Alertness or Skill Focus (listen).

**Benefit:** When you make a Listen check, you might learn more than normal about a source of noise.

If you beat the Listen DC by 5 or more, you determine the size, speed, and direction of the source of noise.

If you beat the DC by 10 or more, you determine the precise, current position of the creature or object that caused the sound.

If you beat the DC by 15 or more, you determine the type of armor the creature wears and what it carries, if anything.

If you beat the DC by 20 or more, you learn the creature's type and subtypes.

The information you learn is cumulative. For example, if you got a Listen check result of 35 against a DC of 23, you gain the

information for beating the check by 10 and 5. These benefits apply to both standard and opposed Listen checks.

Also, you gain a +5 bonus on Listen checks to pinpoint invisible creatures.

## Keen Strike [Epic]

**Prerequisites:** Str 23, Wis 23, Improved Critical (unarmed strike), Improved Unarmed Strike, Stunning fist, *Ki* strike (adamantine).

**Benefit:** The character's unarmed strike has a critical threat range of 18-20 and deals slashing damage (at the character's option any attack can deal bludgeoning damage, but cannot then take advantage of the enhanced threat range). This ability doesn't stack with other abilities that expand that character's unarmed strike's threat range.

## Keeper of Forbidden Lore

### [Abyssal Heritor]

**[FC1 86]** A shred of demonic racial memory grants you knowledge of numerous ancient magical secrets.

**Prerequisites:** Int 13.

**Benefit:** You gain a bonus on Knowledge (the Planes), Spellcraft, and bardic knowledge checks. The magnitude of this bonus equals the number of Abyssal heritor feats you possess. In addition, Knowledge (the planes) and Spellcraft are always class skills for you, and you can use them untrained.

**Special:** You have trouble acquiring information in more conventional ways, which translates to a -2 penalty on Gather Information checks.

## Ki Blast [General, Fighter]

**[PHB2 80]** You focus your *ki* into a ball of energy that you can hurl at an opponent.

**Prerequisites:** Dex 13, Wis 13, Fiery Fist, Improved Unarmed Strike, Stunning Fist, base attack bonus +8.

**Benefit:** You can expend two daily uses of your Stunning Fist feat as a move action to create an orb of raw *ki* energy. You can then throw the seething orb as a standard action with a range of 60 feet. This ranged touch attack deals damage equal to 3d6 points + your Wis modifier. The *ki* orb is a force effect.

If you fail to throw the orb before the end of your turn, it dissipates harmlessly.

When you take this feat, you gain an additional daily use of Stunning Fist.

**Special:** A fighter can select *Ki Blast* as one of his fighter bonus feats. A monk with the Stunning Fist feat can select *Ki Blast* as her bonus feat at 8<sup>th</sup> level, as long as she possesses the Fiery Fist feat and a base attack bonus of +6 (other prerequisites can be ignored).

## Kiai Shout [General]

**[CW 102]** You can bellow forth a shout that strikes terror into your enemies.

**Prerequisites:** Cha 13, base attack bonus +1.

**Benefit:** Making a *kiai* shout is a standard action. Opponents who can hear your shout and who are within 30 feet of you may become shaken for 1d6 rounds. The *kiai* shout affects only opponents with fewer Hit Dice or levels than you have. An opponent in the affected area can resist the effect with a successful Will save (DC 10 + 1/2 your character level + your Cha modifier). You can use the benefit of this feat three times per day.

## Killoren Ancient [General]

**[ROW 154]** You favor the killoren aspect of the ancient.

**Prerequisite:** Killoren.

**Benefit:** When you are manifesting the aspect of the ancient (ROW 102), you can spend 10 minutes of uninterrupted time communing with nature on a specific question. After this time has passed, you can make a check using any Knowledge skill. You gain a +4 insight bonus on this check, if successful, you learn answers as if you were trained in the skill, even if you have no ranks in the Knowledge skill in question.

## Killoren Destroyer [General]

**[ROW 154]** You favor the killoren aspect of the destroyer.

**Prerequisite:** Killoren.

**Benefit:** When you are manifesting the aspect of the destroyer (ROW 103), any foe struck by your killoren smite attack must succeed on a Will save (DC 10 + 1/2 your character level + your Cha modifier) or be blazed for 7 rounds. A foe who is not vulnerable to this smite attack is immune to the blaze effect (that is, it only affects an aberration, construct, humanoid, ooze, outsider, or undead).

## Killoren Hunter [General]

**[ROW 154]** You favor the killoren aspect of the hunter.

**Prerequisite:** Killoren.

**Benefit:** When you are manifesting the aspect of the hunter (see ROW 102), you can take a move action to pinpoint the location of any living creature within 30 feet, provided that you have line of effect to the creature, even if you cannot see the creature in question. Any opponent that you cannot see still has total concealment.

## Knifefighter [Regional]

**[FRPG 40]** You're an expert at using weapons in a grapple.

**Prerequisite:** Bugbear (the Earthfast Mountains), chitine (Underdark Yathchol), goblin (the Earthfast Mountains), half-elf (Dambraeth or the Dragon Coasts), halfling (Channath Vale), hobgoblin (the Earthfast Mountains), human (Anarouch, Dambraeth, the Lake of Steam, or the Sword Coast), orc (Thesk), or planetouched (Chessenta).

**Benefit:** You can use a light weapon to attack your opponent in a grapple with no penalty on the attack roll. In addition, you need not win a grapple check to draw a light weapon while grappling, although you must use a move action to do so. If your base attack bonus is +6 or higher, you can make a full attack with a light weapon while grappling, provided that you already have your weapon drawn.

**Normal:** A character in a grapple takes a -4 penalty on attack rolls when attacking the grappled opponent with a light weapon. A character in a grapple must win a grapple check in order to draw a weapon and cannot make a full attack in the round she does so.

**Special:** You may select this feat only, as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Knight of the Red Falcon [Exalted]

**[FRVC 32]** Your military order has a legendary ability to survive against overwhelming odds.

**Prerequisite:** Cleric, fighter, or paladin 4<sup>th</sup>, member of the Order of the Red Falcon (see FRVC 103).

**Benefit:** You gain a +1 morale bonus to Armor Class when you are adjacent to more than one enemy. (Helpless enemies don't count toward this benefit).

## Knight of the Risen Scepter [Exalted]

**[FRVC 32]** Your military order is dedicated to fighting Set and his minions, and even death cannot stop you from this task.

**Prerequisite:** Paladin or ranger 8<sup>th</sup>, patron deity Osiris.

**Benefit:** You get a +4 sacred bonus on saving throws against death effects, energy drain, and ability drain.

If you are slain by a follower of Set, you come back to life 1 hour later as though *resurrection* had been cast upon you. Instead of losing a level due to this effect, you gain one negative level.

If a follower of Osiris brings you back to life with *raise dead*, *resurrection*, or a similar effect that would normally cause you to lose a level, you gain one negative level rather than losing a level.

You can gain the negative level bestowed by this feat even if you are normally immune to negative levels. A negative level bestowed by this feat can't be removed by any normal means (such as *restoration*), nor does it ever become an actual lost level. Instead, the negative level remains until you next gain a class level, or until you kill or destroy the follower of Set who killed you, at which point it disappears. While you have a negative level bestowed by this feat, you lose all benefits of this feat except the sacred bonus on saving throws.

## Knight of Tyr's Holy Judgment [Exalted]

**[FRVC 32]** You can draw upon the power of Tyr to sense and understand the law and to locate devils.

**Prerequisites:** Int 13, member of the Knights of Holy Judgment (see FRVC 32).

**Benefit:** You gain a supernatural ability to sense and understand laws. Add your paladin level to any Knowledge or Intelligence check made regarding laws. You can use this ability even if you are unfamiliar with the local laws or don't even know where you are. For example, if you use this ability upon approaching the city of Luthcheq in Chessenta, a Knowledge (arcana) or Knowledge (local Chessenta) check reveals to you that arcane magic is forbidden there. If you later end up in a strange land by way of a *portal*, and a Knowledge (religion) check reveals that Loviatar is the official religion where you are, you realize you are in (for instance) Dambraeth. You can use this ability to find loopholes in the law, such as learning that the local temple's ability to offer a wanted criminal sanctuary only applies from dusk until dawn, allowing you to arrest the criminal after daybreak.

When you use your *detect evil* ability, the second round of use reveals whether or not any creatures in the area are devils, though you do not learn their exact location (but in most cases you can identify them in the third round by the strength of their aura).

You gain a +1 sacred bonus to Armor Class against devils.

## Knight of Tyr's Merciful Sword [Exalted]

**[FRVC 33]** You can draw upon the power of Tyr to sense where you are needed.

**Prerequisites:** Wis 13, member of the Knights of the Merciful Sword (see FRVC 102).

**Benefit:** You gain a supernatural ability to sense injustice and great evil. Once per week as a standard action, you can concentrate to sense the direction of the greatest injustice or evil within 1 mile of you (DM's determination). Alternatively, you can meditate for 8 hours to expand your range to 10 miles for that use of the feat. Murder, treason, and the presence of evil outsiders rank highest with this sense, while other crimes, injustices, and evil creatures rank lower, similar to the aura strengths listed in the *detect evil* spell.

You gain a +1 sacred bonus to Armor Class against demons.

## Knock-Down [General]

**Prerequisites:** Base attack bonus +2, Improved Trip, Str 15.

**Benefit:** Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.

## Kobold Endurance [General]

**[RODR 101]** Thanks to your races determination, you are capable of amazing feats of strength and stamina.

**Prerequisite:** Kobold.

**Benefit:** You gain a +4 bonus on all Strength and Constitution ability checks, but not on Strength- or Constitution-based skill checks. You also gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage, Fortitude saves made to avoid nonlethal damage from hot or cold environments, Fortitude saves made to resist damage from suffocation, and grapple checks made to escape a grapple or a pin. Also, you can sleep in medium armor without becoming fatigued.

**Normal:** A character without this feat who sleeps in medium armor is automatically fatigued the next day.

**Special:** A kobold who would gain Endurance as a bonus feat can choose Kobold Endurance in its place. Kobold Endurance counts as the Endurance feat for the purpose of meeting a prerequisite for a feat, prestige class, or special ability.

## Kobold Foe Strike [General, Fighter]

**[RODR 101]** You are more effective in combat against your racial enemies.

**Prerequisite:** Kobold.

**Benefit:** When you hit a dwarf, fey, or gnome with a melee attack, you deal an extra 1d6 points of damage if you flank the creature, or if it is flat-footed. Creatures immune to extra damage from critical hits or sneak attacks are not subject to this extra damage. Any creature with concealment is immune to this extra damage.

**Special:** A kobold fighter can select Kobold Foe Strike as one of his fighter bonus feats.

## Landwalker [Regional]

**[FRRF 166]** You can survive out of water for a longer period of time than most of your kind.

**Prerequisite:** Elf (the Inner Sea).

**Benefit:** You can survive out of water for 3 hours per point of Constitution. After this point you must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or you begin to suffocate.

**Normal:** Aquatic elves can survive out of water for one hour per point of Constitution; after this point they begin to suffocate (see Chapter 3 of the DMG).



**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Large and in Charge [General]

**[DRAC 71]** You can prevent opponents from closing inside your reach.  
**Prerequisites:** Natural reach of 10 feet or more, size Large or larger.

**Benefit:** When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was in before it provoked the attack of opportunity. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the space it just left. An opponent you push cannot move any farther in that round.

## Lasting Inspiration [Epic]

**Prerequisite:** Perform 25 ranks, bardic music class feature.

**Benefit:** The effects of the character's bardic music inspiration abilities last for ten times as long as normal after he or she stops singing. This feat has no effect on inspiration abilities that have no duration after the character stops singing.

## Lasting Life [General]

**[LMBD 28]** You can shed negative levels with an act of will.

**Prerequisites:** Endurance, Enduring Life.  
**Benefit:** Once per round as a standard action, you can attempt to remove a negative level from yourself by attempting a Will save (DC 10 + ½ attacker's HD + attacker's Cha modifier). If the saving throw succeeds, the negative level goes away. You make a separate saving throw for each negative level gained. If the save fails, you retain the negative level, but you can try again next round to remove it.

## Law Inviolable [Initiate]

**[ROB 155]** Your unshakable faith in St. Cuthbert allows you to better apprehend fugitives or overcome villains who transgress the law.

## Leadership [General]

**[PHB 97, DMG ??] You are the sort of person others want to follow, and you have done some work attempting to recruit cohorts and followers.**

**Prerequisite:** Character level 6th.  
**Benefits:** Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her. See the table below for what sort of cohort and how many followers the character can recruit.

**Leadership Modifiers:** Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Cha modifier). A character's reputation (from the point of view of the cohort or follower he is trying to attract) raises or lowers his Leadership score:

Leader's Reputation	Modifier
Great renown	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

Other modifiers may apply when the character tries to attract a cohort:

The Leader . . .	Modifier
Has a familiar, special mount, or animal companion	-2
Recruits a cohort of a different alignment	-1
Caused the death of a cohort	-2*
* Cumulative per cohort killed.	

Followers have different priorities from cohorts. When the character tries to attract a new follower, use any of the following modifiers that apply.

The Leader . . .	Modifier
Has a stronghold, base of operations, guildhouse, or the like	+2
Moves around a lot	-1
Caused the death of other followers	-1.

Leadership Score	Cohort Level	Number of Followers by Level					
		1st	2nd	3rd	4th	5th	6th
1 or lower	1st	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

**Leadership Score:** A character's base Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or

higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score, as detailed above.

**Cohort Level:** The character can attract a cohort of up to this level. Regardless of a character's Leadership score, he can only recruit a cohort who is two or more levels lower than himself. The cohort should be equipped with gear appropriate for its level. A character can try to attract a cohort of a particular race, class, and alignment. The cohort's alignment may not be opposed to the leader's alignment on either the law-vs-chaos or good-vs-evil axis, and the leader takes a Leadership penalty if he recruits a cohort of an alignment different from his own.

Cohorts earn XP as follows:  
 The cohort does not count as a party member when determining the party's XP.

Divide the cohort's level by the level of the PC with whom he or she is associated (the character with the Leadership feat who attracted the cohort).

Multiply this result by the total XP awarded to the PC and add that number of experience points to the cohort's total.

—If a cohort gains enough XP to bring it to a level one lower than the associated PC's character level, the cohort does not gain the new level—its new XP total is 1 less than the amount needed to attain the next level.

**Number of Followers by Level:** The character can lead up to the indicated number of characters of each level. Followers are similar to cohorts, except they're generally low-level NPCs. Because they're generally five or more levels behind the character they follow, they're rarely effective in combat.

Followers don't earn experience and thus don't gain levels. However, when a character with Leadership attains a new level, the player consults the table above to determine if she has acquired more followers, some of which may be higher level than the existing followers. (You don't consult the table to see if your cohort gains levels, however, because cohorts earn experience on their own.)

## Leap Attack [General]

**[CV 110+Errata]** You combine a powerful charge and a mighty leap into one devastating attack.

**Prerequisites:** Jump 8 ranks, Power Attack  
**Benefit:** If you cover 10 feet of horizontal distance with a jump, and end your jump in a square next to an enemy, you deal +100% the normal bonus damage from your use of the Power attack feat. If use a two handed weapon you instead deal triple the damage from your Power Attack.

This attack must follow all the normal rules for using the Jump skill and for making a charge, except that you ignore rough terrain in any squares you jump over.

## Leap of the Heavens [General]

**[PHB2 80]** Your excellent athletic ability and superior conditioning allow you to make near-superhuman leaps.

**Prerequisites:** Jump 4 ranks.  
**Benefit:** When making a Jump check, the DC for the check doesn't double if you fall to move 20 feet in a straight line prior to jumping. If you do move 20 feet in a straight line before attempting a jump, you gain a +5 competence bonus on your check.  
**Normal:** All Jump checks require a 20-foot running start to avoid doubling the DC of the check.

## Legendary Climber [Epic]

**Prerequisites:** Dex 21, Balance 12 ranks, Climb 24 ranks.  
**Benefit:** The character can ignore any check penalties applied for accelerated climbing or rapid climbing.  
**Normal:** Without this feat, a character takes a -5 penalty on Climb checks when attempting to cover his or her full speed in climbing distance in a round, of a -20 penalty when attempting to cover twice his or her speed in climbing distance in a round.

## Legendary Commander [Epic]

**Prerequisites:** Cha 25, Epic Leadership, Leadership, Diplomacy 30 ranks, must rule own kingdom and have a stronghold.  
**Benefit:** Multiply the number of followers of each level that the character can lead by 10. This has no effect on cohorts.

## Legendary Leaper [Epic]

**Prerequisite:** Jump 24 ranks.  
**Benefit:** The character need only move 5 feet in a straight line to make a running jump.  
**Normal:** Without this feat, a character must move at least 20 feet in a straight line before attempting a running jump.

## Legendary Rider [Epic]

**Prerequisite:** Ride 24 ranks.  
**Benefit:** The character doesn't take a penalty on Ride checks when riding a mount without a saddle (bareback). The character never needs to make a Ride check to control a mount in combat (and even controlling a mount not trained for combat doesn't require an action).  
**Normal:** Without this feat, a character takes a -5 penalty on Ride checks without a saddle, and must make a Ride check to control a mount in combat (and controlling a mount not trained for combat requires a move action).

## Legendary Tracker [Epic]

**Prerequisites:** Wis 25, Track, Knowledge (nature) 30 ranks, Survival 30 ranks.  
**Benefit:** The character can track creatures across water, under-water, or through the air. This adds the surfaces of water, underwater, and air to the list of surfaces found under the Track feat.

Surface	DC
Water	60
Underwater	80
Air	120

## Legendary Wrestler [Epic]

**Prerequisite:** Str 21, Dex 21, Improved Unarmed Strike, Escape Artist 15 ranks.  
**Benefit:** The character gains a +10 bonus on all grapple checks.

## Lichloved [Vile]

**[BVD 49]** By repeatedly committing perverted sex acts with the undead, the character gains dread powers.

**Prerequisite:** Evil Brand.

**Benefit:** Mindless undead see the character as an undead creature. Becoming more and more like an actual undead creature, he gains a +1 circumstance bonus on saving throws against mind-affecting effects, poison, sleep, paralysis, stunning, and disease.

## Life Drain [Monstrous]

**[LMBD 28]** You drain additional life energy from your foes.

**Prerequisites:** Cha 13, energy drain supernatural ability.  
**Benefit:** Whenever you bestow a negative level upon a creature, add your Charisma modifier to the hit points lost by the creature due to the negative level. These temporary hit points last for up to 1 hour.  
 For example, a creature touched by a spectre (Cha 15) with this feat loses an additional 2 hit points due to each negative level, and the spectre gains an additional 2 temporary hit points from each negative level it bestows.

**Special:** Without this feat, a target loses 5 hit points each time it gains a negative level, and the creature delivering the negative level gains 5 temporary hit points that last for up to 1 hour.

## Lifebond [Monstrous]

**[LMBD 28]** Select a specific living creature that is friendly to you. You create a special bond with that creature.

**Prerequisites:** Cha 11, undead type.  
**Benefit:** Whenever the chosen creature is within 60 feet, you gain a +4 bonus on your turn resistance and a +2 bonus on all saving throws.

If the chosen creature dies, you lose the bonuses and take a -2 penalty on all saves for 24 hours.

If you replace the chosen creature with another living creature, the bond can be transferred at your option.

**Special:** This feat can be selected multiple times. Each time you select this feat, you may apply its effects to a different living ally of yours. The effects of multiple lifebonded allies stack.

## Lifesense [Monstrous]

**[LMBD 28]** You see the light that all living creatures emit.

**Prerequisites:** Cha 13, Con + (no Constitution score)  
**Benefit:** In addition to any normal light that might be present, your surroundings are illuminated by roving points of brightness emitted by living creatures. To your eyes, a Medium or smaller creature gives off life force sufficient to provide bright illumination in a 60-foot radius, revealing itself and all features and objects in range to your life-adapted sight. This life-sight behaves like regular light – you can't see into solid objects, or past solid walls.

A large creature gives off life-light in a 120-foot radius, and the radius doubles again for each additional size category larger than Medium, up to a maximum of 960 feet for a Colossal creature.

## Light of Aurifer [General]

**[SAND 51]** Undead that you turn or rebuke immolate.

## Light to Daylight [General]

**[FRF 166]** Your inherent ability to create light is more powerful than normal.

**Prerequisite:** Able to use *light* as a spell-like ability.  
**Benefit:** When using your spell-like ability to create *light*, you may instead create *daylight*. All other features of this ability (caster level, countering darkness spells and effects) are as if you were creating *light*. You can use your *light* ability two additional times per day, so if you normally could use *light* as a spell-like ability 1/day, you can now use it 3/day.

For example, if you were an assassin, you could create either *light* or *daylight* three times per day as a spell-like ability, as if cast by a sorcerer of your character level.

## Lightbringer [General]

**[FRF 166]** You can channel positive energy into your spells so that they glow with holy power.

**Prerequisite:** Damaran human, able to cast divine spells, able to turn undead.  
**Benefit:** Whenever you cast a spell, you can expend three of your daily turn attempts to infuse the spell with positive energy. Each round you do this immediately prior to casting the spell, you gain +2 spell power (+2 on save DCs and +2 bonus on checks to overcome spell resistance). Infusing a spell with positive energy is a full-round action that does not provoke attacks of opportunity. The turn attempts are wasted if you don't cast a spell immediately after spending one or more rounds infusing it.

## Lightfeet [General]

**[ROW 151]** You have an incredibly soft step, making it difficult to track or hear you.

**Prerequisites:** Elf, Dex 13, Balance 2 ranks, Move Silently 2 ranks.

**Benefit:** You can walk without leaving behind any but the most subtle marks. The Survival DC to track you increases by 5 (or by 10 if you move at half speed to hide your trail; see the Track Feat PHB 10).

You ignore any penalties on your Move Silently checks incurred by noisy or very noisy terrain (see the Move Silently skill description, PHB 79).

## Lightning Mage [Style]

**[CW 113]** You are a master of fighting with two maces at the same time, and have learned to strike your foes with lightning speed.

**Prerequisites:** Combat Reflexes, Two-Weapon Fighting, Weapon Focus (light mace).

**Benefit:** Whenever you roll a threat on an attack roll while using a light mace in each hand, you gain an additional attack at that same attack bonus.

## Lightning Reflexes [General]

**[PHB 97]** You have faster than normal reflexes.  
**Benefit:** You get a +2 bonus on all Reflex saving throws.

## Lingering Breath [Metabreath]

**[BRAG 70]** Your breath weapon forms a lingering cloud.

**Prerequisite:** Con 15, breath weapon, Glancing Breath.  
**Benefit:** Your breath weapon has its normal effects, but also remains as a lingering cloud of the same shape and size as the original breath weapon. This cloud lasts 1 round.

Foes caught in the breath weapon's area when you breathe take no additional damage from the lingering breath weapon, provided they leave the cloud by the shortest available route on their next turn. Otherwise, anyone who touches or enters the cloud while it lasts takes one-half of the breath weapon's normal effects.



any saving throw the breath weapon normally allows still applies. Damaging breath weapons deal one-half their normal damage, and breath weapons with effects that have durations last for half the normal time. If a creature is affected by the same non-damaging breath weapon twice, the effects do not stack.

For example, an old silver dragon uses this feat on its cold breath weapon. Creatures caught in the 50-foot cone take 1448 points of cold damage, and a DC 31 Reflex save reduces the damage by half. The 50-foot cone lingers for 1 round. While the cone lasts, anyone touching or entering it takes 848 points of cold damage, and a DC 31 Reflex save reduces the cold damage to 448 points. Creatures in the cone when the dragon breathed take no additional damage if they leave by the shortest available route on their next turn.

If the same dragon uses this feat on its paralyzing breath weapon, a creature caught in the 50-foot cone must make a DC 31 Fortitude save or be paralyzed for 1d6+8 rounds. The 50-foot cone lingers for 1 round. While the cone lasts, anyone touching or entering it must make a DC 31 Fortitude save or be paralyzed for 1d3+4 rounds. Creatures in the cone when the dragon breathed take no additional damage if they leave by the shortest available route on their next turn. Creatures paralyzed by the initial breath cannot leave the cloud, but suffer no additional effects because the paralyzing effects do not stack.

When you use this feat, add +2 to the number of rounds you must wait before using your breath weapon again.

**Special:** You can apply this feat more than once to the same breath weapon. Each time you do, the lingering breath lasts an additional round.

You can apply this feat to a breath weapon that also has received the Lingering Breath feat, but the resulting breath clings only to foes caught in the initial breath.

## Lingering Breath [Metabreath]

**[MM4 203]** The breath weapon of a creature with this feat forms a lingering cloud.

**Prerequisites:** Con 15, breath weapon with recharge time expressed in rounds, Lingering Breath.

**Benefit:** When the creature uses its breath weapon, it can choose for the effect to remain for 1 round as a lingering cloud of the same shape and size as the original breath weapon.

Anyone who enters the cloud takes one-half of the breath weapon's normal effects; any saving throw the breath weapon normally allows still applies. Damaging breath weapons deal one-half their normal damage, and breath weapons with effects that have durations last for one-half the normal time. If a creature is affected by the same non-damaging breath weapon twice, the effects do not stack (use only the longer duration).

Any creature in the area of the original breath weapon takes no additional effect from the cloud, provided it is outside the cloud by the end of its next turn.

When a creature uses this feat, add 2 to the number of rounds it must wait before using its breath weapon again.

**Special:** This feat originally appeared in Draconomicon; this is a revised version. If you have Draconomicon, Lingering Breath is treated as a Metabreath feat.

## Lingering Damage [Epic]

**Prerequisite:** Sneak attack +8d6, crippling strike class feature.

**Benefit:** Any time the character deals damage with a sneak attack, that target takes damage equal to the character's sneak attack bonus damage on the character's next turn as well.

## Lingering Song [General]

**[CV 110]** Your inspirational bardic music stays with the listeners long after the last note has died away.

**Prerequisite:** Bardic music

**Benefit:** If you use bardic music to inspire courage, inspire greatness, or inspire heroics, the effect lasts for 1 minute after an inspired ally stops hearing you play.

**Normal:** Inspire courage, inspire greatness, and inspire heroics last as long as an ally hears the bard sing plus an additional 5 rounds thereafter.

## Lingering Spell [Metamagic]

**[FRCR 20]** Residual eldritch energy from your spell continues to harm your enemies after the spell's main effect has expired.

**Benefit:** The feat can be applied to any one instantaneous spell that deals acid, cold, electricity, fire, or sonic damage, such as *fireball* or *lightning bolt*. After the spell is cast, lingering tendrils of energy persist, dealing 1d6 points of damage of the appropriate energy type at the beginning of your next turn to all creatures initially damaged by the spell. The spell is considered to be in effect during this time and can be dispelled normally. A lingering spell uses up a spell slot one level higher than the spell's actual level.

## Lion Tribe Warrior [Regional]

**[FRSS 20]** You have learned how to pounce on your foes, like the lion that roams your lands.

**Prerequisite:** Human (the Shaar), membership in Lion Tribe (see FRSS Human Tribes of the Shaar, page 164).

**Benefit:** You may make a full attack with a single light weapon as part of a charge action. If you have light weapons in both hands, you can instead strike with each weapon once, using normal rules for fighting with two weapons.

**Normal:** Characters without this feat can make only one attack as part of a charge action.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Lion's Pounce [Wild]

**[CD 82]** You can deliver a terrible attack at the end of a charge.

**Prerequisite:** Ability to wild shape.

**Benefit:** When you charge, you may spend a wild shape as a free action to make a full attack at the end of the charge.

**Normal:** Without this feat, you may only make a single attack after a charge.

## Liira's Blessing [Exalted]

**[PGTF 176]** Thanks to the favor of the goddess of freedom, you are difficult to restrain.

**Prerequisites:** Escape Artist 1 rank, Nimbus of Light

**Benefit:** You gain a +2 sacred bonus on Escape Artist checks and a +2 sacred benefit against any effect that would cause you to become paralyzed, held or entangled. If you fail a saving throw against such an effect, you can attempt a second saving throw 1 round later. If you succeed on the second saving throw, you are affected as though you had succeeded on the first.

## Loth's Blessing [General]

**[RRF 166]** The Spider Queen has blessed you with additional magical abilities.

**Prerequisite:** Drow, Wis 15, patron deity Loth, able to cast 3<sup>rd</sup>-level divine spells.

**Benefit:** You may use *clairaudience/clairvoyance*, *detect lie*, *dispel magic*, and *suggestion* once per day as spell-like abilities with a caster level equal to your character level.

## Loth's Meat [General]

**[FRUD 26]** Like all drow raised in cities that are ruled by Loth's priestesses, you know that you exist only to provide your goddess with food and pleasure. This knowledge lends you a certain bloodthirsty readiness.

**Prerequisites:** Drow.

**Benefit:** If you kill a living creature that has an Intelligence score of 3 or higher with a melee attack, you gain a +1 morale bonus on attack rolls, damage rolls, and saving throws for the rest of the encounter. If you kill such an opponent either by performing a coup de grace or with a touch spell, you gain a +2 morale bonus on attack rolls, damage rolls, and saving throws for the rest of this encounter. To qualify for this bonus, you must either reduce the target to -10 hp with your blow or kill it with a touch spell (such as *slay living*).

## Long Reach [Regional]

**[FRUE 44]** You know how to use your great stature to reach an opponent more than 5 feet away with a spearlike weapon.

**Prerequisites:** gnoll (Thay), volodni (the Forest of Lethyr).

**Benefit:** When you wield a spear or shortspear, you can use the weapon to attack opponents 5 or 10 feet away. When you wield a longspear, you can attack opponents 10 or 15 feet away. You do not get the advantage of extra reach except on your action, so you threaten the area around you according to the weapon's normal characteristics.

**Normal:** A charging character normally has a +2 bonus to attack rolls and a -2 penalty to AC for 1 round.

## Lord of the Uttercold [Metamagic]

**[CA 80]** Through careful study of the Elemental Planes and their interactions with the Negative Energy Plane, you have learned to wield the uttercold.

**Prerequisite:** Knowledge (Planes) 9 ranks, Energy Substitution (cold), ability to cast a spell with the cold descriptor.

**Benefit:** You can turn spells with the cold descriptor into uttercold spells. Half the damage dealt by an uttercold spell is cold damage, and the other half is negative energy damage. The spell's saving throw remains unchanged, but creatures can apply cold resistance or immunity to cold only to the cold portion of the damage. An undead creature can be healed by the negative energy damage of an uttercold spell, though if it doesn't have resistance to cold, the effects of damage and healing cancel each other out. An uttercold spell uses a spell slot of the spell's normal level.

## Low Blow [Fighter, General]

**[RRF 166]** You can get underfoot and attack creatures larger than you.

**Prerequisite:** Dodge, Mobility, base attack bonus +4.

**Benefit:** As a full-round action, you can enter an area occupied by an opponent who is at least one size category larger than you. You can then make a single attack at your highest attack bonus against this creature, who is considered flat-footed against the attack. After you attack, you return to the 5-foot square from which you entered, the opponent's square. Using this feat provokes attacks of opportunity.

## Luck of Heroes [Regional]

**[FRPG 40]** Your land is known for producing heroes. Through pluck, determination, and resilience, you survive when no one expects you to come through.

**Prerequisite:** Elf (Elven Court, the Forest of Lethyr, or the Yuirwood), gloaming (Sphur Upra), half-elf (Aglarond), Halfling (Channah Vale or the Western Heartlands), or human (Aglarond, the Dalelands, Tethyr, Turmish or the Vast)

**Benefit:** You receive a +1 luck bonus on all saving throws and a +1 luck bonus to Armor Class.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Lunar Magic [General]

**[FRWA 146]** Your spells and spell-like abilities are tied to the phase of the moon, rising and falling with the Strength of Selune.

**Prerequisites:** Patron deity Selune or Mystra, arcane or divine spellcaster level 1<sup>st</sup>.

**Benefit:** As shown in the table below, your effective caster level for all spells you cast or spell-like abilities you possess is tied to the moon.

For the purposes of this feat, the new moon and full moon are considered to last three successive nights (the night before, the night of, and the night after the true full moon or new moon). Since Selune's month is almost exactly as long as the calendar month, the moon is always full right at the beginning of the month, and dark right in the middle of the month, as shown below.

Moon Phase	Days of the Month	Effective Caster Level
New Moon	15, 16, 17	-1
Full Moon	30, 1, 2	+1

## Lunatic Insight [Tainted]

**[HOH 123]** Your madness grants you insight and knowledge.

**Prerequisite:** Moderate depravity.

**Benefit:** Due to unpredictable flashes of insight, you are considered trained in all Knowledge skills, even if you have no ranks in them. You also gain a +2 morale bonus on initiative rolls and to resist mind-affecting spells and abilities.

**Normal:** Knowledge skills cannot be used untrained.

## Lunging Strike [General, Fighter]

**[PHB2 80]** You make a single attack against a foe who stands just beyond your reach.

**Prerequisites:** Base attack bonus +6.

**Benefit:** As a full round action, you can make a single strike with a 5-foot bonus to your attack's reach. This benefit applies to both armed and unarmed attacks, including touch attacks made to deliver spells.

**Special:** A fighter can select Lunging Strike as one of his fighter bonus feats.

## Lurking Familiar [General]

**[PHB2 80]** Your familiar hides within the folds of your robe or takes cover behind you as your opponents close in. When it moves to attack, its sudden appearance might catch your foe by surprise.

**Prerequisites:** Combat Familiar, arcane caster level 6<sup>th</sup>, familiar.

**Benefit:** If your familiar occupies your square, it gains cover against all attacks. As a consequence, it can make a Hide check to avoid your foe's notice. If your familiar then leaves your space to attack an opponent, it gains the normal benefit for attacking from a hidden position.

## Lycanthropic Spell [General]

**[FRFP 214]** You cast spells while in your lycanthropic animal form.

**Prerequisite:** Lycanthrope, Improved Control Shape feat or Control Shape 8 ranks.

**Benefit:** You complete the verbal and somatic components of spells while in your lycanthropic animal form. For example, while in the form of a wolf, you could substitute barks and gestures with your paws for the normal verbal and somatic components of a spell. You can use any material components or focuses that you can hold with an appendage of your current form. This feat does not permit the use of magic items while in a form that could not ordinarily use them, and you do not gain the ability to speak in your lycanthropic form.

## Lyrical Spell [Bardic Music]

**[CV 113]** You can channel the power of your bardic music into your magic, allowing you to expend uses of your bardic music ability to cast spells.

**Prerequisites:** Bardic music, Perform 9 ranks, ability to cast 2<sup>nd</sup>-level arcane spells.

**Benefit:** You can expend daily uses of your bardic music to cast any arcane spell that you know and can cast spontaneously. You must still use an action to cast the spell (following the normal rules for casting time), but using the Lyrical Spell feat counts as part of the spellcasting action. Casting a spell requires one use of your bardic music ability, plus one additional use per level of the spell. For example, casting a 3<sup>rd</sup>-level spell requires four daily uses of your bardic music ability.

**Special:** Any spell that you cast using the Lyrical Spell feat gains your instrument as an additional arcane focus, if you use one.

You cannot use Lyrical Spell to cast a spell improved by the Silent Spell metamagic feat.

## Mad Faith [Tainted]

**[HOH 123]** Your depravity has twisted the connection between you and your patron deity. You suffer flashes of insight interrupted by flashes of madness.

**Prerequisite:** Ability to cast 1<sup>st</sup>-level divine spells, mild depravity.

**Benefit:** You gain a bonus 1<sup>st</sup>-level divine spell per day. If you have moderate depravity, then you also gain a 2<sup>nd</sup>-level divine spell per day. If you have severe depravity, then you also gain a 3<sup>rd</sup>-level divine spell per day. However, it takes twice as long for you to pray for your spells each day.

## Mad Foam Rager [General]

**[PHB2 80]** You fight with the rage that only a rabid badger or a beer-addled dwarf can bring to bear. In combat, you shrug off attacks and continue fighting even in the face of horrific injuries and effects.

**Prerequisites:** Rage or frenzy ability.

**Benefit:** When fighting, you can endure tremendous blows with little visible effect. As an immediate action, you can choose to delay the effect of a single attack, spell, or ability used against you. The damage or effect does not take hold until the end of your next turn. You can only use this ability while under the effect of your rage or frenzy ability. You can activate it once every time you use your rage or frenzy ability.

## Mage Slayer [General]

**[CA 81]** You have studied the ways and weaknesses of spellcasters and can time your attacks and defenses against them expertly.

**Prerequisites:** Spellcraft 2 ranks, base attack bonus +3.

**Benefit:** You gain a +1 bonus on Will saving throws. Spellcasters you threaten may not cast defensively (they automatically fail their Concentration checks to do so), but they are aware that they cannot cast defensively while being threatened by a character with this feat.

**Special:** Taking this feat reduces your caster level for all your spells and spell-like abilities by 4.

## Magic in the Blood [Regional]

**[FRPG 40]** You have a knack for getting the most out of your innate magical abilities. You can use them more often than others of your race can.

**Prerequisite:** Dwarf (Oldonnar or Underdark Darklands), elf (Menzoberranyr), feyri (Delimbry Vale), gnome (the Great Dale, Thesk, or Underdark Northdark), kir-tanan (the Far Hills), planetouched (Calimshan, Mulhorand, or Unther), or spirit folk (Ashane).

**Benefit:** You can use your racial spell-like abilities more often than you otherwise could. Any ability that is otherwise usable once per day is now usable three times per day.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Magic of the Land [General]

**[ROW 152]** Your intimate understanding of the natural world allows you to imbue your spells with life-giving magical power from the land itself.

**Prerequisites:** Concentration 5 ranks, Knowledge (nature) 5 ranks, Spellcraft 5 ranks, caster level 1<sup>st</sup>.

**Benefit:** When in a natural setting, you can draw on the power of the land to imbue your spells with healing power. For the purpose of this feat, a natural setting is defined as any location not within a community and not a constructed area. "Natural setting" includes unworked caverns, but not crafted dungeons and the like.

To use the feat, you must succeed on a Knowledge (nature) check (DC 15 + spell level), made as a free action while casting a spell. You can't take 10 on this check. If you succeed, each target of your spell is healed of 2 points of damage per spell level, in addition to the spell's normal effects. If the spell doesn't have a target entry, this feat has no effect. This healing power is positive energy, so an undead creature instead takes 2 points of damage per spell level. An unwilling creature can attempt a Will save (at the spell's normal DC) to negate this effect. If the skill check fails, the prepared spell or spell slot is lost.



You cannot use this feat on any spell with an alignment descriptor, nor with any necromancy spell. The natural world favors balance in all things, and thus does not support specific alignment-based magic of death, nor can its life-giving power be used to enhance the magic of death.

## Magical Aptitude [General]

[PHB 97] You have a knack for magical endeavors.

**Benefit:** You get a +2 bonus on all Spellcraft checks and Use Magic Device checks.

## Magical Artisan [General]

[FRPG 41] You have mastered the method of creating a certain kind of magic item.

**Prerequisite:** Any item creation feat.

**Benefit:** Choose one item creation feat that you possess. When you make an item with that feat, you pay only 75% of the normal cost to create the item.

**Special:** You may gain Magical Artisan multiple times. Each time you take the feat, it applies to a new item creation feat.

## Magical Beast Companion [Wild, Epic]

**Prerequisites:** Knowledge (nature) 24 ranks, *wild shape* 6/day.

**Benefit:** The following magical beasts are added to the lists of animal companions from which you can select.

- 1st Level (no adj) - Stirge, Darkmantle
- 4th Level (-3) - Hippogriff, Shocker lizard
- 7th Level (-6) - Cockatrice, Ankheg, Griffin, Owlbear, Sea cat\*
- 10th Level (-9) - Basilisk, Digester, Giralion, Spider eater
- 13th Level (-12) - Bulette, Chimera, Remorhaz
- 16th Level (-15) - Gorgon, Gray render

**Special:** Creatures marked with an asterisk are available only in an aquatic environment.

## Magical Beast Wild Shape [Wild, Epic]

[CD 90+Errata] You can wild shape into magical beast form.

**Prerequisites:** Wis 25, Knowledge (nature) 27 ranks, *wild shape* 6/day.

**Benefit:** The character can use his or her normal *wild shape* ability to take the form of a magical beast. The size limitation is the same as the character's limitation on animal size. The character gains all supernatural abilities of the magical beast whose form he or she takes.

## Magical Training [Regional]

[FRPG 41] You come from a land where cantrips are taught to all who have the aptitude to learn magic. Every crafter and artisan, it seems, knows a minor spell or two.

**Prerequisite:** Int 10 or Cha 10, elf (Everska or Evermeet) or human (Hainaus or Nimbral).

**Benefit:** You can cast three 0-level arcane spells per day as either a sorcerer or wizard (your choice, so long as you have a score of at least 10 in the ability that controls the spellcasting for that class). You must make this decision when you first take the feat. Thereafter, you have an arcane spell failure chance if you wear armor and are treated as a sorcerer or wizard of your arcane spellcaster level (minimum 1<sup>st</sup>) for the purposes of determining level-based variables of the spells you cast.

If you choose to cast spells as a sorcerer, the DC for saves against your spells is 10 + your Cha modifier. You know two 0-level spells of your choice from the sorcerer/wizard list.

If you choose to cast spells as a wizard, the DC for saves against your spells is 10 + your Int modifier. You have a spellbook with three 0-level spells of your choice from the sorcerer/wizard list. You prepare your spells exactly as a wizard does.

**Special:** If you already have levels in sorcerer or wizard, increase the number of 0-level spells you can cast per day by three. You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Malign Spell Focus [General]

[FRCR 20] Your evil spells are more potent than normal due to a deal forged with an evil power.

**Prerequisite:** Any evil alignment.

**Benefit:** Add +1 to the DC for all saving throws against any of your spells that have the evil descriptor.

**Special:** This feat originally appeared in the *Book of Vile Darkness* and has been revised for D&D 3.5.

## Manyshot [General, Fighter]

[PHB 97] You can fire multiple arrows simultaneously against a nearby target.

**Prerequisites:** Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6

**Benefit:** As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a -4 penalty) to determine success and deal damage normally (but see *Special*).

For every five points of base attack bonus you have above +6, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +16. However, each arrow after the second adds a cumulative -2 penalty on the attack roll (for a total penalty of -6 for three arrows and -8 for four).

Damage reduction and other resistances apply separately against each arrow fired.

**Special:** Regardless of the number of arrows you fire, you apply precision-based damage only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

A 6th-level ranger who has chosen the archery combat style is treated as having Manyshot even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

## Mark of Heild [General]

[FRGT 42] You bear a birthmark in the shape of the holy symbol of Heild (a ragged white triangle with a vortex of blue flame in its center) somewhere on your body. This mark identifies you as an ally of the church of Heild and grants you supernatural qualities.

**Prerequisites:** Your patron deity must be Heild.

**Benefit:** The actual birthmark itself radiates faint abjuration magic if viewed with a *detect magic* spell, and faint good if viewed with a *detect good* spell.

You are immune to the frost touch special attack of a rimefire eidolon. Additionally, you can handle rimefire ice barehanded without taking any cold damage.

Cleric is now a favored class for you; the cleric class does not count when determining whether you take an experience point penalty for multiclassing.

You gain a +2 sacred bonus to your Armor Class against evil-aligned creatures with the cold subtype.

**Special:** If you ever lose favor with Heild or change your patron deity to another deity, the mark of Heild fades and you lose all benefits of this feat. You do not gain a replacement feat. If you later return to Heild's faithful and receive an *atonement* spell, the mark reappears and you regain the benefits of this feat.

## Mark of the Triad [Divine]

[FRCV 32] You have been initiated into the greatest secrets of the Triad, the godly triumvirate of Tyr, Torm, and Ilmater.

**Prerequisites:** Initiate of Ilmater<sup>PGT</sup>, Initiate of Torm (see FRCV 31), or Initiate of Tyr<sup>RCV</sup>.

**Benefit:** You can spend a turn undead attempt as a swift action and imbue a greatsword, longsword, or unarmed strike with either the axiomatic or holy special ability (see DMG 223 and 225, respectively). The effect lasts until the start of your next turn.

## Martial Stance [General, Fighter]

[FOTB 31] You have mastered the fundamentals of a martial discipline, and you are now able to master one of its stances.

**Prerequisite:** One martial maneuver.

**Benefit:** When you gain this feat, you can select any stance from a discipline in which you already know at least one maneuver. You must meet the normal prerequisite of the stance. Your martial adept level for using this maneuver is equal to your levels in martial adept classes (if any) + 1/2 your levels in other classes.

**Special:** You can choose this feat more than once. When you take this feat again, you gain knowledge of a new stance. You do not have to choose a stance from the same discipline you selected the first time, but you must know at least one martial maneuver from the discipline of the stance you choose.

**Special:** A fighter can select Martial Stance as a bonus feat.

## Martial Study [General, Fighter]

[FOTB 31] By studying the basics of a martial discipline, you learn to focus your *ki* and perfect the form needed to use a maneuver. As a result, you gain the use of a combat maneuver.

**Benefit:** When you gain this feat, you must choose a discipline of martial maneuvers, such as Desert Wind. The key skill for the chosen discipline becomes a class skill for all your classes (current and future).

Select any maneuver from the chosen discipline for which you meet the prerequisite. If you have martial adept levels, this maneuver becomes one of your maneuvers known. If you do not have martial adept levels, you can use this maneuver once per encounter as a martial adept with an initiator level equal to 1/2 your character level. If you do not have martial adept levels when you take this feat, and you later gain a level in a class that grants maneuvers known, these new maneuvers can be used only once per encounter and have no recovery method. If you later gain levels in a martial adept class (crusader, swordsage, or warblade), you use the recovery method for maneuvers learned as a result of those class levels, but your previous maneuvers (gained through this feat or through prestige class levels) do not gain a recovery method.

A maneuver learned through this feat cannot be exchanged for a different maneuver if you are a crusader, swordsage, or warblade (see the class descriptions in Chapter 4 for details on swapping out maneuvers as you gain levels). Once you choose a maneuver with this feat, you cannot change it.

**Special:** You can take this feat up to three times. Each time you take it after the first, you gain one of two benefits. You can choose a new discipline, gaining one of its maneuvers and its key skill as a class skill, as described above. Alternatively, you can choose a maneuver from a discipline to which you have already gained access by means of this feat. In either case, you must meet the maneuver's prerequisite.

**Special:** A fighter can select Martial Study as a bonus feat.

## Martial Throw [General, Fighter]

[MB 27] You can switch positions with an opponent you hit in melee by throwing that opponent.

**Prerequisites:** Dex 17, Improved Unarmed Strike.

**Benefit:** When you are adjacent to an opponent of your size category or smaller and you hit that opponent with an unarmed strike, you may immediately make a special opposed grapple check against that opponent. Make a grapple check using your Dexterity modifier instead of your Strength modifier. The opponent uses its Strength modifier as normal. If you succeed, you and your opponent are not grappling, but you switch positions with the foe. (If either combatant occupies more than one square, both must end up adjacent to each other after the throw, each must occupy at least one square the other formerly occupied, and neither can be located in a square occupied by any obstacle or other creature. If both combatants can't meet these conditions, you can't execute the throw.) Switching positions in this fashion does not provoke attacks of opportunity.

You can use this feat on allies as well as enemies. If the other character is willing, your attack roll and grapple check are automatically successful, and you deal unarmed strike damage to your ally normally. (This move is a hard, violent throw, and you can't pull it off without actually striking the subject of the throw.)

This feat can be used only once per round.

**Special:** A fighter may select this feat as one of his fighter bonus feats.

## Martial Weapon Proficiency [General]

[PHB 97] Choose a type of martial weapon, such as longbow. You understand how to use that type of martial weapon in combat.

Use this feat to expand the list of weapons with which you are proficient beyond the basic list in your class description.

**Benefit:** You make attack rolls with the selected weapon normally.

**Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

**Special:** Barbarians, fighters, paladins, and rangers are proficient with all martial weapons. They need not select this feat.

You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of weapon.

A cleric who chooses the War domain automatically gains the Martial Weapon Proficiency feat related to his deity's favored weapon as a bonus feat, if the weapon is a martial one. He need not select it.

## Master Manipulator [General]

[PHB 80] Your words are your weapons. You confuse others with your speech, luring them into giving up vital secrets and leaving them dumfounded with your carefully constructed conversational stunts.

**Prerequisites:** Cha 13, Diplomacy 9 ranks.

**Benefit:** This feat grants two new uses for the Diplomacy skill. You must share a language with a creature to use these options against it. Neither ability functions during combat.

**Capitulating Speech:** You can distract a creature with your convincing delivery and witticisms. With a successful Diplomacy check opposed by the target's own Diplomacy check or Will save, you can impose a -4 penalty on the target's Listen, Sense Motive, and Spot checks so long as you continue speaking. You can affect a number of targets equal to 1 + your Cha bonus (if any), as long as they are all within 20 feet.

**Trap of Words:** If a creature attempts and fails to use Bluff to lie to you, you skillfully maneuver the conversation to confuse the target or trick him into letting slip a vital clue. After succeeding on your Sense Motive check, you can then engage the target in conversation for at least 1 minute. At the end of this time, make a Diplomacy check opposed by the target's Bluff check. If you succeed, the target inadvertently reveals his lie and the reason behind it.

## Master of Knowledge [General]

[HOH 123] You have spent most of your life in study, and it comes naturally to you now.

**Benefit:** You gain a +1 bonus to all Knowledge skill checks.

## Master Staff [Epic]

[CA 192] You can activate a staff without using a charge.

**Prerequisite:** Craft Staff, Spellcraft 15 ranks.

**Benefit:** When the character activates a staff, he or she can substitute a spell slot instead of using a charge. The spell slot must be one the character has not used for the day, though the character may lose a prepared spell to emulate a wand charge (the character may not lose prepared spells from his or her school of specialty, if any). The spell slot lost must be equal to or higher in level than the specific spell stored in the staff, including any level-increasing metamagic enhancements. A character cannot emulate a charge for a staff function that does not match a specific spell.

## Master Wand [Epic]

[CA 192] You can activate a wand without using a charge.

**Prerequisite:** Craft Wand, Spellcraft 15 ranks.

**Benefit:** When the character activates a wand, he or she can substitute a spell slot instead of using a charge. The spell slot must be one the character has not used for the day, though he or she may lose a prepared spell to emulate a wand charge (the character may not lose prepared spells from his or her school of specialty, if any). The spell slot lost must be equal to or higher in level than the spell stored in the wand, including any level-increasing metamagic enhancements.

## Maximize Breath [Metabreath]

[DRAC 71] You can take a full-round action to use your breath weapon to maximum effect.

**Prerequisites:** Con 17, breath weapon.

**Benefit:** If you can use your breath weapon as a full-round action, all variable, numeric effects of the attack are maximized. A maximized breath weapon deals maximum action, lasts for the maximum time, or the like. For example, an old silver dragon using a maximized cold breath weapon (damage 1d6+8) deals 128 points of damage. An old silver dragon using a maximized paralysis gas breath weapon (duration 1d6+8 rounds) paralyzes creatures for 14 rounds if they fall their saving throws.

The DCs for saving throws against your breath weapon are not affected.

When you use this feat, add +3 to the number of rounds you must wait before using your breath weapon again.

This feat stacks with the effects of breath weapons enhanced with other metabreath feats, but does not maximize them. For example, a maximized breath weapon further enhanced by the Tempest Breath feat produces the type of wind effect noted in that feat description, but the velocity of the wind is not maximized.

**Special:** You cannot use this feat and the Quicken Breath feat on the same breath weapon at the same time.

## Maximize Spell [Metamagic]

[PHB 97] You can cast spells to maximum effect.

**Benefit:** All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

## Maximize Spell-Like Ability [General]

[CA 81] You can use a spell-like ability at its maximum effect.

**Prerequisite:** Spell-like ability at caster level 6th or higher.

**Benefit:** Choose one of your spell-like abilities (subject to the restrictions below) to use at maximum effectiveness up to three times per day (or the ability's normal use limit, whichever is less). All variable, numeric effects of the spell-like ability are maximized, dealing maximum damage, curing the maximum number of hit points, affecting the maximum number of targets, and so on. For example, a 10th-level warlock's maximized *eldritch blast* deals 36 points of damage three times per day. Saving throws and opposed checks (such as the one you make when you cast *dispel magic*) are not affected, nor are spell-like abilities without random variables.

An empowered maximized spell-like ability gains the benefit of each feat separately (getting the maximum result plus one-half the normally rolled result). For example, a fire mephit's empowered maximized *scorching ray* would deal 24 points of damage plus one-half of 466 points of damage.

The spell-like ability you wish to maximize can be chosen only from those abilities that duplicate a spell of a level less than or equal to 1/2 your caster level (round down), minus 2. For summary, see Caster Level to Empower column in the table on page 304 of the *Monster Manual*.

**Special:** This feat can be taken multiple times. Each time, you apply it to a different one of your spell-like abilities.

## Melee Evasion [General, Fighter]

[PHB 81] Your speed, agility, and talent for intelligent fighting allow you to avoid your opponent's blows. You take careful stock of an opponent's blows. You take careful stock of an opponent and slip away from his sword blow just as he commits to the attack.

**Prerequisites:** Dex 13, Int 13, Combat Expertise, Dodge.

**Benefit:** While fighting defensively, you can attempt to negate a single attack made by the target of your Dodge feat. If



this opponent attacks you, use an immediate action to make a d20 roll modified by your highest base attack bonus. The result is used as your normal AC and touch AC against that single, specific attack from your opponent. You cannot use this feat if your Dexterity bonus to AC does not apply against your opponent's attack.

**Special:** A fighter can select Melee Evasion as one of his fighter bonus feats.

## Melee Weapon Mastery

### [General, Fighter]

**[PHB2 81]** You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

**Benefit:** When you select this feat, choose bludgeoning, piercing, or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

**Special:** You can select this feat more than once. Each time, you can select a new damage type.

A fighter can choose Melee Weapon Mastery as one of his fighter bonus feats.

## Menacing Demeanor [Racial]

**[ROD 153]** You can tap into your savage heritage to improve your intimidation techniques.

**Prerequisite:** Orc blood or orc subtype.

**Benefit:** You gain a +4 bonus on Intimidate checks.

## Mentor [General]

**[DMG2 176]** A character who takes this feat has offered his knowledge and skill to a lower-level NPC and takes that NPC on as an apprentice.

**Prerequisites:** 8 ranks in at least two of the four skills associated with your mentor category, Apprentice; you must have graduated from an apprenticeship.

**Benefit:** When you select this feat, you gain all the benefits described in this section for being a mentor.

## Mercantile Background [Regional]

**[FRPG 41]** You come from a wealthy family with numerous contacts in the trading centers and craft guilds of Faerun's bustling cities. You can get a good deal on almost anything you buy or sell.

**Prerequisite:** Dwarf (the Sword Coast or Underdark Darklands), gnome (Lantan or Underdark Northdark), Halfling (Amn, Calimshan), or human (Amn, Lantan, Sembia, Shou Expatiate, Tashalar, Tharsult, Thesk, Turmish, the Vast, or Waterdeep).

**Benefit:** When you sell weapons, magic items, or other adventuring goods, you get 75% of the list price instead of 50%. Once per month, you can buy any single item at 75% of the offered price. You also receive an extra 300 gp to spend as you see fit during character creation.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Metallurgy [Regional]

**[FRPG 40]** Your land is known for producing heroes. Through pluck, determination, and resilience, you survive when no one expects you to come through.

**Prerequisite:** Dwarf (the Great Rift, the Sword Coast).

**Benefit:** You receive a +3 bonus on all Craft (armorsmithing, blacksmithing, or weaponsmithing) checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Metanode Spell [Metamagic]

**[FRCR 25]** You cast metamagic spells to greater effect in nodes to which you are attuned than elsewhere.

**Prerequisites:** Node Spellcasting, caster level 1<sup>st</sup>.

**Benefit:** When casting a spell improved by a metamagic feat, you can deduct the class of the earth node layer in which your currently stand from the increased spell level. The class of the layer does not equal the class of the node unless you are standing in the innermost portion of it.

For example, if you use Maximize Spell to augment the 5<sup>th</sup>-level spell *flame strike* in the innermost (+1) layer of a Class 1 earth node, you cast the spell as if it were only two levels higher than normal, not three, because the earth node pays one spell level's worth of the metamagic cost. This feat is most useful to casters who do not prepare their spells (such as bards and sorcerers) and to wizards who rarely leave their earth nodes and can therefore prepare and cast their spells at the adjusted level.

If you use this feat to reduce the cost of preparing a metamagic spell and then leave the earth node, the spell you prepared becomes unavailable until you return to an earth node layer of at least the same class as the one in which the spell was prepared.

## Metaray [Metamagic]

**[LOM 45]** A beholder with this feat can apply the effects of metamagic feats to its eye rays.

**Prerequisites:** True beholder or beholderkin, at least one Metamagic feat.

**Benefit:** Once per round, as a standard action, the creature can enhance one of its eye rays with the effect of a Metamagic feat that it possesses. Enhancing an eye ray in this manner burns out the eyestalk for a number of rounds equal to the amount by which the Metamagic would normally increase a spell level. Since firing an eye ray that hasn't been enhanced with Metamagic is a free action, the creature can still use its other eye rays in a round in which it enhances one ray with Metamagic.

For example, if a beholder had the Maximize Spell feat and the Metaray feat, it could take a standard action to fire a maximized inflict moderate wounds eye ray that would cause 26 points of damage on a hit. Its inflict moderate wounds eyestalk would then not be usable for the next 3 rounds.

**Special:** The creature cannot use this ability with a Metamagic feat that would increase the level of the spell by more than three levels.

## Might Makes Right [General]

**[FRFF 166]** Your great strength draws more followers.

**Prerequisite:** Str 13, Leadership.

**Benefit:** Add your Strength bonus to your Leadership score for the purposes of determining how many followers you may have with the Leadership feat.

## Mighty Rage [Epic]

**Prerequisites:** Str 21, Con 21, greater rage class feature, rage 5/day.

**Benefit:** When the character rages, he or she gains a +8 bonus to Strength and Constitution and a +4 morale bonus on Will saves. (These bonuses replace the normal rage bonuses.)

## Militia [Regional]

**[FRPG 41]** Your people rely on a well-trained and well-armed militia to defend their land. You're no stranger to the use of weapons.

**Prerequisite:** Half-elf (Aglarond), Halfling (Luiren), or human (Altumbel, the Dalelands, Impiturl, Samarach, Thindol, or Turmish).

**Benefit:** You gain proficiency with all martial weapons.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Mind over Body [Regional]

**[FRPG 41]** The aesthetics and mystics of your homeland have learned to overcome the frailties of the body with the unyielding power of the mind.

**Prerequisite:** Elf (Silvermoon or Snow Eagle Aerie), half-elf (Silvermoon), human (Calimshan, Mulhorand, Shou Expatiate, or Thay), planetouched (Calimshan, or Thay), or spirit folk (Ashane).

**Benefit:** At 1<sup>st</sup> level, you may use your Intelligence or Charisma modifier (your choice) to determine your bonus hit points. For all subsequent levels, you use your Constitution modifier, as normal. In addition, you gain +1 hit point every time you learn a metamagic feat. Furthermore, if you can cast arcane spells, you get a +1 insight bonus to Armor Class.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Mobile Defense [Epic]

**Prerequisites:** Dex 15, Dodge, Mobility, Spring Attack, defensive stance 3/day class feature.

**Benefit:** While in a defensive stance, the character may take one 5-foot adjustment each round without losing the benefits of the stance.

**Normal:** Without this feat, a character can't move while in a defensive stance.

## Mobile Spell-Casting [General]

**[CV 111]** Your focused concentration allows you to move while casting a spell.

**Prerequisite:** Concentration 8 ranks.

**Benefit:** You can make a special Concentration check (DC 20 + spell level) when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action. (You can't use this ability to cast a spell that takes longer than 1 standard action to cast.) If the check fails, you lose the spell and fall to cast it, just as if you had failed a Concentration check to cast the spell defensively.

You still provoke attacks of opportunity for casting spells from any creatures who threaten you at any point of your movement. You can cast defensively while using this feat, but doing so increases the Concentration DC to 25 + spell level.

## Mobility [General, Fighter]

**[PHB 98]** You are skilled at dodging past opponents and avoiding blows.

**Prerequisites:** Dex 13, Dodge.

**Benefit:** You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

## Monkey Grip [General]

**[CW 103]** You are able to use a larger weapon than other people your size.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You can use melee weapons one size category larger than you are with a -2 penalty on the attack roll, but the amount of effort it takes you to use the weapon does not change. For instance, a Large longsword (a one-handed weapon for a large creature) is considered a two-handed weapon for a Medium creature that does not have this feat. For a Medium creature that has this feat, it is still considered a one-handed weapon. You can wield a larger light weapon as a light weapon, or a larger two-handed weapon in two hands. You cannot wield a larger weapon in your off hand, and you cannot use this feat with a double weapon.

**Normal:** You can use a melee weapon one size category larger than you are with a -2 penalty on the attack roll, and the amount of effort it takes to use the weapon increases. A larger light weapon is considered a one-handed weapon, a larger one-handed weapon is considered a two-handed weapon, and you cannot use a larger two-handed weapon at all.

## Mortalbane [General]

**[BVD 49]** The creature can make a spell-like ability particularly deadly to mortals.

**Benefit:** A mortalbane ability is a damaging spell-like ability that deals 2d6 points of additional damage when used against living nonoutsiders, but only half damage (rounded down) against outsiders, undead, and constructs. For example, if a mortalbane *cone of cold* from a gelugon would normally deal 45 points of damage, it actually deals 4d6 + 2d6 points of damage to a humanoid, but only 22 points of damage to a night hag. Creatures immune to cold – regardless of their type – still take no damage from a mortalbane *cone of cold*.

Mortalbane can be applied to each of a creature's spell-like abilities five times per day, though the feat does not allow the creature to exceed its normal usage limit for any ability. Thus, if a gelugon chooses to apply Mortalbane to its *cone of cold* ability, it can use a mortalbane *cone of cold* up to five times that day. Thereafter, it could use its *cone of cold* ability again normally (since it can use *cone of cold* at will).

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to each of its spell-like abilities five additional times per day.

## Mortifying Attack [General]

**[FRCR 20]** Those who witness your brutal death attack are unmercifully scared by the experience.

**Prerequisite:** Death attack class feature.

**Benefit:** All creatures within 30 feet that witness you make a successful death attack must succeed on a Will save (DC

equal to the death attack damage dealt) or be shaken for 2d4 rounds. Any creature you consider your ally is unaffected. In addition, creatures that fall the save are so horrified by the attack that they lose their Dexterity bonus to Armor Class for 1 round. The target of the death attack must also make the saving throw if it survives. This extraordinary ability is a fear effect.

## Mother Cyst [General]

**[LMBD 28]** You gain the ability to cast necrotic cyst spells by growing a cyst of your own.

**Prerequisites:** Caster level 1<sup>st</sup>, Knowledge (religion) 2 ranks.

**Benefit:** You grow an internal cyst of undead flesh called a mother cyst. The cyst may be noticeable as a discolored swelling on your skin, if desired. The mother cyst is slightly painful, but otherwise isn't harmful. The mother cyst grants you access to a selection of cyst-related spells listed below (and described in Chapter 4 of LMBD). You cast these spells like any other spell you can cast, once you host a mother cyst (if you are a caster who prepares spells, you prepare all necrotic cyst spells without referring to a spellbook, as if you had the Spell Mastery feat for such spells).

**Necrotic Cyst Spells:** 1<sup>st</sup> – necrotic awareness; 2<sup>nd</sup> – necrotic cyst, necrotic scrying; 3<sup>rd</sup> – necrotic-bloat; 4<sup>th</sup> – necrotic domination; 5<sup>th</sup> – necrotic burst; 6<sup>th</sup> – necrotic eruption; 7<sup>th</sup> – necrotic tumor; 8<sup>th</sup> – necrotic empowerment; 9<sup>th</sup> – necrotic termination.

**Normal:** A creature without this feat can't cast necrotic cyst spells.

## Mountaineer [General]

**[FROST 49]** You are a particularly gifted explorer and mountain climber.

**Benefit:** You get a +2 bonus on all Climb and Survival checks.

## Mounted Archery [General, Fighter]

**[PHB 98]** You are skilled at using ranged weapons while mounted.

**Prerequisites:** Ride 1 rank, Mounted/Combat.

**Benefit:** The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

## Mounted Casting [General]

**[MB 27]** You are skilled at casting spells while riding a mount.

**Prerequisites:** Ride 1 rank, Mounted/Combat.

**Benefit:** You gain a +10 bonus on Concentration checks to cast spells while mounted.

## Mounted Combat [General, Fighter]

**[PHB 98]** You are skilled in mounted combat.

**Prerequisite:** Ride 1 rank.

**Benefit:** Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll. (Essentially, the Ride check result becomes the mount's Armor Class if it's higher than the mount's regular AC.)

## Multiafflict [General]

**[MM 304, MM4 203]** The creature is adept at using all its natural weapons at once.

**Prerequisite:** Three or more natural attacks.

**Benefit:** The creature's secondary attacks with natural weapons take only a -2 penalty.

**Normal:** Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

## Multigrab [Monstrous]

**[FRSK 146]** You can grapple enemies more firmly than normal with your natural attacks.

**Prerequisites:** Str 17, improved grab special attack.

**Benefit:** When grappling an opponent with the part of your body that made the attack, you take only a -10 penalty on grapple checks made to maintain the hold.

**Normal:** Without this feat, a creature takes a -20 penalty on grapple checks made to maintain a hold with only the part of its body used to make an attack.

## Multilingual [General]

**[FRLE 8]** You have an uncanny knack for languages.

**Prerequisites:** Int 15.

**Benefit:** You know three more languages than you normally would. Your choices for these extra tongues are not restricted to your racial or regional list of bonus languages, though you still can't select secret languages such as Druidic unless you belong to the race or class in question. Furthermore, Speak Language is always a class skill for you, and you receive a +2 bonus to Decipher Script checks.

**Special:** You can only take this feat as a 1<sup>st</sup>-level character.

## Multisnatch [General]

**[DRAC 72]** You can grapple enemies more firmly with only one of your natural attacks.

**Prerequisites:** Str 17, Snatch.

**Benefit:** When grappling an opponent with only the part of your body that made the attack, you only take a -10 penalty on grapple checks to maintain the hold.

**Normal:** Without this feat, you take a -20 penalty on grapple checks to maintain a hold with only one part of your body.

## Multispell [Epic]

**Prerequisites:** Quicken Spell, ability to cast 9th-level arcane or divine spells.

**Benefit:** The character may cast one additional quickened spell in a round.

**Special:** A character can gain this feat multiple times. Its effects stack.

## Multitool Fighting [General]

**[MM 304]** A creature with three or more hands can fight with a weapon in each hand. The creature can make one extra attack each round with each extra weapon.

**Prerequisites:** Dex 13, three or more hands.

**Benefit:** Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands.

**Normal:** A creature without this feat takes a -6 penalty on attacks made with its primary hand and a -10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting.



**Special:** This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

## Multiweapon Rend [Epic]

**Prerequisites:** Dex 15, base attack bonus +9, three or more hands, Multiweapon Fighting.

**Benefit:** If the character hits an opponent with two or more weapons (wielded in different hands) in the same round, he or she may automatically rend the opponent. This rending deals additional damage equal to the base damage of the smallest weapon that hit plus 1 1/2 times the character's Strength modifier. The character can only rend once per round, regardless of how many successful attacks he or she makes.

**Special:** This feat replaces the Two-Weapon Rend feat for creatures with more than two arms.

## Music of the Gods [Epic]

**Prerequisites:** Cha 25, Perform 30 ranks, bardic music class feature.

**Benefit:** The character's bardic music can affect even those normally immune to mind-affecting effects. However, such creatures gain a +10 bonus on their Will saves to resist such effects.

## Music of the Outer Spheres [General]

**[LOM 181]** You can use your bardic music to create discordant, insane sounds. This music is particularly effective against aberrations, and can sicken them, vitalize them, or fill them with lethargy.

**Prerequisites:** Perform (any) 11 ranks, bard level 9<sup>th</sup>.

**Benefit:** You can now use the following additional bardic music abilities.

**Lull Aberration (Sp):** You must target a single aberration within 30 feet with this ability. You can target an additional aberration for every three bard levels above 9<sup>th</sup> that you possess. A targeted aberration must make a Will save (DC 10 + 1/2 bard's level + bard's Cha modifier) or become lethargic and partially hypnotized by the discordant sounds of your performance. Affected aberrations are slowed, as per the spell.

**Sicken Aberrations (Sp):** Any aberration within a 30-foot spread centered on you must make a Fortitude save (DC 10 + 1/2 bard's level + bard's Cha modifier) or become sickened for as long as you continue to use this ability. If an aberration makes this saving throw, it does not have to make another saving throw to avoid becoming sickened unless you activate this ability again.

**Vitalize Aberration (Sp):** All aberrations within a 30-foot spread centered on you gain a +2 morale bonus to all special attack and spell-like ability save DCs and a +1 dodge bonus to Armor Class.

## Mutilator [General]

**[FRCR 20]** After striking down your enemy in battle, you can skillfully mutilate the corpse to prevent others from raising it from the dead.

**Prerequisite:** Base attack bonus +4, any evil alignment.

**Benefit:** After delivering the killing blow to a creature (that is, reducing it to -10 hit points) with a melee weapon, you can decapitate or otherwise hack apart the corpse as a free action. Doing so does not provoke attacks of opportunity and ensures that the creature cannot be revived using a *raise dead* spell. You can mutilate only one enemy per round in this fashion.

## Narrowed Gaze [Monstrous]

**[FRSK 146]** Your gaze attack has a limited field of effect.

**Prerequisites:** Int 13, gaze attack.

**Benefit:** You may choose to limit your gaze attack to an active gaze. Doing so prevents you from accidentally affecting your friends with your gaze.

**Normal:** A gaze attack functions constantly on all those within range, and it can also be used actively as an attack action.

## Natural Bond [General]

**[CV 110+Errata]** Your bond with your animal companion is exceptionally strong.

**Prerequisite:** Animal companion.

**Benefit:** Add three to your effective droid level for the purpose of determining the bonus Hit Dice, extra tricks, special abilities, and other bonuses that your animal companion receives (see PHB 36). This bonus can never make your effective droid level exceed your character level. If your character has multiple animal companions, the bonus granted by this feat applies to one of them.

## Natural Bully [General]

**[FRCR 21]** You easily terrify weaker adversaries.

**Prerequisites:** Intimidate 6 ranks.

**Benefit:** All enemies within 30 feet of you that have one-half your Hit Dice or less are bullied; they take a -2 morale penalty on attack rolls made against you. A bullied enemy that succeeds in hitting and damaging you is no longer subject to the penalty and cannot be bullied by you for 24 hours. Creatures immune to fear effects cannot be bullied and do not take the penalty on attack rolls to hit you.

## Natural Heavyweight [Heritage]

**[PH 40]** You are descended from creatures native to a plane of heavy gravity. On planes with normal gravity, you feel light and buoyant.

**Benefit:** Your carrying capacity is doubled. Double the values given in Table 9-1, page 162 of the PHB, to determine what your light, medium, and heavy loads are.

On a plane with normal gravity, you gain a +2 circumstance bonus on Climb and Jump checks, but you also take a -2 penalty on Balance, Ride, Swim, and Tumble checks. On a plane with light gravity, these bonuses and penalties are doubled (and replace the normal bonuses and penalties on these skill checks).

## Natural Scavenger [General]

**[FRSS 21]** You are particularly adept at finding food while on the move.

**Prerequisite:** Survival 5 ranks.

**Benefit:** You can move at your normal overland speed while using Survival to hunt or forage for food. You gain a +4 competence bonus on Survival checks made for that purpose.

**Normal:** A character without this feat can move only at half speed while foraging for food with a Survival check.

## Natural Spell [General]

**[PHB 98]** You can cast spells while in a wild shape.

**Prerequisites:** Wis 13, wild shape ability.

**Benefit:** You can complete the verbal and somatic components of spells while in a wild shape. You substitute various

noises and gestures for the normal verbal and somatic components of a spell.

You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape.

## Necromantic Might [General]

**[LMBD 28]** Undead you control gain benefits when they are near you.

**Prerequisites:** Necromantic Presence.

**Benefit:** Whenever undead you control are within 60 feet of you, they are physically inspired by your necromantic aura, and gain a +2 enhancement bonus on their attack rolls and saving throws.

## Necromantic Presence [General]

**[LMBD 28]** Undead you control are harder to turn when they are near you.

**Benefit:** Whenever undead you control are within 60 feet of you, they gain a +4 bonus to their turn resistance.

## Necropolis-Born [General]

**[CA 01]** You possess a magical understanding of the essence of mortal dread.

**Benefit:** An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day *cause fear*, *ghost sound*, *touch of fatigue*. Save DC 10 + spell level + your Cha modifier.

## Necropotent [General, Fighter]

**[LMBD 28]** Your special melee or ranged attack with one type of weapon is especially effective against undead.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, Fighter level 4<sup>th</sup>.

**Benefit:** You gain a +4 bonus on all damage rolls you make using the selected weapon type against undead.

**Special:** A fighter can select Necropotent as one of his bonus Fighter feats.

## Necrotic Reserve [Monstrous]

**[LMBD 28]** You are not immediately destroyed when your hit points reach 0 or lower.

**Prerequisites:** Cha 13, supernatural ability to drain or damage an ability score or drain energy.

**Benefit:** Each day that you slake your hunger by draining or damaging a living creature's ability score, or draining a living creature's life force, you gain a necrotic reserve. On days when you have created a reserve, you are weakened but not destroyed when you are dealt enough damage to reduce your hit points to 0 or lower.

A weakened undead acting on the strength of its necrotic reserve may take a single move action or standard action each round (but not both, nor can it take full-round actions). It moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or spell) immediately expends the necrotic reserve. Unless the action increased the weakened undead's hit points, it is destroyed. A weakened undead acting on the strength of its necrotic reserve is also destroyed if it is dealt additional damage after the attack that first weakened it.

An undead may only rely on a necrotic reserve up to once per day, even if it engages in additional feeding following its successful return to positive hit points.

**Normal:** Undead reduced to 0 hit points or lower are immediately destroyed.

## Negative Energy Burst [Divine, Epic]

**[CD 90]** You can use your rebuke/command undead ability to unleash a burst of negative energy.

**Prerequisites:** Cha 25, ability to rebuke or command undead, ability to cast *inflict critical wounds*, any evil alignment.

**Benefit:** The character can use one rebuke or command undead attempt to unleash a wave of negative energy in a 60-foot burst. Roll a normal rebuke (or command) check, except that the negative energy burst affects living creatures rather than undead. Any creature that would be rebuked by this result gains one negative level. Any creature that would be commanded by this check gains two negative levels. The Fortitude save DC to remove these levels one day later is equal to 10 + 1/2 the character's effective turning level + the character's Charisma modifier.

## Negotiator [General]

**[PHB 98]** You are good at gauging and swaying attitudes.

**Benefit:** You get a +2 bonus on all Diplomacy checks and Sense Motive checks.

## Neraph Charge [General]

**[PH 40]** You master the Limbo-native neraph martial art of motion camouflage when you charge a foe.

**Prerequisites:** Wis 15, Knowledge (the planes) 5 ranks.

**Benefit:** You can charge in such a way as to fool your foe into believing that you are not moving closer, or moving closer too slowly to attack effectively. A victim of your Neraph Charge attack may not apply its Dexterity bonus to its Armor Class. All conditions that pertain when a foe cannot apply his Dexterity bonus to Armor Class also pertain to the Neraph Charge attack, if any (for instance, a sneak attack could also be made with this attack if you can make such an attack).

Once you have used a Neraph Charge attack against an enemy (regardless of the attack's success), any later attempts to use Neraph Charge against that enemy in the same encounter automatically fail. Once a foe sees the attack in action against himself, the foe can discern it for what it is for the duration of that combat.

**Special:** Neraph Charge has no effect against foes who can't see you.

## Neraph Throw [General]

**[PH 40]** You master the Limbo-native neraph martial art of motion camouflage for your thrown weapons.

**Prerequisites:** Dex 15, Knowledge (the planes) 5 ranks.

**Benefit:** You can throw a weapon in such a way as to fool your foe into believing that the thrown weapon is not moving closer, or moving closer too slowly to be an effective attack. A victim of your Neraph Throw attack may not apply its Dexterity bonus to its Armor Class. All conditions that pertain when a foe cannot apply his Dexterity bonus to Armor Class also pertain to the Neraph Throw attack, if any (for instance, a sneak attack could also be made with this attack if you can make such an attack).

Once you have used a Neraph Throw attack against an enemy (regardless of the attack's success), any later attempt to use Neraph Throw against that enemy in the encounter automatically fail. Once a foe sees the attack in action against himself, the foe can discern it for what it is for the duration of the combat.

**Normal:** Neraph Throw has no effect against foes that can't see you.

## Net and Trident [Style]

**[CW 114]** You are a master of fighting with the net and the trident, and have learned to quickly follow up a successful net throw with a deadly jab of the trident.

**Prerequisites:** Dex 15, Exotic Weapon Proficiency (net), Two-Weapon Fighting, Weapon Focus (trident).

**Benefit:** As a full-round action, you can make a combined attack with your net and trident. First, you throw your net; if you hit and successfully control your foe by winning the opposed Strength check, you may immediately take a 5-foot step toward your opponent and make a full attack with your trident.

## Netherease Battle Curse [General]

**[FRLE 8]** You can channel your own arcane energy into a powerful curse upon those who dare to face you in battle.

**Prerequisites:** Knowledge (history) 4 ranks, Power Attack, arcane caster level 1<sup>st</sup>.

**Benefit:** By giving up an arcane spell slot or prepared spell before making an attack roll, you can perform a battle curse as a melee attack. You gain a bonus on the attack roll equal to the level of the spell or spell slot so sacrificed. If your attack hits, the target must succeed on a Will save (DC 10 + level of spell or slot expended + your Cha modifier) or take a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for 1 minute. The effects of multiple battle curses don't stack, and any foe that successfully resists your battle curse cannot be affected by it again for 24 hours.

Any effect that dispels or removes a curse eliminates the battle curse. Your caster level equals your character level for this purpose.

## Night Haunt [General]

**[CA 01]** You possess a magical understanding of the workings of the unseen.

**Benefit:** An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day *dancing lights*, *prestidigitation*, *unseen servant*. Save DC 10 + spell level + your Cha modifier.

## Nimble Bones [General]

**[LMBD 28]** Undead you raise or create are faster and more nimble than normal.

**Prerequisites:** Corpsecrier.

**Benefit:** Each undead you raise or create with any necromancy spell gains a +4 bonus on initiative checks and a 10-foot increase to its base land speed.

## Nimble Fingers [General]

**[PHB 98]** You are adept at manipulating small, delicate objects.

**Benefit:** You get a +2 bonus on all Disable Device checks and Open Lock checks.

## No Threat To Me [General]

**[D335/91]** You've learned to safely make a fabled attack when in close combat with your favored enemies.

**Prerequisite:** Base attack bonus +7, Point Blank Shot, favored enemy.

**Benefit:** Select one of your favored enemies. You may make a ranged attack without provoking an attack of opportunity from a creature of the chosen type. Creatures of other types that threaten you can make attacks of opportunity as normal whenever you use a ranged weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Instead, each time you take the feat you must choose a different favored enemy type.

## Noble Born [General]

**[D333/45]** You are a son of a noble house. You were raised to rule and learned the art of diplomacy as soon as you could talk.

**Benefit:** Diplomacy and Knowledge (nobility and royalty) are always considered class skills for you. In addition, if you gain the Leadership feat you receive a +2 to your Leadership score.

**Special:** This feat can only be taken at 1<sup>st</sup> level. It indicates a tie to a noble family, which might or might not still exist.

## Nobody's Fool [General]

**[FRFR 166]** You have an uncommon streak of skepticism and common sense, and have a knack for discerning falsehood from truth.

**Prerequisite:** Wis 13.

**Benefit:** You gain a +2 bonus on all Sense Motive checks and Gather Information checks.

## Node Defense [General]

**[FRCR 25]** You can use the magical power of a node to defend yourself from harm.

**Prerequisites:** Node Spellcasting, caster level 1<sup>st</sup>.

**Benefit:** You receive an insight bonus to your Armor Class and saving throws equal to the class of any node you currently occupy and to which you are attuned, up to a maximum of +4. For example, if you are inside the middle (+2) layer of a Class 3 earth node, you gain a +2 bonus.

## Node Sensitive [General]

**[FRCR 25]** You can perceive a node just by passing near it.

**Benefit:** You automatically notice the presence of any node to which you are attuned within 30 feet.

**Normal:** A creature without this feat that comes within 30 feet of the outermost layer of a node can make a DC 20 Intelligence check to note the presence of the node. A creature with the appropriate Node Spellcasting feat can attempt either an Intelligence check or a Spellcraft check at the same DC to notice the node.

## Node Spellcasting [General]

**[FRCR 25]** You have discovered the secret of the magic of a particular type of node.

**Prerequisite:** Caster level 1<sup>st</sup>.

**Benefit:** You are attuned to one type of node and the magical power it provides. When you choose this feat, choose a



type of node (earth, evil or Shadow Weave). This feat grants you access to the various node magic feats and node powers, and allows you to make a Spellcraft check instead of an Intelligence check to notice nearby nodes of the type to which you are attuned.

**Normal:** A creature without this feat cannot take other node-related feats, cannot access a node's full potential, and must make an Intelligence check to notice nearby nodes or to manipulate node powers.

**Special:** You can gain this feat multiple times. Each time you take the feat, it attunes you to a different node type.

## Node Store [General]

[FRGR 26] You can store a prepared spell in a node to which you are attuned.

**Prerequisite:** Node Spellcasting, caster level 1<sup>st</sup>.

**Benefit:** Each time you take this feat, choose two spells of any level that you know and can cast. If you are a spellcaster who prepares spells, you can now prepare those two spells in addition to your normal spell complement as long as you are in a node to which you are attuned, just as if you had two extra spell slots per day. These extra prepared spells are stored in the node instead of in your mind. You can cast them normally while you are within that node, even if you have left the node and returned since storing them there.

If you are a spellcaster that does not prepare spells, choose two spells that you know. You can now cast those two spells while in a node to which you are attuned as if you had two extra spell slots per day available. Each such slot can be used only to cast its designated spell; it cannot be used for any other spell (including the other spell designated with this feat). If you leave the node, these extra spell slots become unavailable to you, but you can use them again if you return, provided that you haven't already used them since the last time you rested.

You do not need to designate a specific node in which to store your spells when you choose this feat, but you can have spells stored in only one node at a time. You can change the node in which your spells are stored by meditating for 1 hour inside the new node you have selected.

**Special:** You can gain this feat multiple times. Each time you take the feat, it applies to two new spells.

## Nomadic Trekker [Regional]

[FRSS 21] You are particularly efficient at overland movement across the great grasslands.

**Prerequisite:** Human (the Shaar) or wemic (the Shaar).

**Benefit:** You can move overland across trackless plains at normal speed. You gain a +4 bonus on Constitution checks required for forced marches across plains. Up to one ally per character level can also gain these benefits while traveling with you.

**Normal:** Overland movement across trackless plains is at 3/4 normal speed.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Nonlethal Substitution [Metamagic]

[CA 81] You can modify an energy-based spell to deal nonlethal damage.

**Prerequisite:** Knowledge (arcana) 5 ranks, any metamagic feat.

**Benefit:** Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with the chosen descriptor to deal nonlethal damage instead of normal energy damage. The nonlethal spell works normally in all respects except the type of damage dealt - for example, a nonlethal *fireball* has the same range and area, but since it deals nonlethal damage instead of energy damage, it will not damage objects or set fire to combustibles in the area.

A nonlethal spell uses a spell slot one level higher than the spell's normal level.

## Nonverbal Spell [General]

[PH 40] You can cast spells that have verbal components without actually verbalizing the words.

**Benefit:** You can cast spells with verbal components without needing to utter the actual verbal components. You still make noise when casting such a spell (which may be anything from recognizable speech to elaborate song to simple growls), but the noise is unrecognizable as a verbal spell component. (A *silence* spell still would prevent you from completing the spell, for example.) Spells without verbal components are not affected.

This feat is most beneficial to races incapable of speech in the traditional sense, but still capable of communication. However, it also can prove helpful to characters wishing to disguise the verbal components of their spells.

## Oaken Resilience [Wild]

[CD 82] You can take on the sturdiness of the mighty oak.

**Prerequisite:** Ability to wild shape into a plant.

**Benefit:** You can spend a wild shape to gain immunity to critical hits, poison, sleep, paralysis, polymorph, and stunning. You also gain great stability, which gives you a +8 bonus on checks to avoid being bull rushed or tripped. The effect remains for 10 minutes.

## Obscure Lore [General]

[CV 111] You are a treasure trove of little-known information.

**Prerequisite:** Bardic knowledge or lore class feature.

**Benefit:** You gain a +4 insight bonus on checks using your bardic knowledge or lore class feature.

## Obtain Familiar [General]

[CA 81] You gain a familiar.

**Prerequisite:** Knowledge (arcana) 4 ranks, arcane caster level 3<sup>rd</sup>.

**Benefit:** You can obtain a familiar in the same manner as a sorcerer or wizard. As with a sorcerer or wizard, obtaining a familiar takes 24 hours and uses up magic materials worth 100gp.

For the purposes of determining familiar abilities that depend on arcane caster class level, your levels in all classes that allow you to cast arcane spells stack.

## Ocular Spell [Metamagic]

[LOM 181] Your study of the terrible powers of the beholder has given you insight into new ways to prepare and cast spells.

**Prerequisites:** Knowledge (dungeoneering) 4 ranks, two or more eyes.

**Benefit:** You can cast a spell with a casting time of 1 full round or less as an ocular spell. An ocular spell does not take effect immediately, but is

instead held in one of your eyes for up to 8 hours. You can store only two ocular spells in this fashion, even if you have more than two eyes. Only ray spells and spells with a target other than personal can be cast as ocular spells.

When you choose, you can cast both of the ocular spells as a full-round action; the spells become brilliant blasts that shoot out from your eyes. You can choose different targets for the two ocular spells.

When you release an ocular spell, its effect changes to a ray with a range of up to 60 feet. If the spell previously would have affected multiple creatures, it now affects only the creature struck by the ray. You must succeed on a ranged touch attack to strike your target with an ocular spell, and the target is still permitted any saving throw allowed by the spell.

Any ocular spell uses up a spell slot two levels higher than the spell's actual level.

## Oνειromancy [General]

[HOH 123] You gain a number of abilities and advantages related to dreams and magic.

**Prerequisites:** Dreamtelling, ability to cast spells of any sort.

**Benefit:** Oνειromancy grants you a number of interrelated bonuses. First, when casting spells in a nightmare realm, your spells always work as normal; you do not risk the same mishaps that other casters experience.

Second, while in the dreamscape, you are considered to have Spell Focus (enchantment) and Spell Focus (illusion), due to your ability to manipulate the thoughts of dreamers and the stuff of dreams. If you already have Spell Focus in one or both of these schools, the DC bonus to saves stacks as long as you remain within the dreamscape.

Third, you can target your offensive spells at a target's dream self, rather than his physical form. Because this deals mental damage only, it transforms all damage dealt by that spell into nonlethal damage. This effect functions only on creatures that both sleep and dream. Constructs, plants, undead, and elves are immune to this effect. Only spells that target a single creature or specific number of creatures benefit from this effect; you cannot apply it to spells that target an area.

**Special:** Because you are more tightly connected to the world of dreams, you are more susceptible to certain types of mental manipulation. You take a -1 penalty on saves against enchantment and illusion spells and effects within the physical realm. If you are slain while mentally traveling the dreamscape, your physical body dies whether or not this is the case for most travelers.

**Normal:** Casters in nightmare realms have a chance of mishap when casting spells. In some instances, those who die in the dreamscape experience effects other than death in the real world. See *Adventuring in Nightmare Realms* in (HOH) Chapter 3.

## Open Minded [General]

[CV 111] You are naturally able to reroute your memory and skill expertise.

**Benefit:** You immediately gain 5 skill points. Spend these skill points as normal. You cannot exceed the normal maximum ranks for your level in any skill.

**Special:** You can gain this feat multiple times. Each time, you immediately gain another 5 skill points.

## Oral History [Regional]

[FRFF 167] You are well versed in the art of storytelling and the oral history of your culture.

**Prerequisite:** Human (the Moonshae Islands, Utgard Tribesfolk), Dwarf (the Great Glacier, the Smoking Mountains, the Spine of the World).

**Benefit:** You get a +2 bonus on all Knowledge (history) and Perform checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Ordered Chaos [General]

[FC1 86] You are an unusually lawful Abyssal heritor.

**Prerequisites:** Non-chaotic alignment, base Will save +4.

**Benefit:** Your alignment is not affected by the Abyssal Heritor feats you possess. Spells and effects that are keyed to alignment affect you as if you were chaotic, as well as your actual alignment. For example, you become immune to spells such as *chaos hammer* and *word of chaos*, you could wield an anarchic weapon without fear of gaining a negative level, and you could take the Primordial Scion feat despite its chaotic alignment prerequisite.

## Otherworldly [Regional]

[FRFP 41] Your folk are known for their mystic power and seem to transcend their mortal forms. Your inner radiance is so strong that you are more than mortal.

**Prerequisite:** Deep Imiskari (Underdark Deep Imiskar), elf (Evermeet, Sildeyuir), or spirit folk (Ashane).

**Benefit:** You are a native outsider, not a humanoid. You have divination out to 60 feet. Furthermore, you gain a +2 bonus on all Diplomacy checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.



## Otherworldly Countenance [Abyssal Heritor]

[FC1 87] You are either stunningly beautiful or wretchedly hideous. Either way, your appearance can be terribly unsettling to others upon whom you focus your attention.

**Prerequisites:** Cha 15.

**Benefit:** When you take this feat, you must decide whether you are unusually beautiful or unusually hideous. Once you make this choice, you cannot change it. You gain a bonus on Perform checks (if you choose beauty) or Intimidate checks (if you choose ugliness) equal to the number of Abyssal heritor feats you possess.

As a full-round action, you can attempt to distract a target within 30 feet by focusing your attention upon it. The target must be able to see you and can resist your distracting appearance by making a Will save (DC 10 + 1/2 your character level + your Cha modifier). Failure indicates that the target is fascinated (if you are beautiful) or sickened (if you are ugly) for as long as you remain in its line of sight. You can affect a specific creature in this manner once per day. This ability is usable a number of times per day equal to the number of Abyssal heritor feats you possess.

**Special:** Your appearance is so striking that it's difficult to hide. You take a -2 penalty on Disguise checks.

## Outsider Wings [General]

[FRFF 167] You have sprouted wings appropriate to your heritage, revealing the power of your supernatural bloodline.

**Prerequisite:** Aasimar or tiefling, base Fortitude, Reflex, and Will saves +2, Celestial Bloodline or Fiendish Bloodline.

**Benefit:** You gain wings (feathered if an aasimar, batlike if a tiefling), allowing you to fly at your land speed (average maneuverability). A medium or heavy load that would reduce your land speed reduces your fly speed a proportionate amount.

## Overcome Shadow Weave [General]

[FRCV 33] You understand the strengths and weaknesses of the Shadow Weave and are more resistant to its tricks.

**Prerequisites:** Knowledge (arcana) 5 ranks, Spellcraft 5 ranks, spellcaster who uses the Weave.

**Benefit:** You get a +5 bonus on caster level checks to detect, counterspell, and dispel Shadow Weave effects. You get a +1 bonus on will saving throws against Shadow Weave effects.

## Overcome Weakness [Monstrous]

[DRAC 72] You can overcome an innate vulnerability through sheer willpower.

**Prerequisites:** Vulnerability to energy, Iron Will, Suppress Weakness.

**Benefit:** You can completely suppress your vulnerability to a type of energy. When subjected to an attack based on that type of energy, you take no extra damage.

**Normal:** A creature vulnerable to a type of energy takes half again as much (+50%) damage as normal from that energy type, regardless of whether a saving throw is allowed, or if the save is a success or a failure.

## Overhead Thrust [General]

[DRAC 106] You can deal a nasty attack to anything that tries to rush or run over you.

**Prerequisites:** Close-Quarters Fighting, Power Attack, base attack bonus +6.

**Benefit:** You can use a slashing or piercing weapon to make an attack of opportunity against a foe using an attack designed to batter you from above, such as an overrun, trample, power dive, or dragon crush attack. You cannot use this feat if you are flat footed or already grappled. This feat does not grant you an additional attack of opportunity in a round, so the feat does not help you if you have no attacks of opportunity available.

You can a special attack modifier based on your opponent's size, as shown below. If your attack hits, you deal triple damage.

Opponent Size	Bonus
Colossal	+16
Gargantuan	+12
Huge	+8
Large	+4
Medium or smaller	+0

**Special:** Any extra damage dice your attack deals (such as from a sneak attack ability or a weapon special ability) are not multiplied by this feat.

If you score a critical hit with your attack, the extra damage you deal stacks with the extra damage from this feat. Add the damage multipliers together according to the standard rule (see *Multiplying*, page 304 of the *Player's Handbook*). For example, if your weapon deals double damage on a critical hit, any critical hit you score while also using this feat deals quadruple damage.

## Oversized Two-Weapon Fighting [General, Fighter]

[CV 111] You are adept at wielding larger than normal weapons in your off hand.

**Prerequisite:** Str 13, Two-Weapon Fighting.

**Benefit:** When wielding a one-handed weapon in your off hand, you take penalties for fighting with two weapons as if you were wielding a light weapon in your off hand (see PHB 160).

**Special:** A fighter may select Oversized Two-Weapon Fighting as one of his fighter bonus feats.

## Overwhelming Assault [General]

[PHB2 81] If you attack a foe who does nothing to turn aside your attack, you press forward with an indomitable strike. Only a fool ignores the deadly threat you present.

**Prerequisites:** Base attack bonus +15.

**Benefit:** As a free action, designate one specific foe as the target of this feat. If this foe begins his turn adjacent to you, ends his turn still adjacent to you, and does not attack you, target you with a spell, or use a special ability against you, you gain a +4 bonus on melee attack rolls against him on your next turn.

## Overwhelming Critical [Epic]

[DRAC 72] Choose one type melee weapon, such as claw or bite. With that weapon, you deal more damage on a critical hit.

**Prerequisites:** Str 23, Cleave, Great Cleave, Improved Critical (chosen weapon), Power Attack, Weapon Focus (chosen weapon).

**Benefit:** When using the weapon you have selected, you deal +1d6 points of damage on a successful critical hit. If the weapon's critical multiplier is x3m add +2d6 points of extra damage instead, and if the multiplier is x4, add +3d6 points of extra damage instead. (Creatures immune to critical hits can't be affected by this feat.)

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

## Owlbear Berserker [Fighter, General]

[FRUE 44] Your fighting style emulates the owlbear, the totem beast of your berserker lodge.

**Prerequisites:** Str 13, lodge to rage, membership in the Owlbear berserker lodge (see Berserker Lodges in FRUE Chapter 10; Rashemen).

**Benefit:** When grappling, you can make an unarmed attack to deal 1d6 points of normal damage with a successful grapple check. You do not suffer the usual -4 penalty on the grapple check.

**Normal:** Characters who do not have this feat can deal 1d3 points of subdual damage, or normal damage at a -4 penalty on the grapple check.

**Special:** Characters with this feat, may choose the Improved Grapple feat even if they don't meet the other prerequisites for Improved Grapple.

## Pain Touch [General]

[CW 103] You cause intense pain in an opponent with a successful stunning attack.

**Prerequisites:** Wis 15, Stunning Fist, base attack bonus +2.



**Benefit:** Victims of a successful stunning attack are subject to such debilitating pain that they are nauseated for 1 round following the round they are stunned. Creatures that are immune to stunning attacks are also immune to the effect of this feat, as are any creatures that are more than one size category larger than the feat user.

### Paladin of the Noble Heart [Exalted]

**[FRCV 33]** You are tasked by Ilmatar to eliminate cruelty from the world, particularly that of Loviatar.

**Prerequisites:** Knowledge (religion) 4 ranks, member of the Companions of the Noble Heart (see FRCV 100).

**Benefit:** You get one extra smite evil attempt per day that can only be used on followers of Loviatar or items of her church.

You get a +1 sacred bonus on Fortitude saves against effects created by followers of Loviatar.

### Parrying Shield [General]

**[LOM 181]** You have studied advanced techniques for battling foes whose attacks normally bypass armor. You use your shield to block or deflect rays and other touch attacks.

**Prerequisite:** Shield proficiency.

**Benefit:** You gain your shield bonus (and the shield's enhancement bonus, if any) as an addition to your touch AC.

### Penetrate Damage Reduction [Epic]

Select a special material, such as adamantite.

**Benefit:** The character's melee weapons (including natural weapons) are treated as being crafted from the chosen special material for the purposes of bypassing the damage reduction of any creature the character strikes. None of the other special properties of special materials are gained by the character's melee weapons.

**Special:** A character can gain this feat multiple times. Each time the feat is selected the character selects a different special material. The character's melee attacks are treated as being crafted of all chosen materials for the purposes of bypassing damage reduction.

### Penetrating Shot [General, Fighter]

**[PHB2 81]** You send a powerful shot cleaving through your enemies.

**Prerequisites:** Str 15, Point Blank Shot, base attack bonus +10.

**Benefit:** When you make a ranged attack with a projectile weapon (such as a bow, crossbow, or sling), you can instead choose to unleash a single, mighty attack that blasts through multiple opponents. This attack requires a standard action, and your shot takes the form of a 60-foot line. Make a separate attack roll against each creature in the line. If struck, creatures along this line take damage from your shot, though any extra damage (such as from a sneak attack or a flaming weapon) is applied only against the first creature struck.

**Special:** A fighter can select Penetrating Shot as one of his fighter bonus feats.

### Perfect Health [Epic]

**Prerequisite:** Con 25, Great Fortitude.

**Benefit:** The character is immune to all nonmagical diseases, as well as to all poisons whose Fortitude save DC is 25 or less.

### Perfect Multiweapon Fighting [Epic]

**Prerequisite:** Dex 25, three or more hands, Greater Multiweapon Fighting, Multiweapon Fighting.

**Benefit:** The character can make as many attacks with each extra weapon as with his or her primary weapon, using the same base attack bonus. The character still takes the normal penalties for fighting with two weapons.

**Normal:** A creature without this feat can make only one attack per round with each extra-weapon (or two attacks per round with each weapon if it has Multiweapon Fighting, or three attacks per round with each extra weapon if it has Greater Multiweapon Fighting). Each attack after the first extra attack has a cumulative -5 penalty.

**Special:** This feat replaces the Perfect Two-Weapon Fighting feat for creatures with more than two arms.

### Perfect Reflection [Changeling]

**[EPBC 25]** You are particularly skilled at mimicking the forms and mannerisms of others. The better you know a specific individual, the more able you are to look and act just like that person. Some changelings attribute this ability to a trace of their doppelganger ancestors' ability to peer into the minds of others.

**Prerequisite:** Changeling, Cha 15, Wis 13.

**Benefit:** When using your minor shapechange ability to disguise yourself, you get a competence bonus on your Disguise check and on Bluff checks made to impersonate that person. The bonus is based on how well you know the person you are imitating. While these categories are similar to the categories that determine a character's bonus on Spot checks to see through a disguise, the amount of the bonus is not the same.

Familiarity	Bluff/Disguise Bonus
Recognize on sight	+2
Friend or associate	+4
Individual is present	+6
Close friend	+8
Intimate	+10

### Perfect Two-Weapon Fighting [Epic]

**Prerequisites:** Dex 25, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Fighting.

**Benefit:** The character can make as many attacks with his or her off-hand weapon as with his or her primary weapon, using the same base attack bonus. The character still takes the normal penalties for fighting with two weapons.

**Normal:** Without this feat, a character can only get a single attack with an off-hand weapon (or two attacks with an off-hand weapon if he or she has Improved Two-Weapon Fighting, or three attacks with an off-hand weapon if he or she has Greater Two-Weapon Fighting).

### Permanent Emanation [Epic]

**Prerequisites:** Spellcraft 25 ranks, ability to cast the spell to be made permanent.

**Benefit:** Designate any one of the character's spells whose area is an emanation from the character. This spell's effect is permanent (though the character can dismiss or restart it as a free

action). Effects that would normally dispel this spell instead suppress it for 2d4 rounds.

**Special:** This feat may be taken multiple times. Each time, select a different spell to become permanent.

### Pernicious Magic [Metamagic]

**[FRPG 42]** You can use the Shadow Weave to make your spells harder for Weave users to resist.

**Prerequisite:** Shadow Weave Magic

**Benefit:** You gain a +4 bonus on caster level checks made to defeat a Weaver user's spell resistance. All creatures employing spells or spell-like abilities are considered Weaver users unless they possess the Shadow Weave Magic feat. This benefit stacks with those from the Spell Penetration feats, but it does not extend to spells you cast from the schools of evocation or transmutation.

### Persistent Spell [Metamagic]

**[FRPG 42]** You can make a spell last all day.

**Prerequisite:** Extend Spell

**Benefit:** WA persistent spell has a duration of 24 hours. The persistent spell must have a personal range or fixed range (for example, *comprehend languages* or *detect magic*). Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You need not concentrate on spells such as *detect magic* or *detect thoughts* to be aware of the mere presence or absence of the thing detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot six levels higher than the spell's actual spell.

### Personal Touchstone [General]

**[PH 41]** You draw more power from one of the planar touchstone locations to which you have forged a link.

**Prerequisites:** Planar Touchstone, a portable object of at least 250 gp value native to a chosen planar touchstone plane, Knowledge (the planes) 8 ranks.

**Benefit:** Choose any planar touchstone for which you have previously fulfilled the higher-order recharge condition (see PH 154); this is now your personal touchstone. Each time you visit your touchstone from now on, you gain double the number of uses of the higher-order ability when you fulfill the recharge condition. You may continue to visit other touchstone sites and gain the standard number of higher-order uses with each visit to those sites (and you lose the higher-order uses left unused at your personal site, unless you have taken Planar Touchstone enough times to allow you to keep the higher-order uses of more than one planar touchstone simultaneously).

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new planar touchstone.

### Persuasive [General]

**[PHB 98]** You have a way with words and body language.

**Benefit:** You get a +2 bonus on all Bluff checks and Intimidate checks.

### Pervasive Gaze [Monstrous]

**[FRSK 146]** Your gaze attack is more effective than normal.

**Prerequisite:** Int 13, gaze attack.

**Benefit:** A creature that averts its eyes has only a 25% chance to avoid the need for a saving throw against your gaze attack.

**Normal:** A creature that averts its eyes normally has a 50% chance to avoid the need for a saving throw against a gaze attack.

**Special:** This feat does not affect eye rays, such as those of a beholder.

### Petrification Immunity [General]

**[FRSK 147]** You are immune to petrification effects.

**Prerequisite:** Racial bonus on saving throws against petrification effects, Petrification Resistance.

**Benefit:** You are immune to all petrification effects.

### Petrification Resistance [General]

**[FRSK 147]** You can resist petrification effects better than you otherwise could.

**Prerequisite:** Racial bonus on saving throws against petrification effects.

**Benefit:** You gain a +3 bonus on saving throws against petrification effects.

### Phalanx Fighting [General, Fighter]

**[CW 103]** You are trained in fighting in close formation with your allies.

**Prerequisites:** Proficiency with a heavy shield, base attack bonus +1.

**Benefit:** If you are using a heavy shield and a light weapon, you gain a +1 bonus to your Armor Class. In addition, if you are within 5 feet of an ally who is also using a heavy shield and light weapon and who also has this feat, you may form a shield wall. A shield wall provides an extra +2 bonus to AC and a +1 bonus on Reflex saves to all eligible characters participating in the shield wall. For example, a single character with this feat gains a +1 bonus to his AC. If two or more characters who all know this feat are adjacent, they each gain an extra +2 bonus to AC (for a total of +3) and a +1 bonus on Reflex saves.

**Special:** A fighter may select Phalanx Fighting as one of his fighter bonus feats.

### Pharaoh's Fist [General, Fighter]

**[SAND 51]** Your unarmed strikes echo with thunder, stunning your foe and those nearby.

**Prerequisite:** Str 15, Improved Unarmed Strike, Stunning Fist.

**Benefit:** You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). By expending one Stunning Fist use for the day, you force an opponent successfully struck by your unarmed attack, and all creatures adjacent to that opponent, to make a Fortitude saving throw (DC 10 + ½ your character level + your Wis modifier) or be stunned for 1 round. The opponent struck by the unarmed attack is dealt damage normally. This feat can be used only once per round.

**Special:** A fighter may select Pharaoh's Fist as one of his fighter bonus feats.

### Pierce Magical Concealment [General]

**[CA 81]** You ignore the miss chance provided by certain magical effects.

**Prerequisite:** Con 13, Blind-Fight, Mage Slayer.

**Benefit:** Your fierce contempt for magic allows you to disregard the miss chance granted by spells or spell-like abilities such as *darkness*, *blur*, *invisibility*, *obscuring mist*, *ghostform* (see page 109), and spells when used to create concealment effects (such as a wizard using *permanent image* to fill a corridor with illusory fire and smoke). In addition, when facing a creature protected by *mirror image*, you can immediately pick out the real creature from its figments. Your ability to ignore the miss chance granted by magical concealment doesn't grant you any ability to ignore nonmagical concealment (so you would still have a 20% miss chance against an *invisible* creature hiding in fog, for example).

**Special:** Taking this feat reduces your caster level for all your spells and spell-like abilities by 4.

### Pierce Magical Protection [General]

**[CA 81]** You can overcome the magical protections of your enemies.

**Prerequisite:** Con 13, Mage Slayer.

**Benefit:** Your contempt for magic is so fierce that as a standard action you can make a melee attack that ignores any bonuses to Armor Class granted by spells (including spell trigger or spell completion effects created by magic items such as wands or potions). If you deal damage to your opponent, you also instantly and automatically dispel all that opponent's spells and spell effects that grant a bonus to Armor Class.

**Special:** Taking this feat reduces your caster level for all your spells and spell-like abilities by 4.

### Piercing Cold [Metamagic]

**[FROST 49]** Your cold spells are so cold that they can damage creatures normally resistant or immune to cold.

**Benefit:** You can only apply this metamagic feat to spells with the cold descriptor. Piercing cold spells are so horribly hold that they are capable of damaging creatures normally unharmed by or resistant to cold. Piercing cold spells completely ignore any resistance to cold a creature possesses, bypassing this resistance and dealing damage to the target as if it did not possess any resistance to cold at all. They are still entitled to whatever other defenses the attack allows (such as saving throws and spell resistance).

Creatures normally immune to cold can be damaged by piercing cold spells as well. Piercing cold spells deal half damage to these creatures (or one-quarter on a successful saving throw).

For example, Mialee casts a piercing cold *cone of cold* at a night hag, a creature normally immune to cold. She makes her level check to penetrate the night hag's spell resistance, but the night hag makes her Reflex save against the spell. Mialee rolls the dice, and her *cone of cold* deals 42 points of damage, since the night hag made her save, the damage is halved to 21 points. This damage is then halved again (since the night hag is normally immune to cold), and 10 points of damage are actually dealt to the night hag, who is both shocked and enraged at this unexpected turn of events.

Creatures with the cold subtype can tell that a piercing cold spell is colder than normal, but they remain undamaged by the attack.

Creatures with the fire subtype who are damaged by a piercing cold spell take double damage instead of the usual +50%.

A piercing cold spell uses up a spell slot one level higher than the spell's actual level.

### Piercing Gaze [Monstrous]

**[FRSK 147]** Your gaze attack has a greater range than normal.

**Prerequisite:** Int 13, Cha 15, gaze attack, Irresistible Gaze

**Benefit:** Because of the sheer force of your presence, the range of your gaze attack increases by 30 feet.

### Pin Shield [General]

**[CW 103]** You know how to get inside your opponent's guard by pinning his shield out of the way.

**Prerequisites:** Two-Weapon Fighting, base attack bonus +4.

**Benefit:** This feat can be used only when fighting against an opponent who is using a shield and who is your size or one size category bigger or smaller than you. When making a full attack action, you may give up all your off-hand attacks, if you do, you momentarily pin your opponent's shield with your off-hand weapon, and all your remaining attacks during the round are made with your primary weapon (with the normal penalties for fighting with two weapons), and your foe gains no Armor Class benefit from her shield until the end of your action. You cannot use this feat if you are fighting with only one weapon.

### Pious Defense [Faith]

**[CD 86]** Your connection to a greater power sometimes gives you flashes of insight that keep you safe.

**Prerequisites:** Knowledge (religion) 2 ranks.

**Benefit:** When you would be reduced to 0 hit points or less by damage, you can spend 1 faith point to take only half damage.

**Special:** When chosen, this feat gives you 4 faith points and you may earn additional faith points as outlined in the Faith Feats section.

### Pious Soul [Faith]

**[CD 86]** By adhering to the precepts of your religion or philosophy, you gain an extra edge when you need it most.

**Prerequisites:** Knowledge (religion) 2 ranks.

**Benefit:** You can spend a faith point to add 1d6 to your d20 roll on an attack, save, or check – even after you have seen the d20 roll, as long as the DM hasn't announced whether you've succeeded or failed. You can choose to spend more than one faith point at a time in this way.

**Special:** When chosen, this feat gives you 4 faith points and you may earn additional faith points as outlined in the Faith Feats section.

### Pious Spellurge [Faith]

**[CD 87]** You can use the strength of your faith to augment a spell cast at a critical juncture.

**Prerequisites:** Knowledge (religion) 4 ranks.

**Benefit:** By spending 2 faith points when you cast a spell, you gain a +1d6 bonus to the DC of any save required to resist the spell or to your caster level for that spell.

**Special:** When chosen, this feat gives you 4 faith points and you may earn additional faith points as outlined in the Faith Feats section.

### Plague Resistant [Regional]



**[FRFR 167]** You are descended from the handful of combatants who fought on the Fields of Nun and survived Chondath's Rotting War in 902 DR.

**Prerequisite:** Human (Vilhon Reach).

**Benefit:** You get a +4 resistance bonus on saving throws against disease and spells on effects that produce disease. This bonus applies on saving throws to fight off ability damage from disease, as well as saving throws against the initial exposure to the disease.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Planar Familiar [General]

**[PH 41]** When you are ready and able to acquire a new familiar, you may choose one of several nonstandard familiars.

**Prerequisites:** Ability to acquire a new familiar, compatible alignment, sufficient arcane spellcaster level, knowledge (the planes) 5 ranks.

**Benefit:** When choosing a familiar, you may add the following creatures to your list of options. You may choose a familiar with an alignment up to one step away from yours on each of the alignment axes (lawful—chaotic and good—evil).

Familiar	Alignment	Caster Level
Anarchic <sup>PH</sup> animal <sup>1</sup>	Any chaotic	5 <sup>th</sup>
Axiomatic <sup>PH</sup> animal <sup>1</sup>	Any lawful	5 <sup>th</sup>
Celestial <sup>MM</sup> animal <sup>1</sup>	Any good	3 <sup>rd</sup>
Elemental, small <sup>2</sup>	Neutral	5 <sup>th</sup>
Fiendish <sup>MM</sup> animal <sup>1</sup>	Any evil	3 <sup>rd</sup>
Imp <sup>3</sup>	Lawful evil	7 <sup>th</sup>
Lantern archon	Lawful good	7 <sup>th</sup>
Mephit	Neutral	7 <sup>th</sup>
Quasit	Chaotic evil	7 <sup>th</sup>

<sup>PH</sup> New template; see PH Chapter 6: Creatures of the Planes.

<sup>1</sup> Apply the anarchic, axiomatic, celestial, or fiendish template to any animal from the standard familiar list. Unlike other improved familiars, these creatures grant their masters the standard benefits for having an animal familiar of that type.

<sup>2</sup> Air, earth, fire, or water elemental only.

<sup>3</sup> Standard only. If you are using the FF, you may use a fifth imp instead.

The improved familiar is magically linked to its master in the same way as a normal familiar. The familiar uses the basic statistics for a creature of its kind, as given in the MM or this book, except as noted below.

**Hit Dice:** For effects that depend on Hit Dice, use the master's character level or the familiar's normal Hit Dice Total, whichever is higher.

**Attacks:** Use the master's base attack bonus, or the familiar's, whichever is better.

**Saving Throws:** For each saving throw, use the master's base save bonus (as calculated from his character level) or the familiar's, whichever is better.

**Familiar Special Abilities:** Use the second table in the Familiars Sidebar, PHB 53, to determine additional abilities, just as you would for a normal familiar. With the exception of anarchic, axiomatic, celestial, and fiendish animals, planar familiars do not grant their masters any of the benefits that appear on the first table in the sidebar.

## Planar Touchstone [General]

**[PH 41]** Forge a link between you and power-rich planar locations, referred to as planar touchstones (see Planar Touchstones, PH 153).

**Prerequisites:** Portable object of at least 250 gp value native to any designated planar touchstone site, Knowledge (the planes) 8 ranks.

**Benefit:** Choose any site designated as a planar touchstone for which you also possess an object native to that location, as noted in this feat's prerequisite. When this feat is first taken, forging a link between yourself and a chosen planar touchstone takes 24 hours of uninterrupted concentration. To forge a link, you must spend 10 experience points and expend the object described in this feat's prerequisite.

Once the link is forged, you gain the base ability described for that touchstone. If you physically visit the planar location once you've forged a link, you also gain a higher-order ability with a limited number of uses, as described for that planar touchstone. You may repeatedly visit the planar touchstone, each time recharging your usages of the higher-order ability. Usages of a higher-order ability do not stack, so visiting your planar touchstone prior to using up any of your higher-order usages confers no additional benefit.

Once you've established a link with one planar touchstone site by taking this feat, you may also freely visit other planar touchstones. When you do so and fulfill the higher-order ability's recharge condition for the alternate site, you immediately gain the base ability of the new planar touchstone site and lose the base ability of the previous one. You also lose any remaining uses of the higher-order ability of your previously selected site (if any), and instead gain the specified number of higher-order ability uses appropriate to the new site.

In this way, you can "unplug" from one site and "plug in" to anew planar touchstone site as often as you desire. Thus, after expending the raw materials and experience points for making your first connection, making subsequent connections with different sites is as easy as fulfilling the higher-order recharge condition.

**Special:** You can take this feat more than once. Each time, you gain the base ability to retain one more planar touchstone location in addition to your previous ability. You also gain the capacity to retain uses of one more planar touchstone's higher-order ability. Thus, you could retain the base abilities for both the Breaching Obelisk and Echo-lost (planar touchstone locations described in Chapter 7), as well as both sites' higher-order uses, simultaneously. If you then visit a third planar touchstone and fulfill its recharge condition, unless you have taken this feat three times, you must choose which of your two previous touchstone site abilities to lose when you gain the abilities of the third touchstone site.

## Planar Turning [Epic]

**Prerequisites:** Wis 25, Cha 25, ability to turn or rebuke undead.

**Benefit:** The character can turn or rebuke outsiders as if they were undead. An outsider has effective turn resistance equal to half its spell resistance (rounded down). If the character can turn undead, he or she turns (or destroys) all evil outsiders and rebukes (or commands) all nonevil outsiders. If the character can rebuke undead, he or she rebukes (or commands) all evil outsiders and turns (or destroys) all nonevil outsiders.

## Planetouched Animal Affinity [General]

**[FRFR 167]** You have a special affinity for a kind of animal associated with your deity ancestor.

**Prerequisite:** Aasimar, tiefling, earth genasi.

**Benefit:** Choose a divine ancestor from the list below. You gain a +4 bonus on Animal Empathy and Handle Animal checks when dealing with animals associated with your divine ancestor. You may make untrained Animal Empathy checks to affect such animals as well as celestial (if you are aasimar) or fiendish (if you are a tiefling) animals as if they were animals.

See the table for a summary of Mulhorandi deities and their favored animals.

Deity	Animal
Anhur	Lions, horses
Bast (Shass)	Cats, leopards, lions
Geb	Bears
Hathor	Cows, bison
Horus-Re	Hawks, lions
Isis	Hawks, donkeys
Nephthys	Crocodiles, hawks, poisonous snakes (primarily cobras)
Osiris	Bears, hawks
Sebek	Crocodiles
Set	Poisonous snakes

## Plant Control [General]

**Prerequisites:** Plant Defiance, ability to cast *speak with plants*.

**Benefit:** You can rebuke or command plant creatures as an evil cleric rebukes undead. To command a plant, you must be able to speak with it via a *speak with plants* effect, though it may do so mentally if desired. This ability is usable a total number of times per day equal to 3 + your Charisma modifier. You use your highest caster level to determine the level at which you rebuke plants.

## Plant Defiance [General]

**Prerequisite:** Ability to cast *detect animals* or *plants*.

**Benefit:** You can turn (but not destroy) plant creatures as a good cleric turns undead. When determining the result of a turning attempt, treat all destruction results as normal turning. Treat immobile plant creatures as creatures unable to flee. This ability is usable a total number of times per day equal to 3 + your Charisma modifier. You use your highest caster level to determine the level at which you turns plants.

## Plant Wild Shape [Wild, Epic]

**Prerequisites:** Knowledge (nature) 24 ranks, *wild shape* 4/day.

**Benefit:** The character can use his or her normal *wild shape* ability to take the form of a plant. The size limitation is the same as the character's limitation on animal size.

## Plunging Shot [General]

**[ROW 152]** You can use the force of gravity to make your ranged attacks deal extra damage if your target is below you.

**Prerequisites:** Dex 3, Point Blank Shot.

**Benefit:** If your target is at least 30 feet lower than you, you deal an extra 1d6 points of damage with a thrown or projectile weapon.

## Point Blank Shot [General, Fighter]

**[PHB 98]** You are skilled at making well-placed shots with ranged weapons at close range.

**Benefit:** You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

## Poison Healer [General]

**[FC1 87]** Poison isn't always bad for you.

**Prerequisites:** Great Fortitude, Con 13.

**Benefit:** Any time you succeed on a Fortitude save against a poison, you heal a number of hit points of damage equal to your Constitution bonus.

## Poison Immunity [Monstrous]

**[FRSK 147]** You can ignore the effects of poison.

**Prerequisite:** Poison special attack as an extraordinary ability, Poison Resistance.

**Benefit:** You are immune to all poison attacks.

## Poison Immunity [General]

**[FRCR 21]** After prolonged exposure to a poison or toxin, you have rendered yourself immune to it.

**Benefit:** You are immune to one specific poison (chosen by you), whether available as a blade poison, the venom of a specific creature, or one other toxin. You also gain a +1 circumstance bonus on saving throws against other poisons.

**Special:** A character can take this feat multiple times, choosing a different poison each time. The +1 bonus against other poisons does not stack with itself.

## Poison Resistance [General]

**[FRSK 147]** You can resist poison better than you otherwise could.

**Prerequisite:** Poison special attack as an extraordinary ability.

**Benefit:** You gain a +2 bonus on saving throws against poison. If a creature of your own kind produces the poison, this bonus increases to +4, assuming that you are not already immune to the poison of your own kind.

## Poison Talons [Abyssal Heritor]

**[FC1 87]** Your claws drip with poison.

**Prerequisites:** Claws of the Beast, any two other Abyssal heritor feats.

**Benefit:** Once per hour, you can secrete poison onto your claws as a swift action. This poison remains in place until you damage a target with your claws. At that point, the creature struck must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Con modifier) or take 1d4 points of Strength damage. One minute later, the victim must save again or take an additional 1d4 points of Strength damage. You are immune to your own poison.

The poison you secrete from your talons cannot be collected or preserved.

**Special:** Although you are immune to your own toxin, its presence tends to complicate the process of providing medical aid to others. Therefore, you take a -2 penalty on Heal checks.

## Polyglot [Epic]

**Prerequisites:** Int 25, Speak Language (five languages).

**Benefit:** The character can speak all languages. If the character is literate, he or she can also read and write all languages (not including magical script).

## Portal Master [Item Creation]

**[FRPG 42]** You are especially proficient at creating *portals*—permanent magic devices that instantaneously transport those who know their secrets from one locale to another. Faerun is riddled with *portals*.

**Prerequisite:** Craft Wondrous Item

**Benefit:** When you build a portal, you pay only 50% of the normal cost to create the device. This benefit does not stack with that provided by the Magical Artisan feat.

In addition, you know how to pass through dangerous *portals* safely. As a standard action, you can attempt to stabilize a malfunctioning *portal* temporarily. Make a Spellcraft check and add the check result to the d% roll for the effect of the malfunctioning *portal* (see Table 2.2 in Chapter 2 of the *Forgotten Realms Campaign Setting*). The *portal* remains stable for 1 minute, and you can retry the stabilization as often as you like.

## Portal Sensitive [General]

**[FRUD 27]** You can perceive a *portal* just by passing near it.

**Prerequisite:** Deep Imaskar or glowing.

**Benefit:** You can detect an active or inactive *portal* as if it were a normal secret door (Search DC 20). If you merely pass within 5 feet of a *portal*, you are entitled to a Search check to notice it as if you were actively looking for it.

You also gain a +2 bonus on your caster level check when trying to discern *portal* properties with *analyze portal*, *detect magic*, or the granted power from the Portal domain.

## Positive Energy Aura [Epic]

**[CD 90]** You automatically turn (or even destroy) lesser undead.

**Prerequisites:** Cha 25, ability to turn undead, ability to cast *dispel evil*.

**Benefit:** Every undead creature that comes within 15 feet of the character is automatically affected as if the character had turned it. This doesn't cost a turning attempt, and the character doesn't have to roll turning damage (it automatically affects all undead in a 15-foot burst), but it only turns undead with Hit Dice equal to or less than the character's effective cleric level minus 10 (and automatically destroys undead with Hit Dice equal to or less than the character's effective cleric level minus 20). Just as with normal turning, the character can't affect undead that have total cover relative to him or her.

## Positive Energy Resistance [Monstrous]

**[LMBD 29]** You are resistant to the damage dealt by positive energy effects.

**Prerequisite:** Undead type.

**Benefit:** You gain resistance 10 against positive energy effects, such as *cure spells*.

## Power Attack [General, Fighter]

**[PHB 98]** You can make exceptionally powerful melee attacks.

**Prerequisite:** Str 13.

**Benefit:** On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.

**Special:** If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

## Power Climb [General]

**[DRAC 72]** If you fly in a straight line, you can gain altitude in flight more easily than others.

**Prerequisites:** Str 15, fly speed (average maneuverability).

**Benefit:** When flying, you can gain altitude and still move your full speed provided you fly in a straight line.

**Normal:** Without this feat, you must move at half speed to gain altitude (see Tactical Aerial Movement, page 20 of the *Dungeon Master's Guide*).

## Power Critical [General, Fighter]

**[CW 103]** Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

**Prerequisites:** Weapon focus (chosen weapon), base attack bonus +4

**Benefit:** When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

**Special:** A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

## Power Dive [General]

**[DRAC 72]** You can fall on an opponent from the sky.

**Prerequisites:** Str 15, fly speed (average maneuverability).

**Benefit:** When flying, you can dive and land on an opponent to deal extra damage. This is a standard action that can only affect creatures that are smaller than you. You make an overrun attack, but the opponent cannot choose to avoid you. If you knock down the target, you may make an additional slam attack, dealing the indicated damage plus 1-1/2 times your Strength bonus (rounded down). This attack is at the usual +4 bonus against prone opponents.

Size	Power Dive Damage
Fine	1d2
Diminutive	1d3
Tiny	1d4
Medium	1d6
Large	1d8
Huge	2d6



Gargantuan	2d8
Colossal	4d6

**Normal:** Without this feat, you can attack with just one natural weapon and do not have a chance to knock down the opponent.

**Special:** If you fall in the overrun attempt and are tripped in turn, you are instead knocked down and deal the indicated slam damage to yourself.

## Power Throw [General, Fighter]

[CV 111] You have learned how to hurl weapons to deadly effect.

**Prerequisites:** Str 13, Brutal Throw, Power Attack.

**Benefit:** On your turn, before making any attack rolls, you can choose to subtract a number from all thrown weapon attack rolls and add the same number to all thrown weapon damage rolls. This number may not exceed your base attack bonus. The penalty on attack rolls and the bonus on damage rolls applies until your next turn.

**Special:** A fighter may select Power Throw as one of his fighter bonus feats.

## Powerful Charge [General, Fighter]

[MM3 207, MB 27, MM4 203] You can charge with extra force.

**Prerequisites:** Medium or larger, base attack bonus +1.

**Benefit:** When you charge, if your melee attack hits, it deals an extra 1d8 points of damage (if you're Medium). For Large creatures, the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat works only when you make a charge. It does not work when you're mounted. If you have the ability to make multiple attacks on a charge, you may apply this extra damage to only one of those attacks in a round.

**Special:** A fighter may select Powerful Charge as one of his fighter bonus feats.

## Practical Metamagic [General]

[RODR 101] You can apply a selected metamagic feat to your spells more easily.

**Prerequisite:** Dragonblood subtype, Spellcraft 8 ranks, any metamagic feat, ability to spontaneously cast 3<sup>rd</sup>-level spells.

**Benefit:** Choose a metamagic feat you know. When applying the chosen metamagic feat to a spontaneously cast spell, the spell uses a spell slot one level lower than normal for the applied metamagic feat, to a minimum of one level higher than a spell's normal level. For example, if you select Practical Metamagic (Empower Spell), you can apply the Empower Spell feat to any spell by using a spell slot one level higher rather than two.

**Special:** You can gain Practical Metamagic multiple times. Its effects do not stack. Each time you take the feat, it applies to a new metamagic feat.

## Practiced Binder [General]

[TOME 74] When you bind a vestige, you gain an additional power associated with it.

**Prerequisites:** Bind Vestige.

**Benefit:** When you bind a vestige using the Bind Vestige feat, you gain a second power, according to [TOME] Table 1-9: Bind Vestige Feat Abilities.

Table 1-9: Bind Vestige Feat Abilities

Vestige	Bind Vestige Power	Practiced Binder Power
Amon	Darkvision	Ram attack
Andromalius*	Sense trickery	See the unseen
Aym	Ruinous attack	Resistance to fire
Dahlver-Nar*	Mad soul	Natural armor
Focalor*	Aura of sadness	Water breathing
Haagenti*	Immunity to transformation	Weapon proficiency
Karsus*	Karsus's senses	Heavy magic
Leraje	Hide bonus	Weapon proficiency
Malphas*	Poison use	Bird's eye viewing
Naberius*	Naberius's skills	Silver tongue
Paimon*	Paimon's skills	Uncanny dodge
Ronove	Feather fall	Sprint
Savnok*	Call armor	Savnok's armor

\* These vestiges are available only to nonbinders who have the Improved Bind Vestige feat.

## Practiced Spellcaster [General]

[CA 82, CD 82] Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

**Prerequisites:** Spellcraft 4 ranks.

**Benefit:** Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

**Special:** You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

## Precise Shot [General, Fighter]

[PHB 98] You are skilled at timing and aiming ranged attacks.

**Prerequisite:** Point Blank Shot.

**Benefit:** You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

## Precognitive Visions [Abyssal Heritor]

[FC1 87] You periodically experience visions from the near future.

**Prerequisites:** Wis 13, any one Abyssal heritor feat.

**Benefit:** Your visions reflect possible futures, and you can act to ensure or resist them. You gain a number of floating +1 insight bonuses equal to one-half the number of Abyssal heritor feats you possess (minimum 1). The bonuses last 24 hours and you must assign them at the start of each new day. You can assign each bonus to one of the following:

- Your Armor Class
- Your attack rolls
- Your initiative checks
- One of your saving throws (Fortitude, Reflex, or Will)
- Checks made with one skill of your choice

Since insight bonuses do not stack, it's best to assign each one to a different kind of roll or check.

**Special:** Your visions tend to create unwelcome hallucinations. This effect imposes a -2 penalty on Spot checks.

## Prehensile Tail [Monstrous]

[FRSK 147] You can use your tail to manipulate objects.

**Prerequisite:** Str 13, tail attack, Two-Weapon Fighting or Multiweapon Fighting.

**Benefit:** You can use your tail as an extra "hand." It can grasp melee weapons and use them in combat, although the normal penalties for using an off-hand weapon apply. If you have two hands, your tail counts as a third hand for the purpose of the Multiweapon Fighting feat and all other feats for which it is a prerequisite.

You can also use your tail to assist with grapple checks and Climb checks. You gain a +2 competence bonus on all such checks.

## Priest of the Waste [General]

[SAND 51] You can swap out prepared spells for others that aid in exploring and surviving in wastelands.

**Prerequisites:** Access to the Fire, Summer<sup>SAND</sup>, Sun, Travel, or Water domain.

**Benefit:** You can use a spell slot currently occupied by a prepared spell that is not a domain spell to cast a spell of equal or lower level that appears on the following list: *cloak of shade*<sup>SAND</sup>, *control weather*, *create food and water*, *create water*, *endure elements*, *heroes' feast*, *hydrate*<sup>SAND</sup>, *protection from desiccation*<sup>SAND</sup>, *protection from energy*, and *resist energy*.

## Primeval Wild Shape [General]

[FROST 49] Your wild shape forms are stronger than normal.

**Prerequisites:** Wild shape ability.

**Benefit:** When you assume a wild shape form, you can opt to cause the shape assumed to be a primeval form of the creature that existed in the ancient past during a vast ice age. Doing so grants the new form a +2 racial bonus to Strength, a +2 bonus to its natural armor, and resistance to cold 10. A primeval wild shape has a much shorter duration than normal, since the enhanced qualities of the new shape drain your supernatural energies much more quickly. A primeval wild shape has a duration of 1 round per druid level (or per level of the class that granted you the wild shape ability) instead of the normal 1 hour per druid level.

## Primitive Caster [General]

[FRFF 167, FROST 49] You use screeches, wild gesticulations, and extra material components to give your spells additional power.

**Benefit:** This feat only functions when you cast a spell that does not already have a verbal, somatic, or material component. For each component you voluntarily add, you increase the effective level of the spell by +1. You can only add a component that's not already present in the spell. For example, you can't add a somatic component to a *gaseous form* spell, because it already has one. You could add a verbal component, however.

The verbal component you add consists of animalistic shouts, screams and growls. The DC of Listen checks to hear you cast a spell is -5 (before modifying for distance). The somatic component is also more complex, so you must have two hands free to add a somatic component with this feat. The extra material component you add with this feat must be a rare plant found in the forest with a successful Profession (herbalist) check (DC 15).

## Primordial Scion [Abyssal Heritor]

[FC1 87] The abyss beckons...

**Prerequisites:** Chaotic alignment, any one Abyssal heritor feat.

**Benefit:** Your natural weapons, as well as any weapon you wield, are treated as chaotic-aligned for the purpose of overcoming damage reduction. In addition, attacks you make with such weapons deal an extra 1d6 points of damage to lawful creatures. This bonus increases by an additional 1d6 for every four Abyssal heritor feats you possess.

**Special:** Because of the chaotic whispers in your head, you take a -2 penalty on Listen checks.

## Profane Boost [Divine]

[CD 82] You can channel negative energy to increase the power of *infect wounds* spells cast near you.

**Prerequisite:** Ability to rebuke undead.

**Benefit:** You can spend a rebuke attempt as standard action to place an aura of negative energy upon each creature within a 60-ft. burst. Any *infect* spell cast on one of these creatures before the end of your next turn is automatically maximized, with no adjustment to the spell's level or casting time.

## Profane Lifeleech [Divine]

[LMBD 29] You can channel negative energy to draw the life force from nearby living creatures.

**Prerequisites:** Ability to rebuke undead.

**Benefit:** As a standard action, you can spend two of your rebuke attempts to deal 1d6 points of damage to all living creatures within a 30-foot burst. The affect can't reduce any creature's current hit points to less than 0. You are healed of an amount of damage equal to the total amount of hit points that you drain from affected creatures, but this healing does not allow you to exceed your full normal hit point total.

**Special:** This feat deals no damage to constructs or undead.

## Profane Outburst [Divine]

[FRCR 21] With a horrendous release of divine energy, you steel your undead allies and minions against harm.

**Prerequisite:** Ability to rebuke undead, any evil alignment.

**Benefit:** As a standard action, you can spend one of your rebuke attempts to bathe all undead creatures within 60 feet in divine energy, granting them a +1 profane bonus to Armor Class for 1 minute.

## Profane Vigor [Divine]

[LMBD 29] You can channel negative energy to heal nearby undead allies of physical damage.

**Prerequisites:** Cha 11, ability to rebuke undead.

**Benefit:** As a standard action, you can spend one of your rebuke attempts to heal one undead ally within 60 feet 2 points of damage per cleric level. This healing does not allow the affected undead to exceed their full normal hit point totals.

## Prone Attack [General, Fighter]

[CW 103] You can attack from a prone position without penalty.

**Prerequisites:** Dex 15, Lightning Reflexes, base attack bonus +2.

**Benefit:** You can make an attack from the prone position and take no penalty on your attack roll, if your attack roll is successful, you may regain your feet immediately as a free action. Opponents gain no bonus on melee attacks against you while you are prone.

**Special:** A fighter may select Prone Attack as one of his fighter bonus feats.

## Prophet of the Divine [General]

[FRPF 49] Your communications with the divine manifest in a public fashion.

**Prerequisites:** Any initiate feat, ability to speak a divine language (Abyssal, Celestial, Druidic, or Infernal, as appropriate).

**Benefit:** When you communicate with your deity using spells such as *augury*, *commune*, *commune with nature*, or *divination*, you receive an answer in the form of a loud booming voice accompanied by a visible manifestation of the deity's power, such as a nimbus of colored light in a hue favored by the deity.

In the 3 rounds after such a display, you receive a +4 sacred bonus (or profane bonus, for followers of evil deities) to the DC of compulsion spells, spell-like abilities, and supernatural abilities.

## Protected Destiny [Racial]

[ROD 153] Your heroic destiny is guarded against the whims of misfortune.

**Prerequisite:** Human or half-human, Heroic Destiny, character level 3<sup>rd</sup>.

**Benefit:** Once per day, if you roll a natural 1 on a saving throw, you may reroll the save.

## Psychic Renewal [Psionic]

[FROB 32] Your mental strength and psionic abilities allow you to focus your mind on combat and use your most devastating maneuvers more frequently.

**Benefit:** As a swift action, you can recover any expended maneuver by expending your psionic focus and spending power points equal to the maneuver's level.

## Puff Torso [Monstrous]

[FRSK 147] You can puff out your skin to appear larger and more threatening.

**Prerequisite:** Serpent or serpentfolk.

**Benefit:** As a move action, you can dilate the skin along your torso in the manner of a puff adder. While your body is thus distended, you gain a +4 bonus on Intimidate checks. You can reduce your body back to normal as a free action.

## Pulverize Foe [General, Fighter]

[FRCR 21] You enjoy smashing your foes into submission.

**Prerequisite:** Str 15, base attack bonus +6, proficient with bludgeoning melee weapon.

**Benefit:** If you hit the same enemy more than once in a single round with a bludgeoning melee weapon, you deal an extra 1d6 points of bludgeoning damage with each hit after the first.

**Special:** A fighter can select this feat as one of his fighter bonus feats.

## Pure Soul [General]

[HOH 124] Your faith or purity of mind overrides the evils within you. You are immune to taint.

**Prerequisite:** Any non-evil alignment, no taint.

**Benefit:** You do not gain taint.

## Pushback [General, Fighter]

[MB 27] You can knock opponents back when you hit them in melee.

**Prerequisites:** Str 17, Improved Bull Rush, Power Attack.

**Benefit:** When you are adjacent to an opponent of your size category or smaller and you hit that opponent with a melee attack, you may immediately make a special bull rush attempt against that opponent. If you succeed, you push the opponent back 5 feet (only) and move into the square (or one of the squares) previously occupied by that opponent. You choose whether that opponent moves one square straight back, one square diagonally back to the right, or one square diagonally back to the left.

You can't push an opponent back through (or into) solid obstacles or otherwise occupied squares.

If, after making the bull rush attempt, you would not be able to move into the square previously occupied by the opponent, you can't push that opponent back.

This feat can be used once per round.

The movement caused by the use of this feat does not provoke attacks of opportunity.

**Special:** A fighter may select Pushback as one of his fighter bonus feats.

## Quick Draw [General, Fighter]

[PHB 98] You can draw weapons with startling speed.

**Prerequisites:** Base attack bonus +3.

**Benefit:** You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

**Normal:** Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

## Quick Reconnoiter [General]

[CV 112] You can learn a lot of information from just a quick scan of an area or object.

**Prerequisite:** Listen 5 ranks, Spot 5 ranks.

**Benefit:** You can make one Spot check and one Listen check each round as a free action.



**Normal:** Using Spot or Listen in a reactive fashion is a free action, but actively trying to make a Spot check or Listen check requires a move action.

### Quick Recovery [General]

**[LOM 181]** It's hard to keep you down for long. You have a talent for shaking off effects that leave others unable to act.

**Benefit:** Whenever you begin your turn stunned or dazed, you can make a new saving throw at the original DC of the effect that stunned or dazed you in an attempt to recover. Recovering from being stunned or dazed in this way is a move action. If the effect that caused you to become stunned or dazed did not allow a saving throw, you can recover by succeeding on a Will save (DC 10 + ½ HD or caster level of originator of effect + relevant ability modifier, or Cha modifier if there is not an obvious ability linked to the effect).

**Normal:** You are stunned or dazed as long as the effect calls for, and do not have an opportunity to recover early.

### Quick Staff [Style]

**[CW 114]** You have mastered the style of fighting with a quarterstaff, and have learned special maneuvers that complement this unique weapon.

**Prerequisites:** Combat Expertise, Dodge, Two-Weapon Fighting, Weapon Focus (quarterstaff).

**Benefit:** When you use Combat Expertise to gain a dodge bonus while wielding a quarterstaff, you gain a dodge bonus 2 points higher than the penalty you take on your attack rolls. For example, if you take a -1 penalty on your attack rolls, you gain a +3 dodge bonus to your AC.

### Quicken Breath [Metabreath]

**[DRAC 73]** You can loose your breath weapon with but a thought.

**Prerequisites:** Con 19, breath weapon

**Benefit:** Using your breath weapon is a free action.

When you use this feat, add +4 to the number of rounds you must wait before using your breath weapon again.

**Special:** You cannot use this feat and the Maximize Breath feat on the same weapon at the same time.

### Quicken Manifestation [Monstrous]

**[LMBD 29]** You can manifest from the Ethereal Plane with a moment's thought.

**Prerequisites:** Ability to manifest from the Ethereal Plane to the Material Plane.

**Benefit:** Once per round, you can manifest from the Ethereal Plane to the Material Plane as a free action. Turning ethereal is still a standard action.

**Normal:** Without this feat, manifesting from the Ethereal Plane requires a standard action.

### Quicken Spell [Metamagic]

**[PHB 98]** You can cast a spell with a moment's thought.

**Benefit:** Casting a quickened spell is a free action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 1 full round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

**Special:** This feat can't be applied to any spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spells cast spontaneously), since applying a metamagic feat to a spontaneously cast spell automatically increases the casting time to a full-round action.

### Quicken Spell-Like Ability [General]

**[MM 304, MM4 203]** The creature can employ a spell-like ability with a moment's thought.

**Prerequisite:** Spell-like ability at caster level 10th or higher.

**Benefit:** Choose one of the creature's spell-like abilities, subject to the restrictions described below. The creature can use that ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -4. For a summary, see the table below. In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

**Normal:** Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Empower and Quicken Spell-Like Ability		
Spell Level	Caster Level to Empower	Caster Level to Quicken
0	4th	8th
1st	6th	10th
2nd	8th	12th
3rd	10th	14th
4th	12th	16th
5th	14th	18th
6th	16th	20th
7th	18th	—
8th	20th	—
9th	—	—

### Quicken Turning [General]

**[LMBD 29]** You can turn or rebuke undead with a moment's thought.

**Prerequisites:** Ability to turn or rebuke undead.

**Benefit:** You can turn or rebuke undead as a free action. You may still make only one turning attempt per round.

### Radiant Fire [Initiate]

**[ROB 155]** Pelor has ignited your faith and conviction, making you better able to fight the creatures of darkness.

### Ranged Disarm [General, Fighter]

**[CW 103]** You can disarm a foe from a distance.

**Prerequisites:** Dex 15, Point Blank Shot, Precise Shot, base attack bonus +5.

**Benefit:** Choose one type of ranged weapon with which you are proficient. You can make a disarm attempt with this weapon as long as your target is within 30 feet.

**Special:** A fighter may select Ranged Disarm as one of his fighter bonus feats.

### Ranged Inspiration [Epic]

**Prerequisite:** Bardic music class feature, Perform 25 ranks

**Benefit:** Double the range of any bardic music ability that has a range. (If the creature must hear the bard to be affected by the ability, that requirement doesn't change regardless of any extended range the bard's ability may have.)

**Special:** A character can gain this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

### Ranged Pin [General, Fighter]

**[CW 104]** You can perform a ranged grapple attempt against an opponent not adjacent to you.

**Prerequisites:** Dex 15, Point Blank Shot, Precise Shot, base attack bonus +5.

**Benefit:** You can perform a ranged grapple attempt against an opponent by pinning a bit of its clothing to a nearby surface. The target must be within 5 feet of a wall, tree, or other surface in which a thrown weapon or projectile can be stuck and must be wearing some sort of clothing, armor, or other accoutrement. You must succeed on a ranged attack (not a ranged touch attack) and then win an opposed grapple check (your size modifier and the target's size modifiers still apply). To break free, the victim must make a DC 15 Strength check or a DC 15 Escape Artist check as a standard action.

**Special:** A fighter may select Ranged Pin as one of his fighter bonus feats.

When using this feat, a character gains no benefit from the Improved Grapple feat.

### Ranged Spell Specialization [General]

**[CA 82]** You deal more damage with ranged touch attack spells.

**Prerequisites:** Weapon Focus (ranged spells), caster level 4th.

**Benefit:** Damage dealing spells that require a ranged touch attack roll gain a +2 bonus on the damage they deal. This extra damage applies only to the first successful attack of spells create multiple rays or missiles, or to the first round of damage for spells that deal damage over multiple rounds on a single successful attack (such as *Mell's acid arrow*). Because you must be able to strike precisely, the extra damage applies only to targets within 30 feet.

Only spells that deal hit point damage can be affected by this feat.

### Ranged Sunder [General, Fighter]

**[CW 104]** You can attack an opponent's weapon from a distance.

**Prerequisites:** Str 13, Point Blank Shot, Precise Shot, base attack bonus +5.

**Benefit:** When attacking objects, you deal full damage (instead of half damage) with slashing or bludgeoning ranged weapons. You can make ranged sunder attempts with piercing weapons, such as arrows, but you only deal half damage; divide the damage dealt by 2 before applying the object's hardness. (See the sunder special attack on page 158 of the *Player's Handbook*, as well as page 166 for the hardness of common substances and items.) You must be within 30 feet of your opponent to make a ranged sunder attempt.

**Normal:** Objects take half damage from ranged weapons (other than siege engines and the like). You can only sunder with a melee attack using a slashing or bludgeoning weapon.

**Special:** A fighter may select Ranged Sunder as one of his fighter bonus feats.

When using this feat, a character gains no benefit from the Improved Sunder feat.

### Ranged Weapon Mastery [General, Fighter]

#### [General, Fighter]

**[PHB 82]** You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

**Benefit:** When you select this feat, choose bludgeoning, piercing, or slashing. You must have Weapon Focus and Weapon Specialization with arranged weapon that deals this type of damage. When using any ranged weapon that has the damage type you selected, you gain a +2 bonus on attacks and a +2 bonus on damage. In addition, you increase its range increment by 20 feet.

**Special:** You can select this feat more than once. Each time you can select a new damage type.

A fighter can select Ranged Weapon Mastery as one of his fighter bonus feats.

### Rapid Assault [General]

**[TOB 32]** Your fighting style emphasizes taking foes down with quick, powerful blows.

**Prerequisite:** Base attack bonus +1.

**Benefit:** In the first round of combat, your melee attacks deal an extra 1d6 points of damage.

### Rapid Blitz [General]

**[PHB 82]** You charge across the battlefield, combining your speed and fighting ability to move and attack with unmatched skill.

**Prerequisites:** Dex 13, Bounding Assault, Dodge, Mobility, Spring Attack, base attack bonus +18.

**Benefit:** You can designate a third target for your Spring Attack feat. In addition to the second attack you gain from your Bounding Assault feat, you can make a third attack with a -10 penalty.

### Rapid Inspiration [Epic]

**Prerequisite:** Perform 25 ranks, bardic music class feature.

**Benefit:** The character can use any of his or her bardic music inspiration abilities as a standard action. The inspiration takes effect immediately after the character concludes the action.

### Rapid Pact Making [General]

**[TOME 74]** Your skill with pact magic lets you bind a vestige extremely quickly, even in the heat of a combat.

**Prerequisites:** Soul Binding, Intimidate 8 ranks, Expel Vestige.

**Benefit:** Once per day, you can bind a vestige as a full-round action.

**Normal:** Binding a vestige normally requires 1 minute.

### Rapid Recovery [General]

**[TOME 74]** You can use the abilities of your favored vestige more frequently.

**Prerequisites:** Favored Vestige.

**Benefit:** You can activate the abilities granted by your favored vestige once every 4 rounds rather than once every 5 rounds. You must be bound to the vestige to use its abilities with this feat.

**Special:** You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new favored vestige (for which you must have a separate Favored Vestige feat).

### Rapid Reload [General, Fighter]

**[PHB 99]** Choose a type of crossbow (hand, light, or heavy). You can reload a crossbow of that type more quickly than normal.

**Prerequisites:** Weapon Proficiency (crossbow type chosen).

**Benefit:** The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity.

If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full attack action as you could attack if you were using a bow.

**Normal:** A character without this feat needs a move action to reload a hand or light crossbow, or a full-round action to reload a heavy crossbow.

**Special:** You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow.

### Rapid Shot [General, Fighter]

**[PHB 99]** You can use ranged weapons with exceptional speed.

**Prerequisites:** Dex 13, Point Blank Shot.

**Benefit:** You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty. You must use the full attack action to use this feat.

**Special:** A 2nd-level ranger who has chosen the archery combat style is treated as having Rapid Shot, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

### Rapid Spell [Metamagic]

**[CD 84]** You can cast spells with long casting times more quickly.

**Benefit:** Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

**Special:** A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

### Rapid Stunning [General, Fighter]

**[CW 104]** You can use your stunning attacks in rapid succession.

**Prerequisites:** Combat Reflexes, Stunning Fist, base attack bonus +6.

**Benefit:** You may use one additional stunning attack (or other special attack that counts against your daily limit of stunning attacks) per round.

**Normal:** You may only attempt a stunning attack (or any other special attack that counts against your daily limit of stunning attacks) once per round.

**Special:** A fighter may select Rapid Stunning as one of his fighter bonus feats.

A character can take this feat multiple times. Its effects stack.

### Rapid Swimmer [General]

**[FRF 167]** You are one with the water.

**Prerequisite:** Base Fortitude save +2, natural swim speed.

**Benefit:** Your swim speed increases by 20 feet.

**Special:** A water genasi normally has a swim speed of 30 feet. An aquatic elf normally has a swim speed of 40 feet.

### Rapidstrike [General]

**[DRAC 73]** You can attack more than once with a natural weapon.

**Prerequisites:** Dex 9, one or more pairs of natural weapons, aberration, dragon, elemental, magical beast, or plant type, base attack bonus +10.

**Benefit:** If you have a pair of natural weapons, such as two claws, two wings, or two slams, you can make one extra attack with one of those weapons at a -5 penalty. A creature with multiple limbs qualifies for this feat as well, such as a creature with three arms and three claw attacks.

**Normal:** Without this feat, you attack once with each natural weapon.

**Special:** You can take this feat once for each pair of natural weapons that you have. For example, a Large dragon has one bite, two claws, two wings, and one tail attacks. The dragon can take this feat twice, once for its claws and once for its wings.

### Raptor School [Tactical]

**[CW 111]** You know martial arts techniques inspired by hunting birds.

**Prerequisites:** Wis 13, Jump S ranks, base attack bonus +6.

**Benefit:** The Raptor School feat enables the use of three tactical maneuvers.

**Eagle's Sweep:** To use this maneuver, you must charge a foe or jump down on your enemy from at least 10 feet up (see page 77 of the *Player's Handbook*). Make a jump check as a free action immediately before your next attack. Prior to making the roll, determine the DC of the check: either DC 15 for a chance to deal 2 extra points of damage or DC 25 for a chance to deal 4 extra points of damage. If you fail this jump check, you miss your target, and if you fail this jump check by 5 or more, you fall prone in an adjacent square.

**Falcon's Feathers:** To use this maneuver, you must be wearing a cloak. As a standard action, you can whip the cloak around you in a distracting fashion. Make an attempt to feint in combat (see page 68 of the *Player's Handbook*), using your base attack bonus instead of your Bluff



modifier, if you succeed, your target is treated as flat-footed for the next melee attack you make against it.

**Hawk's Eye:** To use this maneuver, you must spend at least 1 full round observing your foe. While doing so, you can take no other actions. The next melee attack you make against your foe gains a +2 bonus on the attack and damage rolls for every round you have just spent observing the foe, to a maximum bonus of +6 (for 3 consecutive full rounds of observation). If the target of your observation attacks you while you're observing, or if you don't make the melee attack within 3 rounds of the end of your observation, you don't get the benefit of the feat.

## Rashemi Elemental Summoning

### [General]

**[FRUE 45]** You may summon Rashemen's native elementals in any situation where you could summon an air or earth elemental.

**Prerequisites:** Spellcaster level 5<sup>th</sup>, human (Rashemen)  
**Benefit:** When casting a spell that summons air or earth elementals, you may choose to summon an orghash or thornil instead (see the Orghash and Thornil entries in FRUE Chapter 6: Monsters of the East). For example, if you cast *summon monster*, which can summon a medium elemental, you may summon an orghash or thornil using a medium elemental as the base creature. If you cast *elemental swarm*, you could opt to summon orghashes or thornils based on large, huge, and greater air or earth elementals. Altering the spell in this manner does not change any other aspects of the spell. You may use this ability outside of Rashemen.

### Rattlesnake Strike [General, Fighter]

**[SAND 51]** Having observed the ways of a desert viper, you have learned to use *kil* in a fashion similar to poison.

**Prerequisite:** Wis 15, Improved Initiative, Improved Unarmed Strike, Stunning Fist.

**Benefit:** You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). By expending one of your Stunning Fist uses for the day, you imbue your next unarmed attack with disruptive *kil* that mimics the effects of mid viper venom. If that attack hits, it deals normal damage and forces the target to make a Fortitude saving throw (DC 10 + ½ your character level + your Wis modifier). A creature that fails the saving throw takes 1d3 points of Constitution damage and must make a similar saving throw 1 minute later or take another 1d3 points of Constitution damage. This feat can only be used once per round.

**Special:** A fighter may select Rattlesnake Strike as one of his fighter bonus feats.

### Razing Strike [General]

**[CV 112]** You have mastered the art of delivering precise strikes against nonliving creatures while channeling spell energy through your melee attacks.

**Prerequisite:** Sneak attack, caster level 5<sup>th</sup>.  
**Benefit:** To activate this feat, you must sacrifice one of your daily allotment of spells (minimum spell level 1<sup>st</sup>). Doing this is a swift action that doesn't provoke attacks of opportunity.

In exchange, you gain an insight bonus on your melee attack rolls and damage rolls for 1 round. The bonus on attack rolls equals the level of the spell sacrificed, plus any extra damage based on your sneak attack ability.

These bonuses apply against only one type of creature, depending on the type of spell sacrificed. If you sacrifice an arcane spell, they apply against constructs; if the sacrificed spell is divine, the bonuses apply against undead.

**Example:** A 5<sup>th</sup>-level wizard/1<sup>st</sup>-level rogue activates this feat, sacrificing a prepared *web* spell. She gains a +2 insight bonus on her melee attack rolls against constructs for 1 round, and also adds 3d6 points of damage to successful attacks against constructs during that round (2d6 for the 2<sup>nd</sup>-level spell, plus 1d6 for her sneak attack damage).

This feat does not allow you to deliver critical hits or sneak attacks against constructs or undead.

### Reach Spell [Metamagic]

**[CD 84]** You can cast touch spells without touching the spell recipient.

**Benefit:** You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

### Reactive Countersong [Epic]

**Prerequisite:** Combat Reflexes, Perform 30 ranks, bardic music class feature.

**Benefit:** The character can begin a countersong at any time, even when it isn't his or her turn (much like a wizard who has readied a counterspell action), though the character doesn't have to ready an action to do so. The character can't use Reactive Countersong at the same time he or she issuing another bardic music ability (though the character could stop the other bardic music ability to begin Reactive Countersong if so desired).

**Normal:** Without this feat, a character can only use counter-song on his or her turn.

### Reactive Counterspell [General]

**[FRPG 42]** You can react quickly to counter spells cast by opponents.

**Prerequisites:** Improved Counterspell, Improved Initiative  
**Benefit:** Once per round, you can counterspell an opponent's spell even if you have not readied an action to do so. This counterspell action takes the place of your next turn. You can't use this feat when you are flat-footed.

**Normal:** Without this feat, you must ready an action each round that you wish to use a counterspell.

### Reaping Spell [Metamagic]

**[FRCR 21]** The dark energy of your spell devours the soul of any creature killed by it.

**Prerequisite:** Any evil alignment.  
**Benefit:** A *raise dead*, *reincarnate*, or *resurrection* spell cannot return to life a creature killed by a reaping spell, and a *true resurrection* spell has only a 50% chance of succeeding. A reaping spell that fails to kill the target has no additional effect. A reaping spell uses up a spell slot three levels higher than the spell's actual level.

### Reckless Charge [General, Fighter]

**[MB 27]** You can charge with wild abandon.

**Prerequisites:** Base attack bonus +1.

**Benefit:** When you charge, before making your attack roll, you may choose to take a -4 penalty to Armor Class until the start of your next turn to gain a +4 bonus on your attack roll.

**Normal:** Without this feat, a charging character gains a +2 bonus on his attack roll and a -2 penalty to Armor Class until the start of his next turn.

**Special:** A fighter may select Reckless Charge as one of his fighter bonus feats.

### Reckless Offensive [Fighter, General]

**[RRRF 167]** You lower your guard in order to make a telling attack.

**Prerequisite:** Base attack bonus +2, Power Attack.  
**Benefit:** On your action, before making attack rolls for a round, you may choose to take a -4 penalty to your AC during the round to gain a +2 competence bonus on all melee attacks in the same round. The penalty to AC and bonus on melee attacks apply until your next action. You cannot use Reckless Offensive with ranged attacks.

### Reckless Wand Wielder [General]

**[CA 82]** You can increase the effectiveness of spells cast from a wand.

**Prerequisites:** Use Magic Device 1 rank, Craft Wand.  
**Benefit:** By expending an additional charge, you can use a wand as if its caster level was 2 higher than its normal level, changing all the spell's level dependent effects. For example, by expending 2 charges at once, a *wand of magic missile* (created at caster level 3rd) can be used at caster level 5th, firing three missiles instead of two. You can expend only 1 extra charge at a time using this feat.

### Recover Breath [Metabreath]

**[DRAC 78]** You wait less time before being able to use your breath weapon again.

**Prerequisites:** Con 17, breath weapon.  
**Benefit:** You reduce the interval between uses of your breath weapon. You wait 1 round less than usual before breathing again, but always at least 1 round. The feat stacks with the effects of metabreath effects of metabreath feats, reducing the total time you must wait to use your breath weapon again by 1 round.

**Special:** If you have multiple heads with breath weapons, all breath weapons use the reduced interval.

### Red Dragon Lineage [Draconic]

**[DM 21]** The fiery blood of red dragons runs within your veins, allowing you to produce flames from thin air.

**Prerequisites:** Draconic Heritage (red), sorcerer level 3<sup>rd</sup>.  
**Benefit:** As a standard action, you can spend an arcane spell slot to create a 15-foot cone-shaped burst of fire. This effect deals 1d8 points of fire damage per level of the spell. A successful Reflex save (DC 10 + the spell's slot's level + your Cha modifier) halves the damage. Any characters who fails the save also takes another 1d8 points of fire damage per spell level in the following round as the flames continue to burn. This extra damage can be avoided in the same manner as can the extra damage from alchemist's fire (PHB 128).

### Reflect Arrows [Epic]

**Prerequisites:** Dex 25, Deflect Arrows, Improved Unarmed Strike.

**Benefit:** When the character deflects an arrow or other ranged attack, the attack is reflected back upon the attacker at the character's base ranged attack bonus.

### Reinforced Wings [General]

**[RODR 101]** You have strengthened the muscles of your wings.

**Prerequisite:** Str 13, wings and a glide or fly speed.  
**Benefit:** You can fly in medium armor or with a medium load. Your speed is still reduced by encumbrance due to armor or total weight.

**Normal:** Flying creatures can't fly in medium or heavy armor or when carrying a medium or heavy load.

### Rend [Monstrous]

**[DRAC 73]** You can rend opponents you hit with your claws.

**Prerequisites:** Two claw attacks, Str 13, Power Attack, Snatch, size Huge or larger.

**Benefit:** If you strike the same opponent with two claw attacks, you automatically deal extra damage equal to that of two claw attacks plus 1-1/2 times your Strength bonus. You cannot grab an opponent at the same time you rend that opponent.

### Rending Constriction [Monstrous]

**[FRSK 147]** You can pull grappled enemies apart.

**Prerequisites:** Str 19, Dex 15, constrict special attack, improved grab special attack, improved grab special attack, Greater Multigrab, two limbs capable of grappling.

**Benefit:** If you maintain a hold on an opponent with more than one appendage, you can make an additional rend attack in the same round as you constrict. This attack automatically deals double the base damage for your constrict attack plus 1-1/2 times your Strength bonus. The held creature is automatically released on its next action, so you must reestablish the hold to constrict again.

### Repeat Spell [Metamagic]

**Prerequisites:** Any other metamagic feat.

**Benefit:** A repeated spell is automatically cast again at the beginning of your next round of actions. No matter where you are, the secondary spell originates from the same location and affects the same area as the primary spell. If the repeated spell designates a target, the secondary spell retargets the same target if the target is within 30 feet of its original position; otherwise the secondary spell fails to go off. A repeated spell uses up a spell slot three levels higher than the spell's actual level. Repeat Spell cannot be used on spells with a range of touch.

### Reptilian Healing [Monstrous]

**[D335/57]** Lizardfolk with this feat heal at an increased rate, much like many lesser reptilian creatures.

**Prerequisites:** Lizardfolk, Con 16, Great Fortitude.  
**Benefit:** Lizardfolk with this feat regain hit points from normal healing at double the normal rate. For example, a full night's rest allows a lizardfolk with this feat to regain 2 hit points per character level or Hit Die, while complete bed rest restores 4 hit points per character level or Hit Die. This ability does not allow a lizardfolk to regenerate or reattach lost limbs.

**Normal:** A full night's rest normally only restores 1 hit point per character level or Hit Die, while complete bed rest usually only restores 2 hit points per character level or Hit Die.

### Requiem [General]

**[LMBD 29]** Your bardic music affects undead creatures.

**Prerequisites:** Bardic music class feature, Perform (any) 8 ranks.

**Benefit:** You can extend the effects of your mind-affecting bardic music and virtuoso's performance abilities so that they influence even the undead. All bardic music effects on undead creatures has only half the duration they normally would against the living.

**Normal:** Undead are normally immune to mind-affecting effects.

### Resist Disease [General]

**[FRSS 21]** You have developed a natural resistance to diseases.

**Benefit:** You gain a +4 bonus on Fortitude saving throws against diseases.

### Resist Poison [Regional]

**[FRPG 43]** Your people have become inured to many deadly substances through controlled exposure or the simple hostility of your home environment. You can shrug off poisons that would kill someone else.

**Prerequisites:** Bugbear (the Earthfast Mountains), chitine (Underdark Yathchol), dwarf (Underdark Northdark), goblin (the Earthfast Mountains), hobgoblin (the Earthfast Mountains), human (Dambroth, Lapaliya, or Underdark Old Shanatar), or orc (the Moonsea or the North)

**Benefit:** You get a +4 bonus on Fortitude saving throws against poison.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Resourceful Buyer [General]

**[ROD 153]** You know where to look in a community for anything you need.

**Benefit:** Whenever you are buying goods, the community you're in is treated as one category larger for the purpose of determining the community's gold piece limit on the most expensive item available (see Table 5-2: Random Town Generation, DMG 137). For example, when you are in a village, the gold piece limit on the most expensive item available to you is 800 gp rather than 200 gp.

**Special:** This benefit doesn't stack with any other effect that grants a similar benefit.

### Rhinoceros Tribe Charge [Regional]

**[FRSS 21]** You use the power of the rhinoceros's charge in battle.

**Prerequisite:** Human (the Shaar), membership in Rhinoceros Tribe (see FRSS Human Tribes of the Shaar, page 164).

**Benefit:** When you charge, if your melee attack hits, it deals an extra 2d6 points of damage. This feat works only when you make a charge, even when you're mounted. If you have the ability to make multiple attacks on a charge, you can apply the extra damage to only one of those attacks in a round.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Ride-By Attack [General, Fighter]

**[PHB 99]** You are skilled at making fast attacks from your mount.

**Prerequisites:** Ride 1 rank, Mounted Combat.

**Benefit:** When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

### Righteous Strike [Epic]

**Prerequisites:** Wis 19, Improved Unarmed Strike, Stunning Fist, any lawful alignment.

**Benefit:** The character's unarmed strike is treated as an axiomatic weapon (it is lawfully aligned and deals an extra 2d6 points of damage against creatures of chaotic alignment). This ability doesn't stack with similar abilities.

### Ritual Blessing [Ceremony]

**[PHB 86]** You call upon the powers of goodness and light to bless your allies. If your religious studies are advanced enough the rituals you learn allow you to ward against illness or poison, enhance your healing abilities, and protect against evil.

**Prerequisites:** Good alignment, Knowledge (religion) 4 ranks.

**Benefit:** You gain access to rituals based on your ranks in Knowledge (religion).

**Anoint (Knowledge [religion] 4 ranks):** You speak a blessing over the recipient of this ritual, anoint him with holy water, and say a prayer for him. When you cast a *cure* spell on the recipient, he heals an extra 2 points of damage.

Performing this ritual requires 5 minutes of incantation and a vial of holy water. Its effects last for 24 hours.

**Cleansse (Knowledge [religion] 8 ranks):** You sprinkle holy water over the recipient of this ritual and speak a prayer to his health and vigor. The target gains a +2 bonus on saves against disease and poison.

Performing this ritual requires 10 minutes of incantation a vial of holy water. Its effects last for 24 hours.

**Ward (Knowledge [religion] 13 ranks):** You use a special combination of powdered silver and holy water to create a mystical ward that offers protection against demons and devils. The recipient of this ritual gains a +1 bonus on saves against spells and special attacks used by evil outsiders.

Performing this ritual requires 10 minutes of work, a vial of holy water, and powdered silver worth 30 gp. Its effects last for 24 hours.

### Ritual Blood Bonds [Ceremony]

**[PHB 86]** You invest your allies with the mighty power of your totem, god, or similar divine entity. These rituals allow you to forge bonds between warriors that stand the test of combat.

**Prerequisites:** Orc or half-orc, Knowledge (religion) 4 ranks.

**Benefit:** You gain access to rituals based on your total ranks in Knowledge (religion).

**Blood Brothers (Knowledge [religion] 4 ranks):** You gather up to six of your allies together in a circle. Each member of this circle pledges allegiance to the others, cuts himself, and bleeds into a bowl containing holy water or unholy water (as appropriate to your alignment). You then sprinkle this mixture on yourself and the members of the circle. You and everyone else who participated in this ritual gains a +4 morale bonus on Will saves against fear as



long as each individual can see one other ally who took part in this ritual.

This ritual requires 10 minutes of incantation and a vial of holy water or unholy water. Its effect lasts for 24 hours.

**Vengeful Bonds of Brotherhood (Knowledge [religion] 8 ranks):** You create a close, mystical bond between you and your allies. Up to six individuals can participate with you in this ritual. Each participant cuts his hand. Everyone in the ritual then clasps hands in a circle while you stand in the middle. You speak a prayer while sprinkling holy or unholy water on each participant. This ritual grants a benefit to its participants (including you) when an ally falls in battle. If an individual who participated in the ritual sees another participant drop to 0 or fewer hit points due to an opponent's actions, he gains a +2 morale bonus on attack rolls against the foe who dropped his ally. The benefit lasts for 1 minute every time it is triggered. You can gain this bonus against multiple foes during the duration of the effect.

The ritual requires 10 minutes of incantation, a vial of holy water or unholy water, and silver dust worth 10 gp. The ritual's benefit lasts for 24 hours.

## Robilar's Gambit [General, Fighter]

**[PHB 82]** By offering Robilar's Gambit, you absorb damage to place yourself in an advantageous position. This dangerous sacrifice is not for the faint of heart, for one failed retaliatory strike can undo the advantage gained. Lord Robilar, a rash and impetuous fighter, gained fame using this technique against his enemies.

**Prerequisites:** Combat Reflexes, base attack bonus +12.

**Benefit:** At the start of your action, you can adopt a fighting stance that exposes you to harm but allows you to take advantage of your opponents' exposed defenses as they reach in to attack you. Anyone who strikes at you gains a +4 bonus on attack rolls and damage rolls against you. In return, they provoke attacks from opportunity from you each time they swing. Resolve your attack of opportunity after your foe's attack.

**Normal:** Opponents do not provoke attacks of opportunity by attacking. Further, when an opponent provokes an attack of opportunity, you resolve your attack before he completes the action that provoked the attack of opportunity.

**Special:** A fighter can select Robilar's Gambit as one of his fighter bonus feats.

## Rock Gnome Trickster [General]

**[FRFR 167]** Your glamers are particularly likely to fool the senses of your target.

**Prerequisite:** Rock gnome.

**Benefit:** Your illusion (glamer) spells and spell-like abilities gain +1 spell power (+1 on save DCs and +1 bonus on checks to overcome spell resistance).

## Roofwalker [Tactical]

**[ROD 156]** You are adept at moving and fighting on rooftops and ledges.

**Prerequisites:** Balance 5 ranks, Jump 5 ranks, Dodge, Mobility.

**Benefit:** The Roofwalker feat enables the use of three tactical maneuvers.

**Fleet of Foot:** You can walk across a precarious surface more quickly than normal. You can move at your full speed without taking a -5 penalty on your Balance check.

**Graceful Drops:** If you intentionally jump from a height, you take less damage than you would if you fell. If you succeed on a Jump check when jumping down (see PHB 77), you take falling damage as if you had dropped 20 fewer feet than you actually did.

**Master of the Roof:** You know how to use the slopes to your advantage. You gain a +1 dodge bonus to AC against any opponent who is at a different elevation from you.

## Roundabout Kick [General]

**[CW 105]** You can follow up on a particularly powerful unarmed attack with a mighty kick, spinning in a complete circle before landing the kick.

**Prerequisites:** Str 15, Improved Unarmed Strike, Power Attack.

**Benefit:** If you score a critical hit on an unarmed attack, you can immediately make an additional unarmed attack against the same opponent, using the same attack bonus that you used for the critical hit roll. For example, Ember the 15th-level monk can make three unarmed attacks in a round, at base attack bonuses of +11, +6, and +1. If she scores a critical hit on her second attack, she can make an additional attack using her +6 base attack bonus. She then makes her third attack (at +1) as normal.

## Ruinous Rage [Epic]

**Prerequisites:** Str 25, Improved Sunder, Power Attack, rage 5/day.

**Benefit:** While in a rage, the character ignores the hardness of any object he or she strikes. Also, double the character's Strength bonus for the purposes of any Strength check made to break an object with sudden force rather than by dealing normal damage (including bursting bindings, such as ropes or manacles).

## Run [General]

**[PHB 99]** You are fleet of foot.

**Benefit:** When running, you move five times your normal speed (if wearing light or no armor and carrying no more than a light load) or four times your speed (if wearing medium or heavy armor or carrying a medium or heavy load). If you make a jump after a running start (see the Jump skill description), you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC.

**Normal:** You move four times your speed while running (if wearing light or no armor and carrying no more than a light load) or three times your speed (if wearing medium or heavy armor or carrying a medium or heavy load), and you lose your Dexterity bonus to AC.

## Runesmith [General]

**[FRFR 167]** You can fashion runes that take the place of material components for your spells.

**Prerequisite:** 4 ranks in Craft (rune).

**Benefit:** You can make runes that take the place of traditional material components for spells you cast. The runes, often carved into stone talismans or stamped onto small plates of metal, cost 1 gp each and have a Craft (rune) DC of 15. Unlike a material component, a rune does not disappear when you cast a spell; having this feat effectively turns a material component required for a spell into a focus.

Your use of runes makes your spells more difficult to counterspell. Other spellcasters who observe you casting a spell

take a -4 penalty on checks to determine which spell you're casting, unless they also have the Runesmith feat.

Spells with costly material components are unaffected by this feat.

## Sacred Boost [Divine]

**[CD 84]** You can channel positive energy to increase the power of cure-wounds spells cast near you.

**Prerequisite:** Ability to turn undead.

**Benefit:** You can spend a turn attempt as standard action to place an aura of positive energy upon each creature within a 60-ft. burst. Any cure spell cast on one of these creatures before the end of your next turn is automatically maximized, with no adjustment to the spell's level or casting time.

## Sacred Healing [Divine]

**[CD 84]** You can channel positive energy to grant nearby living creatures the ability to recover from their wounds quickly.

**Prerequisites:** Heal 8 ranks, ability to turn undead.

**Benefit:** You can spend a turn attempt as a full-round action to grant fast healing to all living creatures within a 60-ft. burst. The fast healing lasts for a number of rounds equal to 1 + your Cha modifier (minimum 1 round).

## Sacred Spell [Metamagic]

**[FRFP 215]** Your damaging spells are imbued with divine power.

**Benefit:** Half of the damage dealt by a sacred spell results directly from divine power and is therefore not subject to being reduced by protection from elements or similar magic. The other half of the damage dealt by the spell is as normal. A sacred spell uses up a spell slot two levels higher than the spell's actual level. Only divine spells can be cast as sacred spells.

## Sacred Tattoo [General]

**[FRFR 168]** You have been spiritually touched by one of the god-kings of the Old Empires and bear his or her symbol in the form of a tattoo in the shape of a holy symbol.

**Prerequisite:** Patron deity from the Mulhorandi or Untheric pantheon.

**Benefit:** Add +1 to the DC for all saving throws against spells you cast in an area considered consecrated/desecrated or hallowed/unhallowed to your deity. You get a +1 bonus on caster level checks to beat a creature's spell resistance when casting spells in such areas.

**Special:** It is not possible to take both this feat and the Tattoo Magic feat.

## Sacred Vengeance [Divine]

**[LMBD 30, CW 108]** You can channel energy to deal extra damage against undead in melee.

**Prerequisites:** Ability to turn undead.

**Benefit:** As a free action, spend one of your turn undead attempts to add 2d6 points of damage to all of your successful melee attacks against undead until the end of the current round.

## Sacred Vitality [Divine]

**[LMBD 30]** You can channel positive energy to gain protection from damage to your abilities or life force.

**Prerequisites:** Ability to turn undead.

**Benefit:** As a standard action, you can spend one of your turning attempts to gain immunity to ability damage, ability drain, and energy drain for 1 minute.

## Sacrificial Divination [Vile]

**[D336/101]** By offering living sacrifices to dark powers you gain insight into the future.

**Prerequisites:** Sacrificial Mastery.

**Benefit:** You can see glimpses of the future by divining with the entrails of sacrificial victims. Upon doing so, you must make a Knowledge (nature) or Knowledge (religion) check. The result of the check determines which divination spell you emulate. You may apply modifiers from Table 2-1: Typical Sacrifice Elements on BVD 27 to this roll, if any apply. You may always opt to use one of the spells of a DC lower than your check. Using Sacrificial Divination only grants you access to one such spell per day, no matter how many sacrifices you make. All spell effects created by this feat have a caster level equal to your Hit Dice.

Knowledge DC	Effect
10	Augury
15	Scrying
20	Divination
25	Commune
30	Greater scrying

In addition, you may add the +4 profane bonus granted by Sacrificial Mastery on Knowledge (nature) checks rather than on Knowledge (religion) checks when performing a divinatory sacrifice.

## Sacrificial Mastery [Vile]

**[BVD 50]** The character is skilled at offering living sacrifices to evil godlike fiends.

**Prerequisite:** Wis 15.

**Benefit:** The character gains a +4 profane bonus on Knowledge (religion) checks made when performing a sacrifice.

**Normal:** Without this feat, a character who performs a sacrifice makes a normal Knowledge (religion) check modified as described in Chapter 2.

## Saddleback [Regional]

**[FRPG 43]** You've spent endless hours leaning how to handle a mount in a fight.

**Prerequisites:** Human (Cormyr, Dambrath, the Hordelands, Narfell, Nimbral, the North, the Western Heartlands).

**Benefit:** You can take 10 on Ride checks, even if you are rushed or threatened.

If either you or your mount fails a Reflex save while mounted, you can attempt a Ride check to succeed on the saving throw anyway. The save is successful if your Ride check result is equal to or greater than the spell's save DC. (Essentially, you can substitute your Ride check result for your Reflex save if the former is higher.) You can attempt this substitution once per round for either yourself or your mount. If both you and your mount fail a Reflex save against the same effect (for example, a fireball spell or dragon breath that catches you and your mount in its area), your Ride check result applies to both your save and your mount's save.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Sanctify Relic [Item Creation]

**[CD 84]** You can create magic items that are imbued with a connection to your deity.

**Prerequisite:** Any other item creation feat.

**Benefit:** Relics are magic items - often but not always wondrous items - that rely on a divine connection to a specific deity to function. They are described further in Chapter 4.

## Sanctum Spell [Metamagic]

**[CA 82]** Your spells are especially potent on home ground.

**Prerequisite:** Any metamagic feat.

**Benefit:** A sanctum spell has an effective spell level of 1 higher than its normal level if cast in your sanctum (see below), but if not cast in the sanctum, the spell has an effective spell level 1 lower than normal. All effects dependent on spell level (including save DCs) are calculated according to the adjusted level.

A sanctum spell uses up a spell slot of the spell's normal level.

**Special:** Your sanctum is a particular site, building, or structure previously designated by you, and no larger than 20 feet/level in diameter. The designated area must be a site where you have spent a cumulative period of at least three months. Though a sanctum can be designated within a larger structure, its special advantages do not apply beyond the maximum area. Once designated, it takes seven days for a site to become a sanctum and if you designate a new area to be your sanctum, the benefits of the old one immediately fade.

## Sand Camouflage [General]

**[SAND 51]** You can hide yourself in sand with a moment's notice.

**Prerequisite:** Hide 5 ranks, Sandskimmer.

**Benefit:** As a standard action, you can quickly camouflage yourself in any area of ash, dust, loose earth, or sand that is at least 1 inch deep. In areas with 1 to 11 inches of appropriate loose soil, you gain a +4 bonus on Hide checks. In areas with 12 inches or more of appropriate loose soil, you instead gain a +10 bonus on Hide checks. You must still have cover or concealment to make a Hide check, as described on PHB 76.

## Sand Dancer [General]

**[SAND 52]** While making another attack, you attempt to blind a foe with thrown sand.

**Prerequisite:** Wis 13, Tumble 4 ranks.

**Benefit:** In any round when you first move at least 10 feet using your Tumble skill in an area covered in a layer of at least 1 inch of ash, dust, loose earth, or sand, you can supplement an attack made in that same round with flung or kicked material. A foe damaged by your attack must make a Fortitude saving throw (DC 10 + ½ your character level + your Wis modifier) or be blinded for 1 round.

## Sand Share [General]

**[SAND 52]** When you knock your foes into the sand, they have a hard time regaining their feet.

**Prerequisites:** Combat Expertise, Improved Trip.

**Benefit:** If you successfully trip an opponent in any area of ash, dust, loose earth, or sand that is at least 1 inch deep, that opponent must make a full-round action to stand during the round after being tripped. Following that round, the target can get to his feet with a move action (as normal). The opponent still provokes attacks of opportunity while attempting to stand, as normal.

## Sand Spinner [General]

**[SAND 52]** You spray sand with your acrobatic maneuvers.

**Prerequisite:** Wis 13, Tumble 8 ranks, Sand Dancer.

**Benefit:** In any round when you first move at least 10 feet using your Tumble skill in an area covered in a layer of at least 1 inch of ash, dust, loose earth, or sand, you can take a standard action to hurl a spray of sand into the eyes of all creatures in a 5-foot-radius burst. Those within the area must make Fortitude saving throws (DC 10 + ½ your character level + your Wis modifier) or be blinded for 1 round.

## Sandskimmer [General]

**[SAND 52]** You are particularly adept at moving over sand.

**Benefit:** You treat shallow sand as normal terrain and deep sand as shallow sand. Sand crust does not break beneath your feet, allowing you to move atop it as if it were normal terrain.

**Special:** This feat can be taken twice, allowing a creature to treat all sand as normal terrain. Its effects also stack similarly with other abilities that improve movement over sand. For example, if a bhūka takes Sandskimmer, she treats all sand as normal terrain and never breaks through sand crust by moving across it.

## Savage Grapple [Wild]

**[CV 114]** While transformed into the shape of a wild animal, you can savagely tear at any creature that you manage to grapple.

**Prerequisites:** Wild shape, sneak attack.

**Benefit:** While you are in a wild shape, any time you make a successful grapple check to damage a creature with which you are already grappling, you can add your sneak attack damage as well. Creatures not subject to sneak attacks don't take this extra damage.

## Scavenging Gullet [Aberrant]

**[LOM 181]** The taint of the aberration in your blood has gifted you with the ability to gain nourishment from things that others would never consider as food.

**Prerequisites:** Aberration Blood.

**Benefit:** You gain nourishment from any organic material despite its freshness or source.

You gain a +4 racial bonus on Fortitude saves to resist the effect of ingested poisons, as well as on Fortitude saves to resist diseases caused by ingested substances (such as spoiled food).

## Scent [Wild]

**[CV 114]** You can sharpen your sense of smell.

**Prerequisites:** Wild shape.

**Benefit:** You can expend one daily use of wild shape to gain the scent ability (see MM 314) for 1 hour per Hit Die. While this benefit is in effect, you can detect opponents within 30 feet by sense of smell.

In addition, if you have the Track feat, you can track creatures by scent. You retain this benefit regardless of what form you are in.

## Scion of Sorrow [Vile]

**[FRCR 23]** You formally supplicate yourself to a powerful yugoloth lord. In return for your unflinching obedience, you gain a small measure of the wretched fiend's power.



**Prerequisite:** Neutral evil alignment.

**Benefit:** Once per day, while performing an evil act, you can call upon your fiendish patron to add a +1 luck bonus to any one attack roll, saving throw, ability check, skill check, or level check.

**Special:** This feat can only be taken once. A character who takes this feat cannot also take the Disciple of Darkness or Thrall to Demon feat.

## Scorpion's Grasp [General]

[SAND 52] Like the scorpion, you can grab and hold your prey.

**Prerequisite:** Str 13, Improved Unarmed Strike, Improved Grapple.

**Benefit:** If your attack with an unarmed strike or a light one-handed melee weapon hits, the strike deals normal damage and you can attempt to start a grapple as a free action; no initial touch attack is required. If you succeed in starting the grapple, you must drop your one-handed weapon, but if you started the grapple with a light weapon, you can use it in each round to make an attack against the creature you are grappling without taking the normal -4 penalty on the attack roll. If you initiated the grapple while armed, however, you cannot make additional grapple checks to deal damage during the round in which you use this feat.

You have the option to conduct the grapple normally, or you may hold a creature one or more sizes smaller than you with your off hand. If you choose to do the latter, you take a -20 penalty on grapple checks against that creature and you cannot deal damage with your grapple checks, but you are not considered grappled yourself. You don't lose your Dexterity bonus to AC, you still threaten an area, and you can use remaining attacks against other opponents. While maintaining this latter type of hold, you can move normally (possibly carrying your opponent away), provided you can drag the opponent's weight.

## Scorpion's Instincts [General]

[SAND 53] You are hard to find in the waste.

**Prerequisite:** Dex 13, Hide 5 ranks.

**Benefit:** You have an inborn sense of where to lurk without being seen, gaining a +2 bonus on your Hide checks and reducing the distance within which creatures can detect you by scent to 10 feet (20 feet if upwind, 5 feet if downwind). If you are in an area covered in a layer of at least 1 inch of ash, dust, loose earth, or sand, you gain an additional +2 bonus on hide checks, a +2 bonus on Move Silently checks, and a creature can detect you by scent only if it is within 5 feet (pinpointing your location as normal).

## Scorpion's Resolve [General]

[SAND 53] Like the scorpion, you are not easily distracted.

**Benefit:** You gain a +4 bonus on saving throws against mind-affecting spells and abilities.

## Scorpion's Sense [General]

[SAND 53] Like the scorpion, you sense other creatures simply by perceiving their contact with the sand.

**Prerequisite:** Scorpion's Resolve.

**Benefit:** You are sensitive to the vibrations in the ground and can automatically pinpoint the location of anything that is moving and in contact with the ground so long as it is within 10 feet. The range expands to 20 feet if you are in an area covered in a layer of at least 1 inch of ash, dust, loose earth, or sand. This ability only tells you what the square the creature is in, so you still have the normal miss chance from concealment if you cannot see the creature.

## Scribe Epic Scroll [Item Creation, Epic]

**Prerequisites:** Scribe Scroll, Knowledge (arcana) 24 ranks, Spellcraft 24 ranks.

**Benefit:** The character can scribe scrolls that exceed the normal limits for such items. Even this feat does not allow the character to scribe a scroll with an epic spell.

## Scribe Martial Script [Item Creation]

[TOB 32] You know the secret of creating martial scripts—small slips of paper into which you infuse your own martial power and skill. The user of a script you have created gains the ability to use a maneuver you know.

**Prerequisite:** Cleric level 1<sup>st</sup> or knowledge level 17.

**Benefit:** You can infuse the knowledge of any maneuver you know into a martial script (see Martial Scripts, TOB 147). The market price of a martial script is equal to the initiator level x maneuver level x 50 gp. You must spend 1/25 of this market price in XP and use materials costing 1/2 the market price. Scribing a martial script takes one day for each 1,000 gp of its market price.

Like a potion or a scroll, a script can only be used once.

## Scribe Scroll [Item Creation]

[PHB 99] You can create scrolls, from which you or another spellcaster can cast the scribed spells. See the DMG for rules on scrolls.

**Prerequisite:** Caster level 1st.

**Benefit:** You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level x its caster level x 25 gp. To scribe a 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 scroll that stores a spell 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 scroll.

## Sculpt Spell [Metamagic]

[CA 83] You can alter the area of your spells.

**Prerequisite:** Any metamagic feat.

**Benefit:** You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30-foot high), a 40-foot cone, four 10-foot cubes, a ball (20-foot radius spread), or a 10-foot line. The sculpted spell works normally in all respects except for its shape. For example, a lightning bolt whose area is changed to a ball deals the same amount of damage, but affects a 20-foot radius spread.

A sculpted spell uses up a spell slot one level higher than the spell's actual level.

## Sea Legs [General]

[FROST 49] You are accustomed to the rolling motion on board a ship, and can use this motion to your advantage.

**Benefit:** As long as you are on board a ship, you get a +2 bonus on all Balance and Tumble checks, and a +1 bonus on Initiative checks.

## Searing Spell [Metamagic]

[SAND 53] Your fire spells are so hot that they can damage creatures that normally have resistance or immunity to fire.

**Benefit:** A searing spell is so hot that it ignores the resistance to fire of creatures affected by the spell, and affected creatures with immunity to fire still take half damage. This feat can be applied only to spells with the fire descriptor.

Creatures with the cold subtype take double damage from a searing spell. Creatures affected by a searing spell are still entitled to whatever saving throw the spell normally allows. A searing spell uses up a spell slot one level higher than the spell's actual level.

## Second Wind [General]

[MB 28] You can shrug off minor wounds with ease.

**Benefit:** Once per day, as a free action, you can heal yourself a number of points of damage equal to your Constitution modifier (minimum 1).

## Selective Spell [Metamagic]

[FRSS 21] You can screen allies from the effects of your area spells.

**Prerequisite:** Any other metamagic feat.

**Benefit:** You can modify an area spell so that it does not affect one designated creature within its area. All other creatures in the spell's area are affected normally. Selective Spell has no effect on target or effect spells. A Selective Spell uses a slot one level higher than the spell's normal level.

## Self-Concealment [Epic]

**Prerequisites:** Dex 30, Hide 30 ranks, Tumble 30 ranks, improved evasion.

**Benefit:** Attacks against the character have a 10% miss chance, similar to the effect of concealment. The character loses this benefit whenever he or she would lose his or her Dexterity bonus to AC.

**Special:** This feat may be taken multiple times. Each time it is taken, the miss chance increases by 10% to a maximum of 50% after it has been taken five times.

## Self-Sufficient [General]

[PH 100] You can take care of yourself in harsh environments and situations.

**Benefit:** You get a +2 bonus on all Heal checks and Survival checks.

## Sense Weakness [General]

[DRAC 106] You can take advantage of subtle weaknesses in your opponent's defenses.

**Prerequisites:** Int 13, Combat Expertise, Weapon Focus

**Benefit:** Whenever you attack with a weapon with which you have selected the Weapon Focus feat, you may ignore up to 5 points of the target's damage reduction (regardless of the material or enhancement bonus of your weapon) or hardness. This benefit can't reduce the effective damage reduction or hardness of a target to less than 0.

## Serpent Fang [General]

[SAND 53] You are able to project your ki to strike foes as though you had extended reach.

**Prerequisite:** Wis 15, Improved Unarmed Strike, Stunning Fist.

**Benefit:** You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). By expending one Stunning Fist use for the day, you can project your ki to strike an opponent that is 5 feet beyond your normal unarmed reach. If the blow hits, it deals normal unarmed damage. This feat can only be used once per round.

**Special:** Monks can use special monk weapons when using this feat, dealing damage according to the weapon.

## Serpent's Venom [Wild]

[CD 84] You can deliver toxic bite attack reminiscent of the viper.

**Prerequisite:** Ability to bite attack.

**Benefit:** You can spend a usage of wild shape to gain a secondary bite attack (at your base attack bonus -5 and adding 1/2 your Strength bonus) that deals bludgeoning, piercing and slashing damage equal to a dagger appropriate to your size (D4 for Medium, or 1d3 for Small). In addition, the bite delivers a toxic venom (Fortitude save DC 10+ 1/2 your HD + your Con modifier; 1d6 Con/1d6 Con).

**Special:** If you already have a bite attack, it just gains the toxic venom part of this feat.

## Servant of a Dragon Ascendant [General]

[FRFD 92] You formally supplicate yourself to an immortal dragon quasi-deity.

**Prerequisites:** Cleric level 1<sup>st</sup>, druid level 1<sup>st</sup>, ranger level 4<sup>th</sup>, or blackguard level 1<sup>st</sup>; dragon with 12 levels of the dragon ascendant<sup>DRAC</sup> prestige class as patron deity.

**Benefit:** You can name a dragon or quasi-deity as your patron deity and still receive your cleric, ranger, or blackguard spells normally. In addition, you can call upon your draconic patron to add a +1 luck bonus on any one attack roll, saving throw, ability check, skill check, or level check.

**Special:** You can take this feat only once. Choosing this feat changes your patron deity from your previous deity to a dragon quasi-deity of your choice, and you take no penalties for making this change. If you later choose a different patron deity, you lose the benefit of this feat, but your new patron can grant you spells just as he or she would for any other cleric.

Thazzar is currently the only dragon quasi-deity (dragon with 12 levels of the dragon ascendant class) active in Faerun.

## Servant of the Fallen [General]

[FRLE 97] You keep alive the worship of a deity that has died or vanished. Your faith in this fallen deity allows you to wield divine magic in his or her name.

**Prerequisites:** Cleric level 1<sup>st</sup>, dead or forgotten god (for example, Amaunator, Bhaal, Monador, or Myrkul) as patron deity.

**Benefit:** You can name a dead god as your patron deity and still receive your cleric spells normally. In addition, you can call upon the universal remnant of your deity's power once per day to gain a +1 luck bonus on any single die roll. You can also be raised or resurrected normally.

**Normal:** Dead or fallen deities cannot grant cleric spells, so clerics who choose such patrons do not normally receive spells. Characters who do not worship active gods in Faerun suffer the fate of the Faithless in the Fugue Plane after death.

**Special:** You can take this feat only once. Choosing this feat changes your patron from your previous deity to the dead or forgotten deity of your choice, and you take no penalties for

making this change. If you later choose a different patron deity, you lose the benefit of this feat, but your new patron may grant you spells just as he or she would for any other cleric.

See Ancient Deities, FRLE page 41, for a list of notable dead gods, their alignments, and their domains.

## Shadow Blade [General]

[TOB 32] In the course of your training in the Shadow Hand discipline, you learn to use your natural agility and speed to augment your attacks with certain weapons.

**Prerequisite:** One Shadow Hand stance.

**Benefit:** While you are in a Shadow Hand stance and attack with one of the discipline's preferred weapons, you can add your Dexterity modifier as a bonus on melee damage for attacks made with the weapon.

**Special:** Shadow Blade can be used in place of Weapon Finesse to qualify for a feat, prestige class, or other specific ability. If this substitution allows you to gain a benefit that normally applies to all finesse weapons (those described in the Weapon Finesse feat description), it instead applies only to the Shadow Hand discipline's preferred weapons.

## Shadow Heritage [Heritage]

[PH 42] You are descended from creatures native to the Plane of Shadow. You share some of your ancestors' natural stealth, but only in areas of dim or no illumination.

**Benefit:** You gain a +3 bonus on Hide and Move Silently checks when in an area of darkness or shadowy illumination.

## Shadow Shield [Regional]

[FRFR 168] Your ancestors long battled the insidious influence of shadow magic, and some of their descendants (including you) have a greater resistance to its effects.

**Prerequisite:** Human (Western Heartlands)

**Benefit:** You get a +2 bonus on all saving throws against spells and spell-like abilities with the shadow descriptor. You also get a +2 bonus on all saving throws against spells and spell-like abilities that draw on the magic of the Shadow Weave. These benefits stack with each other.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Shadow Song [Regional]

[FRFR 168] A dark legacy of the Shadowking's ambitions is the shadow of sorrow that cloaks many Thythian songs and ballads. Some bards have learned to infuse their performances with the sense of loss and suffering that suffuses the Shadow Weave.

**Prerequisite:** Human (Western Heartlands), Shadow Weave Magic, bardic music.

**Benefit:** You get a +1 bonus to the DC for all saving throws of spells you cast from the school of Enchantment and spells with the sonic descriptor. You get a +1 bonus on caster level checks to overcome spell resistance for these schools and spells. These bonuses stack with bonuses from the Shadow Weave Magic feat.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Shadow Weave Magic [General]

[FRPG 43] You have discovered the dangerous secret of the Shadow Weave.

**Prerequisites:** Wis 15 or patron deity Shar.

**Benefit:** From now on, your spells tap the Shadow Weave instead of the Weave. You can also activate magic items that use the Shadow Weave without taking damage.

The saving throw for every spell you cast from the schools of enchantment, illusion, and necromancy increase by +1. You also get a +1 bonus on caster level checks to overcome spell resistance with spells from these schools.

The Shadow Weave proves less than optimal for effects involving energy or matter. Your effective caster level for spells you can cast from the schools of evocation or transmutation (except spells with the darkness descriptor) is reduced by one. A 1<sup>st</sup>-level Shadow Weave user cannot cast spells from these schools at all.

You can no longer cast spells with the light descriptor. No matter what school they are from, such spells will automatically fail. Your ability to use magic items that produce light is also limited – you cannot invoke an item's light power if its activation method is spell completion or spell trigger.

From now on, any magic item you create is a Shadow Weave item (see Chapter 2 of the *Forgotten Realms Campaign Setting*).

## Shadowform Familiar [General]

[FRCR 22] You can summon a familiar from the Plane of Shadow.

**Prerequisite:** Krinith, summon familiar class feature.

**Benefit:** Your summoned familiar looks like a dark, shadowy version of a normal familiar. It is insubstantial and gains the incorporeal subtype (see *MM* page 310).

A shadowform familiar is more closely bound to you than a normal familiar, and the maximum distance from you to the shadowform familiar can travel is 30 feet per caster level. If you are separated from your shadowform familiar by a distance greater than this, the shadowform familiar dissolves into nothingness and is considered slain.

**Special:** This feat does not transform a normal familiar into a shadowform familiar.

## Shadowstrike [General, Fighter]

[FRCR 22] Due to your ties to the Plane of Shadow, you strike more effectively in areas of dim illumination.

**Prerequisite:** Krinith, base attack bonus +1.

**Benefit:** When making an attack with a melee weapon in an area of shadowy illumination (see *PHB* page 164), you gain a +1 circumstance bonus on the attack roll and deal an extra 1d6 points of damage.

**Special:** A Krinith fighter can select this feat as one of his fighter bonus feats.

## Shape Breath [Metabreath]

[DRAC 73] You can make the area of your breath weapon a cone or a line, as you see fit.

**Prerequisites:** Con 13, breath weapon, size Small or larger.

**Benefit:** If you have a line-shaped breath weapon, you can opt to shape it into a cone. Likewise, if you have a cone-shaped breath weapon, you can shape it into a line.

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

**Normal:** Without this feat, the shape of your breath weapon is fixed.



## Shared Fury [General]

**[ROW 152]** Your fearsome rage spurs your animal companion to greater heights.

**Prerequisites:** Handle, Animal 4 ranks, animal companion class feature, rage class feature.

**Benefit:** When you rage, your animal companion gains the same benefits and penalties from your rage that you do, but only if it is within 5 feet of you. The companion's rage ends when your rage ends, or as soon as you are no longer within 5 feet of your companion.

## Sharp-Shooting [General, Fighter]

**[CW 105]** Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.

**Prerequisites:** Point Blank Shot, Precise Shot, base attack bonus +3.

**Benefit:** Your targets only receive a +2 bonus to Armor class due to cover. This feat has no effect against foes with no cover or total cover.

**Normal:** Cover normally gives a +4 bonus to AC.

**Special:** A fighter may select Sharp-Shooting as one of his bonus feats.

## Shattering Strike [Epic]

**Prerequisites:** Epic Weapon Focus (unarmed strike), Weapon Focus (unarmed strike), Concentration 25 ranks, *Ki* strike (adamantine).

**Benefit:** When using an unarmed strike to attempt to break an object with sudden force (rather than by dealing normal damage), make a Concentration check rather than a Strength check. The break DC remains the same. Using Shattering Strike is a full-round action that incurs attacks of opportunity. The character can't use Shattering Strike to escape bonds (unless he or she is so bound as to allow the character to make an unarmed strike against his or her bindings).

## Shield Charge [General, Fighter]

**[CW 105]** You deal extra damage if you use your shield as a weapon when charging.

**Prerequisites:** Improved Shield Bash, base attack bonus +3

**Benefit:** If you hit an opponent with your shield as part of a charge action, in addition to dealing damage normally, you may make a trip attack without provoking an attack of opportunity, if you lose, the defender does not get to try to trip you in return.

**Special:** A fighter may select Shield Charge as one of his fighter bonus feats.

## Shield Dwarf Warden [General]

**[FRFR 168]** You are a student of the protective magics of the shield dwarves, learned at great cost during centuries of warfare and wandering.

**Prerequisite:** Shield dwarf.

**Benefit:** You gain +1 caster level when casting a spell that creates or enhances a suit of armor or a shield.

The tradition of shield dwarf wardens includes the following spells at the appropriate levels: 1<sup>st</sup> – *entropic shield*, *mage armor*, *shield*, *shield of faith*; 2<sup>nd</sup> – *shield other*; 3<sup>rd</sup> – *magic vestment*; 4<sup>th</sup> – *fire shield*; 6<sup>th</sup> – *stone body*; 8<sup>th</sup> – *iron body*, *shield of law*. Other spells gain this benefit if they target a suit of armor or shield.

Additionally, any magic armor or shield you create costs 5% less gold pieces to make. The experience point cost is unaffected.

## Shield Proficiency [General]

**[PHB 100]** You are proficient with bucklers, small shields, and large shields.

**Benefit:** You can use a shield and take only the standard penalties.

**Normal:** When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride checks.

**Special:** Barbarians, bards, clerics, druids, fighters, paladins, and rangers automatically have Shield Proficiency as a bonus feat. They need not select it.

## Shield Slam [General, Fighter]

**[CW 105]** You can use your shield to daze your opponent.

**Prerequisites:** Improved Shield Bash, Shield Charge, base attack bonus +6.

**Benefit:** As a full-round action or as a charge action, you may make an attack with your shield against an opponent, if you hit, you force the target damaged by this attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Str modifier) addition to dealing damage normally. A defender who fails this saving throw is dazed for 1 round (until just before your next action). Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be dazed.

**Special:** A fighter may select Shield Slam as one of his fighter bonus feats.

## Shield Sling [General, Fighter]

**[PHB 82]** You can hurl your shield as a deadly missile, turning it from a defensive item to a crushing, thrown weapon.

**Prerequisites:** Proficiency with shields, Improved Shield Bash, Shield Specialization, base attack bonus +9.

**Benefit:** You can wield your light shield or heavy shield as a thrown weapon with a range increment of 20 feet. The shield deals damage as normal for its size (see Table 7-5, PHB 116), and you gain your Strength bonus on damage as normal for a thrown weapon. In addition, you can make a ranged touch attack to initiate a trip attempt. Your target resists the trip attempt as normal. You lose your size bonus (though not a size penalty) on your Strength check. If your foe's check succeeds, he cannot attempt to trip you.

You cannot throw a tower shield. You can throw a buckler, but it does no damage, and you cannot use it to trip an opponent.

**Special:** A fighter can select Shield Sling as one of his fighter bonus feats.

## Shield Specialization [General, Fighter]

**[PHB 82]** You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

**Prerequisites:** Proficiency with shields

**Benefit:** Choose one type of shield from the following list: buckler, heavy, or light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

**Special:** You can take this feat more than once. Each time you select it, choose a different type of shield.

A fighter can select Shield Specialization as one of his fighter bonus feats.

## Shield Ward [General, Fighter]

**[PHB 82]** You use your shield like a wall of steel and wood. When an opponent attempts to draw in close to you, your shield forces him away or ruins his attacks.

**Prerequisites:** Proficiency with shields, Shield Specialization.

**Benefit:** You apply your shield bonus to your touch AC and on checks or rolls to resist bull rush, disarm, grapple, overrun, or trip attempts against you.

**Special:** A fighter can select Shield Ward as one of his fighter bonus feats.

## Shieldmate [General, Fighter]

**[MB 28]** You can protect those near you with your shield.

**Prerequisites:** Base attack bonus +1.

**Benefit:** When you are using a shield with which you are proficient, friendly creatures adjacent to you get a +1 shield bonus to their Armor Class. If you are using a tower shield, those creatures get a +2 shield bonus.

The creatures lose the bonus if they are no longer adjacent to you, if you're grappling, or if you're stunned, paralyzed, or otherwise unable to take actions.

This shield bonus doesn't stack with other shield bonuses the allied creature may have.

**Special:** A fighter may select Shieldmate as one of his fighter bonus feats.

## Shock Trooper [Tactical, Fighter]

**[CW 112]** You are adept at breaking up formations of soldiers when you rush into battle.

**Prerequisites:** Improved Bull Rush, Power Attack, base attack bonus +6.

**Benefit:** The Shock Trooper feat enables the use of three tactical maneuvers.

**Directed Bull Rush:** To use this maneuver, you must make a successful bull rush attempt as part of a charge. For every square you push your foe back, you may also push that foe one square to the left or right.

**Domino Rush:** To use this maneuver, you must make a successful bull rush attempt that forces a foe into the same square as another foe. You may make a free trip attempt against both foes at the same time, and neither foe gets a chance to trip you if your attempt fails.

**Headless Charge:** To use this maneuver, you must charge and make the attack at the end of the charge using your Power Attack feat. The penalty you take on your attack roll must be -5 or worse. In addition to normal charge modifiers (which give you a -2 penalty to AC and a +2 bonus on the attack roll), you can assign any portion of the attack roll penalty from Power Attack to your Armor Class instead, up to a maximum equal to your base attack bonus.

**Special:** A fighter may select Shock Trooper as one of his fighter bonus feats.

## Shock Wave [Monstrous]

**[DRAC 73]** You can strike the ground with your tail so hard it knocks other creatures down.

**Prerequisites:** Str 13, dragon, size Large or larger, Power Attack.

**Benefit:** You may, as a full-round action, strike a solid surface with your tail and create a shock wave that radiates out from your space and continues for a number of feet equal to 5 x your racial Hit Dice. Make a bull rush attack by rolling once regardless of how many creatures are in the radius. Every creature in the radius makes a Strength check and compares it to your roll. Those who fail their opposed checks are knocked down.

**Special:** Structures and unattended objects at least partially within the shock wave take damage equal to 1d6 + your Strength bonus.

## Short Haft [General, Fighter]

**[PHB 82]** You have trained in polearm fighting alongside your comrades in arms, sometimes reaching past them while they shield you, and sometimes shielding them while they attack from behind you.

**Prerequisites:** Proficiency with a reach weapon, Weapon Focus with a reach weapon, base attack bonus +3.

**Benefit:** As a swift action, you can choose to lose the benefit of wielding any reach weapon other than a spiked chain or a whip. In return, you can use that weapon to threaten and attack spaces adjacent to you. With another swift action, you can give up this feat's benefit in order to regain the use of your weapon's superior reach.

**Special:** A fighter can select Short Haft as one of his fighter bonus feats.

## Shot on the Run [General, Fighter]

**[PHB 100]** You are highly trained in skirmish ranged weapon tactics.

**Prerequisites:** Dex 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4.

**Benefit:** When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

## Sidestep [General]

**[MB 28]** You can move nimbly around the battlefield.

**Prerequisites:** Dex 15, Tumble 8 ranks, Dodge, Mobility.

**Benefit:** Once per round, when you make an attack of opportunity, you may make a 5-foot step after you attack. This 5-foot step doesn't count against your limit of one 5-foot step per round or against any movement you take on your turn.

## Signature Spell [General]

**[FRPG 43]** You are so familiar with a mastered spell that you can convert other prepared spells into that spell.

**Prerequisites:** Spell Mastery

**Benefit:** Choose one spell that you have mastered with the Spell Mastery feat as your signature spell. You may now convert prepared arcane spells of that spell's level or higher into your signature spell, just as a good cleric can spontaneously cast prepared spells as *cure* spells.

**Special:** You can gain Signature Spell multiple times. Each time you take this feat, it applies to a different mastered spell.

## Silent Spell [Metamagic]

**[PHB 100]** You can cast spells silently.

**Benefit:** A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

**Special:** Bard spells cannot be enhanced by this metamagic feat.

## Silver Blood [General]

**[FRCV 33]** You have magically or alchemically imbued your flesh and blood with silver, making you resistant to lycanthrope attacks.

**Prerequisite:** Base Fortitude save +2.

**Benefit:** You cannot be infected with lycanthropy. Any lycanthrope that bites you must make a Fortitude save (DC 10 + 1/2 your Hit Dice + your Con modifier) or take damage equal to your Constitution modifier (minimum 1 point). This damage is treated as silver for the purpose of overcoming a lycanthrope's damage reduction.

**Special:** If you are already an afflicted lycanthrope, the DCs for your Control Shape checks increase by 5 and you lose your lycanthrope damage reduction. If you are already a natural lycanthrope, you must make a DC 15 Control Shape check to change form and your lycanthrope-damage reduction decreases to 5/silver.

## Silver Dragon Lineage [Draconic]

**[DM 22]** You are the descendant of silver dragons and can harness your ancestors' power to paralyze your opponents.

**Prerequisites:** Draconic Heritage (silver), sorcerer level 3<sup>rd</sup>.

**Benefit:** As a standard action, you can convert an arcane spell slot into a paralyzing blast. All adjacent enemies are paralyzed for 1 round. A successful Fortitude save (DC 10 + the spell slot's level + your Cha modifier) negates the effect.

## Silver Fang [General]

**[FRCV 33]** By following a ritual taught by the Fangshields, your natural attacks are suffused with the power of silver and are fully effective against lycanthropes.

**Prerequisites:** Base Fortitude save +4, member of the ally of the Fangshields (see FRCV 78).

**Benefit:** Your natural attacks and unarmed strikes count as silver weapons for the purpose of overcoming damage reduction.

**Special:** If you are a lycanthrope, your natural attacks no longer infect others with lycanthropy.

## Silver Palm [Regional]

**[FRPG 43]** Your culture is based on haggling and the art of the deal.

**Prerequisites:** Dwarf (the Great Rift, Turmish, or Waterdeep), Halfling (Amn), or human (Amn, the Dragon Coast, the Golden Water, Sembia, Tharsault, Thesk, the Vilhon Reach, or Waterdeep).

**Benefit:** You get a +2 bonus on all Appraise, Bluff, and Sense Motive checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Simple Weapon Proficiency [General]

**[PHB 100]** You understand how to use all types of simple weapons in combat.

**Benefit:** You make attack rolls with simple weapons normally.

**Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

**Special:** All characters except for druids, monks, rogues, and wizards are automatically proficient with all simple weapons. They need not select this feat.

## Skewer Foe [General, Fighter]

**[FRCR 22]** A ruthless combatant, you like to impale enemies on spears or similar piercing weapons.

**Prerequisite:** Str 15, base attack bonus +6, proficient with piercing melee weapon.

**Benefit:** If you hit the same enemy more than once in a single round with a piercing melee weapon, you deal an extra 1d6 points of piercing damage with each hit after the first.

**Special:** A fighter can select this feat as one of his fighter bonus feats.

## Skill Focus [General]

**[PHB 100]** Choose a skill, such as Move Silently. You have a special knack with that skill.

**Benefit:** You get a +3 bonus on all checks involving that skill.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

## Skilled Pact Making [General]

**[TOME 74]** Your strong will serves you well when making pacts with vestiges.

**Prerequisites:** Soul binding, base Will save +4.

**Benefit:** You gain a +4 bonus on binding checks.

## Skilled Telekinetic [General]

**[LOM 45]** A creature with this feat becomes so skilled with its telekinetic ability that it can manipulate and use magic items via telekinesis.

**Prerequisites:** Ability to use telekinesis as a supernatural ability.

**Benefit:** As a standard action, the creature can use its telekinetic power to trigger a command word, spell completion, or spell trigger magic item, as long as the item is unattended and the creature would normally utilize the item when holding it. The magic item must be within reach of the creature's telekinetic ability, the creature must have line of sight with its target, and the creature must have line of effect between the magic item and the target. The item must otherwise fulfill all the requirements for manipulating an object via telekinesis (such as weight).

## Skyrider [General]

**[FRFR 168]** You have trained and served with the hippogriff cavalry that guards the Great Rift.

**Prerequisites:** Ride (hippogriff) skill, Mounted Combat, Gold Dwarf.

**Benefit:** You receive a +2 bonus on Handle Animal and Ride (hippogriff) checks.

## Slashing Fury [General]

**[PHB 82]** You swing your weapon with uncanny speed, slicing apart a foe in the blink of an eye.



**Prerequisites:** Proficiency with selected slashing weapon, Weapon Focus with selected slashing weapon, Weapon Mastery (slashing), Weapon Specialization with selected slashing weapon, base attack bonus +14.

**Benefit:** When you use a standard action to attack with any slashing weapon, you can choose to make a second attack with that weapon. You take a -5 penalty on the first attack, and a -10 penalty on the second.

When you use a full attack action with any slashing weapon, you gain one additional attack at your highest base attack bonus. That attack and all other attacks you make in the current round take a -5 penalty.

## Slayer of Dragons [Ceremony]

**[DM 22]** You protect your allies from the ravages they are sure to face while hunting dragons.

**Prerequisites:** Knowledge (religion) 4 ranks, must not be of the dragonblood subtype, must not have any draconic feats.

**Benefit:** You gain access to ceremonies based on your ranks in Knowledge (religion). Each ceremony allows you to provide up to five allies with defenses against dragons. Each ceremony takes 1 minute and requires a torch prepared with special herbs and incenses worth a certain minimum gold piece value (see below). All participants stand in a circle facing inward and together hold the torch. The effect of each ceremony lasts 24 hours.

**Stand Together (4 ranks):** You draw forth the courage of all the would-be hunters so that all might share it. When facing a creature that has frightful presence, each participant can treat his Hit Dice (for the purpose of determining the frightful presence's effectiveness) as 1 higher for each other participant in the ceremony who is within 60 feet of him. This ritual requires special herbs and incenses worth 20 gp.

**Stand Apart (8 ranks):** You chant a litany of freedom, snuffing the torch in water at the end of the ceremony. All participants gain a +2 bonus on saves against breath weapons as long as at least one other participant in the ceremony is within 60 feet but not in the area of the same breath weapon. This ritual requires special herbs and incenses worth 100 gp.

**Stand Alone (13 ranks):** You chant a litany of devotion as each participant passes a hand over the torch flame. If at any time during the next 24 hours, any participant is reduced to -1 or fewer hit points by the attack, breath weapon, spell, or other ability of a dragon, all other participants gain a +2 morale bonus on attack rolls and damage rolls against dragons, as well as on saving throws against the attacks of dragons. These bonuses last for the next 10 rounds or until the wounded character is restored to 0 or more hit points, whichever comes first. If at least half of the participants in the ritual have been defeated in this manner, the bonus increases to +5. This ritual requires special herbs and incenses worth 500 gp.

## Smatterings [General]

**[ROD 153]** You have a talent for acquiring languages – at least enough of each one to get by.

**Prerequisite:** Int 13.

**Benefit:** You can learn enough of a language to ask and understand simple questions, explanations, and instructions. This benefit only applies to verbal communication. After 2d6 days of listening to a new language, you know enough to ask simple questions and to follow simple directions. Upon every future encounter with this language, you need only 1d4 days to regain that knowledge.

## Smite Fiery Foe [General]

**[FRST 50]** You can smite creatures with the fire subtype.

**Prerequisites:** Smite ability.

**Benefit:** Once per day, you may attempt to smite a creature with the fire subtype with a normal melee attack. When you activate this ability, your attack becomes infused with cold energy. You add your Charisma modifier to your attack roll and deal 1 extra point of damage per character level. If you smite a creature that does not have the fire subtype, the blast of cold does not manifest and the smite attempt is used up for that day.

Remember that creatures with the fire subtype take half again as much (+50%) damage as normal from cold, including the additional damage dealt by this ability.

You may swap out any daily uses of a smite ability gained by a character class or cleric domain to smite fiery foes instead.

## Smiting Power [General]

**[FRVC 33]** You use your smite ability to augment other combat maneuvers.

**Prerequisites:** Power Attack, ability to smite.

**Benefit:** You can use your smite ability (whether smite evil or from some other source) when making a bull rush or overrun attempt. If your smite ability would normally grant a bonus on your attack roll against the target of your bull rush or overrun, you can add this bonus to your Strength check instead. In addition, if you win the opposed check to bull rush or overrun the target, you deal damage to the target equal to the bonus the smite would grant on a damage roll against that creature.

You must announce the smite attempt before starting the bull rush or overrun. If your smite attempt would not grant a bonus against the target of your bull rush or overrun attempt (for instance, if you used smite evil when bull rushing a non-evil creature), the attempt is wasted to no effect.

## Smooth Talk [Regional]

**[FRPG 43]** Your people rarely have to draw their weapons to deal with potential adversaries. There are few problems that you can't talk your way out of.

**Prerequisites:** Elf (Waterdeep), gloaming (Sphur Upra), gnome (Thesk), half-elf (Waterdeep), or human (Silvermoon, Thesk, Waterdeep).

**Benefit:** You only take a -5 penalty if you attempt a Diplomacy check as a full-round action.

**Normal:** A Diplomacy check usually requires at least 1 minute. You can attempt a rushed Diplomacy check as a full-round action, but you take a -10 penalty.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Snake Blood [Regional]

**[FRPG 43]** The taint of the yuan-ti runs in your veins. No outward signs give away your heritage, but you are something more – or less – than human.

**Prerequisites:** Human (Chult, the Lake of Steam, Lapaliiya, Sarnath, Tashalar, Tharsult, Thindol, the Vilhon Reach, or the Western Heartlands).

**Benefit:** You gain a +2 bonus on Reflex saving throws and a +2 bonus on Fortitude saves against poison.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Snatch [General]

**[MM 304]** The creature can grab opponents much smaller than itself and hold them in its mouth or claw.

**Prerequisite:** Size Huge or larger.

**Benefit:** The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack. If the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 x 10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount of falling damage, whichever is greater.

## Snatch and Swallow [Monstrous]

**[DRAC 73]** You can swallow creatures you have grabbed with your bite attack.

**Prerequisites:** Con 19, dragon, Snatch, Improved Snatch, size Huge or larger.

**Benefit:** If you begin your turn with an opponent held in your mouth, you can attempt a new grapple check (as though attempting to pin the opponent). If you succeed, your opponent takes bite damage and is swallowed.

A swallowed creature is considered grappled, while you are not. A swallowed creature can try to cut its way free with any light piercing or slashing weapon (the amount of damage required to get free is noted on the table below), or it can just try to escape the grapple. If the swallowed creature chooses the latter course, success puts it back in your mouth. Any damage a swallowed creature deals is deducted from your hit points. If a creature cuts itself free, muscular action closes the hole, so that if you swallow someone again, that creature must cut itself free again. Swallowed creatures take damage in each round they remain swallowed, as shown below.

Dragon Size	Swallowed Creature Size <sup>1</sup>	Physical Damage <sup>2</sup>	Energy Damage <sup>3</sup>
Huge	Medium	1d8	2d8
Gargantuan	Large	2d6	4d6
Colossal	Huge	2d8	4d8

<sup>1</sup> Maximum size of a swallowed creature. Your stomach can hold two such creatures, smaller foes count as one-quarter of a creature.

<sup>2</sup> A swallowed foe takes bludgeoning damage in each round it spends in your stomach.

<sup>3</sup> A swallowed foe takes energy damage in each round it spends in your stomach. The type of energy is the same as that of your breath weapon.

## Snatch Arrows [General, Fighter]

**[PHB 100]** You are adept at grabbing incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

**Prerequisites:** Dex 15, Deflect Arrows, Improved Unarmed Strike.

**Benefit:** When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.

You must have at least one hand free (holding nothing) to use this feat.

## Snatch Trophy [General]

**[FRCR 22]** You can quickly and skillfully collect a trophy of your victory over a fallen foe.

**Benefit:** After dealing a creature enough damage to drop it to negative hit points, you can slice or pry off a trophy as a free action. You must be adjacent to the dead or dying creature. The trophy could be a small body part such as a finger or ear. Carving a trophy in this manner requires a light slashing or piercing weapon and deals 1d6 points of damage to the target creature. (A creature with regeneration can regrow the severed body part). Alternatively, you can take a small item worn or carried by your fallen foe, such as a piece of jewelry, pouch, potion, light weapon, or helmet, in which case the victim takes no damage. The snatched item can weigh no more than 2 pounds. You must have a free hand to collect the trophy.

## Sneak Attack of Opportunity [Epic]

**Prerequisites:** Sneak attack +8d6, opportunist class feature.

**Benefit:** Any attack of opportunity the character makes is considered a sneak attack.

## Snow Tiger Berserker [Fighter, General]

**[FRUE 45]** You have learned how to pounce on your foes, much like your totem spirit.

**Prerequisites:** Dexterity 13, Ability to rage, membership in the Owlbear berserker lodge (see Berserker Lodges in FRUE Chapter 10: Rashemen).

**Benefit:** You may make a full attack as part of a charge option, but only if you are armed with a light weapon. (If you have light weapons in both hands, you may strike with both under the normal rules for fighting with two weapons).

**Normal:** Characters without this feat can only make one attack as part of a charge action.

## Snowcasting [General]

**[FRST 50]** You add ice or snow to your spells' components to make them more powerful.

**Prerequisites:** Con 13.

**Benefit:** If you add a handful of snow or ice as an additional material component to a spell when you cast it, the spell gains the cold descriptor. This does not actually change the nature of the spell you cast; a *fireball* with this feat still deals fire damage, but since it also carries the cold descriptor, it can be augmented by a number of feats listed in Frostburn, such as Cold Focus and Frozen Magic.

If you add a handful of snow or ice as an additional material component to a spell when you cast it and that spell already has the cold descriptor, you increase the effective level of the spell being cast by +1.

Adding this additional material component requires you to spend a move action immediately before the spell is cast to gather fresh snow or ice from the surrounding environment. This snow or

ice can be magically created by a conjuration spell, but non other ice manifested by a spell will do. You may take no other action between gathering the snow or ice and casting the spell.

## Snowflake Wardance [General]

**[FRST 50]** You have mastered the snowflake wardance, a mystical style of fighting with slashing weapons that allows you to leap and almost seem to float haphazardly across the battlefield like a whirling, razor-edged snowflake.

**Prerequisites:** Bardic music ability, Perform (dance) 6 ranks.

**Benefit:** By expending one of your daily uses of bardic music, you may perform a deadly style of combat known as the snowflake wardance. Activating a snowflake wardance is a free action, and once activated, you add your Charisma modifier to your attack rolls with any slashing melee weapon you wield in one hand. This bonus to hit stacks with any bonuses you get from a high Strength score (or Dexterity score, if you are using Weapon Finesse).

You cannot use this feat if you are carrying a shield, wearing medium or heavy armor, or carrying a medium or heavy load.

A snowflake wardance lasts for a number of rounds equal to your ranks in Perform (dance). Performing a snowflake wardance is physically tiresome – when the snowflake wardance ends, you become fatigued for the next 10 minutes.

## Snowrunner [General]

**[FRST 50]** You are particularly adept at moving through snow and over ice.

**Prerequisites:** Woodland stride ability.

**Benefit:** You can move through loose snow at full speed, as if you were moving across open terrain. You are also skilled at moving across open ice, and gain a +5 competence bonus on Balance checks to avoid slipping when you move across icy surfaces.

## Sociable Personality [Racial]

**[ROD 153]** You are adroit at avoiding social gaffes.

**Prerequisite:** Half-elf, Cha 13.

**Benefit:** You may reroll any Diplomacy or Gather Information checks. You must take the result of the reroll, even if it's worse than the original roll.

## Soul of the North [General]

**[EA 03]** You possess a magical understanding of the nature of cold.

**Benefit:** An innate talent for magic grants you the following spell-like abilities as a 1<sup>st</sup>-level caster: 1/day – *chill touch*; ray of frost; resistance; Save DC 10 – spell level – your Cha modifier.

## Southern Magician [General]

**[FRRF 168]** Your magical studies in Mulan lands have taught you spellcasting techniques unknown in the north that blur the line between arcane and divine magic.

**Prerequisites:** Mulan human, ability to cast 2<sup>nd</sup>-level spells.

**Benefit:** Once per day per two caster levels, you can cast a divine spell as an arcane spell, or vice versa. This enables you to bypass spell failure due to armor, or gain additional benefit from spells that function differently for a divine caster instead of an arcane caster, such as *true seeing* or *magic weapon*.

Spells changed with this feat are often confusing to those who haven't studied Mulan magic. Spellcasters who don't have this feat suffer a -4 penalty on attempts to counterspell or dispel this spell, and they must succeed at a caster level check (DC 11 + spell level) to detect the spell with *detect magic*.

The actual source of the spell's power doesn't change, nor does its means of preparation. You are merely weaving the strands of magic together in an unconventional way that makes the spell behave somewhat differently.

## Spectral Skirmisher [General, Fighter]

**[PHB2 83]** You have trained extensively in the use of magic that renders you invisible. In combat, you use this experience to vex your opponents and increase your survivability.

**Prerequisites:** Base attack bonus +6.

**Benefit:** While you are invisible, you gain additional benefits. Creatures unable to see you due to invisibility take a -5 penalty on all Listen checks to detect you. A creature using a melee attack against the square you occupy provokes an attack of opportunity from you. You must choose to make this attack before checking to see if the creature finds you in your square. See page 152 of the PHB and page 295 of the DMG for the effects of invisibility on combat.

**Special:** A fighter can select Spectral Skirmisher as one of his fighter bonus feats.

## Spectral Strike [Epic]

**[CD 90]** You can strike incorporeal creatures as if they were solid.

**Prerequisites:** Wis 19, ability to turn or rebuke undead. **Benefit:** The character's attacks deal damage normally against incorporeal creatures.

**Normal:** Without this feat, even attacks that can damage an incorporeal creature have a 50% chance to deal no damage.

## Spell Drain [Monstrous]

**[LMBD 30]** You can cast any spell that you drain from a creature's mind.

**Prerequisites:** Cha 15, energy drain supernatural ability, Improved Energy Drain, caster level 5<sup>th</sup>.

**Benefit:** If you bestow a negative level upon a spellcasting creature, and that creature loses a prepared spell, you gain the ability to cast that spell once (as if you had prepared it). Treat the spell's effect as if it had been cast by the character who prepared it (including caster level, save DC, and so forth). You need not have the requisite

## Spell Focus [General]

**[PHB 100]** Choose a school of magic, such as illusion. Your spells of that school are more potent than normal.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

## Spell Focus (Chaos, Evil, Good, or Law) [General]

**[CD 84]** Your spells with an alignment descriptor are more potent than normal.



**Prerequisite:** Relevant alignment.

**Benefit:** Add +1 to the DC for all saving throws against any of your spells that have an alignment descriptor (chaos, evil, good, or lawful) that matches your alignment. This bonus does not stack with any other bonus from Spell Focus feats.

**Special:** This feat can be taken twice, choosing a different alignment descriptor each time.

## Spell Girding [General]

**[FRMF 22]** Your spells are particularly hardy, resisting dispel checks more readily than normal.

**Benefit:** Any dispel checks against your spells are made with a -2 penalty.

## Spell Hand [General]

**[CA 93]** You possess a magical understanding of the manipulation of force.

**Benefit:** An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day *mage hand*, *open/close*, *Tenser's floating disk*. Save DC 10 + spell level + your Cha modifier.

## Spell Knowledge [Epic]

**Prerequisite:** Ability to cast spells of the maximum normal spell level of an arcane spellcasting class.

**Benefit:** The character learns two new arcane spells of any level up to the maximum level he or she can cast. This feat does not grant any additional spell slots.

**Special:** A character can gain this feat multiple times.

## Spell-Like Ability Focus [General]

**[FRRF 16B]** Choose one of your spell-like abilities. This attack becomes more potent than normal.

**Prerequisite:** Spell-like ability.

**Benefit:** Add +2 to the DC for all saving throws against the spell-like ability on which you focus.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new spell-like ability.

## Spell-Linked Familiar [General]

**[PHB2 83]** You and your familiar can share spell energy, allowing your familiar to cast a limited number of spells each day.

**Prerequisites:** Arcane caster level 9<sup>th</sup>, familiar.

**Benefit:** Your familiar can cast spells that you grant to it. A familiar gains spells based on your arcane caster level, and any spells granted to your familiar are subtracted from your daily allotment.

The maximum number of spells of a certain level that you can grant to your familiar is given on the table below. For example, as a 16<sup>th</sup>-level arcane caster, you can grant your familiar as many as three 0-level spells, two 1<sup>st</sup>-level spells, and one 2<sup>nd</sup>-level spell.

Caster Level	-- Spell Level --	
	0	1 <sup>st</sup> 2 <sup>nd</sup>
9 <sup>th</sup> -11 <sup>th</sup>	1	--
12 <sup>th</sup> -14 <sup>th</sup>	2	1
15 <sup>th</sup> -17 <sup>th</sup>	3	2 1
18 <sup>th</sup> -20 <sup>th</sup>	4	3 2

The familiar uses 1/2 your caster level as its caster level. It cannot cast spells that have a gp or XP cost, or that require a focus. A familiar does not need somatic, material, or verbal components to cast a spell that was granted to it by this feat.

## Spell Opportunity [Epic]

**Prerequisites:** Combat Casting, Combat Reflexes, Quicken Spell, Spellcraft 25 ranks.

**Benefit:** Whenever the character is allowed an attack of opportunity, he or she may cast (and attack with) a touch spell as the character's attack of opportunity. This incurs attacks of opportunity just as if the character had cast the spell normally.

**Normal:** Without this feat, a character can only make a melee attack as an attack of opportunity.

## Spell Mantle [General]

**[FRLE 112]** You can create a mantle from the contingent spells you carry.

**Prerequisite:** Craft Contingent Spell, Knowledge (arcana) 5 ranks, Knowledge (history) 2 ranks.

**Benefit:** You can use a standard action to activate a particular contingent spell you carry as a spell-like ability, even if the conditions specified for its activation have not been met.

**Normal:** When you create a contingent spell, you must specify a condition or event that will trigger the effect, much like the *contingency* spell.

## Spell Mastery [Special]

**[PHB 100]** You are so intimately familiar with certain spells that you don't need a spellbook to prepare them any more.

**Prerequisite:** Wizard level 1st.

**Benefit:** Each time you take this feat, choose a number of spells equal to your Intelligence modifier that you already know. From that point on, you can prepare these spells without referring to a spellbook.

**Normal:** Without this feat, you must use a spellbook to prepare all your spells, except *read magic*.

## Spell Penetration [General]

**[PHB 100]** Your spells are especially potent, breaking through spell resistance more readily than normal.

**Benefit:** You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

## Spell Rehearsal [Tactical]

**[RODR 105]** Casting the same spell several times in a row or at the same target enables you to perfect it.

**Prerequisite:** Caster level 1<sup>st</sup>.

**Benefit:** The spell Rehearsal feat enables the use of three tactical maneuvers. You can only apply one maneuver at a time to a single spell.

**Persistence:** To use this maneuver, you must cast a specific spell two or more times in succession, and the spell must be one that allows affected creatures or objects a saving throw. You can take a more action after casting the spell once before casting it again, but you cannot take any other standard actions between successive castings. On the second and subsequent times

you cast the spell, you add a cumulative +1 to the spell's save DC. If you cast any other spell after starting to use this feat or take any other standard action, the persistence chain breaks and you must begin anew.

**Refined Targeting:** To use this maneuver, you must cast a specific spell two or more times in succession, and the spell must be one that requires an attack roll to affect a target. You can take a move action after casting the spell once before casting it again, but you cannot take any other standard actions between successive castings. On the second and subsequent times you cast the spell at the same target, you gain a cumulative +2 enhancement bonus on the attack roll to deliver the spell. If you cast any spell that does not require an attack roll or take any other standard action, the refined targeting chain breaks and you must begin anew.

**Persistent Targeting:** To use this maneuver, you must cast a specific spell two or more times in succession, and the spell must be one that allows a target to apply spell resistance to the effect. You can take a move action after casting the spell once before casting it again, but you cannot take any other standard actions between successive castings. On the second and subsequent times you cast the spell at the same target, you gain a +2 bonus on caster level checks to overcome the target's spell resistance. If you cast any other spell or take any other standard action, the persistent targeting chain breaks and you must begin anew.

**Special:** This benefit applies to spells you know or have prepared as well as spells cast from items such as wands and scrolls.

## Spell Reprieve [General]

**[FRLE 9]** Your studies of the less restrictive arcane traditions of old allow you to cast one spell from a prohibited school.

**Prerequisites:** Knowledge (history) 2 ranks, specialist wizard 1<sup>st</sup>.

**Benefit:** Choose a spell from one of your prohibited schools of a level that you can cast. You can now learn and prepare that spell normally.

**Special:** You can take this feat multiple times, each time choosing a new spell from any of your prohibited schools.

## Spell Stowaway [Epic]

**Prerequisites:** Spellcraft 24 ranks, caster level 12<sup>th</sup>.

**Benefit:** Choose a spell-like ability the character knows, or a spell the character can cast. The character is attuned to the magic he or she chooses. If another spellcaster within 300 feet of the character uses this magic, the character also immediately gains the magic's effect as if it had been used on the character by the same caster. The character must have direct line of effect to the spellcaster in order to gain the benefit of the attuned magic (though the character does not have to know the spellcaster is present, and he or she can be flat-footed). The magic's duration, effect, and other specifics are determined by its original caster's level.

**Special:** A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different spell or spell-like ability.

## Spell Thematics [General]

**[FRPG 44]** Your spells manifest with a distinct theme or appearance.

**Prerequisite:** Arcane spellcaster level 1<sup>st</sup>.

**Benefit:** Due to the unusual appearance of your spells, the DC of any Spellcraft check made to identify a spell you have cast increases by +4. In addition, you may designate one spell you know per spell level as a thematic spell and cast it at +1 caster level. As you gain access to new spell levels, you can designate new thematic spells; you don't need to select this feat again to acquire new thematic spells.

Nearly any theme is possible, so long as you can describe a visual link for unification. For example, you theme might be "lightning", "spheres", or "screaming skulls". If you choose spheres as your theme, you *magic missiles* might take the form of glowing spheres of light, and your summoned monsters might emerge from mysterious rainbow-colored globes. If your theme is "lightning", your *haste* spell might manifest as a bright green spark that leaps from ally to ally.

You can't use this feat to make your spell manifestations invisible, nor do your spell thematics change the type of damage a spell deals, regardless of its appearance.

This feat supersedes the version found in *Magic of Faerun*.

## Spellcasting Harrier [Epic]

**[DRAC 74]** Spellcasters you threaten find it difficult to cast defensively.

**Prerequisite:** Combat Reflexes

**Benefit:** Any spellcaster you threaten in melee provokes an attack of opportunity if he or she tries to cast defensively. You get a +4 bonus on this attack roll.

## Spellcasting Prodigy [General]

**[FRPG 44]** You have an exceptional gift for magic.

**Benefit:** For the purpose of determining bonus spells, treat the ability score that controls your spellcasting (Charisma for bards and sorcerers, Wisdom for divine spellcasters, or Intelligence for Wizards) as 2 points higher than its actual value.

**Special:** You can gain Spellcasting Prodigy multiple times. Each time you take the feat, it applies to a different spellcasting ability score. You can take this feat, even if you don't have any levels in a spellcasting class yet.

You may select this feat only as a 1<sup>st</sup>-level character.

## Spellfire Wielder [General]

**[FRMF 23]** You are one of the rare people who have the innate talent to control raw magic in the form of Spellfire.

**Benefit:** You can use spellfire to absorb spell energy, fire destructive blasts, or heal others, as described in the Spellfire section of Chapter 2 in *Magic of Faerun*.

**Special:** You can only take this feat as a 1st-level character. Acquiring this feat requires the approval of the DM.

## Spellwise [Regional]

**[FRPG 44]** You were raised in a land where mighty wizards are common. Everyone in your homeland knows something about magic, and you have learned that things are sometimes not as they appear.

**Prerequisites:** Elf (Evermeet), or human (Callimshan, Halruaa, Nimbral, Samarach, Shadowar, or the Wizard's Reach).

**Benefit:** You receive a +2 bonus on all Knowledge (arcane) and Spellcraft checks. You also get a +2 bonus on saving throws against illusion spells or effects.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Spider Bite [Vile]

**[PGTF 176]** You gain a poisonous bite like that of a spider.

**Prerequisite:** Verminfriend (BVD), patron deity Lolth.

**Benefit:** Your saliva is poisonous when ingested by or introduced into the bloodstream of another creature. You can inject this venom while grappling a foe that has exposed skin by making a successful grapple check. The Fortitude DC to resist this poison is 10 + ½ your character level + your Con modifier. The initial and secondary damage ratings are the same (1d4 points of Strength damage). Your kiss is also poisonous, and you can use your saliva to poison food or drink, though when the poison is ingested, the save DC is reduced by 2.

## Spinning Halberd [Style]

**[CW 114]** You have mastered the style of fighting with a halberd, and can use all parts of the weapon-blade, spike, hook, or butt-to-strike devastating blows.

**Prerequisites:** Combat Reflexes, Two-Weapon Fighting, Weapon Focus (halberd).

**Benefit:** When you make a full attack with your halberd, you gain a +1 dodge bonus to your Armor Class as well as an additional attack with the weapon at a -5 penalty. This attack deals points of bludgeoning damage equal to 1d6 + 1/2 your Strength modifier.

## Spire Walking [General]

**[FRRF 16B]** Iriaebor is justly known as the City of a Thousand Spires, for fantastically bizarre, many-storied towers rise from all quarters of the city and are tightly packed together. As a result, it is possible to navigate Iriaebor via a network of arches, bridges, stairs, and leaping gulls far above the city streets. You are well versed in the skill of navigating the skyroads of Iriaebor.

**Prerequisites:** Western Heartlands region.

**Benefit:** You get a +2 bonus on all Balance and Jump checks.

## Spirit Sense [General]

**[HOH 124]** You can see and communicate with the souls of the recently departed.

**Prerequisites:** Wisdom 12; must have had a near-death experience (that is, must have fallen below 0 hit points).

**Benefit:** You can see the spirits of creatures who have died within a number of minutes equal to your Wisdom bonus. For instance, if your Wisdom is 17 (+3 bonus), you can see the spirits of creatures that have died within the past 3 minutes. You can speak with these spirits, but you gain no special ability to command them or to communicate with them if you do not share a language. These spirits are not creatures per se and cannot be harmed or affected in any way, magical or otherwise.

In addition, you gain a +4 circumstance bonus on Listen or Spot checks made to detect incorporeal creatures.

## Spirited Charge [General, Fighter]

**[PHB 100]** You are trained at making a devastating mounted charge.

**Prerequisites:** Ride 1 rank, Mounted Combat, Ride-By Attack.

**Benefit:** When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

## Spit Poison [General]

**[LOM 94]** A creature with this feat can spit its poison as a ranged touch attack.

## Spit Venom [Monstrous]

**[FRSK 147]** You can spit venom in the manner of a spitting cobra.

**Prerequisites:** Poisonous bite attack.

**Benefit:** You can spit your venom up to 30 feet as a ranged touch attack. Your poison functions as a contact poison in addition to its usual delivery method. The effects are otherwise the same as if you had delivered it in your normal fashion. This attack requires a standard action.

## Split Breath [Metabreath]

**[DRAC 74]** You can split your breath weapon into a pair of weaker effects.

**Prerequisites:** Con 13, breath weapon, Shape Breath, size Small or larger.

**Benefit:** Your breath weapon retains its size and shape, but splits into two areas that you aim separately. Each portion deals half the damage the breath weapon normally deals or lasts half as long as the effect normally lasts.

For example, an old silver dragon that uses this feat on its cold breath weapon produces two 50-foot cones of cold that deal 8d8 points of cold damage each. If the same dragon used this feat on its paralyzing gas breath weapon, it would produce two cones of gas, each of which could paralyze a creature for 1d3+4 rounds.

You can aim the split breath effects so that their areas overlap. Creatures caught in the area of overlap are struck by both weapons and are affected twice, subject to all the normal rules for stacking magical effects.

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

## Split Ray [Metamagic]

**[CA 83]** Your ray can affect an additional target.

**Prerequisite:** Any metamagic feat.

**Benefit:** You can number any ray spell to fire one additional ray beyond the number normally allowed. The additional ray requires a separate ranged touch attack roll to hit and deals damage as normal. It can be fired at the same target as the first ray or at a different target, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

A split ray spell uses up a spell slot two levels higher than the spell's actual level.

## Spontaneous Domain Access [Epic]

**Prerequisites:** Wis 25, Spellcraft 30 ranks, ability to cast 9th-level divine spells.

**Benefit:** Select a domain the character has access to. The character may spontaneously convert any prepared cleric spell (except a domain spell) into a domain spell of the same level in the selected domain, just as a cleric channels energy to convert spells into *curse* spells.

**Special:** A character can gain this feat multiple times. Each time a character takes the feat, it applies to a different domain.



## Spontaneous Healer [General]

[CD 84]

**Prerequisites:** Knowledge (religion) 4 ranks, nonevil alignment, able to cast any *cure wounds* spell.

**Benefit:** You can use your spellcasting ability to spontaneously cast *cure spells* (from your class spell list.) just as a cleric can. You may use this ability a total number of times per day equal to your Wisdom modifier.

## Spontaneous Spell [Epic]

**Prerequisite:** Spellcraft 25 ranks, ability to cast the maximum normal spell level of at least one spell-casting class.

**Benefit:** Select a spell the character can cast. The character may spontaneously convert any prepared spell of the selected spell's level into the selected spell, just as a cleric channels energy to convert spells into *cure spells*.

**Special:** A character can gain this feat multiple times. Each time he or she takes the feat, it applies to a different spell.

## Spontaneous Summoner [General]

[CD 85]

**Prerequisites:** Wis 13, Knowledge (nature) 4 ranks, any neutral alignment (NG, LN, N, CN, or NE), able to cast any summon nature's ally spell.

**Benefit:** You can spontaneously cast *summon nature's ally* spells (from your class spell list) just as a druid can. You may use this ability a total number of times per day equal to your Wisdom modifier.

## Spontaneous Wounder [General]

[CD 85]

**Prerequisites:** Wis 13, Knowledge (Religion) 4 ranks, nongood alignment, able to cast any *inflict wounds* spell.

**Benefit:** You can use your spellcasting ability to spontaneously cast *inflict* spells (from your class spell list) just as a cleric can. You may use this ability a total number of times per day equal to your Wisdom modifier.

## Spreading Breath [Metabreath]

[DRAC 74] You can convert your breath weapon into a spread effect.

**Prerequisites:** Con 15, breath weapon, Shape Breath, size Small or larger.

**Benefit:** You can modify your breath weapon so that it fills a spread centered on your head instead of taking its normal shape. The radius of the spread depends on your size, as shown below.

Dragon Size	Spread Radius
Small	10 ft
Medium	15 ft
Large	20 ft
Huge	25 ft
Gargantuan	30 ft
Colossal	35 ft

When you use this feat, add +2 to the number of rounds you must wait before using your breath weapon again.



## Spring Attack [General, Fighter]

[PHB 100] You are trained in fast melee attacks and fancy footwork.

**Prerequisites:** Dex 13, Dodge, Mobility, base attack bonus +4.

**Benefit:** When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor.

You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack.

## Staggering Strike [Fighter, General]

[CV 112]

You can deliver a wound that hampers an opponent's movement.

**Prerequisites:** Base attack bonus +6, sneak attack.

**Benefit:** If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

## Stalwart Defense [General]

[PHB2 83]

You excel at aiding your allies in battle. When an opponent attempts to strike one of them, you make a quick, distracting motion to ruin the foe's efforts.

**Prerequisites:** Combat Reflexes, Hindering Opportunist, base attack bonus +9.

**Benefit:** When an opponent you threaten attempts a melee attack against one of your allies, you can give up one of your attacks of opportunity to attempt an aid another action. You target the attacking opponent with the aid another. The target of your foe's attack gains the benefit of your action in the form of a +2 bonus to AC against the attempted attack. You cannot use this feat against the same opponent more than once per round.

## Stalwart Planar Ally [General]

[PH 42]

The allies you summon from a specific plane are tougher than normal.

**Prerequisites:** Cha 13, Spellcraft 5 ranks, Planar Touchstone.

**Benefit:** When you use a spell or a spell-like ability to summon a creature native to a plane that has a planar touchstone site to which you have forged a link (see the Planar Touchstone feat), you imbue the creature with exceptional resilience. The creature gains a +4 bonus to its Armor Class and on saving throws for the duration of the summoning effect. Furthermore, the duration of the summoning effect that brought the creature is doubled. (Effects with a duration of concentration, instantaneous, or permanent are not affected.)

For example, a cleric who has used his Planar Touchstone feat to forge a link between himself and Empyrea Mere (a touchstone located on the Seven Mounting Heavens of Celestia) grants these bonuses to any creature he summons from Celestia, such as a hound archon.

**Special:** If a creature's indicated environment doesn't specify a particular home plane, but rather a group of related planes (such as "any good-aligned plane"), you may choose to summon a creature of that kind that is native to your chosen plane and thus apply the feat's effect normally. However, no component of the alignment of the creature to be summoned may be opposed to any alignment traits of your chosen plane for the feat to work.

For instance, the cleric in the example above could apply the feat's effect to a summoned celestial black bear (lawful good) or a celestial bison (neutral good) since celestial creatures have an environment of "any good-aligned plane". He couldn't apply it to a summoned celestial lion (chaotic good), since the lion's alignment has at least one component (chaotic) that is opposed to the alignment traits of the Seven Mounting Heavens of Celestia (lawful).

## Starspawn [Aberrant]

[LOM 181] Your abnormal body and heritage has become more pronounced. You grow membranous wings and are comfortable in extreme elevations.

**Prerequisite:** Aberration Blood, one other aberrant feat.

**Benefit:** You gain a fly speed (with average maneuverability) equal to one-half your base land speed (round down to the nearest 5-foot increment). You can use your flight for a number of consecutive rounds equal to 1 + your Constitution modifier (minimum 1 round); between these uses you cannot fly for 1 round.

You gain resistance to cold 5. You are immune to altitude fatigue and altitude sickness.

## Steadfast Determination [General]

[PHB2 83] Your physical durability allows you to shrug off attacks that would cripple a lesser person. Rather than depend on agility or willpower, you use your raw toughness to survive.

**Prerequisites:** Endurance.

**Benefit:** You can use your Constitution modifier in place of your Wisdom modifier on Will saves.

You do not automatically fail Fortitude saves on a roll of natural 1.

## Stealthy [General]

[PHB 101] You are particularly good at avoiding notice.

**Benefit:** You get a +2 bonus on all Hide checks and Move Silently checks.

## Still Spell [Metamagic]

[PHB 101] You can cast spells without gestures.

**Benefit:** A stilled spell can be cast with no somatic components.

Spells without somatic components are not affected. A stilled spell uses up a spell slot one level higher than the spell's actual level.

## Stone Colossus [General]

[FRF 169] You can focus a part of your power to increase the toughness of your skin.

**Prerequisites:** Base fortitude save +3, earth genasi.

**Benefit:** When you use the attack action or full action in melee, you can take a penalty of as much as -5 on your attack and add the same number (up to +5) to your Armor Class as a natural armor bonus. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until your next action.

## Stone Slide [General]

[FRF 169] You have attuned yourself to such an extent that you can merge with it for a short time.

**Prerequisites:** Base Fortitude save +4, earth genasi.

**Benefit:** Instead of using your spell-like ability to *pass without trace*, you may instead *meld into stone* as a 5<sup>th</sup>-level druid. This uses your ability to *pass without trace* for the day.

## Stone Soul [General]

[FRUD 27] You were born with a dwarflike, innate sense about rock, stone, and construction.

**Prerequisites:** Deep Imaskar or slyth.

**Benefit:** You gain a +2 bonus on Search checks made to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shabby stone ceilings, and the like. A construction that isn't stone but is disguised to look like stone also counts as unusual stonework. A character with the Stone Soul feat who merely comes within 10 feet of unusual stonework can make a check as if actively searching.

**Special:** You may take this feat only as a 1<sup>st</sup> level character.

## Stoneblood [General]

[FRF 169] Your blood is thick like cooling lava, making it difficult for you to die after falling from injuries.

**Prerequisites:** Con 13, urdunnir dwarf.

**Benefit:** When dying, you have a 50% chance per round to stabilize and stop bleeding to death.

**Normal:** character normally has a 10% chance to stabilize when dying.

## Stoneshaper [Regional]

[FRF 169] You have a deep and abiding tie to earth and stone.

**Prerequisites:** Dwarf (the Galena Mountains, Oldonmar, Turmish), Craft (stonemasonry) skill, stonemunning.

**Benefit:** You receive a +2 bonus on Craft (stonemasonry) checks and a +2 bonus on Stonemunning checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Stonewalker Fist [Fighter, General]

[FRF 169] You are trained in an unarmed fighting style that draws on your ability to mass through minerals as if they were air.

**Prerequisites:** Improved Unarmed Strike, urdunnir dwarf.

**Benefit:** By altering the elemental structure of your fists in order to strike through a creature's armor, you may ignore up to a +4 armor bonus due to metal or stone armor or shields. (This in no way affects or damages the armor). You cannot use this ability on creatures with the earth subtype. Using this ability is a free action.

**Special:** A character may gain this feat twice at most, but the effects stack.

## Storm Magic [General]

[FROST 50] You gain a boost in spellcasting power during storms.

**Benefit:** All spells you cast while you are affected by a storm (either natural or magical) manifest at +1 caster level. For more information on storms, see page 94 of the Dungeon Master's Guide.

## Storm of Throws [Epic]

**Prerequisite:** Dex 23, Point Blank Shot, Quick Draw, Rapid Shot.

**Benefit:** As a full-round action, the character may throw a light weapon at his or her full base attack bonus at each opponent within 30 feet. All light weapons thrown need not be the same type.

## Stormheart [Regional]

[FRP 44] The sea is in your blood. You are no stranger to sea chases and blood on the decks.

**Prerequisites:** Human (Altumbel, the Dragon Coast, the Lake of Steam, Palapalii, the Nelanther Isles, the Sword Coast, or Tharsult).

**Benefit:** You gain a +2 bonus on Balance on Profession (sailor) checks. You ignore any hampered movement penalties for fighting on pitching or slippery decks, and you gain a +1 dodge bonus to Armor Class that takes place on or in a boat or ship.

**Normal:** A character moving on difficult or treacherous surfaces counts each square of movement as two squares.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Street Smart [Regional]

[FRP 44] You know how to keep informed, ask questions, and interact with the underworld without raising suspicions.

**Prerequisites:** Halfling (Amn or Calimshan), human (Amn, Calimshan, Chessenta, the Moonshae, Unther, or the Wizard's Reach), or planetouched (Chessenta or the Western Heartlands).

**Benefit:** You gain a +2 bonus on Gather Information, Intimidate, and Sense Motive checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Strong Mind [General]

[FRUD 27] You are unusually difficult to affect with psionic powers and mind attacks.

**Prerequisite:** Wis 11.

**Benefit:** You gain a +3 bonus on saving throws against psionics abilities and *mind blast* attacks. Psionic abilities include the spell-like abilities of monsters such as aboleths, mind flayers, yuan-ti, and any other creatures whose special attacks are described as psionics. *Mind blast* attacks include the mind flayer's *mind blast* ability, as well as any supernatural ability (at the DM's discretion) that uses sheer mental force to stun or disable an opponent.

## Strong Soul [Regional]

[FRP 44] You possess an innate resistance to fell magic and supernatural attacks. The souls of your people are difficult to separate from their bodies.

**Prerequisites:** Dwarf (Oldonmar), elf (Elven Court and Silvermoon), gnome (Underdark Northdark, or the Western Heartlands), half-elf (Dambraath, the Dalelands, or Silvermoon), halfling (Channath Vale or Luiren), or human (the Moonshae Isles).

**Benefit:** You gain a +1 bonus on all Fortitude and Will saves. Against death effects, energy drain, and ability drain attacks, this bonus increases to +3.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Stunning Fist [General, Fighter]

[PHB 101] You know how to strike opponents in vulnerable areas.

**Prerequisites:** Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

**Benefit:** You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next action). A stunned character can't act, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

**Special:** A monk may select Stunning Fist as a bonus feat at 1st level, even if she does not meet the prerequisites. A monk who selects this feat may attempt a stunning attack a number of times per day equal to her monk level, plus one more time per day for every four levels she has in classes other than monk.

## Subdual Substitution [Metamagic]

**Prerequisites:** Any other metamagic feat, Knowledge (arcana) 5 ranks.

**Benefit:** When employing a spell with the acid, cold, electricity, fire, or sonic designator, you can modify the spell to deal subdual damage instead of the indicated type of energy damage. The altered spell uses a spell slot of the spell's normal level.

The altered spell works normally in all respects except the type of damage dealt.

## Subsonics [General]

[CV 112] Your music can effect even those who do not consciously hear it.

**Prerequisite:** Perform (any) 10 ranks, bardic music.

**Benefit:** You can produce music or poetics so subtly that opponents do not notice it, yet your allies still gain all the usual



benefits from your bardic music. Similarly, you can affect opponents within range with your music, but unless they can see you performing or have some other means of discovering it, they cannot determine the source of the effect.

### Subtle Sigil [Racial]

**[ROB 154]** You are able to fade your sigils into invisibility, but still tap their magical energy.

### Sudden Ability Focus [General]

**[TOME 74]** One of your special attacks becomes more potent than normal.

**Prerequisites:** Special attack.  
**Benefit:** Once per day, you can increase the save DC of any special ability you have – including the special abilities granted by a vestige – by 2. You can still use the Ability Focus feat normally if you have it, and the DC increases stack. You must declare the use of this feat before you use the ability. A continuous-use ability (such as a gaze attack) can benefit from this feat for only 1 round.  
**Special:** This feat can be taken multiple times. Each time you take it, you can apply the Sudden Ability Focus feat one more time per day. You cannot apply Sudden Ability Focus more than once to a single use of a special ability.

### Sudden Empower [Metamagic]

**[CA 83, MB 28]** You can cast a spell to greater effect without special preparation.

**Prerequisite:** Any metamagic feat.  
**Benefit:** Once per day you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

### Sudden Enlarge [Metamagic]

**[CA 83]** You can increase a spell's range without special preparation.

**Benefit:** Once per day you can apply the effect of the Enlarge Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Enlarge Spell normally if you have it.

### Sudden Energy Affinity [Metamagic]

**[MB 28]** You can modify a spell's energy type once per day without special preparation.

**Prerequisites:** Energy Affinity.  
**Benefit:** Once per day, you may apply the Energy Affinity feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Energy Affinity feat normally.  
**Special:** You gain this feat multiple times. Each time it applies to a different type of energy.

### Sudden Enlarge [Metamagic]

**[MB 28]** You may cast one spell per day with greater range than normal without special preparation.

**Benefit:** Once per day, you may apply the Enlarge Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Enlarge Spell feat normally, if you have it.

### Sudden Extend [Metamagic]

**[CA 83, MB 28]** You can make a spell last longer than normal without special preparation.

**Benefit:** Once per day you can apply the effect of the Extend Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Extend Spell normally if you have it.

### Sudden Maximize [Metamagic]

**[CA 83, MB 28]** You can cast a spell to maximum effect without special preparation.

**Prerequisite:** Any metamagic feat.  
**Benefit:** Once per day you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

### Sudden Quicken [Metamagic]

**[CA 83, MB 28]** You can cast a spell with a moment's thought without special preparation.

**Prerequisites:** Quicken Spell, Sudden Empower, Sudden Extend, Sudden Maximize, Sudden Silent, Sudden Still.  
**Benefit:** Once per day you can apply the effect of the Quicken Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Quicken Spell normally if you have it.

### Sudden Silent [Metamagic]

**[CA 83, MB 28]** You can cast a spell silently without special preparation.

**Benefit:** Once per day you can apply the effect of the Silent Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Silent Spell normally if you have it.

### Sudden Still [Metamagic]

**[CA 83, MB 28]** You can cast a spell without gestures or special preparation.

**Benefit:** Once per day you can apply the effect of the Still Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Still Spell normally if you have it.

### Sudden Widen [Metamagic]

**[CA 83, MB 28]** You can increase a spell's area without special preparation.

**Benefit:** Once per day you can apply the effect of the Widen Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Widen Spell normally if you have it.

### Suglin Mastery [General]

**[FRIST 50]** You are a master at fighting with the massive suglin.

**Prerequisites:** Base attack bonus +5, Exotic Weapon Proficiency (suglin).

**Benefit:** You can attack with a suglin as if it were a normal weapon, either making a single attack as a standard action or a full attack as a full-round action.

**Normal:** Making a single attack with a suglin is always a full-round action.

### Summon Earth Elemental [General]

**[FRRF 169]** Like many experienced deep gnomes, you have developed the ability to summon earth elementals to help you with tasks.

**Prerequisites:** Deep gnome, character level 6<sup>th</sup>.  
**Benefit:** Once per day, you may summon an earth elemental. If acting alone, you may only summon a Small earth elemental. For each additional deep gnome employing this feat in conjunction with you, you may summon an earth elemental one size larger (see the table on MM page 83). For example, a group of four deep gnomes with this feat can summon a Huge earth elemental, and a group of six deep gnomes can summon an elder earth elemental. Working together in this fashion uses this ability for all involved gnomes for the day.  
**Special:** This is a spell-like ability, and is treated as if the characters involved are casting a *summon monster* spell of the appropriate level, with the exception that they can only summon earth elementals. Unlike the spell, you cannot use this ability to summon multiple elementals at a time.

### Sun School [Tactical]

**[CW 112]** You have learned a number of esoteric martial arts techniques inspired by the sun.

**Prerequisites:** Flurry of blows ability, base attack bonus +4.  
**Benefit:** The Sun School feat enables the use of three tactical maneuvers.

**Inexorable Progress of Dawn:** To use this maneuver, you must hit the same foe with the first two unarmed attacks from a flurry of blows, if you do, your foe must move back 5 feet, and you may move 5 feet forward if you wish. This movement does not provoke an attack of opportunity for either character.

**Blinding Sun of Noon:** To use this maneuver, you must successfully stun the same foe with an unarmed attack two rounds in a row. In addition to being stunned, that enemy is confused for 1d4 rounds thereafter.

**Flash of Sunset:** To use this maneuver, you must move adjacent to a foe instantaneously, as with a dimension door spell or the monk's abundant step class feature. If you do so, you can immediately make a single attack at your highest attack bonus against that foe.

### Sun Soul Monk [General]

**[FRCV 34]** Your training with this monk order gives you special powers, depending on which sect you follow.

**Prerequisites:** Monk 4<sup>th</sup>, member of the Sun Soul monk order (see FRCS 25 and FRWA 41).

**Benefit:** This feat's benefit depends on the patron deity of the monastery where you studied.

**Lathander:** You can channel your *ki* to turn an undead creature. Once per day you can choose to imbue a single unarmed strike with *ki*; this decision must be made before the attack roll is made. If you hit an undead creature with this attack, it is turned unless it succeeds on a Will save (DC 10 + 1/2 your HD + your Wis modifier). If the undead creature has turn resistance, it can add this as a bonus on its save. If you have the Stunning Fist feat, you can also expend a daily use of your stunning fist to use this feat. If you have the turn undead class feature, you can expend a turn undead attempt to use this feat.

**Selune:** Your unarmed strikes deal an extra 1 point of cold damage and count as silvered weapons for the purpose of overcoming damage reduction. When in moonlight or starlight, treat your monk level as three levels higher for the purpose of determining your unarmored speed bonus.

**Sune:** Your combat style is fascinating to watch. Once per day as a standard action, you can perform a maneuver that fascinates a single creature within 30 feet that you can see you (Will negates; save DC 10 + 1/2 your HD + Cha modifier). Creatures of a type different from yours gain a +4 bonus on the save. This supernatural effect lasts for 1 round. If you have the Stunning Fist feat, you can also expend a daily use of your stunning fist to use this feat.

### Superior Expertise [General]

**[FRFP 215]** You have mastered the art of defense in combat.

**Prerequisites:** Int 13, Combat Expertise, base attack bonus +6.

**Benefit:** When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack and add to your AC can be any number that does not exceed your base attack bonus.

This feat eliminates the +5 maximum for the Combat Expertise feat.

### Superior Initiative [Epic]

**Prerequisite:** Improved Initiative.

**Benefit:** The character gets a +8 bonus on initiative checks. This bonus overlaps (does not stack with) the bonus from Improved Initiative.

### Supernatural Crusader [General]

**[TOME 75]** You are adept at fighting supernatural creatures.

**Prerequisites:** Knowledge (arcana) 2 ranks.  
**Benefit:** You gain a +1 insight bonus on attack rolls and weapon damage rolls against a creature with a supernatural special ability.

### Supernatural Opportunist [General]

**[TOME 75]** You are adept at exploiting a creature's momentary distraction while it activates its supernatural abilities.

**Prerequisites:** Supernatural Crusader.  
**Benefit:** Whenever a creature that you threaten activates a supernatural ability, you can make an attack of opportunity against that creature. This feat does not give you the ability to make more than one attack of opportunity in a single round.

### Suppress Weakness [Monstrous]

**[DRAC 74]** Your vulnerability to an energy type is reduced.

**Prerequisites:** Vulnerability to energy, Iron Will.  
**Benefit:** You can partially suppress your vulnerability to a type of element or energy. When subjected to an attack based that type of energy, you take one-quarter again as much (+25%) damage, regardless of whether a saving throw is allowed, or if the save is a success or failure.

**Normal:** A creature vulnerable to an element or energy type takes half again as much (+50%) damage as normal from that energy type.

### Supremely Confident [General, Fighter]

**[D335/88]** With a sneer, a scornful laugh, and a raised eyebrow you send the message that you are merely toying with your opponents.

**Prerequisite:** Perform (act) 7 ranks.  
**Benefit:** You may, as a standard action, make a Perform (act) check in place of an Intimidate check made to demoralize an opponent in combat (see PHB 76). In addition, whenever you make a successful critical hit you can immediately attempt to demoralize your opponent as a free action.

### Surefooted [Regional]

**[FRPG 45]** You are used to fighting on steep slopes and treacherous surfaces.

**Prerequisites:** Grimlock (Underdark Reeshov), human (the Great Glacier, or Uthgardt Tribesfolk), or orc (Amn, the Moonsea, or Vaasa).

**Benefit:** You gain a +2 bonus on Climb and Jump checks. You also ignore hampered movement penalties for ice and steep slopes (see Movement in Chapter 9 of the *Player's Handbook*). If a surface is both steep and icy, you treat it as a x2 movement cost instead of x4.

**Normal:** A character moving on ice or a steep slope counts each square of movement as two squares.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Surge of Malevolence [Tainted]

**[HOH 124]** You empower yourself by drawing on the taint within.

**Prerequisites:** Mild taint.  
**Benefit:** Once per day, you can add a bonus on any single attack roll, saving throw, or check. You must make the decision to add the bonus before you roll the die. The amount that you add varies, based on your corruption. If you have mild corruption, then the bonus is equal to +3. If you have moderate corruption, then the bonus is equal to +6. If you have severe corruption, then the bonus is equal to +9.

### Survivor [Regional]

**[FRPG 45]** Your people thrive in places that others find almost uninhabitable, and you know many of the secrets of the wilderness.

**Prerequisites:** Dwarf (Chult or the Great Glacier), elf (the Chondalwood, the Inner Sea or the Outer Sea), human (Anauroch, Chult, the Great Glacier, Narfell, or the Shaar), kuo-toa (Underdark Sloodmilmonopol), slyth (Underdark Fluvenilistra), or taer (the Icerim Mountains).

**Benefit:** You get a +2 bonus on Fortitude saves and a +2 bonus on Survival checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Svirfneblin Fignment Master [General]

**[FRRF 169]** Your time underground has made you acutely aware of even slight differences in sound and vision in caves that have never seen the sun. Accordingly, your illusions are finely-tuned and ultra-realistic.

**Prerequisite:** Deep gnome.  
**Benefit:** Your illusion (fignment) spells and spell-like abilities gain +1 spell power (+1 on save DCs and +1 bonus on checks to overcome spell resistance).

### Swarm of Arrows [Epic]

**Prerequisites:** Dex 23, Point Blank Shot, Rapid Shot, Weapon Focus (type of bow used).

**Benefit:** As a full-round action, the character may fire an arrow at his or her full base attack bonus at each opponent within 30 feet.

### Swarmfighting [Fighter, General]

**[CW 105]** You and allies with this feat can coordinate melee attacks against a single target and are adept at fighting side by side in close quarters.

**Prerequisites:** Size Small, Dex 13, base attack bonus +1.  
**Benefit:** You can occupy the same 5-foot square in combat with any other allied Small creature that also possesses the Swarmfighting feat at no penalty.

When you attack a Medium-size or larger creature with a melee attack, and at least one other ally with the Swarmfighting feat threatens the target, you get a +1 morale bonus on the attack roll. This bonus increases by +1 for each additional ally beyond the first with the Swarmfighting feat who threatens the same target. The total morale bonus imparted to your attack roll cannot exceed your Dexterity bonus.

### Swift and Silent [Regional]

**[FRPG 45]** The shadows are your friends, and your footfalls are whispers of death.

**Prerequisites:** Bugbear (the Earthfast Mountains), elf (Cormanthor Drow, or the Wealdath), goblin (the Earthfast Mountains), halfling (the Chondalwood or the North), hobgoblin (the Earthfast Mountains), human (Underdark Old Shanatar, Uthgardt Tribesfolk), orc (the North), or wemic (the Shaar).

**Benefit:** You move up to your normal speed while using the Hide or Move Silently skill at no penalty.

**Normal:** A character who moves faster than one-half her normal speed takes a -5 penalty on Hide and Move Silently checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Swim Like a Fish [Wild]

**[CD 85]** You can breathe and swim underwater with grace.

**Prerequisites:** Ability to wild shape.  
**Benefit:** You can spend one wild shape to grow gills, enabling you to breathe underwater (while retaining your ability to breathe air). Webbing also grows between your fingers and between your toes, granting you a Swim speed of 40 ft. and a +8 bonus on your Swim checks. The effect lasts for one hour.

### Sword of the Arcane Order [General]

**[FRCV 34]** Members of your military order have a special connection with arcane magic.

**Prerequisites:** Paladin 4<sup>th</sup> of Azuth or Mystra, or ranger 4<sup>th</sup> of Mystra; member of the Knights of the Mystic Fire (see FRCV 102), the Order of the Shooting Star (see Knights of the Mystic Fire, FRCV 102), or the Swords of the High One (see FRCV 104).

**Benefit:** You can use your paladin and ranger spell slots to prepare wizard spells. You must have a minimum Intelligence



score of 10 + the spell's level to prepare it, and the save DC of the spell is equal to 10 + your Int modifier (as if you were a wizard).

These wizard spells can be taken either from your spellbook (if you have one) or from another character's spellbook (though in the latter case you must decipher the writing in the book and succeed on a Spellcraft check to prepare the spell, just as a wizard using a borrowed spellbook; see Wizard Spells and Borrowed Spellbooks, PHB 178, for details).

If you also have levels in wizard, your wizard caster level is treated as the sum of your wizard, paladin, and ranger class levels.

**Special:** Azuth has a paladin order called the Knights of the Mystic Fire and a closely allied group of rangers called the Order of the Shooting Star. Members of all three of these groups can select this feat as long as they are at least 4<sup>th</sup> level in their respective order's primary class.

## Tactical Advantage [General]

**[D335/91]** Your studies into your favored enemies' tactics has taught you how to better control the battlefield around them.

**Prerequisites:** Base attack bonus +5, favored enemy.

**Benefit:** Select a favored enemy. When fighting a creature of that type you may add your favored enemy bonus on attack rolls and opposed rolls made to perform trip, disarm, and bull rush attacks. This bonus applies to opposed checks made against a creature of the chosen type both when you initiate such an attack and when you defend against it.

**Special:** You can gain this feat multiple times. Its effects do not stack. Instead, each time you take the feat you must choose a different favored enemy type.

## Tactile Trapsmith [General]

**[CV 112]** You can rely on your rapid reflexes and nimble fingers instead of your intellect when searching a room or when disabling a trap.

**Benefit:** You add your Dexterity bonus (rather than your Intelligence bonus) on all Search and Disable Device checks.

In addition, you receive no penalty on these checks for darkness or blindness.

## Tail Constrict [Monstrous]

**[DRAC 74]** You can make constrict attacks with your tail.

**Prerequisites:** Dragon, Snatch, Improved Snatch

**Benefit:** You can grab and constrict creatures you hit with your tail slap attack. This works just like a snatch attack, except that it can be used against any creature smaller than you.

If you successfully grab an opponent with your tail, you deal bludgeoning damage equal to your tail slap damage plus 1-1/2 times your Strength modifier. Each round you hold your opponent, you deal constrict damage.

You cannot make tail slap or tail sweep attacks while constricting an opponent with your tail.

## Tail Rattle [Monstrous]

**[FRSK 147]** Your tail gains a rattle like that of a rattlesnake.

**Prerequisites:** Serpent or serpentfolk.

**Benefit:** As a free action, you can create an ominous rattling noise by shaking your tail in the manner of a rattlesnake. During any round in which your tail rattle can be heard, you gain a +2 bonus on Intimidate checks, and the save DC for each of your spells, spell-like abilities, and supernatural abilities that has the sonic descriptor increases by +2. You can use this ability even while you are holding a weapon or other item in your tail.

## Tail Sweep Knockdown [Monstrous]

**[DRAC 74]** Your tail sweep attack knocks opponents prone.

**Prerequisites:** Tail sweep attack.

**Benefit:** Creatures who fail their saving throws against your tail sweep attack are knocked prone in addition to taking damage.

## Tainted Fury [Tainted]

**[HOH 124]** You can channel your physical corruption into a state of fury.

**Prerequisites:** Constitution 13, moderate corruption.

**Benefit:** Embracing the corruption within your body you can enter a state of tainted fury. In this state, you gain a number of hit points equal to your corruption score. These hit points are not lost first like temporary hit points; when your tainted fury ends, you must subtract this number from your hit point total.

During your tainted fury, you can declare one melee attack to be a tainted smite and add half your corruption score to the damage dealt by that attack. If you strike a creature immune to the effects of taunt (such as an undead creature or a creature with the Evil subtype), that tainted smite is expended but deals no additional damage.

Your tainted fury lasts for a number of rounds equal to your corruption score. When it ends, you must make a Fortitude save (DC 10 + your corruption score). If you fail this save, you take 1d6 points of Constitution damage and are sickened for 1 minute.

## Talfirian Song [General]

**[FRRF 170]** You can use the power of your bardic music to enhance your illusion spells.

**Prerequisites:** Bardic music class feature, Heighten Spell, Tethyrian human.

**Benefit:** By expending uses of your bardic music, you can heighten your illusion spells without using higher-level spell slots. For every daily use of your bardic music you expend during the casting of a spell, you can increase the effective level of that spell by +1. For example, you could cast *rainbow pattern* and expend four uses of your bardic music to make that *rainbow pattern* effectively an 8<sup>th</sup>-level spell (increasing the save DC by +4). You can't raise a spell above 9<sup>th</sup> level with this feat.

## Tail Moulder Hunter [Regional]

**[FRSS 21]** Because of your cultural hatred for tail mothers, you have had specific training in how best to fight them.

**Prerequisite:** Halfling (Luiren).

**Benefit:** You gain a +2 competence bonus on damage rolls against aberrations. You also gain the benefit of the Improved Critical feat for the weapon you are using in any such attack. This benefit does not stack with any other effect that expands your weapon's critical threat range. These benefits apply on melee attacks and on ranged attacks at a range of up to 30 feet.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Tattoo Focus [Regional]

**[FRPG 45]** You bear the powerful magical tattoos of a Red Wizard of Thay.

**Prerequisites:** Specialized in a school of magic, human (Thay) or planetouched (Thay).

**Benefit:** The saving throw DC for any spell you cast from your specialized school increases by 1. You also gain a +1 bonus on caster level checks made to overcome a creature's spell resistance when you cast spells from that school. In addition, you are capable of participating in Red Wizard circle magic.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Tattoo Magic [Item Creation]

**[FRRF 170]** You can create tattoos that store spells.

**Prerequisites:** Craft (calligraphy) or Craft (painting) skill, spellcaster level 3<sup>rd</sup>.

**Benefit:** You can create single-use magic tattoos.

You can create a tattoo of any spell of 3<sup>rd</sup> level or lower that you know and that targets a creature or creatures. Creating a tattoo takes 1 hour, and it must be inked onto a creature with a corporeal body. When you create a tattoo, you set the caster level. The caster level must be sufficient to cast the spell in question and no higher than your own level. The base price of a tattoo is its spell level x its caster level x 50 gp. To create a tattoo, you must spend 1/25<sup>th</sup> of this base price in XP and use up raw materials costing half this base price.

When you create a tattoo, you make any choices that you would normally make when casting the spell. The bearer of the tattoo is the only one who can activate it and is always the target of the spell. Activating a tattoo requires the creature to touch the tattoo with either hand (the hand does not need to be empty). Activating a tattoo is a standard action that does not draw an attack of opportunity.

Any tattoo that stores a spell 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 creating the tattoo.

Normally, a magic tattoo uses a magic item space on the creature's body. For example, a creature with a tattoo on one of its hands could not gain the benefit from a magic glove on that hand. Likewise, a creature with a magic tattoo on its back does not receive the benefits of a magic cloak, cape, or mantle. In effect, the magic tattoo is always the first item "worn" on that part of the body, negating the effects.

## Telling Blow [General]

**[PHB2 83]** When you strike an opponent's vital areas, you draw on your ability to land crippling blows to make the most of your attack.

**Prerequisite:** Skirmish or sneak attack ability.

**Benefit:** When you score a critical hit against a target, you deal your skirmish or sneak attack damage in addition to the damage from your critical hit. Your critical multiplier applies only to your normal damage, not your skirmish or sneak attack damage. This benefit affects both melee and ranged attacks.

## Tempest Breath [Metabreath]

**[DRAC 74]** You can make your breath weapon strike with the force of a windstorm.

**Prerequisites:** Str 13, breath weapon, Power Attack, size Large or larger.

**Benefit:** When you use your breath weapon, in addition to its normal effects, creatures in the area are affected as though struck by wind effects. The force of the wind depends on your size, as indicated on the table below. For the effects of high winds, see Table 3-24 on page 95 of the Dungeon Master's Guide.

Dragon Size	Wind Force
Large	Severe
Huge	Windstorm
Gargantuan	Hurricane
Colossal	Tornado

Because your breath weapon has an instantaneous duration, creatures ignore the checked effect unless they are airborne (in which case they are blown back 1d6 x 5 feet).

When you use this feat, add +1 to the number of rounds of your must wait before using your breath weapon again.

## Tenacious Magic [General]

**[FRPG 45]** You can use the Shadow Weave to make your spells harder for Weave users to dispel.

**Prerequisites:** Shadow Weave Magic.

**Benefit:** Your spells resist dispelling attempts made by Weave users. All creatures employing spells or spell-like abilities are considered Weave users unless they possess the Shadow Weave Magic feat. When a Weave user makes a dispel check to dispel one of your spells (including using *dispel magic* to counterspell a spell you are casting), the DC is 15 + your caster level. This benefit does not extend to spells you cast from the schools of evocation or transmutation.

## Tenacious Magic [Epic]

**Prerequisites:** Spellcraft 15 ranks.

**Benefit:** Choose one spell the character knows or spell-like ability the character possesses. Whenever the chosen form of magic would otherwise end due to a *dispel* effect, the magic is instead only suppressed for 1d4 rounds. The magic still ends when its duration expires, but the suppressed rounds do not count against its duration. The character can dismiss his or her own spell or spell-like ability (if dismissible) or dispel his or her own tenacious magic normally.

**Special:** A character can gain this feat multiple times. Each time he or she takes the feat, it applies to a different spell or spell-like ability.

## Terrifying Rage [Epic]

**Prerequisites:** Intimidate 25 ranks, rage 5/day

**Benefit:** While you are raging, any enemy that views you must make a Will save opposed by your Intimidate check or become panicked (if it has HD less than your character level) or shaken (if it has HD equal to or up to twice your character level) for 4d6 rounds. An enemy with Hit Dice greater than twice your character level is not affected by this feat.

## Theocrat [General]

**[FRRF 170]** You have the delicate touch needed to maintain the favor of your patron deity and the political skills needed to survive in the trenches of bureaucratic warfare common in the lands ruled by the agents of the Mulhorandi pantheon.

**Prerequisite:** Patron deity from the Mulhorandi pantheon, Region Mulhorand or Unther.

**Benefit:** You get a +2 bonus on all Diplomacy and Knowledge (religion) checks.

## Thrall Bred [General]

**[LOM 182]** You were spawned in the breeding pits of the mind flayers or the beholders. You were bred for unusual strength, hardiness, and loyalty to your unhuman masters, and you can now choose to bestow your loyalty on other worthy masters.

**Prerequisite:** Humanoid, Con 13.

**Benefit:** When you are within 30 feet of the individual you have designated as your special charge, you gain a +1 morale bonus on damage rolls and saving throws. If your special charge is not within 30 feet, or is dead or incapacitated, you take a -2 morale penalty on damage rolls and saving throws.

You can designate a special charge only once per month. If your charge dies or abandons you, you take the morale penalty until you have the opportunity to choose a new charge (or choose to have no special charge at all).

Your charge must have more Hit Dice than you.



## Thrall to Demon [Vile]

**[FRCR 23, FC1 87]** You formally supplicate yourself to a demon prince. In return for this obedience, you gain a small measure of the demon prince's power.

**Prerequisite:** Chaotic evil alignment.

**Benefit:** Once per day, while performing an evil act, you can call upon your demonic patron to add a +1 luck bonus to any one attack roll, saving throw, ability check, skill check, or level check.

**Special:** This feat can only be taken once. A character who takes this feat cannot also take the Disciple of Darkness or Scion of Sorrow feat, which link you in a similar way to powerful archdevils or yugoloth lords.

## Three Mountains [Style]

**[CW 114]** You are a master of fighting with powerful bludgeoning weapons.

**Prerequisites:** Str 13, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (heavy mace, morningstar, or great-club).

**Benefit:** If you strike the same creature twice in the same round with your heavy mace, morningstar, or greatclub, it must make a Fortitude saving throw (DC 10 + 1/2 your character level + your Str modifier) or be nauseated by the pain for 1 round.

## Throw Anything [General]

**[CW 105]** In your hands, any weapon becomes a deadly ranged weapon.

**Prerequisites:** Dex 15, proficiency with weapon, base attack bonus +2.

**Benefit:** You can throw a melee weapon you are proficient with as if it were a ranged weapon. The range increment of weapons used in conjunction with this feat is 10 feet.

**Normal:** You can't throw a melee weapon without taking a -4 penalty unless it has a range increment (such as a hand axe or a dagger).

## Thug [Regional]

**[FRPG 45]** You have a knack for getting the jump on the competition and pushing other people around. While others debate, you act.

**Prerequisites:** Centaur (the Plateau of Thay), dwarf (Underdark Northdark, or Waterdeep), gnoll (the Plateau of Thay), grimlock (Underdark Reeshov), human (the Dragon Coast, the Moonsea, the Nelanthar Isles, Unther, the Vast, or the Vilhon Reach) orc (Amm, Thesk, or Underdark Northdark), or planetouched (Impiltur, the Silver Marches, Unther, or the Western Heartlands).

**Benefit:** You gain a +2 bonus on initiative checks and a +2 bonus on Appraise and Intimidate checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Thunder Twin [Regional]

**[FRPG 46]** You are one of the generation of dwarf twins born after Moradin's Thunder Blessing in the Year of Thunder.

**Prerequisites:** Dwarf (the Galenta Mountains, the Great Rift, the Smoking Mountains, the Spine of the World, the Sword Coast, Turmish, Underdark Old Shanatar, or Waterdeep).

**Benefit:** You have a twin brother or sister (fraternal or identical). If your twin is alive and on the same plane, you may attempt a DC 12 Wisdom check to sense his or her direction. If successful, you can note your twin's direction with a move action any time you take the time to do so during the next hour. You can't try this check once per hour.

You also gain a +2 bonus on Diplomacy and Intimidate checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Thundering Rage [Epic]

**Prerequisites:** Str 25, rage 5/day.

**Benefit:** Any weapon the character wields while in a rage is treated as a thundering weapon. The DC of the Fortitude save to resist deafness is equal to 10 + 1/2 the character's level. This ability does not stack with similar abilities.

## Tireless [Regional]

**[FRPG 46]** You don't know the meaning of the word "quit".

**Prerequisites:** Dwarf (the Galenta Mountains, the Sword Coast, or Underdark Old Shanatar), human (the Hordelands, the Ride, Thindol, or Vaasa), lizardfolk (Surkh), orc (the Hordelands), or wemic (the Shaar).

**Benefit:** You reduce the effects of exhaustion and fatigue by one step. You cannot become exhausted. If you are exposed to an effect or condition that would normally make you exhausted (such as the spell *waves of exhaustion*), you become fatigued instead. If an effect or condition (such as the end of barbarian rage) would normally make you fatigued, that effect is negated.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Tormented Knight [Vile, Fighter]

**[FRCR 23]** You are inexorably bound to the loathsome yugoloths that lurk in the Barrens of Doom and Despair, and you strive to bring misery and pain to all creatures that oppose them.

**Prerequisite:** Scion of Sorrow, base attack bonus +4.

**Benefit:** Any weapon that you wield is treated as evil-aligned for the purpose of overcoming damage reduction. Any chaotic or lawful outsider you successfully damage with a melee or



ranged weapon must succeed on a Fortitude save (DC 10 + damage dealt) or take 1d4 points of Charisma damage.

**Special:** This feat can only be taken once. A character who takes this feat cannot also take the Demonsword Knight or Hellbound Knight feat. A fighter can select this feat as one of his fighter bonus feats. In addition, as soon as you take this feat, your flesh turns pale and becomes unnaturally cold to the touch.

## Touch of Benevolence [General]

**[FCR 22]** Despite your evil alignment, you are prone to moments of benevolence and mercy.

**Prerequisites:** Any evil alignment.

**Benefit:** Although you are evil and spells such as *detect evil* reveal your true alignment, you have a 50% chance of ignoring any effect that specifically targets or damages evil creatures.

**Special:** To keep this feat, a character must demonstrate periodic acts of kindness and mercy. A DM can revoke this feat if the character fails to act in an appropriately conflicted manner.

## Touch of Captivation [General]

**[EBPG 35]** You are sakah, and your fiendish gift allows you to captivate people around you. Your eyes have an unnatural appearance, such as slitted or strangely colored pupils.

**Prerequisite:** Region of origin Demon Wastes.

**Benefit:** Your tainted origin grants you the following spell-like abilities as a 1st-level caster: 1/day *charm person*, *daze*, *prestidigitation*. The save DC for these effects is equal to 10 + spell level + your Cha modifier.

## Touch of Deception [General]

**[EBPG 35]** You are sakah, and your fiendish gift allows you to alter your appearance and trick others. When you are not disguised, you are marked by unusual hair flaming red or blue black, sometimes streaked with a lighter color.

**Prerequisite:** Region of origin Demon Wastes.

**Benefit:** Your tainted origin grants you the following spell-like abilities as a 1st-level caster: 1/day *disguise self*, *ghost sound*, *open/close*. The save DC for these effects is equal to 10 + spell level + your Cha modifier.

## Touch of Hate [Vile]

**[PGTF 177]** Because you are favored by Bane, you can transform animals into evil minions.

**Prerequisites:** Vile Spell (BVD), able to cast 5<sup>th</sup>-level divine spells, patron deity Bane.

**Benefit:** Once per day, you can touch an animal and transform it into a beast of Bane (same as the Beast of Xvim entry in *Monster Compendium: Monsters of Faerun*). The animal can have no more Hit Dice prior to transformation than you have cleric levels. The target creature can resist the transformation by making a successful Will save (DC 10 + ½ your cleric level + your Wis modifier). If the animal is the bonded companion of another character, it can use that character's base Will save bonus instead of its own, applying its own ability modifiers. If it fails the save, it instantaneously transforms into a beast of Bane and follows your commands.

The beast of Bane that you create deals vile damage with its *smite* god ability. Vile damage can be healed only by magic cast within the area of a *consecrate* or *unhallow* spell.

## Touch of Summoning [General]

**[EBPG 35]** You are sakah, and your fiendish gift allows you to summon fell creatures to do your bidding. You have high and sharply angled cheekbones, sunken eyes, or a heavy brow ridge.

**Prerequisite:** Region of origin Demon Wastes.

**Benefit:** Your tainted origin grants you the following spell-like abilities as a 1st-level caster: 1/day *acid splash*, *mage hand*, and *summon monster I* (fiendish creatures only). The save DC for these effects is equal to 10 + spell level + your Cha modifier.

## Touch of Taint [Monstrous]

**[HOH 124]** One of your attack forms that normally deals ability damage, ability drain, or energy drain can also deal corruption or depravity.

**Prerequisites:** Natural attack that deals ability damage (including poison), ability drain, or energy drain.

**Benefit:** Choose one of your natural attacks that deals ability damage or ability drain or bestows negative levels. That attack now increases the target's corruption or depravity score by 1 point along with the ability damage or drain it deals. If your attack deals ability damage or drain to a physical ability score (Strength, Dexterity, or Constitution), it now also increases the target's corruption score. If the attack deals ability damage or drain to a mental ability score (Intelligence, Wisdom, or Charisma), it now also increases the target's depravity score. If the attack bestows negative levels, you can choose whether it increases a specific target's corruption or depravity score.

If the attack you choose bestows more than one negative level, it now increases the target's taint score by 2 points. You can choose to have it increase a target's corruption by 2 points, increase a target's depravity by 2 points, or increase each score by 1 point.

## Touch Spell Specialization [General]

**[CA 83]** You deal extra damage with touch spells.

**Prerequisites:** Weapon Focus (touch spells), caster level 4th.

**Benefit:** Damage dealing spells that require a melee attack roll gain a +2 bonus on the damage they deal. This extra damage applies only to the first successful attack of spells that allow multiple touch attacks (such as *chill touch*).

Only spells that deal hit point damage can be affected by this feat.

## Touchstone [General]

**[SAND 63]** You forge a link with a power-rich location, referred to as a touchstone site.

## Toughness [General]

**[PHB 101]** You are tougher than normal.

**Benefit:** You gain +3 hit points.

**Special:** A character may gain this feat multiple times. Its effects stack.

## Tower Shield Proficiency [General]

**[PHB 101]** You are proficient with tower shields.

**Prerequisite:** Shield Proficiency.

**Benefit:** You can use a tower shield and suffer only the standard penalties.

**Normal:** A character who is using a shield with which he or she is not proficient takes the shield's armor check penalty on

attack rolls and on all skill checks that involve moving, including Ride.

**Special:** Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

## Track [General]

**[PHB 101]** You can follow the trails of creatures and characters across most types of terrain.

**Benefit:** To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on the table below.

Surface	Survival DC	Surface	Survival DC
Very soft ground	5	Firm ground	15
Soft ground	10	Hard ground	20

**Very Soft Ground:** Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.  
**Soft Ground:** Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

**Firm Ground:** Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

**Hard Ground:** Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given on the table below.

Condition	Survival DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: <sup>1</sup>	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: <sup>2</sup>	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5
1 For a group of mixed sizes, apply only the modifier for the largest size category.	
2 Apply only the largest modifier from this category.	

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

**Normal:** Without this feat, you can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage using the DCs given above, but you can't use Search to follow tracks, even if someone else has already found them.

**Special:** A ranger automatically has Track as a bonus feat. He need not select it.

This feat does not allow you to find or follow the tracks made by a subject of a *pass without trace* spell.

## Trample [General, Fighter]

**[PHB 101]** You are trained in using your mount to knock down opponents.

**Prerequisites:** Ride 1 rank, Mounted Combat.

**Benefit:** When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

**Special:** A fighter may select Trample as one of his fighter bonus feats.

## Transdimensional Breath [Psionic]

**[FRDF 50]** Your breath weapon affects bordering planes.

**Prerequisite:** Cha 13, Ghost Attack, breath weapon

**Benefit:** To use this feat, you must expend your psionic focus (see the Concentration skill description, XPH 37). When you use your breath weapon, it has its full normal effect on incorporeal creatures, creatures on the Ethereal Plane or the Plane of Shadow, and creatures within an extradimensional space in the breath's area. Such creatures include ethereal creatures, creatures that are *blinking* or *shadow walking*, manifested ghosts, and creatures within the extradimensional space of a *rope trick* or a *portable hole*.

## Transdimensional Spell [Metamagic]

**[FRUE 45, CD 85]** You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the area of effect.

**Benefit:** A transdimensional spell has full, normal effect on incorporeal creatures, creatures on the Ethereal Plane or the Plane of Shadow, and creatures within an extradimensional space in the area of effect. Such creatures include ethereal creatures, creatures that are *blinking* or *shadow walking*, manifested ghosts, and creatures within the extradimensional space of a *rope trick* or *portable hole*.

You must be able to perceive a creature to target it with a spell, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread.

A transdimensional spell uses up a spell slot one level higher than the spell's actual level.

**Normal:** Only force spells and effects can affect ethereal creatures and no Material Plane attack affects creatures on the Plane of Shadow or in an enclosed extradimensional space. There is a 50% chance that any spell other than a force effect fails against an incorporeal creature.

## Trap Sense [Epic]

**Prerequisites:** Search 25 ranks, Spot 25 ranks, trapping class ability.

**Benefit:** If the character passes within 5 feet of a trap, he or she is entitled to a Search check to notice it as if the character was actively looking for it.

## Trapmaster [General]

**[FRLE 9]** You have studied the funereal architecture and lethal traps of a dozen long-dead cultures. Your familiarity with ancient tombs, vaults, and other such sites has instilled in you an uncanny knack for avoiding traps.

**Prerequisites:** Int 13, trap sense +2.

**Benefit:** The bonus for your trap sense ability increases by 4. In addition, you gain a +2 bonus on all Disable Device checks.

## Treetopper [Regional]

**[FRPG 46]** Your people are at home in trees and high places. You can dare climbs that few other folk would care to try.

**Prerequisites:** Elf (the Chondalwood, the High Forest, or the Yuirwood), half-elf (Aglarond or the High Forest), Halfling (the Chondalwood), or human (Aglarond).

**Benefit:** You get a +2 bonus on Balance and Climb checks. You do not lose your Dexterity bonus to AC while climbing, and attackers do not gain any bonuses to attack you while you are climbing.

**Normal:** A climbing character loses his Dexterity bonus to Armor Class while climbing, and an attacker gains a +2 bonus on attack rolls made to hit him.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

## Trophy Collector [General]

**[PHB2 83]** A belt of minotaur fur, a hood of cloaker wing-skin, and an amulet fashioned from a petrified dragon's eye – these are the intimidating symbols of your trade. You are skilled in preserving portions of defeated enemies and turning them into trophies. The memory of your past accomplishments drives you onward, instilling in you the confidence needed to face still greater foes.

**Prerequisites:** Craft (taxidermy) 6 ranks.

**Benefit:** When you defeat a foe in combat, you can preserve a part of its body and create a trophy that you can wear or brandish. In order to be worthy of your efforts, the opponent must have a CR greater than your current level.

A trophy has a value equal to the defeated creature's CR x 100 gp. You must spend time using the Craft (taxidermy) skill to create the trophy as normal. Once you create a trophy, you can sell it for its market place or wear it. When you create a trophy, you must design it to occupy space on your body as one of these kinds of magic items: amulet, belt, boots, or cloak. You cannot gain the benefit of both a magic item and a trophy if both occupy the same space on your body; in such a case, the object you donned last becomes functional and the other object does not work.

While wearing a trophy, you gain a +2 bonus on Intimidate checks per trophy against creatures of the same type as the trophy, except for outsiders and humanoids. In these two cases, the target must share the same subtype as the creature from which you crafted the trophy. You take a -4 penalty on Diplomacy checks against creatures of the same type or subtype as one or more of your worn trophies.

For each trophy you wear, you gain a +1 bonus on saves against fear effects. Once per day, you gain a morale bonus on a single Will save equal to the number of trophies worn. In this case, you draw upon the memories of past victories to strengthen your resolve. If you choose to take this morale bonus on a save against a fear effect, it stacks with the usual +1 bonus on saves per trophy worn.

**Special:** You can only craft trophies from corporeal creatures that you actively helped defeat. You cannot craft trophies from oozes.

## True Believer [General]

**[CD 86]** Your deity rewards your unquestioning faith and dedication.

**Prerequisite:** Must choose a single deity to worship. Must be within one step of that god's alignment.

**Benefit:** Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic (see relics, page 88) of the deity you worship.

## Truebond [General]

**[DMG 232]** Your bond to your chosen item becomes stronger.

**Prerequisite:** Character level 6<sup>th</sup>, completion of a bonding ritual.

**Benefit:** You gain a special ability from the bond you have established with your chosen item, as noted in the ritual description for the last bonding ritual you completed. This special ability applies only while the bonded item is in your immediate possession (held or carried on your body).

In addition, you can use *locate object* as a spell-like ability at will (caster level equals your character level), but only to locate the bonded item.

## Tumbling Feint [General, Fighter]

**[PHB2 84]** When you move near an opponent, your acrobatic maneuvers leave him confused and unable to properly defend himself.

**Prerequisites:** Bluff 4 ranks, Tumble 4 ranks.

**Benefit:** As a swift action at the start of your turn, you designate a single opponent as the target of this feat. If you successfully use your Tumble skill to avoid provoking an attack of opportunity from that opponent, you gain a +5 bonus on your next Bluff check to feint against him. You must use this benefit on or before your next turn.

For example, Lidda designates a nearby ogre as the target of this feat. She tumbles into the ogre's threatened area and continues to tumble past the creature, moving to a square from which she plans to make a melee attack against the ogre. Lidda succeeds on her Tumble check to avoid provoking an attack of opportunity from the ogre, and she moves into her destination square. She can now use a standard action to feint the ogre, applying the benefit of this



feat on her Bluff check, or she can take any other sort of standard action, including making a normal melee attack against the ogre. If she chooses not to feint immediately, she can wait until her next turn and still gain this feat's benefit.

**Special:** A fighter can select Tumbling Feint as one of his fighter bonus feats.

### Tunnelfighter [General]

**[FRUD 27]** You can fight more naturally in the cramped and close quarters of caves and tunnels than usual.

**Prerequisite:** Dex 13 or Tunnelerunner.

**Benefit:** You ignore the penalty for hampered melee when fighting in a narrow space (an area smaller than but at least one-half your space) or a low space (an area shorter than but at least one-half your height) with light or one-handed melee weapons. Furthermore, you take only a -4 circumstance penalty when using a two-handed weapon in such conditions. In a space both narrow and low, you function as if only one of those conditions applied (see FRUD Chapter 7). In addition, when fighting in cramped quarters, you do not lose your Dexterity bonus to Armor Class.

**Normal:** In a narrow or low space, a creature without this feat takes a -2 circumstance penalty on attack rolls with light weapons and a -4 circumstance penalty on attack rolls with one-handed weapons. It cannot use two-handed weapons at all. Such a creature also loses its Dexterity bonus to Armor Class. In a space that is both narrow and low, the penalties are doubled.

### Tunnelerunner [General]

**[FRUD 27]** You can move naturally in the cramped quarters of caves and tunnels.

**Prerequisite:** Chitine or grimlock.

**Benefit:** You ignore the speed reduction for hampered movement when moving in a narrow space (an area smaller than but at least one-half your space) or a low space (an area shorter than but at least one-half your height). You also retain your Dexterity bonus to your Armor Class. If the space is both narrow and low, you function as if only one of those conditions applied.

**Normal:** In a narrow or low space, a creature without this feat is reduced to one-half its normal speed and loses its Dexterity bonus to Armor Class. In a space that is both narrow and low, speed is reduced to one-quarter normal.

### Twin Spell [Metamagic]

**[FRPG 46]** You can cast a spell simultaneously with another spell just like it.

**Prerequisites:** Any other metamagic feat.

**Benefit:** A spell altered by this feat takes effect twice, as if you were simultaneously casting the same spell two times on the same location or against the same target. Any variables on the spell (such as targets, shaping an area, and so on) apply to both of the resulting spells. The target suffers all the effects of both spells individually and receives a saving throw for each.

In some cases, such as a twinned *charm person*, failure of both the target's saving throws results in redundant effects, although any ally of the target would have to succeed on two dispel checks to remove the effect. As with other metamagic feats, twinning a spell does not affect its vulnerability to counterspelling. (For example, countering with an untwinned spell doesn't negate just half of the twinned spell.)

A twinned spell uses up a spell slot four levels higher than the spell's actual level.

### Twin Sword Style [Regional]

**[FRPG 46]** You have mastered a defensive style based on wielding a blade in each hand.

**Prerequisites:** Elf (Menzoberranyr or Waterdeep), half-elf (Waterdeep), or human (Sembia or Waterdeep), proficient with martial weapons.

**Benefit:** When fighting with two blades (dagger, longsword, rapier, scimitar, or short sword, in any combination), you can designate a melee opponent during your action and receive a +2 shield bonus to your Armor Class against attacks from that opponent. This bonus stacks with the shield bonus from a buckler or animated shield. You can select a new melee opponent as a free action on your turn. You lose this bonus if you are caught flat-footed or lose your Dexterity bonus to AC for any reason.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Two-Weapon Defense [General, Fighter]

**[PHB 102]** Your two-weapon fighting style bolsters your defense as well as your offense.

**Prerequisites:** Dex 15, Two-Weapon Fighting.

**Benefit:** When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

### Two-Weapon Fighting [General, Fighter]

**[PHB 102]** You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

**Prerequisite:** Dex 15.

**Benefit:** Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

**Normal:** If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand. If your off-hand weapon is light the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

**Special:** A 2nd-level ranger who has chosen the two-weapon combat style is treated as having Two-Weapon Fighting, even if he does not have the prerequisite for it, but only when he is wearing light or no armor.

### Two-Weapon Pounce [General, Fighter]

**[PHB2 84]** When you charge an opponent while wielding two weapons, you can make two quick attacks. You can trade the momentum and power of the charge for the opportunity to use your second weapon.

**Prerequisites:** Dex 15, Two-Weapon Fighting, base attack bonus +6.

**Benefit:** When you are making a charge and wielding weapons in both hands, you can attack with both of your weapons. If you do so, you lose the bonus on attack rolls normally granted by a charge. The -2 penalty to AC from charging still applies.

**Normal:** When making a charge, you get a single attack at the end of your movement.

**Special:** A fighter can select Two-Weapon Pounce as one of his fighter bonus feats. A ranger who has chosen the two-weapon combat style can select Two-Weapon Pounce as long as he has a base attack bonus of +6 and is wearing light armor or no armor.

### Two-Weapon Rend [General, Fighter]

**[PHB2 84]** You wield two weapons with an artisan's precision. Each strike builds on the next, allowing you to deal more damage.

**Prerequisites:** Dex 15, Two-Weapon Fighting, base attack bonus +11.

**Benefit:** If you successfully hit an opponent with both of the weapons you wield, you deal extra damage equal to 1d6 + 1 1/2 times your Strength bonus. This extra damage is treated as the same type that your off-hand weapon deals normally for the purpose of overcoming damage reduction and other effects related to damage type. You can gain this extra damage once per round against a given opponent.

**Special:** A fighter can select Two-Weapon Rend as one of his fighter bonus feats. A ranger who has chosen the two-weapon combat style can select Two-Weapon Rend as long as he has a base attack bonus of +11 and is wearing light armor or no armor.

### Two-Weapon Rend [Epic]

**Prerequisites:** Dex 15, base attack bonus +9, Improved Two-Weapon Fighting, Two-Weapon Fighting.

**Benefit:** If the character hits an opponent with a weapon in each hand in the same round, he or she may automatically rend the opponent. This deals additional damage equal to the base damage of the smaller weapon plus 1 1/2 times the character's Strength modifier. Base weapon damage includes an enhancement bonus on damage, if any. The character can only rend once per round, regardless of how many successful attacks he or she makes.

### Uncanny Accuracy [Epic]

**Prerequisites:** Dex 21, base attack bonus +11, Point Blank Shot, Precise Shot, Improved Precise Shot, Spot 20 ranks.

**Benefit:** The character's ranged attacks ignore the miss chance granted to targets by total concealment. The character must aim his or her attacks at the correct square to gain advantage of this feat.

**Normal:** Without this feat, characters suffer a 50% miss chance when making a ranged attack against a target with total concealment.

**Special:** A character with at least 11 levels of ranger can qualify for this feat even if he or she does not have the prerequisites for it, but can only use it when wearing light or no armor.

### Undead Mastery [Divine, Epic]

**[CD 90]** You can command a greater number of undead than normal.

**Prerequisites:** Cha 21, ability to rebuke or command undead.

**Benefit:** The character may command up to ten times his or her level in HD of undead.

### Underfoot Combat [General]

**[ROW 152]** You can enter the space that a foe at least two size categories bigger than you occupies.

**Prerequisites:** Small or smaller, Tumble 10 ranks.

**Benefit:** You can move into or through a square occupied by a creature at least two size categories larger than you. You do not provoke attacks of opportunity for doing so.

While you are in a square occupied by a creature at least two size categories larger than you, you gain the benefit of soft cover (+4 bonus to AC) against all attacks, including those of the creature whose space you occupy.

**Normal:** Without this feat, you can move through squares occupied by a creature at least three size categories larger than you, or a creature three size categories smaller than you (or any creature, if you are Tiny or smaller).

### Undying Fate [Initiate]

**[ROD 166]** You have pledged your unwavering obedience to Woe-Lo, and she in turn has granted you special insight into life and death.

### Unholy Strike [Epic]

**[CD 90]** Your attacks deal great damage to good creatures.

**Prerequisites:** Smite good class feature, any evil alignment.

**Benefit:** Any weapon the character wields is treated as an unholy weapon (it is evil-aligned and deals an extra 2d6 points of damage against creatures of good alignment). This ability doesn't stack with similar abilities. If the weapon already has an alignment, this feat has no effect on the weapon.

### Unnatural Will [General]

**[HOH 124]** You have learned to focus your force of personality and inner strength to stand against fearful circumstances.

**Prerequisites:** Charisma 12, Iron Will.

**Benefit:** Add your Charisma modifier to all Will saves against fear effects. This bonus stacks with any Wisdom bonus you might have to Will saves.

**Special:** This feat is used by dread witches to resist the negative effects of fear while still empowering their mystical abilities.

### Urban Stealth [General]

**[ROD 154]** You are particularly adept at moving quietly and unnoticed through the city.

**Prerequisite:** Knowledge (local) 2 ranks.

**Benefit:** You gain a +3 bonus on Hide and Move Silently checks in a small city or larger community.

This bonus applies only when you are outside—trying to hide in a bedroom or office does not benefit from this feat, since your knowledge of urban environments is no help in such confined spaces.

### Urban Tracking [General]

**[ROD 154]** You can track down the location of missing persons or wanted individuals within communities.

**Benefit:** To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check for every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves into a different area of town.

The DC of the check, and the number of checks required to track down your quarry, depend on the community size and the conditions: see the table below.

Community Size	DC	Checks Required
Thorp, hamlet, or village	5	1d3
Small or large town	10	1d4+1
Small or large city	15	2d4
Metropolis	20	2d4+2

Condition	DC	Mod
Every three creatures in the group being sought		-1
Every 24 hours party has been missing/sought		+1
Tracked party "lies low"		+5
Tracked party matches community's primary racial demographic		-2
Tracked party does not match community's primary or secondary racial demographic		+2

If you fail a Gather Information check, you can retry after 1 hour of questioning. The DM should roll the number of checks required secretly, so that the player doesn't know exactly how long the task will require.

**Normal:** A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

**Special:** You can cut the time per Gather Information check in half (to 30 minutes-per check), but you take a -5 penalty on the check.

### Vatic Gaze [General]

**[PHB2 85]** Your arcane studies have brought forth your nascent talent to sense magical auras and the power that others are capable of wielding.

**Prerequisites:** Arcane caster level 9<sup>th</sup>.

**Benefit:** You can use *detect magic* at will.

Also as a swift action, you can attempt to determine an opponent's spellcasting ability. You make a Sense Motive check (DC 5 + target's caster level). If this check succeeds, you learn the highest-level spells the target is capable of casting. This benefit grants you no insight into spell-like or supernatural abilities.

### Veil of Cyric [General]

**[FRWA 146]** You have reconciled yourself to the unfortunate truth that hard decisions and regrettable actions are necessary in the service of your deity. You intrinsically rationalize any nongood act, believing your actions to be just and pure.

**Prerequisites:** Any evil alignment, not an outsider, cannot worship an evil god.

**Benefit:** You do not register as evil to *detect evil* spells, spell-like abilities, or supernatural abilities unless the aura power (see the *detect evil* spell, PHB page 218) of the detector exceeds your own. For example, the aura power of a paladin 7/blackguard 1 is moderate, so a good-aligned cleric would need to be 9<sup>th</sup> level to detect his evil nature.

This feat provides no benefit against attempts to smite evil or spells such as *holy smite* or *holy word*. You are evil, you simply do not register as such to most *detect evil* attempts.

### Vermin Wild Shape [Wild, Epic]

**Prerequisites:** Knowledge (nature) 24 ranks, *wild shape* 6/day.

**Benefit:** The character can use his or her normal *wild shape* ability to take the form of a vermin. The size limitation is the same as the character's limitation on animal size.

### Verminfriend [Vile]

**[BVD 50]** Vermin regard the character better than they would normally.

**Prerequisite:** Cha 15.

**Benefit:** A vermin is about to attack the character, she may make a Charisma check (DC 20). If the check succeeds, that vermin refuses to attack her for 24 hours.

### Versatile Performer [General]

**[CV 112]** You are skilled at many kinds of performances.

**Prerequisite:** Perform (any) 5 ranks.

**Benefit:** Pick a number of Perform categories equal to your Intelligence bonus (minimum 1). For the purpose of making Perform checks, you are treated as having a number of ranks in those skills equal to the higher number of ranks in those skills equal to the highest number of ranks you have in any Perform category. You cannot change these categories once you have picked them, but your score in them automatically increases if you later add additional ranks in your highest-ranked Perform category. You gain new categories of your choice if your Intelligence bonus permanently increases.

If addition, you gain a +2 bonus on a combined Perform check when using two or more forms of performance at the same time, such as a bard strumming a lute while singing. In such cases, add the bonus to the higher of your two Perform skill modifiers.

### Versatile Spellcaster [General]

**[RODR 101]** You can use two lower-level spell slots to cast a spell one level higher.

**Prerequisite:** Ability to spontaneously cast spells.

**Benefit:** You can use spell slots of the same level to cast a spell you know that is one level higher. For example, a sorcerer with this feat can expend two 2<sup>nd</sup>-level spell slots to cast any 3<sup>rd</sup>-level spells he knows.

### Versatile Unarmed Strike [General]

**[PHB2 85]** You employ a variety of unarmed fighting styles, allowing you to alter the type of damage your attacks deal.

**Prerequisites:** Improved Unarmed Strike.

**Benefit:** As a swift action, you can opt for your unarmed strikes to deal your choice of bludgeoning, piercing, or slashing damage. Once you make this choice, your unarmed strikes continue to deal the chosen damage type until you use another swift action to change it.

**Special:** A fighter can select Versatile Unarmed Strike as one of his bonus fighter feats.

### Vestigial Wings [Abyssal Heritor]

**[FC1 87]** A pair of vestigial wings sprouts from your shoulders.

**Benefit:** Your wings aren't formed enough to allow true flight, but they do enhance your ability to jump. You gain a bonus on Jump checks equal to +3 per Abyssal heritor feat you possess.

Your wings can also slow your fall. As long as you can take move actions, you can control a fall so that you land without taking damage. You cannot, however, alter the direction you fall.



**Special:** Because your wings create additional drag while you swim, you take a -2 penalty on Swim checks.

### Vexing Flanker [General, Fighter]

[PHB2 85] You excel at picking apart an opponent's defenses when your allies also threaten him.

**Prerequisites:** Combat Reflexes.

**Benefit:** You gain a +4 bonus on your attack rolls when flanking.

**Normal:** Flanking grants a +2 bonus on attack rolls.

**Special:** A fighter can select Vexing Flanker as one of his fighter bonus feats.

### Via Negativa [General]

[FRCR 22] You can channel greater amounts of negative energy into your *inflict* spells.

**Prerequisite:** Ability to rebuke undead.

**Benefit:** As a free action, you can spend one of your rebuke attempts to deal additional harm with an *inflict* spell. You must spend the rebuke attempt before making the attack roll. If the attack roll succeeds, the *inflict* spell deals an extra 1 point of damage per character level (maximum +20). If the attack roll fails, the rebuke attempt is spent and wasted.

### Vile Ki Strike [Vile]

[BVD 50] The character can focus evil power into his unarmed strike.

**Prerequisite:** Cha 15, Improved Unarmed Strike.

**Benefit:** Each time the character deals damage with his unarmed strike, he deals 1 additional point of vile damage.

### Vile Martial Strike [Vile]

[BVD 50] The character can focus evil power into her weapon blows.

**Prerequisite:** Cha 15, Weapon Focus with the specified weapon.

**Benefit:** Each time the character deals damage with a specific kind of weapon, she deals 1 additional point of vile damage.

**Special:** A character may take this feat more than once, selecting a different weapon each time.

### Vile Natural Attack [Vile]

[BVD 50] The character can focus evil power into his natural attacks.

**Prerequisite:** Natural attack that deals at least 1d8 points of damage, base attack bonus +5.

**Benefit:** Each time the character deals damage with his natural attack, he deals 1 additional point of vile damage.

### Violate Spell [Metamagic]

[BVD 50] The character can transform one of his spells into an evil spell, and the wounds the spell inflicts are tainted with the foulest evil.

**Prerequisite:** Any evil alignment.

**Benefit:** This feat adds the evil descriptor to a spell. Furthermore, if the spell deals damage, half of the damage dealt is vile damage. For example, a violated *lightning bolt* cast by an 8<sup>th</sup>-level wizard deals 8d6 points of damage; 4d6 points of electricity damage and 4d6 points of vile electricity damage (but creatures immune to electricity take no damage). A violated spell uses up a spell slot one level higher than the spell's actual level.

**Special:** A character may take this feat multiple times, choosing a different spell each time.

### Violate Spell-Like Ability [General]

[BVD 50] The creature's spell-like abilities are particularly tainted with evil.

**Benefit:** This feat adds the evil descriptor to a spell-like ability. Furthermore, if the spell-like ability deals damage, half of that damage (rounded down) is vile damage. For example, if a violated *lightning bolt* from a cornugon deals a total of 35 points of damage, half of that amount (18 points) is electricity damage, and the other half (17 points) is vile damage. Creatures immune to electricity take no damage from a violated *lightning bolt*.

Each of a creature's spell-like abilities can be violated twice per day, though the feat does not allow the creature to exceed its normal usage limit for any ability. Thus, if a cornugon chooses to violate its *lightning bolt* ability, it can use a violated *lightning bolt* up to two times that day. The better, it could use its *lightning bolt* ability again normally once (since it can use *lightning bolt* three times per day), or it could violate another of its spell-like abilities, such as *fireball*.

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to each of its spell-like abilities two additional times per day.

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**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to each of its spell-like abilities two additional times per day.

### Vorpal Strike [Epic]

**Prerequisites:** Str 25, Wis 25, Improved Critical (unarmed strike), Improved Unarmed Strike, Keen Strike, Stunning Fist, *ki* strike (adamantine).

**Benefit:** The character's (unarmed strike) is considered to be a slashing vorpal weapon. (At the character's option, any unarmed strike can do bludgeoning damage instead, but it loses the vorpal quality.) This ability doesn't stack with similar abilities.

### Vremyonni Training [Regional]

[FRUE 45] You have had more than the typical amount of training with the *vremyonni*, the Old Ones who research spells and craft magic items for the Witches of Rashemen.

**Prerequisites:** Human (Rashemen), able to cast 1<sup>st</sup>-level spells.

**Benefit:** You gain a +2 bonus on Knowledge (arcana) and Spellcraft checks.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Wanderer's Diplomacy [General]

[PHB2 85] Many Hallings journey far and wide across the world, spending no more than a few months in one place. You have spent time no more than a few months in one place. You have spent time among the Hallings, or you are a Halling itself. Your exposure to that race's nomadic way of life has taught you several useful methods of dealing with strangers.

**Prerequisites:** Halling or 4 ranks in Bluff, Diplomacy and Sense Motive.

**Benefit:** You excel in using your words and wit to make your way in the world. This feat grants you three separate abilities.

**Canny Merchant:** You can make a Diplomacy check to track down an item that is normally to expensive to be purchased in the

town or settlement where you are currently located. The DC of the check is 10 + (the item's gp cost minus the community gp limit, divided by 1,000). If this check succeeds, you learn of a merchant who can supply the item to you. You must still purchase it as normal.

**Intuitive Communication:** When you are faced with a creature whose language you do not understand, you can attempt to communicate with it by making a successful *Sense Motive* check. This check requires that you spend at least 1 minute listening to the creature and watching its gestures and demeanor. The check's base DC is 20. If the creature is not the same type as you, the DC is 30.

With a successful check, you learn the basic gist of the creature's speech. This ability gives you no special talent to speak the creature's tongue.

**Social Agility:** You can temporarily alter a creature's attitude toward you. You can use *Bluff* against an unfriendly or less hostile creature in the same way you use *Diplomacy*. Using *Bluff* in this manner is a standard action that takes no special penalties. The target's attitude remains changed for 1 minute. After this time, it becomes one grade more hostile than where it started for 10 minutes.

**Wandstrike:** You can temporarily alter a creature's attitude toward you. You can use *Bluff* against an unfriendly or less hostile creature in the same way you use *Diplomacy*. Using *Bluff* in this manner is a standard action that takes no special penalties. The target's attitude remains changed for 1 minute. After this time, it becomes one grade more hostile than where it started for 10 minutes.

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### Wandstrike [General]

[CA 84] You can channel the magical energy of a wand through your melee attacks.

**Prerequisites:** Use Magic Device 4 ranks.

**Benefit:** AS a standard action, you can make a melee touch attack with a wand, expending one charge to deal 1d6 points of damage to the creature struck. You apply no extra damage to this attack regardless of its source (including sneak attack, favored enemy, and smite bonuses), but you can activate the wand as part of the attack. If the spell cast from the wand is a ray or a targeted spell, the creature struck is the spell's target (with ray spells hitting automatically). If the spell affects an area or creates a spread, you can designate the spell's point of origin at any grid intersection point of the creature's space (but doing so might put you in the affected area). Spells with an effect that does not cover an area (such as the various *summon monster* spells) cannot be used with a wandstrike attack.

**Wandstrike:** You can temporarily alter a creature's attitude toward you. You can use *Bluff* against an unfriendly or less hostile creature in the same way you use *Diplomacy*. Using *Bluff* in this manner is a standard action that takes no special penalties. The target's attitude remains changed for 1 minute. After this time, it becomes one grade more hostile than where it started for 10 minutes.

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### War Chant [General, Fighter]

[D335/88] Your rhythmic singing can impress on others the need for haste.

**Prerequisite:** Perform (sing) 7 ranks.

**Benefit:** As long as you chant for 3 rounds prior to the start of combat you gain a +2 bonus on your initiative check. In addition, every ally within 30 feet of you who listened to your chanting for the entire time gains a +1 morale bonus on their initiative checks. The +1 bonuses granted by this feat stack with one another (to a maximum of +4), but provide no further benefit to the users of this feat. Thus, a group containing four characters with War Chant grants each member not chanting a +4 morale bonus on initiative checks. Chanting to use this feat requires only a free action to begin and maintain, but the character cannot take any other verbal action while chanting.

**War Chant:** You can temporarily alter a creature's attitude toward you. You can use *Bluff* against an unfriendly or less hostile creature in the same way you use *Diplomacy*. Using *Bluff* in this manner is a standard action that takes no special penalties. The target's attitude remains changed for 1 minute. After this time, it becomes one grade more hostile than where it started for 10 minutes.

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### Warped Mind [Aberrant]

[LOM 182] Your tainted form has altered the physical nature of your brain, making you resistant to mental effects and more capable of unleashing the power of your mind on others.

**Prerequisite:** Aberration Blood

**Benefit:** You gain a racial bonus on Will saves against mind-affecting spells and abilities equal to one-half the number of aberrant feats you possess.

You gain one psionics power point for each aberrant feat you possess.

### Water Adaptation [General]

[FRRF 170] You favor your aquatic elven parent and have developed the ability to breathe and move about in water easily.

**Prerequisite:** Half-aquatic elf.

**Benefit:** You can breathe water as well as air. You gain a swim speed of 20 feet, which means you can move through water at that speed without making Swim checks. You gain a +8 racial bonus on any Swim check. You can always take 10 on Swim checks even if rushed or threatened while swimming. You may use the run action while swimming, provided you swim in a straight line.

**Water Adaptation:** You can temporarily alter a creature's attitude toward you. You can use *Bluff* against an unfriendly or less hostile creature in the same way you use *Diplomacy*. Using *Bluff* in this manner is a standard action that takes no special penalties. The target's attitude remains changed for 1 minute. After this time, it becomes one grade more hostile than where it started for 10 minutes.

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### Water Heritage [Heritage]

[PH 42] You are descended from creatures native to the Elemental Plane of Water. You share some of your ancestors' natural aquatic talents.

**Benefits:** You gain a swim speed of 20 feet, or your existing swim speed increases by 20 feet.

Also, you gain a +4 bonus on Constitution checks made to hold your breath.

**Special:** A creature with a swim speed also gains a +8 racial bonus on Swim checks made to perform some special action or avoid a hazard, and can take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Water Heritage:** You can temporarily alter a creature's attitude toward you. You can use *Bluff* against an unfriendly or less hostile creature in the same way you use *Diplomacy*. Using *Bluff* in this manner is a standard action that takes no special penalties. The target's attitude remains changed for 1 minute. After this time, it becomes one grade more hostile than where it started for 10 minutes.

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### Water Splitting Stone [General, Fighter]

[PHB2 85] You channel your *ki* energy to splinter the defenses of creatures whose tough hides or magical natures normally allow them to shrug off your blows.

**Prerequisites:** Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist, base attack bonus +9

**Benefit:** You gain a +4 bonus on damage rolls when you make an unarmed strike against an opponent whose damage reduction is effective against your unarmed strikes. This feat's benefit does not apply against a target if its damage reduction does not apply to your attacks. For example, a monk with *ki* strike (adamantine) does not gain the bonus on damage rolls against a foe with damage reduction that affects attacks with adamantite weapons.

**Special:** A fighter can select Water Splitting Stone as one of his fighter bonus feats. A monk with the Stunning Fist feat can select Water Splitting Stone as long as she has a base attack bonus +9 (other prerequisites can be ignored).

**Water Splitting Stone:** You can temporarily alter a creature's attitude toward you. You can use *Bluff* against an unfriendly or less hostile creature in the same way you use *Diplomacy*. Using *Bluff* in this manner is a standard action that takes no special penalties. The target's attitude remains changed for 1 minute. After this time, it becomes one grade more hostile than where it started for 10 minutes.

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**Prerequisites:** Draconic Heritage (white), sorcerer level 3<sup>rd</sup>.  
**Benefit:** As a swift action, you can spend an arcane spell slot to enter a state similar to a barbarian's rage. You gain temporary hit points and resistance to cold equal to 5 x the spell's level. Unlike rage, this state doesn't restrict you from casting spells or performing any other actions, though you can't activate the ability again while it is already active. The effect lasts for a number of rounds equal to 1 + your Charisma bonus.

### Widen Aura of Courage [Epic]

**Prerequisite:** Cha 25, aura of courage class ability.  
**Benefit:** The character's aura of courage extends to all allies within 100 feet of the character.

### Widen Aura of Despair [Epic]

**Prerequisite:** Cha 25, aura of despair class ability.  
**Benefit:** The character's aura of despair extends to all allies within 100 feet of the character.

### Widen Spell [Metamagic]

[PHB 102] You can increase the area of your spells.  
**Benefit:** You can alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell uses up a spell slot three levels higher than the spell's actual level.  
 Spells that do not have an area of one of these four sorts are not affected by this feat.

### Wild Talent [General]

[LOM 102] Your mind wakes to a previously unrealized talent for psionics.

### Willing Deformity [Vile]

[HOH 125] Through scarification, self-mutilation, and supplication to dark powers, the character intentionally mars her own body.  
**Benefit:** You gain a +3 bonus on Intimidate checks.

### Wing Expert [Tactical]

[RODR 105] You can use your wings to create a variety of effects.  
**Prerequisite:** Flyby Attack, wings and a glide or fly speed.  
**Benefit:** The Wing Expert feat enables the use of three tactical maneuvers.

**Wing Buffet:** To use this maneuver, you must charge an opponent. On the round after the charge, you can flutter your wings in a distracting manner while you make a melee attack or attacks against the same opponent you charged. If that opponent fails a DC 20 Reflex save, you gain a +2 bonus for your turn on your melee attack rolls against the distracted opponent. You cannot make a wing buffet again until after you make another charge.

**Wing Defense:** To use this maneuver, you must have taken the total defense action. On the round after doing so, if you do not use your wings to fly, you can flutter your wings in such a way as to gain concealment for the round.

**Wing Fan:** To use this maneuver, you must have used at least one move action in the previous round to fly or glide at least 30 feet. As a full-round action in the next round, you can use your wings to produce an effect identical to a *gust of wind* spell with a range of 30 feet. Using this maneuver makes you fatigued. You cannot use this maneuver if you are exhausted.

### Winged Warrior [Tactical, Fighter]

[ROW 153] You use your wings for more than just flying.  
**Prerequisites:** Hover, must have wings, base attack bonus +4.  
**Benefit:** The Winged Warrior feat enables the use of three tactical maneuvers.

**Dustup:** To use this maneuver, you must be standing in, or flying no more than 10 feet above, an area with a lot of loose debris. If you flap your wings hard as a move action, the dust creates a hemispherical cloud with a radius of 20 feet. Clear vision within the cloud is limited to 10 feet. Creatures 11 to 20 feet away have concealment. At over 20 feet, creatures have total concealment. Those caught in the cloud must succeed on a Concentration check (DC 10 + 1/2 your character level) to cast a spell.

**Flying Leap:** To use this maneuver, you must move a distance greater than your base land speed during the round. If you do, you gain a +4 bonus on Jump, Balance, and Climb checks because your wings give you lift and stabilize you.

**Shroud of Feathers:** To use this maneuver, you must spend a move action to pull your wings around your body. You cannot be flying during this maneuver. You can then attempt to feint in combat (as described in the Bluff skill description, PHB 68) as part of your attack, suddenly spreading your wings to reveal your weapon just as it's about to land a blow. The shroud of feathers maneuver works on a given foe only once per combat.

**Special:** The Hover feat (see MM 304) grants creatures of large size or larger a bigger dust cloud than that granted with the dustup maneuver.

A fighter may select Winged Warrior as one of his fighter bonus feats.

### Wingover [General]

[MM 304] The creature can change direction quickly while flying.  
**Prerequisite:** Fly speed.

**Benefits:** A flying creature with this feat can change direction quickly once each round as a free action. This feat allows it to turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed. A creature cannot gain altitude during a round when it executes a wingover, but it can dive.

The change of direction consumes 10 feet of flying movement.

### Wingstorm [Monstrous]

[DRAC 75] You can flatten targets with blasts of air from your wings.  
**Prerequisites:** Str 13, dragon, fly speed 20, Hover, Power Attack, size Large or larger.

**Benefit:** As a full-round action, you can hover in place and use your wings to create a blast of air in a cylinder with radius and height of 10 feet x your age category.

The wind blows from the center of your body toward the outside edge at the bottom of the cylinder.

The force of the wind depends on your size, as indicated below. For the effects of high winds, see Table 3-24 on page 95 of the Dungeon Master's Guide.

Dragon Size	Wind Force
Large	Severe

Huge	Windstorm
Gargantuan	Hurricane
Colossal	Tornado

### Winter's Champion [General]

[FROST 50] Your paladin spell list is enhanced.  
**Prerequisite:** Paladin level 1<sup>st</sup>.  
**Benefit:** When you gain this feat, you may add the 1<sup>st</sup>-, 2<sup>nd</sup>-, 3<sup>rd</sup>-, and 4<sup>th</sup>-level spells granted by the Cold and Winter domains as paladin spells of the same levels. You do not gain the ability to cast spells of these domains of 5<sup>th</sup> level or higher, nor do you gain the granted powers of the domains.  
**Special:** If you have any levels of cleric, these additional domains are not available to your cleric levels, since they are technically paladin spells in this case.

### Winter's Mount [General]

[FROST 50] Your special mount is native to the frostfell.  
**Prerequisites:** Special mount ability.  
**Benefit:** Your special mount gains the cold subtype. It gains immunity to cold, but has vulnerability to fire, which means it takes half again (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Your special mount is also harder than a nonfrostfell version: it gains a +2 racial bonus to Constitution.

### Wisdom Breeds Caution [General]

[FRUD 27] Not getting into a dangerous situation is generally the wisest course, but if danger is unavoidable, you're prepared. You rely more on caution and forethought than you do on physical prowess.

**Prerequisites:** Slyth or svirfneblin.  
**Benefit:** At 1<sup>st</sup> level, you may use your Wisdom modifier instead of your Constitution modifier to determine bonus hit points. At each level thereafter, you use your Constitution modifier normally to determine bonus hit points, but you also gain +1 hit point for every point of Permanent Wisdom you gain.

**Normal:** Your Constitution modifier determines your bonus hit points at every character level.  
**Special:** You may take this feat only as a 1<sup>st</sup>-level character.

### Wolf Berserker [Fighter, General]

[FRUE 45] You are trained in the fighting style of the wolf and employ its tactics in combat.

**Prerequisites:** Ability to rage, membership in the Wolf berserker lodge (see Berserker Lodges in FRUE Chapter 10: Rashemen)

**Benefit:** You gain a +4 bonus on trip attacks and on checks to resist an opponent's trip attacks.

**Special:** Characters with this feat may choose the Improved Trip feat even if they don't meet the other prerequisites for Improved Trip.

### Wolfpack [Tactical]

[ROW 153] You can gain an extra advantage when you and your allies can gang up on a foe.

**Prerequisites:** Dex 15, Dodge, Mobility, Spring Attack, base attack bonus +6.

**Benefit:** You can use the following maneuvers with this feat.  
**Distract Foe:** You begin this maneuver when you and at least one ally flank a foe. On the first round, you and your allies gain normal flanking bonuses (+2 on attack rolls).

**Starting the second round** that you and at least one ally flank a foe, you can make a ferocious attack that forces the foe to concentrate on you and largely ignore your allies. You make a melee attack as a full-round action. If you hit, you make a special Bluff check as a free action; the damage your attack dealt applies as a bonus on your check. The foe you attack opposes your attack with a special Sense Motive check, adding her base attack bonus to the check. If you win the opposed check, your foe turns her attention to you, and each of your allies who are in position to give you a flanking bonus can make an attack of opportunity against that foe.

**Drive Back:** To use this maneuver, you and at least one ally must threaten the same foe, and at least one of those allies must use the aid another action to assist your attack roll. You make a melee attack as a full-round action. If you hit, you make a free bull rush attempt without moving into the defender's space or provoking attacks of opportunity. Resolve the bull rush normally, except that you add the damage your attack dealt as a bonus on the Strength check you make to resolve the bull rush. You can't push an opponent back more than 5 feet with this maneuver.

**Gang Dodge:** This maneuver allows you to use the aid another action to assist all allies who threaten the same foe you target with the action. You use a standard action as normal to aid an ally's defense (see the Aid Another special attack, PHB 154). If you succeed, all your allies who threaten your foe gain a +2 bonus to AC against that foe's attacks until the beginning of your next turn, provided that you continue to threaten that foe for that time.

### Wolverine's Rage [Wild]

[CD 86] You can fly into a berserk rage when injured.  
**Prerequisite:** Wild shape.  
**Benefit:** If you have taken damage during the last round, you may spend a wild shape as a free action on your turn to enter a rage. While in this rage, you gain a +2 bonus to Strength, a +2 bonus to Constitution, and take a -2 penalty to AC. This rage lasts for 5 rounds and cannot be ended voluntarily.

### Woodland Archer [Tactical, Fighter]

[ROW 154] You have honed your archery ability in the wilds of the forest.

**Prerequisite:** Point Blank Shot, base attack bonus +6.  
**Benefit:** The Woodland Archer feat enables the use of three tactical maneuvers.

**Adjust for Range:** To use this maneuver, you must shoot a projectile weapon against a foe and miss. Subsequent shots you take against that foe this round gain a +4 bonus, because you're able to quickly adjust your aim to compensate.

**Pierce the Foliage:** To use this maneuver, you must hit a foe with a ranged attack despite the miss chance caused by concealment. Shots you take against that foe in the next round don't incur the miss chance because you're able to exactly duplicate your draw and aim.

**Moving Sniper:** To use this maneuver, you must succeed on a sniping attack (see the Hide skill description, PHB 76), both hitting your intended target and successfully hiding thereafter. If no one sees you, you can make a sniping attack again in the following round, taking a single move after your attack and before

you hide (characters without this feat can only shoot and hide, not move as well). As long as you continue to hit the target and avoid detection from an enemy, you can make a sniping attack on the move each round.

**Special:** A fighter may select Woodland Archer as one of his fighter bonus feats.

### Woodwise [Regional]

[FRUE 45, FRSS 21] You are trained in fighting in woodlands and know how to use the terrain to best advantage.

**Prerequisite:** Elf (the Misty Vale), star elf (Sildelyuir), or volodni (the Forest of Lethry).

**Benefit:** You ignore hampered movement penalties from natural occurring light or heavy undergrowth (you are still hampered by magically enhanced brush and plants). When fighting in wooded areas, you gain a +1 dodge bonus to Armor Class.

**Normal:** A character without this feat spends 2 squares of movement to move through light undergrowth and 4 squares of movement to travel through heavy undergrowth, and gains no defensive bonus for fighting in woodlands.

**Special:** You may select this feat only as a 1<sup>st</sup>-level character. You may only have one regional feat.

### Words of Draconic Power [Ceremony]

[DM 22] You tap into the great tradition of draconic magic to enhance the words of your allies.

**Prerequisites:** Knowledge (religion) 4 ranks, Speak Language (draconic)

**Benefit:** You gain access to ceremonies based on your ranks in Knowledge (religion). Each ceremony requires 5 minutes but their forms vary as described below. Each ceremony can affect up to six individuals, and the effects last for 24 hours.

**Ancient Tongue (4 ranks):** Using a tindertwig, you burn dragon runes onto a piece of bread (one per participant) and place it on the participant's tongue, thereby sharing your knowledge of the ancient dragons. Each participant gains the ability to speak and understand the Draconic language.

**Potent Words (8 ranks):** You write mystic incantations on a flask of alchemist's fire (one per participant), making it safe to consume. Each participant then drinks the contents of the flask. When a participant casts a language-dependant spell, his caster level is increased by 1. Participants also gain a +1 bonus on saves against language-dependant spells.

**Arcane Syllables (14 ranks):** You scribe a single draconic rune on a pearl worth at least 1,000 gp (one per participant), which is consumed by the participant. At any one time during the next 24 hours, the participant can choose to activate the ceremony's power as an immediate action. This has one of two effects, chosen by the participant.

- If the character is being subjected to a *power word* spell, he can treat his current hit points as twice their actual number for the purpose of determining the effect of the spell. For example, a character with 55 hit points who activated this ability in response to a *power word kill* spell would be unaffected by the spell (since he would effectively have 110 hit points).

- If the character is capable of casting a *power word* spell (that is, he either has such a spell prepared, or he knows one and has a spell slot available to cast it), he can cast that *power word* spell with no additional action required. Doing this expends the prepared spell or spell slot as normal.

### Wounding Spell [Metamagic]

[FRUE 9] Because you have studied the cruel arts of the Athalantnan magelords of old, you know how to cast spells that cause terrible, bleeding wounds.

**Prerequisites:** Knowledge (history) 4 ranks, Empower Spell.

**Benefit:** When affected by this feat, a spell that deals damage to a creature also inflicts a bleeding wound that does not heal normally. On each subsequent round, the victim loses 1 hit point at the beginning of your turn. The continuing hit point loss can be stopped with a Heal check (DC equal to the spell's save DC, or the save DC it would otherwise have in the case of a spell with no save), a *cure* spell, or a *heal* spell.

You cannot apply this feat to a spell that does not deal damage (such as *charm person* or *baletful polymorph*).

A wounding spell occupies a spell slot two levels higher than the spell's actual level.

### Wyrmgrafter [Item Creation]

[RODR 101] You can apply draconic grafts to other living creatures or to yourself.

**Prerequisite:** Heal 10 ranks, Knowledge (arcana) 5 ranks.

**Benefit:** You can create draconic grafts and apply them to other living creatures or to yourself. Creating a draconic graft takes one day for each 1,000 gp in its price. To create a graft, you must spend 1/25 of the graft's price in XP and use up raw materials costing half this price.

Draconic grafts are described beginning on RODR 126.

### Yondalla's Sense [General]

[ROW 152] You display a shrewd perception of danger. Other Hallings say the blessing of Yondalla is upon you.

**Prerequisites:** Halfling.  
**Benefit:** You add your Wisdom bonus on initiative checks.

### Zen Archery [General]

[CW 106] Your intuition guides your hand when you use a ranged weapon.

**Prerequisites:** Wis 13, base attack bonus +1.  
**Benefit:** You can use your Wisdom modifier instead of your Dexterity modifier when making a ranged attack roll.

### Zone of Animation [Divine, Epic]

[CD 90] You can channel negative energy to animate dead.  
**Prerequisite:** Cha 25, Undead Mastery, ability to rebuke or command undead.

**Benefit:** The character can use a rebuke or command undead attempt to animate corpses within a range of his or her rebuke or command attempt. The character animates a total number of HD of undead equal to the number of undead that would be commanded by the character's result (though the character can't animate more undead than there are available corpses within range). The character can't animate more undead with any single attempt than the maximum number he or she can command (including any undead already under his or her command). These undead are automatically under the character's command, though his or her normal limit of commanded undead still applies. If the



corpses are relatively fresh, the animated undead are zombies.  
Otherwise, they are skeletons.