

# Dungeons & Dragons 3.5 Edition Index – Feats

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## General Feats

## Skill Feats

Skill Feats	Source	Prerequisite	Description
Able Learner [General]	(RoD p150)	Human or Doppelganger only 1 <sup>st</sup> Level only	All skills are “in-class” and only cost 1 skill point. Does not effect the cost of learning a language or gaining literacy.
Acrobatic [General, Scout]	(PH p89) (CAAdv p10)+	—	+2 bonus to Jump & Tumble checks.
Agile [General, Scout]	(PH p89) (CAAdv p10)+	—	+2 bonus to Balance & Escape Artist checks.
Agile Athlete [General]	(RotW p148)	Climb: 1 rank Jump: 1 rank	When making Climb and Jump checks, add your Dexterity modifier instead of your Strength modifier.
Alertness [General, Scout]	(PH p89) (CAAdv p10)+	—	+2 bonus to Listen & Spot checks.
Animal Affinity [General]	(PH p89)	—	+2 bonus to Handle Animal & Ride checks.
Athletic [General, Scout]	(PH p89) (CAAdv p10)+	—	+2 bonus to Climb & Swim checks.
Born under a High Sun [Birth]	(DR340 p48)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Intimidate checks. +2 bonus on saves vs. Fire effects. +1 bonus on all other Fortitude saves.
Born under a Rising Sun [Birth]	(DR340 p48)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Heal checks. +2 bonus on Will saves vs. Fear. +1 bonus on all other Will saves.
Born under a Setting Sun [Birth]	(DR340 p48)	1 <sup>st</sup> level only May not have another [Birth] feat	Concentration is always an in-class skill for you. +1 bonus on any two Knowledge skills.
Born under the Crescent Moon [Birth]	(DR340 p56)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Sense Motive & Spot checks. <i>Detect Thoughts</i> , 1/day as a Spell-like Ability. DC is Charisma-based. Caster level is your Character level.
Born under the Full Moon [Birth]	(DR340 p57)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Intimidate & Use Magical Device checks. <i>Command</i> , 1/day as a Spell-like Ability. DC is Charisma-based. Caster level is your Character level.
Born under the Gibbous Moon [Birth]	(DR340 p57)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Bluff & Gather Information checks. <i>Calm Animals</i> , 1/day as a Spell-like Ability. DC is Charisma-based. Caster level is your Character level.
Born under the Half Moon [Birth]	(DR340 p56)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Balance & Concentration checks. <i>Expeditious Retreat</i> , 1/day as a Spell-like Ability. Caster level is your Character level.
Born under the New Moon [Birth]	(DR340 p56)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Hide & Sleight of Hand checks. <i>Disguise Self</i> , 1/day as a Spell-like Ability. Caster level is your Character level.
Combat Casting [General]	(PH p92)	—	+4 bonus on Concentration checks to cast a spell defensively, while grappled, or while pinned.
Complementary Insight [General]	(RoD p150)	Half-Elf only	Having 5 or more ranks gives you a +3 bonus on skill checks with each of its synergistic skills, instead of the usual +2.
Craft Expertise [General]	(DR339 p34)	—	When using a Craft check to create items ‘by the day’ or ‘by the week’, you generate 2x the normal value
Daredevil Athlete [General]	(CSco p076)	—	As an Immediate Action, gain a +5 Competence bonus on one Balance, Climb, Escape Artist, Jump, Ride, Swim, or Tumble check. Usable 3/day.
Deceitful [General]	(PH p93)	—	+2 bonus to Disguise & Forgery checks.
Defensive Climber [General]	(DR343 p32)	Dexterity 15 Athletic	By taking a –10 penalty on your Climb check, you retain your Dexterity bonus to AC while climbing –and– do not need to make a Climb check each time you are hit.
Deft Hands [General]	(PH p93)	—	+2 bonus to Sleight of Hand & Use Rope checks.
Desertborn [General]	(DR323 p90)	—	+2 bonus to Survival checks made while in a desert. You may treat heat condition as if they were 20 degrees cooler (DMG p303).
Diligent [General]	(PH p93)	—	+2 bonus to Appraise & Decipher Script checks.
Earthcraft [General]	(DR314 p29)	—	+2 bonus to Knowledge (architecture & engineering) & Knowledge (dungeoneering) checks.
Education [General]	(Eb p52)	1 <sup>st</sup> level only	All Knowledge skills are added to your In-Class Skill List. +1 bonus on two specific Knowledge skills of your choice.

Skill Feats	Source	Prerequisite	Description
Efficient Hunter [General]	(DR333 p84)	Survival: 1 rank Raised in a plains environment	+2 bonus on Survival checks. When you are “living off the land”, you may provide food for a number of people equal to your Wisdom modifier (minimum 1) without a change in the DC of your Survival check.
Extraordinary Concentration [General]	(CAAdv p109)	Concentration: 10 ranks	You may maintain Concentration on a spell as a Move Action (DC 25 + spell level). If you beat the DC by 10 or more, you can maintain concentration as a Swift Action. If you fail your check, you lose concentration.
Flexible Mind [Anarchic]	(DR326 p80)	Chaotic alignment	Choose two skills that you have ranks in. These skills are always in-class for you from now on. Both skills receive a +1 bonus. You gain a Chaotic Aura equal to your Character level. It can discerned by Detect Chaos spell or ability.
Guerilla Trapsmith [General]	(DR342 p85)	—	+2 bonus to Craft(trapmaking) checks. The DC on Search and Disable Device checks against your traps is at +2. You may create a Booby Trap (CR ½) in 5 rounds (instead of 1 minute). More details in DMG2 p31.
Hard to Fool [General]	(DR317 p82)	—	+2 bonus on Will saves vs. Illusion. +2 bonus on Sense Motive checks.
Haunting Similarity [General]	(DU127 p49)	Ability to assume another’s appearance, either naturally, using <i>Alter Self</i> , etc.	+2 bonus on Disguise checks to impersonate a specific individual. If the creature you are impersonating damages you, he/she is Shaken for 1 round (no save). This is a Fear effect.
High Society [General]	(DR333 p89)	Diplomacy: 4 ranks	+3 bonus on Bluff, Diplomacy, & Disguise checks made when interacting with members of the highest level of society.
Improved Disguise [General]	(DR335 p92)	Charisma 13 Disguise: 7 ranks Sense Motive: 5 ranks	You do not suffer the normal –2 penalty when disguising yourself as another gender, race, or age category. You can don a disguise in half the normal time.
Improved Diversion [General, Fighter]	(CAAdv p110)	Bluff: 4 ranks	You can use Bluff to create a diversion as a Move Action. You gain a +4 bonus when doing so.
Inside Connections [General]	(RoD p153)	—	Choose a specific organization of which you have knowledge and with which you are on neutral or better terms. You gain a +4 circumstance bonus to Diplomacy, Gather Information, Knowledge (local), and Sense Motive checks made in conjunction with that organization.
Investigator [General]	(PH p97)	—	+2 bonus to Gather Information & Search checks.
Jack of All Trades [General]	(CAAdv p110)	Intelligence 13	You can use any skill as if you had trained ½ rank in that skill.
Magical Aptitude [General]	(PH p97)	—	+2 bonus to Spellcraft & Use Magical Device checks.
Master Bowyer [General]	(DR350 p90)	Craft(bowyer): 6 ranks	You may create Masterwork Bows & Arrows in half the standard time & for half the standard cost.
Master Swimmer [General]	(DR343 p32)	Strength 15 Athletic	When swimming, you only take the normal Armor Check penalty & Encumbrance penalty (instead of 2x).
Menacing Demeanor [General]	(RoS p142)	Orc or Orc blood only	+4 bonus on Intimidate checks.
Mounted Casting [General]	(Mini p27)	Mounted Combat Ride: 1 rank	Receive a +10 bonus on Concentration checks to cast while mounted.
Natural Dowser [General]	(DR323 p90)	Survival: 4 ranks	+4 bonus on Survival checks to get along in the wild.
Negotiator [General]	(PH p98)	—	+2 bonus to Diplomacy & Sense Motive checks.
Nimble Fingers [General]	(PH p98)	—	+2 bonus to Disable Device & Open Lock checks.
Noble Warrior [General]	(DR317 p83)	—	+2 Competence bonus on Knowledge (history) and Knowledge (nobility and royalty) checks.
Old Salt [General]	(Storm p93)	Profession(sailor): 5 ranks	Gain a +1 bonus on Balance, Profession (sailor), and Use Rope checks. You may use Profession (sailor) when making a ‘Predict Weather’ check (usually uses Survival).
Passive Reconnoiter [General, Scout]	(DR346 p87)	Survival: 4 ranks	When you spend a Full Round Action looking for opponents, you receive a +3 Circumstance bonus on Listen and Spot checks.
Persuasive [General]	(PH p98)	—	+2 bonus to Bluff & Intimidate checks.
Pilgrim [General]	(DU142 p93)	Know(geography): 5 ranks Able to speak at least 3 languages	When undertaking a pilgrimage, you receive a +1 Morale bonus on Will saves & on all Charisma-based skill checks for 1 month. After this time, you instead receive a –1 penalty on both until you reach your destination. Once at your destination & you have undertaken the appropriate rituals, you receive a +4 Competence bonus on a skill related to the destination (but loose the bonus / penalty indicated above). When you decide to undertake a new pilgrimage, you lose the skill bonus but again gain the bonus on Will saves & Charisma-based skill checks.
Quick Reconnoiter [General, Scout]	(CAAdv p112) (CAAdv p10)+	Listen: 5 ranks Spot: 5 ranks	You can make one Spot check and one Listen check each round as a Free Action.
Recognize Imposter [General]	(Eb p58)	Sense Motive: 3 ranks Spot: 3 ranks	+4 bonus on Spot check to oppose Disguise checks. +4 bonus on Sense Motive checks to oppose Bluff checks.
Sailor’s Balance [General]	(Storm p93)	Profession(sailor): 4 ranks	Gain a +5 Competence bonus on Balance checks made while on a deck or in the ship’s riggings. You may move across a slipper deck at your normal speed.

Skill Feats	Source	Prerequisite	Description												
Savvy Swimmer [General]	(DR323 p90)	Swim: 4 ranks	When swimming in armor that you have proficiency with, you only receive ½ the Armor Check Penalty (instead of 2x) on your Swim check.												
Scout the Path [General, Scout]	(DR346 p87)	Survival: 4 ranks	+3 bonus when making a Survival check to Trailblaze (see the Skill Index for details). In addition, all allies within 20' receive a +1 bonus on their Hide and Move Silently checks.												
Sea Legs [General]	(Storm p93) (DR314 p45)	—	+2 bonus to Balance & Tumble checks—and+ +1 bonus on Initiative checks, as long as you are on a floating ship.												
Seafarer [General]	(DR337 p96)	—	Profession (sailor) and Survival are always class skills for you. +2 bonus to Profession (sailor) checks. +2 bonus to Survival checks while on a ship or boat.												
Secrets of Dusk [General]	(DR340 p48)	Character level 6 <sup>th</sup> Born under a Setting Sun Skill Focus (any Knowledge)	You may 'Take 10' on Concentration checks at any time. You may 'Take 20' with a Knowledge skill that you have Skill Focus with, usable 1/day.												
Self-Sufficient [General]	(PH p100)	—	+2 bonus to Heal & Survival checks.												
Shipborn [General]	(DR323 p90)	—	+2 Circumstance bonus on skill checks made in the operation of a ship. These include Balance, Climb, Craft (shipbuilding), & Profession (sailor) checks. Only applies when on a ship or repairing one in dock.												
Skill Focus [General, Scout]	(PH p100) (CAAdv p10)+	—	+3 bonus to all checks involving one skill. This feat may be taken multiple times, once per skill.												
Sociable Personality [General]	(RoD p153)	Half-Elf only Charisma 13	You may reroll any Diplomacy or Gather Information check. You must take the new result.												
Steady Concentration [General]	(RoS p144)	Concentration: 8 ranks	You can always 'Take 10' on Concentration checks.												
Steady Mountaineer [General]	(RoS p144)	Climb: 8 ranks Jump: 8 ranks -or- Goliath	You can always 'Take 10' on Climb checks.												
Stealthy [General]	(PH p101)	—	+2 bonus to Hide & Move Silently checks.												
Tactile Trapsmith [General]	(CAAdv p112)	—	Use your Dexterity modifier instead of your Intelligence modifier for Disable Device and Search checks. You receive no penalty on these checks due to darkness or blindness.												
Tutor [General]	(DR310 p70)	Intelligence 13	You grant another character a +2 Competence bonus in a skill that you have at least one rank in (including cross-class skills) by training him/her for 4 days. Your trainee loses the bonus if you do not spend one hour each day refreshing his/her knowledge. You may have your Intelligence modifier in trainees at one time & each trainee may only have such a bonus in one skill.												
Undead Empathy [General]	(Eb p61)	Charisma 13	+4 bonus on Diplomacy checks to change the attitude of Intelligent Undead. You can also use your Diplomacy to influence Mindless Undead (such as Skeletons, Zombies, etc.). Mindless Undead initially have the attitude of Hostile. <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Action</th> <th>Target Attitude</th> <th>Target DC</th> </tr> </thead> <tbody> <tr> <td>Stop a random Mindless Undead from attacking</td> <td>Indifferent</td> <td>25</td> </tr> <tr> <td>Stop a Mindless Undead under orders from attacking</td> <td>Friendly</td> <td>35</td> </tr> <tr> <td>Make a Mindless Undead abandon what it has been ordered to guard</td> <td>Helpful</td> <td>50</td> </tr> </tbody> </table>	Action	Target Attitude	Target DC	Stop a random Mindless Undead from attacking	Indifferent	25	Stop a Mindless Undead under orders from attacking	Friendly	35	Make a Mindless Undead abandon what it has been ordered to guard	Helpful	50
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Urban Stealth [General]	(RoD p154)	Know (local): 4 ranks	+3 bonus to Hide and Move Silently checks in a small city (or larger) community.												
Versatile Performer [General]	(CAAdv p112)	Perform: 5 ranks	Pick a number of Perform categories equal to your Intelligence modifier (minimum 1). When making checks, treat all categories as if they had as many ranks as your highest-ranked category. You gain a +2 bonus to check when using more than one of these Performance categories together.												

Feats that Add to Class Skill Lists

Add to Skill Lists	Source	Prerequisite	Description																																				
Able Learner [General]	(RoD p150)	Human or Doppelganger 1 <sup>st</sup> level only	All skills are “in-class” and only cost 1 skill point. Does not effect the cost of learning a language or gaining literacy.																																				
Born under a Setting Sun [Birth]	(DR340 p48)	1 <sup>st</sup> level only May not have another [Birth] feat	Concentration is always an in-class skill for you. +1 bonus on any two Knowledge skills.																																				
Bronze Solaris Member [General]	(DR334 p93)	Sorcerer level 1 <sup>st</sup> + 1 <sup>st</sup> Level only	You descended from an Ancient Deity and are a member of The Order of the Bronze Solaris. 1. Knowledge (religion) is a Sorcerer class skill for you. Receive a +3 bonus on Knowledge (religion) checks related to your Ancestor Deity. 2. You are proficient with the Favored Weapon of your Ancestor Deity.																																				
City Slicker [General]	(RoD p150)	1 <sup>st</sup> Level only	Disguise, Forgery, Gather Information, and Knowledge (local) are always class skills for you.																																				
Divine Inspiration [General]	(DR330 p85)	Ability to Turn Undead Bardic Music class ability	1. Your Bard and Cleric levels stack to determine what Bardic Music abilities are available to you. 2. Perform is always a Class skill for you.																																				
Draconic Heritage [Draconic]	(CArc p77)	Sorcerer level 1 <sup>st</sup>	Choose one of the following types of Dragons. 1. Gain the listed skill as an in-class skill. 2. You receive a +1 bonus per Draconic feat on save vs. <i>Sleep</i> , Paralysis, & spells of the listed Energy Type. <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Dragon</th> <th>Energy Type</th> <th>Skill</th> <th>Dragon</th> <th>Energy Type</th> <th>Skill</th> </tr> </thead> <tbody> <tr> <td>Black</td> <td>Acid</td> <td>Hide</td> <td>Brass</td> <td>Fire</td> <td>Gather Info.</td> </tr> <tr> <td>Blue</td> <td>Electricity</td> <td>Listen</td> <td>Bronze</td> <td>Electricity</td> <td>Survival</td> </tr> <tr> <td>Green</td> <td>Acid</td> <td>Move Silently</td> <td>Copper</td> <td>Acid</td> <td>Hide</td> </tr> <tr> <td>Red</td> <td>Fire</td> <td>Intimidate</td> <td>Gold</td> <td>Fire</td> <td>Heal</td> </tr> <tr> <td>White</td> <td>Cold</td> <td>Balance</td> <td>Silver</td> <td>Cold</td> <td>Disguise</td> </tr> </tbody> </table>	Dragon	Energy Type	Skill	Dragon	Energy Type	Skill	Black	Acid	Hide	Brass	Fire	Gather Info.	Blue	Electricity	Listen	Bronze	Electricity	Survival	Green	Acid	Move Silently	Copper	Acid	Hide	Red	Fire	Intimidate	Gold	Fire	Heal	White	Cold	Balance	Silver	Cold	Disguise
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Ecclesiarch [General]	(Eb p52)	Know (religion): 6 ranks	You are respected by a church hierarchy. Add Gather Information and Know (local) to your In-Class Skill List. If you have the Leadership Feat, receive a +2 bonus on your Leadership score.																																				
Education [General]	(Eb p52)	1 <sup>st</sup> level only	All Knowledge skills are added to your In-Class Skill List. +1 bonus on two specific Knowledge skills of your choice.																																				
Hymnist [General]	(DR325 p62)	Bardic Music class ability Ability to cast Divine spells	Perform is always a Class skill for you. Receive your Wisdom modifier as a bonus to all Perform checks.																																				
Noble Born [General]	(DR333 p45)	1 <sup>st</sup> Level only	Diplomacy and Knowledge (nobility & royalty) are always class skills for you. If you take the feat Leadership, receive +2 bonus on your Leadership score.																																				
Polyglot <sup>?</sup> [General]	(DR323 p90)	—	Gain one language immediately upon taking this feat. Speak Language is always a Class skill for you.																																				
Recognized Leader [General]	(DR334 p84)	Leadership Old age Membership in a tribe	Diplomacy & Knowledge (history) are always in-class skills for you. Receive a +1 bonus on Diplomacy & Knowledge (history) checks. You may gain a Cohort with levels in Barbarian as if your Leadership score was +1.																																				
Seafarer [General]	(DR337 p96)	—	Profession (sailor) and Survival are always class skills for you. +2 bonus to Profession (sailor) checks. +2 bonus to Survival checks while on a ship or boat.																																				

## Feats that Give New Uses for Skill

News Uses for Skill	Source	Prerequisite	Description
Appraise Magic Value [General]	(CAAdv p103)	Appraise: 5 ranks Know (arcana): 5 ranks Spellcraft: 5 ranks	If you know an item is magical, you may spend 8 hours and 25 gp in special materials to make an Appraise check (DC 10 + item's caster level) to determine its exact properties.
Astral Tracking [General]	(DR313 p110)	Track Know (planes): 11 ranks Spellcraft: 8 ranks Survival: 10 ranks	You may make Survival checks to track creatures through the planes. 1. Track through the featureless Astral Plane – DC 25. 2. Determine the destination of a <i>Teleport</i> spell or effect when standing at the point of departure – DC 30. If you succeed and can teleport, then you may attempt to follow as if you had viewed the destination once.
Breath Control [General, Fighter]	(DR333 p88)	Perform (wind instrument): 5 ranks	+2 bonus on Perform (wind instrument) checks. +2 bonus on saves vs. inhaled poisons and nauseating vapors. Able to hold your breath for either 2 times Constitution score –or– Perform (wind instrument) check rounds, whichever is higher
Combat Acrobat [General, Fighter]	(PH2 p76)	Balance: 9 ranks Tumble: 2 ranks	<u>Acrobatic Recovery</u> – make a Balance check vs. DC 20 to avoid being knocked Prone. <u>Sure Footed Maneuver</u> – make a Balance check vs. DC 15 to treat up to 4 squares of Difficult Terrain as normal terrain with regards to movement.
Extraordinary Spell Aim [General]	(CAAdv p109)	Spellcraft: 15 ranks	With a Spellcraft check (DC 25 + spell level) you can shape an area spell so it does not affect one creature within its area. Casting a spell affected by this feat is a Full Round action, unless the spell's casting time is greater, in which case the casting time is unchanged.
Investigate [General]	(Eb p55)	—	You may attempt to locate and interpret clues left at a crime scene by making a Search check. The DC of the check is determined by the factors listed at Eb p56.
Keen-Eared Scout [General]	(PH2 p80)	Listen: 6 ranks Alertness –or– Skill Focus (listen)	If your Listen check exceeds the DC by the indicated amount, you lead additional information (cumulative): <u>Exceed DC</u> <u>Additional Information</u> +5            Size, Speed, & Direction of noise source +10           Exact current position of noise source +15           Armor worn & items carried by noise source (if any) +20           Type & Subtype of the noise source Also, you gain a +5 bonus to pinpoint the location of Invisible creatures.
Master Manipulator [General]	(PH2 p80)	Diplomacy: 9 ranks Charisma 13	Gain the following two abilities. Each cannot be used in combat & you must share a language with your target. <u>Captivating Speech</u> – you may distract (1 + Charisma modifier) creatures within 20' as long as you speak, inflicting a –4 penalty on each ones Listen, Sense Motive, & Spot checks. You must make a Diplomacy check opposed by the target's Diplomacy or Will save (whichever is better). <u>Trap of Words</u> – if a creature attempts a Bluff vs. Sense Motive check against you and you win, you lead the creature to believe his/her "lie" worked. After 1 minute, make a Diplomacy check opposed by the creature's Bluff check. If successful, you trick the creature into revealing the lie & the reason making it
Master of Mockery [General, Fighter]	(DR333 p88)	Perform(comedy): 8 ranks	As a Standard Action, you may attempt to enrage a single melee opponent. If your opponent fails his/her Will save (DC = your Perform (comedy) check), the enraged opponent must focus all his/her attacks on you (ignoring all others). The enraged opponent gains a +2 Morale bonus on attack rolls against you, but receives a –2 penalty to AC. This is a mind-affecting, language-dependant effect.
Mobile Spellcasting [General]	(CAAdv p111)	Concentration: 8 ranks	You can make a special Concentration check (DC 20 + spell level) to cast a spell and move as one Standard Action. You can't use this ability to cast spells that normally take longer than a Standard Action to cast. If you fail the check, you lose the spell. You may combine the effect of this feat with casting on the defensive, by raising the DC by 5.
Pathfinder [General]	(DR339 p87)	Track Know(geography): 1 rank Survival: 1 rank	You may not become lost due to poor visibility or difficult terrain. By making a Survival check vs. DC 20, you may reduce the effect of difficult terrain on movement by ¼ <sup>th</sup> (max ¾x). By making a Survival check vs. DC 30, you may reduce the effect of difficult terrain on movement by ¼ <sup>th</sup> (max 1x).
Research [General]	(Eb p59)	—	You may attempt to glean information from books, scrolls, etc., by making a Knowledge check. The DC of the check is determined by the factors listed at Eb p59.
Suppress Presence [General]	(DR343 p32)	Dexterity 15 Stealthy	Creatures with the 'blindsense' special ability must make a Listen or Spot check (as appropriate for the creature) vs. your Hide check to perceive you. You must have Cover to hide from 'blindsense'.
Supremely Confident [General, Fighter]	(DR335 p88)	Perform (act): 7 ranks	When making a Demoralize actions, you may use a Perform (act) check in place of an Intimidate check. On a confirmed Critical Hit, you immediately may attempt a Demoralize action on the foe you struck as a Free Action.
Track [General, Scout]	(PH p101) (CAAdv p10)+	—	<i>Ranger 1<sup>st</sup></i> You may attempt to follow tracks by making a Survival check each mile. The DC of the check is determined by the factors listed at PH p101.
Urban Tracking [General]	(Eb p61) (RoD p154)	—	You may attempt to locate or trail an individual by making a Gather Information check each hour. The DC of the check is determined by the factors listed at Eb p61.
Vatic Gaze [General]	(PH2 p85)	Arcane spellcaster 9 <sup>th</sup> lvl	1. <i>Detect Magic</i> , at will. 2. By making a Sense Motive check vs. DC (5 + target's caster level), you may determine the highest level spell the target is still capable of casting.

News Uses for Skill	Source	Prerequisite	Description
Wanderer's Diplomacy [General]	(PH2 p85)	Halfling –or– Bluff: 4 ranks Diplomacy: 4 ranks Sense Motive: 4 ranks	Gain the following abilities: <u>Canny Merchant</u> – you can make a Diplomacy check to locate a desired object that is normally too expensive for the current settlement to sell. You must still purchase the object after locating it. The DC of the check is 10 + ((item's gp cost – settlement's gp limit) / 1000). <u>Intuitive Communication</u> – you may communicate in a simple way with a creature whose language you do not share by spending 1 minute interacting with it and then making a Sense Motive check vs. DC 20 if you and the creature are of the same type, otherwise DC 30. <u>Social Agility</u> – you may temporarily change a creature's Attitude towards you by using Bluff (instead of Diplomacy as usual). The attempt takes a Standard Action and its DC is the same as changing an Attitude with Diplomacy. You may not use this ability on a creature with the Attitude of 'Hostile'. If successful, the effect lasts for 1 minute, after which the creature's Attitude becomes one category worse than it started for 10 minutes.
War Chant [General, Fighter]	(DR335 p88)	Perform (sing): 7 ranks	By chanting for at least 3 rounds before combat begins (a Free Action each round), the following occur: 1. You gain a +2 bonus on your Initiative check. 2. Allies within 30' who were listening to the chant receive a +1 Morale bonus on their Initiative check. The effects of multiple chanters on their allies stack (up to a max of +4).

### Skill Trick Feats

Skill Trick Feats	Source	Prerequisite	Description
Cool Head [General]	(CSco p075)	any 2 Mental Skill Tricks	Gain 2 extra Mental Skill Tricks that do not count against your maximum.
Freerunner [General]	(CSco p077)	any 2 Movement Skill Tricks	Gain 2 extra Movement Skill Tricks that do not count against your maximum.
Sure Hand [General]	(CSco p081)	any 2 Manipulation Skill Tricks	Gain 2 extra Manipulation Skill Tricks that do not count against your maximum.
Sweet Talker [General]	(CSco p081)	any 2 Interaction Skill Tricks	Gain 2 extra Interaction Skill Tricks that do not count against your maximum.

## Saving Throw Feats

Saving Throw Feats	Source	Prerequisite	Description
Arcane Defense [General]	(CArc p73)	Spell Focus in the chosen School of Magic	+3 bonus on saves vs. spells from the chosen School of Magic. You may take this feat multiple times, each time choosing a different School of Magic.
Aura of Bravery [General]	(DR323 p96)	—	All allies within 10' of you gain a +2 Morale bonus on saves vs. Fear as long as you are not affected by the Fear effect. You do <u>not</u> receive the bonus.
Battlefield Inspiration [General]	(Mini p25)	Charisma 13	As a Free Action, you may grant a +2 XXX bonus to saves vs. Fear to allies 30' with an Intelligence of 3+ who can hear you for XXX rounds. This feat may be taken multiple times, each time increasing the bonus by an additional +2.
Born under a High Sun [Birth]	(DR340 p48)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Intimidate checks. +2 bonus on saves vs. Fire effects. +1 bonus on all other Fortitude saves.
Born under a Rising Sun [Birth]	(DR340 p48)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Heal checks. +2 bonus on Will saves vs. Fear. +1 bonus on all other Will saves.
Dive for Cover [General]	(CArc p108)	Base Reflex Save: +4	If you fail a Reflex saving throw, you may immediately attempt the saving throw again. You become Prone immediately after attempting the second saving throw.
Enduring Life [General]	(LM p26)	—	Whenever you 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 modifier (if any). Gain a +4 bonus on Fortitude saves to remove Negative Levels.
Filth Eater [General]	(Sharn p157)	—	+4 bonus on saves vs. Disease or Ingested Poisons. Even if you fail the save, the ability damage you take from either of these sources is reduced by 1 point (minimum 1)
Force of Personality [General]	(CAAdv p109)	Charisma 13	Add your Charisma modifier instead of your Wisdom modifier as a bonus when making a Will save vs. mind-affecting spells and abilities.
Gift of Faith [Exalted]	(BoED p43)	Wisdom 13	+2 bonus on saving throws to resist [fear], despair effects, or similar mind-affecting conditions (but <u>not</u> charms or compulsions).
Great Fortitude [General, Scout]	(PH p94) (CAAdv p10)+	—	+2 bonus to all Fortitude saving throws.
Hard to Fool [General]	(DR317 p82)	—	+2 bonus on Will saves vs. Illusion. +2 bonus on Sense Motive checks.
Indomitable Soul [General]	(PH2 p80)	Endurance Iron Will	When making a Will save vs. a Mind-Affecting or Fear ability, roll two d20's and take the better.
Insightful Reflexes [General]	(CAAdv p110)	—	Add your Intelligence modifier instead of your Dexterity modifier as a bonus to Reflex saves.
Iron Will [General, Scout]	(PH p97) (CAAdv p10)+	—	+2 bonus to all Will saving throws.
Lasting Life [General]	(LM p28)	Endurance Enduring Life	Once per round as a Standard Action, you can attempt to remove one Negative Level from yourself with a Will save (DC 10 + ½ attacker's HD + attacker's Charisma modifier).
Lightning Reflexes [General, Scout]	(PH p97) (CAAdv p10)+	—	+2 bonus to all Reflex saving throws.
Piercing Sight [General]	(RoS p143)	Gnome	+4 bonus on saving throws to disbelieve Illusions (must have "disbelief" in the saving throw entry).
Pilgrim [General]	(DU142 p93)	Know(geography): 5 ranks Able to speak at least 3 languages	When undertaking a pilgrimage, you receive a +1 Morale bonus on Will saves & on all Charisma-based skill checks for 1 month. After this time, you instead receive a -1 penalty on both until you reach your destination. Once at your destination & you have undertaken the appropriate rituals, you receive a +4 Competence bonus on a skill related to the destination (but lose the bonus / penalty indicated above). When you decide to undertake a new pilgrimage, you lose the skill bonus but again gain the skill checks.
Pirate Luck [General]	(DR323 p90)	Charisma 13	You may reroll one saving throw per day <u>before</u> the DM declares if it was successful or not. You must take the second roll.
Protected Destiny [General]	(RoD p153)	Human or Half-Human Character level 3 <sup>rd</sup> Heroic Destiny	If you roll a 'natural 1' on a saving throw, you may reroll it. Usable once per day.
Resist Telekinesis [General]	(DR309 p110)	Intelligence 13 Combat Expertise Spellcraft: 2 ranks	You are practiced at avoiding the various effects of <i>Telekinesis</i> . 1. +8 bonus to resist the effects of <i>Telekinesis (combat maneuver)</i> (which includes Bull Rush, etc.). 2. +4 bonus on Will saves to avoid <i>Telekinesis (violent thrust)</i> .
Sailor Will [General]	(DR323 p90)	Base Will Save +2	+1 bonus on Will saves. +4 bonus on your check to avoid being Demoralized (see the Intimidate skill).
Spirit of Dawn [General]	(DR340 p48)	Character level 6 <sup>th</sup> Born under a Rising Sun Diplomacy: 2 ranks	+4 bonus on Will saves vs. Fear (supersedes the bonus from Feat: <i>Born under a Rising Sun</i> ). You may encourage all allies that can hear & understand you. Each ally (and yourself) receives a +2 Moral bonus on Will saves for Charisma modifier rounds. This is a Swift Action, usable 1/day.
Steadfast Determination [General]	(PH2 p83)	Endurance	1. Use your Constitution modifier <u>in place</u> of your Wisdom modifier on Will saves. 2. You do not automatically fail Fortitude saves on a roll of 'natural 1'.
Strong Mind [General]	(Eb p61) (Und p27)	Wisdom 11	Receive a +3 bonus on saving throws vs. Psionic abilities and mind attacks.



Saving Throw Feats	Source	Prerequisite	Description
Strong Stomach [General]	(DR326 p55)	—	Receive a +4 bonus on saving throws vs. extraordinary, supernatural, or spell-like effects that cause Nausea or any other scent-based effect.
Tomb-Born Resilience [General]	(LM p30)	Non-Good Alignment Tomb-Tainted Soul	+2 bonus on saving throws vs. mind-affecting spells and abilities, poison, and disease.
Unquenchable Flame of Life [General]	(FoE p148)	—	Receive a +2 bonus on saving throws vs. the Extraordinary & Supernatural abilities of Undead. If Undead are your Favored Enemy, you receive your Favored Enemy bonus vs. Undead instead of the +2.
Unyielding Bond of Soul [General]	(FoE p148)	—	Receive a +2 bonus on saving throws vs. the Extraordinary & Supernatural abilities of Outsiders. If Outsiders are your Favored Enemy, you receive your Favored Enemy bonus vs. Outsiders instead of the +2.
Vengeance of Noon [General]	(DR340 p48)	Character level 6 <sup>th</sup> Born under a High Sun Power Attack	+4 bonus on saves vs. Fire effects (supersedes the bonus from <u>Feat: Born under a High Sun</u> ). One of your weapons gains the 'Flaming' weapon quality (doing +1d6 Fire damage) for Charisma modifier rounds. This is a Swift Action, usable 1/day.
We Few, We Happy Few [General, Fighter]	(DR335 p88)	Perform (oratory): 7 ranks	Following a 1 minute speech, you may make a Perform (oratory) check. Any ally who listened to the whole speech and understood it may use this check in place of his/her next Will save (though the subject must decide before rolling). If not used within 10 minutes, the effect dissipates.

## Movement Feats

Movement Feats	Source	Prerequisite	Description
Brachiation [General, Scout]	(CAAdv p106) (CAAdv p10)+	Climb: 4 ranks Jump: 4 ranks	You can move through medium and dense forest area at your normal land speed. You must be at least 20' from the ground to use this ability.
Dash [General]	(CWar p97) (Mini p25)	—	You may increase your movement by 5' as long as you are wearing no more than Light armor and are no more than Lightly Encumbered.
Fleet of Foot' [General]	(CWar p99)	Dexterity 15 Run	When running or charging, you can make one turn of up to 90 degrees. To maintain a charge, the last 10' must still be in a straight line. You can only use this Feat when wearing no more than Light Armor and no more than Lightly Encumbered.
Floataion [General]	(DR314 p45)	Skill Focus (Swim) Swim: 4 ranks	You may float on calm water as a Free Action. You are considered Prone, but otherwise may cast spell and/or attack. You may sleep while floating on the water.
Flow with the Current [General]	(DR314 p45)	Skill Focus (Swim) Floataion Swim: 4 ranks	While swimming, you receive a +2 bonus to Initiative checks & Reflex saving throws.
Improved Flight [General]	(CAAdv p110)	Ability to fly	Your maneuverability while flying improves one step (clumsy → poor → average → good → perfect).
Improved Swimming [General, Scout]	(CAAdv p110) (CAAdv p10)+	Swim: 6 ranks	You can swim half your speed as a Move Action, or your speed as a Full Round Action.
Rapid Swimming [General]	(Storm p93)	Racial Swim speed Base Fortitude Save +2	Swim speed increases by +20'.
Roofwalker [Tactical]	(RoD p156)	Dodge Mobility Balance: 5 ranks Jump: 5 ranks	You may use the following 3 tactical maneuvers: <u>Fleet of Feet</u> – You can walk across a precarious surface at full speed without a penalty on your Balance check. <u>Graceful Drop</u> – If you intentionally jump from a height, you take less damage than if you had fallen. On a successful Jump check, you take falling damage as if you had dropped 20' fewer. <u>Master of the Roof</u> – Gain a +1 Dodge bonus to AC against any opponent at a different elevation than you.
Run [General]	(PH p99)	—	When running, the following apply: 1. You move at 5x your normal movement if wearing no more than Light armor & carrying no more than Light encumbrance. 2. You move at 4x your normal movement if wearing heavier armor or carrying more encumbrance. 3. You receive a +4 bonus on Jump checks when making a jump after a running start. 4. While running, you retain your Dexterity bonus to AC.
Sahuagin Flip [General, Fighter]	(Storm p93)	Racial Swim speed Dodge	After making a Standard Action melee attack, you may 'withdraw' (i.e., 2x movement) as a Move Action as long as you are swimming away.
Sandstep [General]	(DR323 p90)	—	The DC's of your Balance, Move Silently, and Tumble checks are not increase by the light / dense rubble & light undergrowth of a desert. Also, entering a square of light undergrowth in a desert only costs you 1 square of movement (instead of 2).
Sprinter [General]	(DR313 p31)	Dexterity 15 Constitution 15 Run	You may increase your movement by 10' for a number of rounds equal to your Constitution modifier. This ability may be used up to 3 times per day.
Swim-By Attack [General]	(Storm p94)	Racial Swim speed	You may take a Move Action and have a Standard Action (typically an attack) occur at some point in the movement. In effect, 'Spring Attack' when you are swimming.
Tunnel Rat [General]	(DR326 p55)	Escape Artist: 4 ranks	When squeezing, each space counts as 1 square of movement and you only suffer a –2 penalty on attack rolls. Normally, each space squeezed through costs 2 squares of movement and the penalty is –4.

### Armor & Shield Feats

Armor & Shield	Source	Prerequisite	Description
Armor Proficiency (heavy) [General]	(PH p89)	Armor Proficiency (medium)	You are proficient with all normal Heavy Armors.
Armor Proficiency (light) [General]	(PH p89)	—	You are proficient with all normal Light Armors.
Armor Proficiency (medium) [General]	(PH p89)	Armor Proficiency (light)	You are proficient with all normal Medium Armors.
Armor Specialization [General, Fighter]	(PH2 p75)	Armor Proficiency (appropriate type) Base Attack Bonus +12	Choose a type of Medium or Heavy Armor that you are proficient with. When wearing a Masterwork (including Magical) version of this armor, you gain Damage Reduction 2 / —. Does not apply when you loose your Dexterity bonus to AC. May be taken multiple times, each time with a different type of armor.
Dwarven Armor Proficiency [General, Fighter]	(RoS p138)	Dwarf only Armor Proficiency (heavy)	You are proficient with Battle Plate, Interlocking Plate, Interlocking Scale, and Mountain Plate.
Exotic Armor Proficiency [General, Fighter]	(Und p25) (RoS p139)	Armor Proficiency (appropriate type)	You are proficient with a specific type of Exotic Armor.
Exotic Shield Proficiency [General, Fighter]	(RoS p139)	Shield Proficiency Base Attack Bonus +1	You are proficient with a specific type of Exotic Shield.
Greater Heavy Armor Optimization [General, Fighter]	(RoS p141)	Armor Proficiency (heavy) Heavy Armor Optimization Base Attack Bonus +8	When wearing Heavy Armor, increase the AC by 1 and reduce the Armor Check penalty by 2. These benefits stack with those of Heavy Armor Optimization, for a total increase in AC of 2 and a total reduction of Armor Check penalty of 3.
Heavy Armor Optimization [General, Fighter]	(RoS p141)	Armor Proficiency (heavy) Base Attack Bonus +4	When wearing Heavy Armor, increase the AC by 1 and reduce the Armor Check penalty by 1.
Shield Proficiency [General]	(PH p100)	—	You are proficient with all shields (except Tower Shields).
Tower Shield Proficiency [General]	(PH p101)	Shield Proficiency	You are proficient with Tower Shields.

### Hit-Point & Healing Feats

Hit-Point / Healing	Source	Prerequisite	Description												
Diehard [General]	(PH p93)	Endurance	1. You automatically stabilize if you are reduced to –1 hp or lower. 2. When reduced to –1 hp or lower, you have the option of not going Unconscious. If you stay awake, you are considered Disabled. This means you can make one Move Action or one Standard Action each round. If you use a Standard Action (or a Free Action that is strenuous), you take 1 hp of damage.												
Endurance [General, Scout]	(PH p93) (CAdv p10)+	—	<i>Ranger 3<sup>rd</sup></i> 1. +4 bonus on checks for performing a physical action over a period of time, such as swimming or running. 2. +4 bonus on Constitution checks to avoid damage from starvation or thirst. 3. +4 bonus on Fortitude checks to avoid damage from hot or cold weather or from oxygen deprivation.												
Faster Healing [General]	(CWar p98)	Base Fortitude Save +5	The rate of your natural healing of hit-points and ability damage increases. The hp value is multiplied by the Character level. Additional values are listed at (CWar p98). <table border="0" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: left;"><u>Day's Activity</u></td> <td style="text-align: center;"><u>Normal</u></td> <td style="text-align: center;"><u>with Faster Healing</u></td> </tr> <tr> <td>Strenuous Activity</td> <td style="text-align: center;">0 hp &amp; 0 ability score</td> <td style="text-align: center;">1 hp &amp; 2 ability score</td> </tr> <tr> <td>Light Activity</td> <td style="text-align: center;">1 hp &amp; 1 ability score</td> <td style="text-align: center;">1½ hp &amp; 2 ability score</td> </tr> <tr> <td>Complete Bed Rest</td> <td style="text-align: center;">1½ hp &amp; 2 ability score</td> <td style="text-align: center;">2 hp &amp; 2 ability score</td> </tr> </table>	<u>Day's Activity</u>	<u>Normal</u>	<u>with Faster Healing</u>	Strenuous Activity	0 hp & 0 ability score	1 hp & 2 ability score	Light Activity	1 hp & 1 ability score	1½ hp & 2 ability score	Complete Bed Rest	1½ hp & 2 ability score	2 hp & 2 ability score
<u>Day's Activity</u>	<u>Normal</u>	<u>with Faster Healing</u>													
Strenuous Activity	0 hp & 0 ability score	1 hp & 2 ability score													
Light Activity	1 hp & 1 ability score	1½ hp & 2 ability score													
Complete Bed Rest	1½ hp & 2 ability score	2 hp & 2 ability score													
Hibernate [General]	(DR313 p30)	Constitution 13 Endurance	If you sleep for 8 uninterrupted hours, you regain 2x your Character level in hit-points –and– 2 points of ability damage to each affected score. If you sleep for 24 uninterrupted hours, you regain 4x your Character level in hit-points –and– 4 points of ability damage to each affected score.												
Improved Toughness [General, Fighter]	(CWar p101) (MM3 p207)	Base Fortitude Save +2	Gain 1hp per hit-die. This applies to future hit-dice too. If a hit-die is permanently lost, you lose the bonus hp.												
Second Wind [General]	(Mini p28)	—	You may heal yourself (Constitution modifier) hit-points (minimum 1), usable once per day.												
Toughness [General]	(PH p101)	—	Gain +3 hit points. This feat may be taken multiple times.												

Social Feats

Social Feats	Source	Prerequisite	Description
Favored of the Companions [Exalted]	(BoED p43)	Pledged fealty to one of the Paragon of the Guardinals (NG)	Once per day, you receive a +1 Luck bonus on any one roll or check. You must be performing a good act. You may not take 'Knight of Stars' or 'Servant of the Heavens' after taking this feat.
Friend of Earth [General]	(DR314 p29)	Member of an earth-focused sect or a follower of an earth-based deity	You receive a +4 bonus on any Charisma-based check to influence earth creatures, including creatures with the [earth] subtype, intelligence Constructs made from stone, etc. You receive a +2 bonus on any Charisma-based check to influence any creature associated with earth or stone that does not have an [earth] subtype, such as Dwarves.
Knight of Stars [Exalted]	(BoED p44)	Pledged fealty to a member of the Court of Stars (CG)	Once per day, you receive a +1 Luck bonus on any one roll or check. You must be performing a good act. You may not take 'Favored of the Companions' or 'Servant of the Heavens' after taking this feat.
Noble Born [General]	(DR333 p45)	1 <sup>st</sup> Level only	Diplomacy & Knowledge (nobility & royalty) are always class skills for you. If you take the feat Leadership, receive +2 bonus on your Leadership score.
Resourceful Buyer [General]	(RoD p153)	—	Whenever you are buying goods, the community is treated as one category larger for determining the value of the most expensive items available. This benefit does not stack with any other effect with a similar benefit.
Servant of the Heavens [Exalted]	(BoED p46)	Pledged fealty to one of the rulers of the Seven Heavens (LG)	Once per day, you receive a +1 Luck bonus on any one roll or check. You must be performing a good act. You may not take 'Favored of the Companions' or 'Knight of Stars' after taking this feat.
Smatterings [General]	(RoD p153)	Intelligence 13	You can quickly learn enough of a language to ask and understand simple questions, explanations, and instructions. It takes 2d6 days to gain the benefit the first time you encounter the language, but only 1d4 days for subsequent encounters. This benefit only applies to verbal communication.
True Believer [General]	(CDiv p86) (DR333 p50)	Must have a Patron Deity & be within one step of the Deity's alignment	+2 Insight bonus on one Saving Throw per day, decided before making the save. May use Relics of your Deity.
Wise Elder [General]	(DR334 p84)	Leadership Recognized Leader Old age Membership in a tribe	When using Diplomacy or Intimidate to influence your own trip, you may reroll a check, though you must take the second roll (even if worse). Usable 1/day. You may gain a Cohort with levels in Barbarian as if your Leadership score was +2 ( <u>supersedes</u> bonus from Recognized Leader).

## Leadership Feats

Leadership Feats	Source	Prerequisite	Description
Assemble the Horde [General]	(DR346 p52)	Leadership Character level 6 <sup>th</sup> Leadership score 4 higher than your level	+1 bonus on your Leadership score. For each Follower who is above 1 <sup>st</sup> level, gain an extra 1 <sup>st</sup> level follower.
Class Champion [General]	(DR346 p53)	Leadership Character level 6 <sup>th</sup> Leadership score 4 higher than your level	+1 bonus on your Leadership score. Gain two additional Followers of the highest level available for your Leadership score, but they must be the same class (i.e., Fighter, Cleric, Rogue, etc.) as you.
Close Cohort [General]	(DR346 p53)	Leadership Character level 6 <sup>th</sup> Leadership score 2 higher than your level	Your Cohort may be one level below your level (instead of two below, as usual).
Dragon Cohort [General]	(Dcn p105)	Character level 9 <sup>th</sup> Speak Language (Draconic)	You gain a Dragon Cohort(Dcn p139), just as you would have with the Leadership feat; however, you may treat the Dragon's ELC as if it were 3 lower than indicated.
Dragon Steed [General]	(Dcn p105)	Ride: 8 ranks Charisma 13 Speak Language (Draconic)	You gain the service of a Dragonnel(Dcn p150) as a steed. It serves you loyally, like a Cohort. If you have the Special Mount class feature (i.e., a Paladin or similar), the Dragonnel replaces your special mount.
Ecclesiarch [General]	(Eb p52)	Know (religion): 6 ranks	You are respected by a church hierarchy. Add Gather Information and Know (local) to your In-Class Skill List. If you have the Leadership Feat, receive a +2 bonus on your Leadership score.
Eye for Talent [General]	(DR346 p53)	Leadership Character level 6 <sup>th</sup> Leadership score 2 higher than your level Sense Motive: 9 ranks	+1 bonus on your Leadership score. You can replace Followers in 1d4 weeks (instead of the usual 1d4 months).
Fanatical Devotion [General]	(DR346 p53)	Leadership Character level 6 <sup>th</sup> Leadership score 3 higher than your level	+1 bonus on your Leadership score. You do not receive a penalty on your Leadership score when a Follower dies.
Great Captain [General]	(Storm p92)	Leadership Know(geography):7 ranks Profession(sailor): 7 ranks	1. You may command your vessel in combat as a Move Action (normally a Standard Action). 2. You may perform an Aid Other action that applies to all on board the vessel you command. The action applies to one check, typically 'Profession (sailor)' or 'Profession (siege engineer)'.
Improved Leadership [General]	(DR317 p82)	Leadership Charisma 15	+2 bonus on your Leadership score.
Leadership [General]	(PH p106) (DMG p106)+	Character level 6 <sup>th</sup>	You attract a cohort and/or followers to help you in your goals.
Natural Leader [General]	(DR346 p53)	Leadership Character level 6 <sup>th</sup>	+2 bonus on your Leadership score.
Noble Born [General]	(DR333 p45)	1 <sup>st</sup> Level only	Diplomacy & Knowledge (nobility & royalty) are always class skills for you. If you take the feat Leadership, receive +2 bonus on your Leadership score.
Recognized Leader [General]	(DR334 p84)	Leadership Old age Membership in a tribe	Diplomacy & Knowledge (history) are always in-class skills for you. Receive a +1 bonus on Diplomacy & Knowledge (history) checks. You may gain a Cohort with levels in Barbarian as if your Leadership score was +1.
Undead Leadership [General]	(LM p31)	Character level 6 <sup>th</sup> Non-Good Alignment Know (religion): 1 rank	You attract followers and a Cohort as if you had the Leadership Feat. Your Leadership score is +2 for attracting Undead, and -4 for attracting living followers. If you decide to attract an Undead Cohort, its maximum ECL is two below yours.
Venerable Elder [General]	(DR334 p84)	Leadership Recognized Leader Wise Elder Venerable age Membership in a tribe	+10 Insight bonus on any Diplomacy or Intimidate check. Usable 1/day. You may gain a Cohort with levels in Barbarian as if your Leadership score was +4 (supersedes bonus from Wise Elder).
Wise Elder [General]	(DR334 p84)	Leadership Recognized Leader Old age Membership in a tribe	When using Diplomacy or Intimidate to influence your own trip, you may reroll a check, though you must take the second roll (even if worse). Usable 1/day. You may gain a Cohort with levels in Barbarian as if your Leadership score was +2 (supersedes bonus from Recognized Leader).

## Feats that Grant Spells

Spell Granting Feats	Source	Prerequisite	Description
Binding Brand [General]	(PGE p36)	—	You have the mark of the Binding Brand, a stylized flame. Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer: <i>Guidance, Protection from Evil, Resistance</i> . DC is Charisma-based.
Born under the Crescent Moon [Birth]	(DR340 p56)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Sense Motive & Spot checks. <i>Detect Thoughts</i> , 1/day as a Spell-like Ability. DC is Charisma-based. Caster level is your Character level.
Born under the Full Moon [Birth]	(DR340 p57)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Intimidate & Use Magical Device checks. <i>Command</i> , 1/day as a Spell-like Ability. DC is Charisma-based. Caster level is your Character level.
Born under the Gibbous Moon [Birth]	(DR340 p57)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Bluff & Gather Information checks. <i>Calm Animals</i> , 1/day as a Spell-like Ability. DC is Charisma-based. Caster level is your Character level.
Born under the Half Moon [Birth]	(DR340 p56)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Balance & Concentration checks. <i>Expeditious Retreat</i> , 1/day as a Spell-like Ability. Caster level is your Character level.
Born under the New Moon [Birth]	(DR340 p56)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Hide & Sleight of Hand checks. <i>Disguise Self</i> , 1/day as a Spell-like Ability. Caster level is your Character level.
Communicator [General]	(CArc p76)	—	Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer: <i>Arcane Mark, Comprehend Languages, Message</i>
Gift of the Xoriat [General]	(DR332 p45)	Devotion to the Cult of the Dragon Below	Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer: <i>Daze, Lesser Confusion, Lullaby</i> . DC is Charisma-based.
Insightful [General]	(CArc p80)	—	Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer: <i>Detect Magic, Detect Secret Doors, Read Magic</i> .
Necropolis Born [General]	(CArc p81)	—	Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer: <i>Cause Fear, Ghost Sound, Touch of Fatigue</i> . DC is Charisma-based.
Night Haunt [General]	(CArc p81)	—	Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer: <i>Dancing Lights, Prestidigitation, Unseen Servant</i> . DC is Charisma-based.
Soul of the North [General]	(CArc p83)	—	Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer: <i>Chill Touch, Ray of Frost, Resistance</i> . DC is Charisma-based.
Spell Hand [General]	(CArc p83)	—	Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer: <i>Mage Hand, Open/Close, Tenser's Floating Disk</i> . DC is Charisma-based.
Touch of Captivation [General]	(PGE p35)	From the Demon Wastes region of Eberron	Your eyes look unnatural, such as being slitted or having strangely colored pupils. Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer: <i>Charm Person, Daze, Prestidigitation</i> . DC is Charisma-based.
Touch of Deception [General]	(PGE p35)	From the Demon Wastes region of Eberron	When not disguised, your hair looks unusual, such as a strange color or unusual pattern. Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer: <i>Disguise Self, Ghost Sound, Open/Close</i> . DC is Charisma-based.
Touch of Summoning [General]	(PGE p35)	From the Demon Wastes region of Eberron	Your facial features look unusual, such as a heavy brow ridge, deeply sunken eyes, etc. Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer: <i>Acid Splash, Mage Hand, Summon Monster I</i> (fiendish creatures only). DC is Charisma-based.

Flying Feats

Flying Feats	Source	Prerequisite	Description																
Aerial Reflexes [General]	(RotW p148)	—	When flying, gain a bonus on Reflex saves based on your Maneuverability: <table border="1"> <thead> <tr> <th>Maneuverability</th> <th>Bonus</th> <th>Maneuverability</th> <th>Bonus</th> </tr> </thead> <tbody> <tr> <td>Perfect</td> <td>+4</td> <td>Poor</td> <td>+1</td> </tr> <tr> <td>Good</td> <td>+3</td> <td>Clumsy</td> <td>+0</td> </tr> <tr> <td>Average</td> <td>+2</td> <td></td> <td></td> </tr> </tbody> </table>	Maneuverability	Bonus	Maneuverability	Bonus	Perfect	+4	Poor	+1	Good	+3	Clumsy	+0	Average	+2		
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Aerial Superiority [General]	(RotW p148)	—	When flying, gain a +1 Dodge bonus to AC against opponents who cannot fly or who have a worse Maneuverability rating than you.																
Born Flyer [General]	(RotW p148)	Dexterity 13	Gain a +4 Competence bonus on saves or checks you make to maneuver in the air or to stay aloft. Note: This feat allows you to qualify for other feats that have a natural Fly speed as the prerequisite.																
Diving Charge [General]	(RotW p150)	—	If you make a Charge action while Flying, move at least 30' while descending at least 10', you gain a damage bonus based on your <u>Flying speed</u> , plus you have the option of 'turning in place' after the attack so that you are now flying parallel to the ground (instead of crashing into it). <table border="1"> <thead> <tr> <th>Fly Speed</th> <th>Bonus</th> </tr> </thead> <tbody> <tr> <td>up to 30'</td> <td>+1d6</td> </tr> <tr> <td>31' – 90'</td> <td>+2d6</td> </tr> <tr> <td>91'+</td> <td>+3d6</td> </tr> </tbody> </table>	Fly Speed	Bonus	up to 30'	+1d6	31' – 90'	+2d6	91'+	+3d6								
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Improved Flight [General]	(RotW p151)	Natural Fly Speed	Your maneuverability category while flying improves by one category.																
Winged Warrior [Tactical, Fighter]	(RotW p153)	Must have Wings Hover Base Attack Bonus +4	You may use the following 3 tactical maneuvers: <u>Dustup</u> – If you are standing in or flying no more than 10' above an area of lots of loose debris, you can use a Move Action to create a 20' radius hemispherical cloud. Creatures looking through 10' of the cloud have Concealment, while 20' grants Total Concealment & any within the cloud must make a Concentration check vs. DC 10 + ½ your character level to cast a spell. <u>Flying Leap</u> – If you move greater than your base Land speed, you a +4 bonus on Jump, Balance, and Climb checks due to the lift and stabilization effects of your wings. <u>Shroud of Feathers</u> – By spending a Move Action to surround your body with your wings, you can make a Feint in combat as part of an attack. You cannot be flying to use this maneuver. You can only use this maneuver once per foe per combat.																

Misc. Feats

Misc. Feats	Source	Prerequisite	Description																								
Ancestral Relic [General]	(BoED p39)	Good Alignment Character level 3 <sup>rd</sup>	Receive an item of masterwork quality that previously belonged to a family member or a member of your religious order. As you go up in level, the item can gain power to match your character level.																								
Crowd Tactics [Tactical]	(RoD p156)	Dodge Hide: 5 ranks	You may use the following 3 tactical maneuvers when in a crowd that is Indifferent or Friendly to you: <u>Moving with the Flow</u> – Entering a crowd square does not cost you extra movement. <u>One with the Crowd</u> – +4 bonus to Hide checks while in a crowd square. <u>Master of the Mob</u> – +4 bonus to Diplomacy checks to direct a crowd.																								
Danger Sense [General, Scout]	(CAAdv p106) (CAAdv p10)+ (Mini p25)	Improved Initiative	You may roll two dice when making your Initiative check and take the better roll. Usable 1/day.																								
Darkness Adaptation [General]	(DR333 p84)	Raised in an arctic environment	You see twice as far as normal in areas of poor illumination. If you possess Low-Light Vision, you can see three times the normal distance.																								
Deep Breather [General]	(DR335 p56)	Constitution 16	You may hold your breath 2x the normal number of rounds for your race before you risk drowning. For example, a Human with this feat could hold his/her breath (4 * Constitution score) rounds.																								
Dragon Friend [General]	(Dcn p105)	Charisma 11 Speak Language (Draconic)	You are a known and respected ally of dragons. +4 bonus to Diplomacy checks to adjust the attitude of a Dragon. +2 bonus to Ride checks made when you are mounted on a Dragon. +4 bonus on saves against the Frightful Presence of Good Dragons. You cannot take this feat if you have already taken the Dragonthralld feat.																								
Dragon Totem [General]	(Eb p52)	Region of origin Argonnessen or Seren. Base Attack Bonus +1	Choose one of the following Dragons to be your Totem. You gain Energy Resistance 5 against the listed energy. <table border="1"> <thead> <tr> <th>Totem</th> <th>Energy</th> <th>Totem</th> <th>Energy</th> </tr> </thead> <tbody> <tr> <td>Black</td> <td>Acid</td> <td>Gold</td> <td>Fire</td> </tr> <tr> <td>Blue</td> <td>Electricity</td> <td>Green</td> <td>Acid</td> </tr> <tr> <td>Brass</td> <td>Fire</td> <td>Red</td> <td>Fire</td> </tr> <tr> <td>Bronze</td> <td>Electricity</td> <td>Silver</td> <td>Cold</td> </tr> <tr> <td>Copper</td> <td>Acid</td> <td>White</td> <td>Cold</td> </tr> </tbody> </table>	Totem	Energy	Totem	Energy	Black	Acid	Gold	Fire	Blue	Electricity	Green	Acid	Brass	Fire	Red	Fire	Bronze	Electricity	Silver	Cold	Copper	Acid	White	Cold
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Misc. Feats	Source	Prerequisite	Description
Dragonthrall [General]	(Den p105)	Speak Language (Draconic)	You have pledged your life to the service of evil dragonkind. +4 bonus on Bluff checks against a Dragon. +2 bonus to Ride checks made when you are mounted on a Dragon. +4 bonus on saves against the Frightful Presence of Evil Dragons. –2 to your saves vs. Enchantment spells & effects cast by Dragons. You cannot take this feat if you have already taken the Dragonfriend feat.
Earth Sense [General]	(RoS p138)	Constitution 13 Wisdom 13	While touching the ground, you can take a Move Action to sense the number of creatures within 20' who are also touching the ground. You cannot pinpoint the location of any creature with this feat. Note: Creatures with the Air or Aquatic subtypes may not select this feat.
Flesh of the Ice Tomb [General]	(DU109 p50)	Non-Good Alignment Tomb-Tainted Soul Endurance	Cold damage you take becomes non-lethal damage.
Greater Kiai Shout [General]	(CWar p99)	Charisma 13 Base Attack Bonus +9 Kiai Shout	When you make a Kiai Shout, your opponents are Panicked for 2d6 rounds.
Heroic Destiny [General]	(RoD p152)	Human or Half-Human	Once per day, before you make an attack roll, ability check, skill check, saving throw, or caster level check, you may roll 1d6 and add it as a bonus to the roll, check, or save.
Human Heritage [General]	(RoD p152)	1 <sup>st</sup> level only Half-Human or Human- descended(RoD p150)	You are considered Humanoid(human) for the purpose of adjudicating all effects. You retain any other subtypes you had (such as orc or extraplanar). You gain 4 additional skill points.
Inspired Master [General]	(DR339 p34)	—	Any magic item you use has its 'Caster level' treated as if it were +1 level.
Item Familiar [General]	(UA p170)	Character level 3 <sup>rd</sup>	You bond with an object similarly to how a wizard bonds with a familiar. Your 'item familiar' gains aspects of your life-force (which grants you abilities) as you go up in level. See <i>Unearthed Arcana</i> p170.
Kiai Shout [General]	(CWar p102)	Charisma 13 Base Attack Bonus +1	As a Standard Action, you may make a shout that causes all opponents within 30' that have fewer HD / Character levels than you to become Shaken (WillNeg DC is Charisma-based). You may use this ability 3 times per day.
Nymph's Kiss [Exalted]	(BoED p44)	—	1. +2 bonus on all Charisma-based skill checks. 2. +1 bonus on saving throws against spells & spell-like abilities. 3. +1 skill point per level, starting at this level.
Orcus' Bloodthirst Ritual [General]	(DR315 p58)	Patron Deity: Orcus Evil alignment	On a successful Sneak Attack or confirmed Critical Hit, you may declare that you are also inflicting extreme pain upon your foe, who is Stunned for 1 round (FortNeg, DC is Wisdom based). Foes that are immune to pain, Sneak Attacks, and/or Criticals are immune to this ability. Usable 1/day. For purposes of <i>Detect Evil</i> (and similar spells & effects), you have an 'Evil Aura' as powerful as an Evil Cleric of your same level. Intelligent Undead typically have a starting attitude towards you of Indifferent.
Quiet Feet [General]	(DR343 p32)	Dexterity 15 Stealthy	You are not detectable by the 'tremorsense' special ability as long as you only move at ½ speed –and– do not attack.
Technomagical Implant [General]	(DR351 p92)	Constitution 13 Character level 3 <sup>rd</sup>	You may be implanted with Technomagical Implants (magic items that bond to the skin). There is a list on DR351 p93.
Tomb-Born Fortitude [General]	(LM p30)	Non-Good Alignment Tomb-Tainted Soul	You have a 25% chance to resist Critical Hits and Sneak Attacks. You do not risk death from massive damage.
Tomb-Born Vitality [General]	(LM p31)	Non-Good Alignment Tomb-Tainted Soul	You do not need to sleep, and are immune to magical sleep effects. If you are a spellcaster, you still require 8 hours of rest to prepare spells.
Tomb-Tainted Soul [General]	(LM p31)	Non-Good Alignment	You are healed by Negative Energy (such as <i>InFLICT WOUNDS</i> spells) and damaged by Positive Energy (such as <i>CURE WOUNDS</i> spells).
Touched by Ether [General]	(DR343 p32)	Charisma 13	You always have Concealment vs. Incorporeal creatures (20% miss chance), since you are hard for them to see.
Wild Touch [Anarchic]	(DR326 p80)	Chaotic alignment Use Magic Device: 8 ranks	When determining the random effect of a magic item (i.e., drawing a card from a Deck of Many Things, activating a Rod of Wonder, etc.), you may roll twice and choose the more appropriate of the two. This ability may be used once per day. You gain a Chaotic Aura equal to your Character level. It can discerned by Detect Chaos spell or ability.

## Combat Feats

## General Combat Feats

General Combat	Source	Prerequisite	Description
Combat Intuition [General, Fighter]	(CAdv p106)	Base Attack Bonus +5 Sense Motive: 4 ranks	As a Free Action, you can make a Sense Motive check to assess the challenge presented by an opponent (CAdv p102). You gain a +4 bonus to the check, and narrow the result to a single category. Whenever you make a melee attack against a creature you also attacked in melee last round, gain a +1 Insight bonus to your attack roll.
Daunting Presence [General, Fighter]	(LM p25) (Mini p25)	Charisma 13 Base Attack Bonus +1	You may take a Standard Action to 'Awe' an opponent with 30', who can see you, and who has an Intelligence score. If the opponent fails a Will saving throw (DC 10 + ½ your character level + your Charisma modifier) it is Shaken for 10 minutes. This fear has no effect on a creature that is already Shaken.
Deadly Defense [General, Fighter]	(CSco p076)	—	When 'Fighting Defensively' or using Combat Expertise with at least a –2 penalty, you do +1d6 damage with a Light or Finesse melee weapon. You may only use this feat if you are wearing Light Armor or less.
Distracting Attack [General, Fighter]	(Mini p25)	Base Attack Bonus +1	Any creature who attacks an opponent you attacked in the last round (even if you missed), receives a +1 Circumstance bonus on attack rolls against the opponent.
Earth Adept [General]	(RoS p138)	Constitution 13 Wisdom 13 Earth Sense	+1 bonus on weapon damage if both you and your opponent are touching the ground.
Earth Master [General]	(RoS p138)	Constitution 13 Wisdom 13 Earth Adept Earth Sense	+1 bonus on attack rolls if both you and your opponent are touching the ground.
Flick of the Wrist [General]	(CWar p99) (RotW p150)	Dexterity 17 Quick Draw Sleight of Hand: 5 ranks	If you draw a Light weapon and attack with it in the same round, your opponent is Flat-Footed for the first attack. This ability can only be used once per round and only once per opponent in a given battle.
Frightful Presence [General]	(Den p106)	Charisma 15 Intimidate: 9 ranks	Whenever you attack or charge, all opponents within a 30' radius, who have fewer levels/HD than you do become Shaken for (1d6 + Charisma modifier) rounds (WillNeg, DC = 10 + ½ character level + Charisma modifier). On a successful save, the opponent is immune to your Frightful Presence for 24 hours. This ability cannot affect creatures with Intelligence 3 or lower, nor does it work on Dragons.
Goad [General, Fighter]	(CAdv p109) (Mini p26)	Charisma 13 Base Attack Bonus +1	As a Move Action, you can goad an opponent who threatens you, has line of sight on you, can hear you, and has an Intelligence of 3 or higher (Goad is mind-affecting). On the goaded opponent's next turn, if the above still applies, it cannot make <u>melee attacks</u> against anyone but you (WillNeg, DC = 10 + ½ character level + Charisma modifier). The opponent may still move, cast spells, and use ranged attacks normally.
Holy Subdual [Exalted, Fighter]	(BoED p44)	Subduing Strike	If you cause your weapon to do nonlethal damage, you have the option of making the following do nonlethal damage too: bonus damage from a Holy Sword, Smite Evil class ability, or any other Smite ability.
Improved Initiative [General, Fighter, Scout]	(PH p96) (CAdv p10)+	—	Gain a +4 bonus on Initiative checks.
Intuitive Attack [Exalted, Fighter]	(BoED p44)	Base Attack Bonus +1	When fighting with a Simple Weapon appropriate for your size, or a natural attack, you have the option of using your Wisdom modifier in place of your Strength modifier as a bonus on your attacks.
Monkey Grip [General]	(CWar p103)	Base Attack Bonus +1	You may use some weapons one size category larger than normal in exchange for a –2 penalty on attacks. A Medium-sized character could use a Large-sized Longsword as a One-Handed Weapon. This feat does not allow you to use an oversized double weapon or to wield an oversized Light weapon in your off-hand.
Mountain Warrior [General]	(RoS p142)	Base Attack Bonus +3 Survival: 5 ranks	+1 bonus to attack rolls on ranged attacks made from higher ground. +1 bonus to damage rolls on melee attacks made from higher ground. Opponents making a melee attack from higher ground do not receive the normal +1 to attack roll. +2 bonus on Balance checks made when moving on steep slopes.
Overwhelming Assault [General]	(PH2 p81)	Base Attack Bonus +15	As a Free Action, designate a foe. If this foe is adjacent to you at the start and end of his/her round and does <u>not</u> attack you, cast a spell on you, or use a special ability on you, you receive a +4 melee attack bonus vs. that foe on the next round.
Quick Draw [General, Fighter, Scout]	(PH p98) (CAdv p10)+	Base Attack Bonus +1	You may draw a weapon as a Free Action. You may draw a hidden weapon as a Move Action. You may draw thrown weapons as Free Actions, which allows you to make multiple attacks as part of a Full Round Attack (if your BAB is high enough).
Simple Weapon Proficiency [General]	(PH p100)	—	Become proficient with <u>all</u> simple weapons (which includes Daggers, Maces, Sickles, Clubs, Morningstars, Spears, Quarterstaffs, Crossbows, Darts, Javelins, & Slings).
Spectral Skirmisher [General, Fighter]	(PH2 p83)	Base Attack Bonus +6	When you are Invisible, you gain the following benefits: a) creatures who cannot see you receive a –5 penalty on Listen checks to hear you. b) a creature attempting a melee attack against the square you are in generates an Attack of Opportunity. If you attack the creature, then he/she automatically knows where you are (assuming you are still Invisible).



## General Melee Feats

General Melee Feats	Source	Prerequisite	Description
Blind-Fight [General, Fighter, Scout]	(PH p89) (CAAdv p10)+	—	If you miss a melee attack due to Concealment, you may reroll the miss chance to see if you can attempt to hit. You keep your Dexterity bonus to AC when attacked in melee by an invisible attacker. Also, your attacker does not get a +2 bonus due to being invisible. Darkness & poor lighting only reduce your movement to 75%, instead of 50%.
Death Blow [General]	(CAAdv p106)	Base Attack Bonus +2 Improved Initiative	You may perform a Coup de Grace as a Standard Action that provokes an Attack of Opportunity.
Elusive Dance [General, Fighter]	(DR333 p88)	Perform (dance): 5 ranks	During your action, you may designate an opponent who may <u>not</u> make Attacks of Opportunity against you. If you have the feat Dodge, your designated Dodge and Elusive Dance opponent <u>must</u> be the same creature.
Flensing Strike [General]	(Eb p53)	Exotic Weapon Proficiency (kama) Weapon Focus (kama)	<i>Monk 2<sup>nd</sup>, Monk 6<sup>th</sup></i> As a Full Round Attack, make a single attack roll with a Kama. If it hits, your opponent takes the normal damage and is wracked with pain for 1 minute, receiving a –4 penalty on attacks, saves, & checks for 1 minute unless he/she makes a Fortitude save. The DC is 10 + ½ Character level + Wisdom modifier. This ability may only be used on living, corporeal creatures that feel pain and are subject to critical hits. An Evil Monk may take this feat for their 2 <sup>nd</sup> or 6 <sup>th</sup> level bonus Monk Feats.
Giantbane [Tactical, Fighter]	(CWar p111)	Medium-size or smaller Base Attack Bonus +6 Tumble: 5 ranks	You may use the following 3 tactical maneuvers: <u>Duck Underneath</u> – If you take a Total Defense action against a foe who is at least two size categories larger than you, you gain an additional +4 bonus on your AC. If your foe misses on his/her attack, you may make a Tumble check vs. DC 15 to move to the opposite side of your foe. <u>Death from Below</u> – If you successfully performed a <u>Duck Underneath</u> maneuver the round before, you can make an immediate single attack on the foe you ducked under. Your foe is Flat-Footed & you gain a +4 bonus on your attack. <u>Climb Aboard</u> – If you are adjacent to a foe at least two size categories larger than you, you may make a Climb check vs. DC 10 to climb onto your foe. As long as you are on your foe, he/she has a –4 penalty on attack rolls to hit you & you are carried with him/her. Your foe may get you off with a Grapple check opposed by your Climb check.
Hear the Unseen [General, Fighter, Scout]	(CAAdv p119) (CAAdv p10)+	Blind-Fight Listen: 5 ranks	As a Move Action, you can attempt a Listen check vs. DC 25 to pinpoint all foes within 30' (as long as you have line of effect on them). This benefit does not eliminate your miss chance. If an opponent is using Move Silently, it is an opposed check, with a +15 bonus for your opponent. If you are Deafened, or in an area of <i>Silence</i> , you cannot use this feat.
Lunging Strike [General, Fighter]	(PH2 p80)	Base Attack Bonus +6	As a Full Round Attack, you may make one attack with +5' reach. May be used with armed, unarmed, & touch attacks.
Precise Swing [General]	(Eb p58)	Base Attack Bonus +5	Ignore the effects of Cover (but not Total Cover) when making any melee attack.
Prone Attack [General, Fighter]	(CWar p103)	Dexterity 15 Base Attack Bonus +2 Lightning Reflexes	1. Opponents do not receive a bonus on their melee attack roll when you are Prone. 2. If you attack while Prone, you receive no penalty on the attack roll. If it is successful, you regain your feet as a Free Action.
Raptor School [Tactical]	(CWar p111)	Wisdom 13 Jump: 5 ranks Base Attack Bonus +6	You may use the following 3 tactical maneuvers: <u>Eagle's Swoop</u> – If you Charge or jump down at least 10' onto your foe, you may make a Jump check to do extra damage. You DC is 15 to do +2 damage –or– DC 25 to do +4 damage. If you fail the Jump check, you miss your foe entirely & if the check misses by 5+, you end up Prone. <u>Falcon's Feathers</u> – As a Standard Action, you may attempt a Feint action using a cloak to cause the distraction. For this maneuver, you use your Base Attack Bonus in place of your ranks in Bluff for the Feint. If successful, your opponent is Flat-Footed for the next melee attack you make against him/her. <u>Hawk's Eye</u> – As a Full Round Action, you observe your opponent (you can do this for up to 3 consecutive rounds). The next melee attack you make on that opponent receives a +2 bonus to attack & damage for each round you observed (maximum of +6). If you do not attack within 3 round of observing or your opponent attacks you first, the bonuses are lost.
Spear Master [General, Fighter]	(DR30 p89)	—	You may choose to wield a Spear or Shortspear as a Double Weapon. The blunt end does Bludgeoning damage in the same amount as the Piercing end. Each end must be Enchanted separately.
Stalwart [General]	(DR323 p96)	—	You receive a +4 bonus on opposed Strength checks made to resist Bull Rush, Overrun, and Trip attacks.
Subduing Strike [General, Fighter]	(BoED p46)	—	You may deal nonlethal damage with a melee weapon <u>without</u> taking a –4 penalty on the attack roll. If you have Sneak Attack dice, you may do nonlethal Sneak Attack damage with any weapon.
Tunnel Fighting [General, Fighter]	(RoS p145)	Base Attack Bonus +1	You do not take a penalty on your attack rolls or to your AC when squeezing into or through a tight space.
Tunnelfighter [General]	(Und p27)	Dexterity 13 –or– Tunnelrunner	You ignore the penalty for hampered melee in a narrow or low space; your penalty for using a two-handed weapon in such conditions is only –4; you do not lose your Dexterity bonus to armor class in such places. If a space is both low <u>and</u> narrow, you function as if only one of the penalties applied.
Weapon Finesse [General, Fighter]	(PH p102)	Base Attack Bonus +1	Use your Dexterity modifier instead of your Strength modifier as the bonus to your melee attacks when using any Light Weapon, a Rapier, a Spiked Chain, or a Whip. (note: this feat now applies to all appropriate weapons).

## Two-Weapon Feats

Two-Weapon Feats	Source	Prerequisite	Description
Double Hit [General, Fighter]	(Mini p25)	Dexterity 17 Base Attack Bonus +6 Combat Reflexes Two-Weapon Fighting	Before you make an Attack of Opportunity, you may choose to attack with <b>both</b> weapons, taking the standard penalties for fighting with two weapons.
Dual Strike [General, Fighter]	(CAdv p108)	Two-Weapon Fighting Improved Two-Weapon Fighting	As a Standard Action, you can make a melee attack with your primary and off-hand weapon. Both attacks use the same attack roll and the worse of the two weapon's attack modifier. If you are using a one-handed or light weapon in your off-hand, you take a –4 penalty; otherwise the penalty is –10. Each weapon deals its damage normally and reduction/resistance is applied separately. Precision damage (such as sneak attack) is only applied once. A critical hit only deals critical damage from the primary.
Greater Two-Weapon Defense [General, Fighter]	(CWar p100)	Dexterity 19 Base Attack Bonus +11 Improved Two-Weapon Defense Two-Weapon Defense Two-Weapon Fighting	When wielding two weapons (but <b>not</b> when using Unarmed Strikes or Natural Weapons), you gain a +3 Shield bonus to AC. If Fighting Defensively or using Total Defense, you gain a +6 Shield bonus to AC.
Greater Two-Weapon Fighting [General, Fighter]	(PH p95)	Dexterity 19 Base Attack Bonus +11 Improved Two-Weapon Fighting	<i>Ranger 11<sup>th</sup></i> As part of a Full Round Attack, you may make an attack with your secondary weapon at –2, a second attack at –7, and a third attack at –12.
Haft Strike [General]	(DR331 p28)	Two-Weapon Fighting	When making a Full Attack Action with a Polearm that is <b>not</b> a Double weapon, you may make an off-hand attack with the haft of the Polearm that does damage as if it were a Club. All normal Two-Weapon Fighting rules apply. If the Polearm is magical, its haft counts as magic for purposes of overcoming Damage Reduction. Normally, the haft of a non-double weapon counts as an Improvised weapon and cannot be used as part of a Full Attack Action.
Improved Two-Weapon Defense [General, Fighter]	(CWar p101)	Dexterity 17 Base Attack Bonus +6 Two-Weapon Defense Two-Weapon Fighting	When wielding two weapons (but <b>not</b> when using Unarmed Strikes or Natural Weapons), you gain a +2 Shield bonus to AC. If Fighting Defensively or using Total Defense, you gain a +4 Shield bonus to AC.
Improved Two-Weapon Fighting [General, Fighter]	(PH p96)	Dexterity 17 Base Attack Bonus +6 Two-Weapon Fighting	<i>Ranger 6<sup>th</sup></i> As part of a Full Round Attack, you may make an attack with your secondary weapon at –2, a second attack at –7.
Oversized Two-Weapon Fighting [General, Fighter]	(CAdv p111)	Strength 13 Two-Weapon Fighting	When wielding a One-Handed weapon in your off hand, you only take penalties as if it were a Light weapon.
Pin Shield [General]	(CWar p103)	Base Attack Bonus +4 Two-Weapon Fighting	As part of a Full Round Attack, you may skip your off-hand attacks (but still take the –2 penalty) in order to grab your opponent's shield during the attack. This deprives your opponent of his/her Shield Bonus to AC. You may only use this ability when fighting an opponent within one size category larger or smaller than you who is using a shield and you are fighting with two weapons.
Spear Master [General, Fighter]	(DR30 p89)	—	You may choose to wield a Spear or Shortspear as a Double Weapon. The blunt end does Bludgeoning damage in the same amount as the Piercing end. Each end must be Enchanted separately.
Two-Weapon Attack of Opportunity [General, Fighter]	(DR340 p87)	Dexterity 17 Combat Reflexes Two-Weapon Fighting	When you make an Attack of Opportunity, you are allowed an attack with each of your weapons, with the normal penalties for doing so. This counts as two of your Attacks of Opportunity per round and your maximum is not increased.
Two-Weapon Defense [General, Fighter]	(PH p102)	Dexterity 15 Two-Weapon Fighting	When wielding two weapons or a double weapon (but <b>not</b> when using Unarmed Strikes or Natural Weapons), you gain a +1 Shield bonus to AC. If Fighting Defensively or using Total Defense, you gain a +2 Shield bonus to AC.
Two-Weapon Fighting [General, Fighter]	(PH p102)	Dexterity 15	<i>Ranger 2<sup>nd</sup></i> Your penalty for fighting with two weapons simultaneously (or with a double weapon) is reduced by –2 on your primary hand & –6 on your secondary hand. This works out to –2 on both hands when wielding a Light or One-Handed weapon in your primary hand and a Light weapon in your secondary hand. As part of a Full Round Attack, you may make a single attack with your secondary weapon.
Two-Weapon Pounce [General, Fighter]	(PH2 p84)	Dexterity 15 Base Attack Bonus +6 Two-Weapon Fighting	<i>Ranger 6<sup>th</sup></i> At the end of a Charge, you may attack with both your primary & off-hand weapons. The +2 attack bonus for the Charge and the –2 penalty for fighting with two weapons cancel out. You still receive the –2 penalty to AC for the Charge.
Two-Weapon Rend [General, Fighter]	(PH2 p84)	Dexterity 15 Base Attack Bonus +11 Two-Weapon Fighting	<i>Ranger 11<sup>th</sup></i> If you damage an opponent with each of your weapons in a given round, you do extra damage equal to 1d6 + 1 ½ Strength modifier. With regards to Damage Reduction, use the off-hand weapon's characteristics. A given creature may only take this rending damage once per round.

## Weapon Specific Feats

Each of these feats can be taken multiple times, each with a different ‘chosen’ weapon.

Weapon Specific	Source	Prerequisite	Description
Exotic Weapon Proficiency [General, Fighter]	(PH p94)	Base Attack Bonus +1 For Dwarven Waraxe or Bastard Sword, Str 13	Become proficient in chosen exotic weapon (i.e., Exotic Weapon Proficiency (spiked chain)) grants proficiency with a Spiked Chain.
Graceful Edge [General, Fighter]	(DU128 p44)	Base Attack Bonus +1 Weapon Finesse Weapon Focus with the chosen One-Handed Slashing weapon	When fighting with the chosen weapon in your primary hand and no weapon or shield in your off-hand, receive the following benefits: a) treat the chosen weapon as ‘Light’ (i.e., Weapon Finesse applies to it); b) receive a +1 Shield bonus to AC; and c) if Fighting Defensively or using Total Defense, receive a +2 Shield bonus to AC.
Greater Weapon Focus [General, Fighter]	(PH p95)	Fighter 8 <sup>th</sup> Weapon Focus with the chosen weapon	Gain an additional +1 bonus to attack rolls with the chosen weapon.
Greater Weapon Specialization [General, Fighter]	(PH p95)	Fighter 12 <sup>th</sup> Weapon Focus with the chosen weapon Greater Weapon Focus with the chosen weapon Weapon Specialization with the chosen weapon	Gain an additional +2 bonus on damage rolls with the chosen weapon.
Improved Critical [General, Fighter]	(PH p95)	Base Attack Bonus +8 Proficiency with the chosen weapon	The threat range for the chosen weapon is doubled (20 becomes 19-20, 19-20 becomes 17-20, 18-20 becomes 15-20). Does <u>not</u> stack with Keen Edge or any other effect which also improves threat range.
Martial Weapon Proficiency [General]	(PH p97)	—	Become proficient in chosen martial weapon. Barbarians, Fighters, Paladins, and Rangers receive proficiency in <u>all</u> Martial Weapons.
Necropotent [General, Fighter]	(LM p29)	Fighter 4 <sup>th</sup> Weapon Focus with the chosen weapon Weapon Specialization with the chosen weapon	You gain a +4 bonus on all damage rolls you make using the chosen weapon against Undead.
Power Critical [General, Fighter]	(CWar p103)	Weapon Focus Base Attack Bonus +4	Gain a +4 bonus to confirm a threatened critical with your chosen weapon.
Sanctify Martial Strike [Exalted]	(BoED p46)	Charisma 15 Weapon Focus	Damage done by chosen weapon is considered ‘Good’ for the purposes of overcoming Damage Reduction. In addition, the chosen weapon does +1 hp of damage to Evil creatures and +1d4 damage to Evil Outsiders & Evil Undead.
Weapon Focus [General, Fighter]	(PH p102)	Base Attack Bonus +1 Proficiency with the chosen weapon	Gain a +1 bonus to attack rolls with the chosen weapon. You may take this feat with Unarmed Attacks, Ranged Spells, Grapple, or even a Natural Attack.
Weapon Specialization [General, Fighter]	(PH p102)	Fighter 4 <sup>th</sup> Weapon Focus	Gain a +2 bonus on damage rolls with the chosen weapon.
Weapon Supremacy [General]	(PH2 p85)	Fighter 18 <sup>th</sup> Weapon Focus with the chosen weapon Greater Weapon Focus with the chosen weapon Weapon Specialization with the chosen weapon Greater Weapon Specialization with the chosen weapon Weapon Mastery with the chosen weapon’s type	When fighting with the chosen weapon, receive the following benefits: a) +4 bonus to avoid being Disarmed; b) if Grappled, you may still attack with the chosen weapon as a Standard Attack or a Full Round Attack without penalty; c) when you make a Full Round Attack, you may assign a +5 bonus on any attack roll after the 1 <sup>st</sup> ; d) you may ‘Take 10’ on your attack roll, once per round; and e) +1 bonus to AC. Note: unlike Weapon Focus & other weapon specific feats, this feat may only be taken <u>once</u> (you may only have supremacy with one type of weapon).

Weapon Mastery Feats

Weapon Mastery	Source	Prerequisite	Description
Crushing Strike [General]	(PH2 p78)	Base Attack Bonus +14 Weapon Focus (any bludgeoning) Weapon Specialization (any bludgeoning) Melee Weapon Master – Bludgeoning	When making a Full Round Attack with any Bludgeoning melee weapon, you receive a +1 cumulative bonus on attack rolls for each roll that has hit <u>this</u> round (i.e., it restarts at +0 at the start of each round).
Driving Attack [General]	(PH2 p78)	Base Attack Bonus +14 Weapon Focus (any piercing) Weapon Specialization (any piercing) Melee Weapon Master – Piercing	Spend a Full Round Attack action to make a single melee attack with any Piercing weapon. If the attack hits, you do damage and make a modified Bull Rush that uses your damage in place of your Strength modifier, does not provoke an Attack of Opportunity, and does not cause you to move. If you move your opponent 10' or more, you may reduce the distance moved by your opponent to have him/her fall Prone at the end of the movement.
Melee Weapon Mastery – Bludgeoning [General, Fighter]	(PH2 p81)	Base Attack Bonus +8 Weapon Focus (any bludgeoning melee) Weapon Specialization (any bludgeoning melee)	<u>Any</u> Melee Bludgeoning weapon you wield has a +2 bonus on attack & damage rolls.
Melee Weapon Mastery – Piercing [General, Fighter]	(PH2 p81)	Base Attack Bonus +8 Weapon Focus (any piercing melee) Weapon Specialization (any piercing melee)	<u>Any</u> Melee Piercing weapon you wield has a +2 bonus on attack & damage rolls.
Melee Weapon Mastery – Slashing [General, Fighter]	(PH2 p81)	Base Attack Bonus +8 Weapon Focus (any slashing melee) Weapon Specialization (any slashing melee)	<u>Any</u> Melee Slashing weapon you wield has a +2 bonus on attack & damage rolls.
Slashing Flurry [General]	(PH2 p82)	Base Attack Bonus +14 Weapon Focus (any slashing) Weapon Specialization (any slashing) Melee Weapon Master – Slashing	When making a Standard Attack with a melee Slashing weapon, you may make two attacks – the first is at a –5 penalty, the second is at a –10 penalty. When making a Full Round Attack with a melee Slashing weapon, you may make an extra attack at your highest attack bonus, but all attacks have a –5 penalty.

Defensive Feats

Defensive Feats	Source	Prerequisite	Description
Battle Hardened [General, Fighter]	(DR343 p93)	Base Attack Bonus +4	You gain a +1 Circumstance bonus to your AC if two (or more) opponents who threaten you.
Close-Quarters Fighting [General, Fighter]	(CWar p97)	Base Attack Bonus +3	You receive an Attack of Opportunity when a creature attempts to Grapple you, even if the creature has Improved Grapple or an ability that lets its start a Grapple without an Attack of Opportunity. If you cause damage on your Attack of Opportunity, the Grapple attempt automatically fails unless the attacker has Improved Grapple or a similar ability. In this case, add your damage to the initial Grapple check to see if the creature starts its Grapple. This Feat does not grant an extra Attack of Opportunity.
Eyes in the Back of Your Head [General]	(CWar p98)	Wisdom 13 Base Attack Bonus +1	Attackers who are flanking you do not receive a +2 attack bonus. You still are considered Flanked, so you can still be Sneak Attacked. This ability does not apply if you are Flat-Footed or deprived of your Dex.
Stoneback [General, Fighter]	(RoS p144)	Shield Proficiency Tunnel Fighting	If you have a ready Shield (with which you are proficient) and one side of your space is entirely in contact with a solid wall, you cannot be Flanked.

## Shield Feats

Shield Feats	Source	Prerequisite	Description																		
Active Shield Defense [General, Fighter]	(PH2 p 71)	Shield Proficiency Shield Specialization	When Fighting Defensively while using a Shield, you do not take the normal –4 penalty on attack when you make an Attack of Opportunity. When using an All Out Defense action using a Shield, you still threaten the area around you as normal and can make Attacks of Opportunity at a –4 penalty on the attack roll.																		
Agile Shield Fighter [General, Fighter]	(PH2 p74)	Shield Proficiency Improved Shield Bash Shield Specialization	When making a Full Round Attack with a weapon and a Shield Bash, the penalty is –2 on each, instead of whatever the penalty would have been (i.e., due to not having Two-Weapon Fighting, etc.).																		
Blood-Spiked Charger [Tactical, Fighter]	(PH2 p92)	Base Attack Bonus +6 Strength 13 Power Attack Weapon Focus (spiked armor) Weapon Focus (spiked shield)	You may use the following 3 tactical maneuvers: <b>Spiked Avalanche</b> – If you make a Charge while wearing Spiked Armor and using a Spiked Shield (or with your hands empty), you may make a single attack with the Spiked Armor or the Spiked Shield that receives a 2x Strength modifier bonus to damage –or– attacks with <u>both</u> your Spiked Armor and your Spiked Shield that each receive a 1x Strength modifier bonus to damage (two weapon penalties apply). <b>Spiked Rebuke</b> – When you Fight Defensively with a Spiked Shield and an opponent missed your AC but would have hit if not for your Shield, your next attack against that opponent with your Spiked Shield (if in the next round) receives a +2 bonus on its attack roll. <b>Spiked Slam</b> – As a Full Round Action, you may make a single attack with your Spiked Shield that generates an Attack of Opportunity, has a 2x Strength modifier bonus to damage in addition to the damage below. You do not threaten adjacent squares until the start of your next round. <table border="1"> <thead> <tr> <th>Size</th> <th>Bonus Dmg</th> <th>Size</th> <th>Bonus Dmg</th> <th>Size</th> <th>Bonus Dmg</th> </tr> </thead> <tbody> <tr> <td>Small</td> <td>+1d4</td> <td>Large</td> <td>+1d8</td> <td>Gargantuan</td> <td>+2d8</td> </tr> <tr> <td>Medium</td> <td>+1d6</td> <td>Huge</td> <td>+2d6</td> <td>Colossal</td> <td>+3d6</td> </tr> </tbody> </table>	Size	Bonus Dmg	Size	Bonus Dmg	Size	Bonus Dmg	Small	+1d4	Large	+1d8	Gargantuan	+2d8	Medium	+1d6	Huge	+2d6	Colossal	+3d6
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Formation Expert [Tactical, Fighter]	(CWar p110)	Base Attack Bonus +5	You may use the following 3 tactical maneuvers, even if your allies do not have the feat too: <b>Lock Shield</b> – If you and the two allies on either side of you are wielding shield, you gain a +1 bonus to AC. <b>Step into the Breach</b> – If there is a line of adjacent allies and one ally within a single move falls, you may make a single move to that ally's location as if you had a Readied Action. <b>Wall of Polearms</b> – Gain a +2 attack bonus if you and your adjacent allies are each wielding the same weapon, which must be off the following list: Shortspear, Longspear, Trident, Glaive, Gisarme, Halberd, or Ranseur.																		
Improved Buckler Defense [General, Fighter]	(CWar p100)	Shield Proficiency	When you attack with a weapon in your off-hand, you may still apply your Buckler's Shield bonus to your AC.																		
Improved Shield Bash [General, Fighter]	(PH p96)	Shield Proficiency	You may attack with your shield and still keep your Shield bonus to AC.																		
Improved Shield Snare [General, Fighter]	(DR309 p110)	Shield Proficiency Combat Reflexes Improved Shield Bash Shield Snare	If your opponent is disarmed due to the use of your Shield Snare feat, you can make an Attack of Opportunity against your opponent immediately. You gain a +2 bonus on your attacks against this opponent as long as he/she remains disarmed.																		
Improved Shieldmate [General, Fighter]	(Mini p27)	Base Attack Bonus +4 Shieldmate	Adjacent allies receive a +2 Shield bonus to AC when you are using a Shield with which you are proficient and can take actions. The bonus increases to +3 if you are using a Tower Shield.																		
Shield and Pike Style [General, Fighter]	(DR338 p92)	Proficient with Light Shields	When wielding a Piercing Two-Handed Polearm with Reach with which you have proficiency, you receive the full Shield bonus to AC of a Light Shield you are wearing. Note: Normally, you cannot wield a Two-Handed weapon and use a Light Shield simultaneously.																		
Shield Charge [General, Fighter]	(CWar p105)	Base Attack Bonus +3 Improved Shield Bash	If you successful hit your opponent with your Shield at the end of a Charge, you may make a Trip attack immediately without provoking an Attack of Opportunity. If it fails, your opponent does not get an attempt to trip you.																		
Shield Slam [General, Fighter]	(CWar p105)	Base Attack Bonus +6 Improved Shield Bash Shield Charge	You may make a 'Shield Slam' as a Full Attack or at the end of a Charge. If it hits, your opponent takes normal damage and is Dazed for 1 round (FortNeg, DC is Strength-based).																		
Shield Sling [General, Fighter]	(PH2 p 82)	Shield Proficiency Base Attack Bonus +9 Improved Shield Bash Shield Specialization	You can use your Light Shield or Heavy Shield as a Thrown Weapon. It does its normal bashing damage plus your Strength modifier. The Shield can also be used to make a Ranged Trip, though the Size modifier on the attempt can be no more than +0 (though it can be lower for a Small sized creature).																		
Shield Snare [General, Fighter]	(DR309 p110)	Shield Proficiency Improved Shield Bash	To use this Feat, you must ready a Shield Snare action in response to an opponent's melee attack. When your opponent attacks, you immediately make a Disarm attempt with your shield that does not generate an Attack of Opportunity. If you fail, your opponent cannot attempt to disarm you in response. When making the disarm check, treat a Buckler as a Light weapon, a Light Shield as a One-Handed weapon, and a Heavy or Tower Shield as a Two-Handed weapon. If you attempt a Shield Snare action, you lose your Shield Bonus to AC until the start of your next turn.																		
Shield Specialization [General, Fighter]	(PH2 p82)	Shield Proficiency	When you take this feat, choose between 'Buckler', 'Light Shields', and 'Heavy Shields'. You receive a +1 improvement to your Shield bonus to AC when using that type of Shield. You may take this feat multiple types, each with a different type of Shield.																		
Shield Ward [General, Fighter]	(PH2 p82)	Shield Proficiency Shield Specialization	Add your Shield bonus to AC to the following: a) Touch AC; and b) resisting Bull Rush, Disarm, Grapple, Overrun, & Trip attempts.																		
Shieldmate [General, Fighter]	(Mini p28)	Base Attack Bonus +1	Adjacent allies receive a +1 Shield bonus to AC when you are using a Shield with which you are proficient and can take actions. The bonus increases to +2 if you are using a Tower Shield.																		

## Mounted Combat Feats

Mounted Combat	Source	Prerequisite	Description
Cavalry Charger [Tactical, Fighter]	(CWar p108)	Base Attack Bonus +7 Mounted Combat Spirited Charge Trample	You may use the following 3 tactical maneuvers: <u>Unhorse</u> – While mounted, if you Charge and successfully hit a mounted opponent, you may make an immediate Bull Rush attempt. If successful, your opponent moves back but his/her mount does not. <u>Leaping Charge</u> – While mounted, if you Charge a foe at least one size category smaller than you, you may choose to make a Ride check at the end of movement to do extra damage (either DC 10 for +2 damage or DC 20 for +4 damage). If you fail, you do not get an attack. If you fail by 5+, you also fall off your mount. <u>Fell Trample</u> – While mounted, you may Overrun more than one foe. Each successfully Overrun foe receives an attack (typically a hoof).
Improved Mounted Archery [General, Fighter]	(CWar p101)	Mounted Combat Mounted Archery Ride: 1 rank	If you make a ranged attack from the back of a mount making a double-move, you receive no penalty on the attack roll. If your mount is running, you receive a –2 penalty. You may attack at any point in your mount's movement.
Mounted Archery [General, Fighter]	(PH p98)	Mounted Combat Ride: 1 rank	If you make a ranged attack from the back of a mount making a double-move, you receive a –2 penalty on the attack roll (instead of the standard –4 penalty). If your mount is running, you receive a –4 penalty (instead of –8).
Mounted Casting [General]	(Mini p27)	Mounted Combat Ride: 1 rank	Receive a +10 bonus on Concentration checks to cast while mounted.
Mounted Combat [General, Fighter]	(PH p98)	Ride: 1 rank	Once per round, if your mount is hit in combat, you may make a Ride check. If this check is greater than the attack roll, you negate the hit.
Mounted Fighting [General, Fighter, Scout]	(DR346 p86)	Mounted Combat Base Attack Bonus +8 Ride: 11 ranks	+1 bonus on attack and damage while mounted.
Ride-By Attack [General, Fighter]	(PH p99)	Mounted Combat Ride: 1 rank	When doing a Charge action on your mount, you may move, attack, and then continue the movement (up to a double move). This does not provoke an Attack of Opportunity from the creature you attack.
Spirited Charge [General, Fighter]	(PH p101)	Mounted Combat Ride-By Attack Ride: 1 rank	When attacking as part of a Charge action while on a mount, you do double damage (triple with a Lance).
Trample [General, Fighter]	(PH p101)	Mounted Combat Ride: 1 rank	When doing an Overrun action while mounted, your foe may not avoid you. If you knock the foe down, your mount may make one hoof attack (including the +4 bonus because the foe is Prone).
Tunnel Riding [General]	(RoS p145)	Mounted Combat Tunnel Fighting	You and your mount do not take penalties on attack rolls or to AC when squeezing into or through tight spaces. You can fight in any space large enough for the mount to squeeze through.

## Ranged Combat Feats

Ranged Combat	Source	Prerequisite	Description
Able Sniper [General]	(RotW p148)	Dexterity 13 Hide: 5 ranks	When using at ranged attack on a flat-footed opponent who is <u>at least</u> 30' away, you gain a +2 bonus on the attack roll. Gain a +4 bonus on Hide checks to hide again after making an attack roll from hiding (PH p76).
Bow Feint [General, Fighter]	(DR350 p90)	Intelligence 13 Point Blank Shot	You may make a 'Feint in Combat' action with a ranged weapon (this feat is <u>not</u> bow-specific). Your target must be within 30' and be able to see you. This action requires a Standard Action with a loaded weapon. Normally, you may only 'Feint in Combat' with a melee weapon.
Bowslinger [General, Fighter]	(Und p24)	Base Attack Bonus +1	+2 bonus on your attack roll when you fire or throw a ranged weapon at a Flat Footed opponent.
Brutal Throw [General, Fighter]	(CAAdv p106)	—	Use your Strength modifier instead of your Dexterity modifier as a bonus to attack rolls with thrown weapons.
Concealed Ambush [General]	(DR339 p87)	Point Blank Shot Precise Shot Hide: 10 ranks Move Silently: 10 ranks	When attempting a Hide check after making a ranged attack while hidden (i.e., 'Sniping'), you only receive a -10 penalty on your Hide check (instead of the standard -20).
Coordinated Archery [General]	(DR316 p84)	Base Attack Bonus +1	To use this ability, you must be adjacent to at least one other character that has the Coordinated Archery feat and who is executing the Coordinated Archery action. Each member of the group using the Coordinated Archery action Delays his/her action to the lowest group member's Initiative. Each member then makes at least one non-magical ranged attack (but may make up to a Full Round Attack if desired) at one or more targets within a 30' area. Each member of the Coordinated attack receives a +2 on the Attack roll –and– +1 on the Damage roll. Note: Since each group member 'Delays' instead of 'Readying', he/she receives a Full Round Action.
Crossbow Sniper [General, Fighter]	(PH2 p77)	Base Attack Bonus +1 Weapon Focus (any crossbow)	When firing a Crossbow with which you have Weapon Focus, you receive the following: 1. +½ Dexterity modifier damage; 2. Sneak Attack & Skirmish class abilities may be used at a range of 60' (instead of 30').
Deadeye Shot [General, Fighter]	(PH2 p78)	Base Attack Bonus +4 Point Blank Shot Precise Shot Skirmish or Sneak Attack class ability	Follow these steps to use this feat: 1) Ready an Action to make a Ranged Attack on an opponent when any of your allies hit it in melee. 2) If the Action is triggered, the opponent loses its Dexterity bonus to AC against your attack <u>only</u> .
Defensive Archery [General, Fighter]	(RotW p148)	Point Blank Shot	+4 bonus to AC vs. Attacks of Opportunity provoked when you make a ranged attack.
Efficient Pull [General, Fighter]	(DR350 p90)	Point Blank Shot	Treat your Strength as being +2 when wielding a Strength-rated (i.e., Mighty) Longbow.
Far Shot [General, Fighter, Scout]	(PH p94) (CAAdv p10)+	Point Blank Shot	Range increment of projectile weapons you use is multiplied by 1.5. Range increment for thrown weapons is multiplied by 2.
Grenadier [General, Fighter]	(PH2 p79)	—	You receive a +1 bonus to hit with 'splash' weapons and do +1 damage with them (including those only subjected to the splash).
Improved Precise Shot [General, Fighter]	(PH p96)	Dexterity 19 Base Attack Bonus +11 Point Blank Shot Precise Shot	<i>Ranger 1<sup>st</sup></i> When you are making a ranged attack, the following apply: Ignore the AC bonus granted by Cover (but Total Cover still applies). Ignore the miss chance granted by Concealment (but Total Concealment still applies). When attacking an opponent that is being Grappled, you have no chance of hitting the wrong target.
Improved Rapid Shot [General, Fighter]	(CWar p101)	Point Blank Shot Rapid Shot Manyshot	When making a Full Attack action with a ranged weapon, you may take one extra attack (at your highest base attack bonus) <u>without</u> the standard -2 penalty.
Manyshot [General, Fighter]	(PH p97)	Dexterity 17 Base Attack Bonus +6 Point Blank Shot Rapid Shot	<i>Ranger 6<sup>th</sup></i> As part of a <u>Standard Action</u> , you may fire two arrows at a single opponent within 30'. You make a single attack roll with a -4 penalty. If it hits, then the opponent takes the damage from both arrows, but only takes "precision based" damage once (this includes Sneak Attack, Ranger Favored Enemy, Critical hits, etc.). Damage Reduction applies to each arrow separately. If your Base Attack Bonus is +11 or higher, you may shoot 3 arrows at once at a penalty of -6. If your Base Attack Bonus is +16 or higher, you may shoot 4 arrows at once at a penalty of -8.
Penetrating Shot [General, Fighter]	(PH2 p81)	Strength 15 Base Attack Bonus +10 Point Blank Shot	As a Standard Action, you may attack all creatures in a 60' Line with a single projectile weapon attack. Roll separately for each creature and special damage (i.e., Sneak Attack, Flaming weapon, etc.) only applies to the first.
Plunging Shot [General]	(RotW p152)	Dexterity 13 Point Blank Shot	If your target is at least 30' lower than you, your ranged attack does +1d6 damage.
Point Blank Shot [General, Fighter, Scout]	(PH p98) (CAAdv p10)+	—	+1 bonus on attack & damage rolls with ranged weapons when used within 30' of their target. A spellcaster receives this bonus when using a Ray or Energy Missile spell.
Power Throw [General, Fighter]	(CAAdv p111)	Strength 13 Brutal Throw Power Attack	On your round before making an attack, you may choose a number X to subtract from all thrown weapon attacks and add it to your damage until your next round. The number X may be no more than your base attack bonus.
Precise Shot [General, Fighter, Scout]	(PH p98) (CAAdv p10)+	Point Blank Shot	You can use ranged weapons into melee without taking a -4 penalty on your attack. A spellcaster receives this bonus when using a Ray or Energy Missile spell.
Ranged Disarm [General, Fighter]	(CWar p103)	Dexterity 15 Base Attack Bonus +5 Point Blank Shot Precise Shot	This feat applies to <u>one ranged weapon</u> with which you are proficient. You may make a Disarm Attempt with the chosen weapon as long as you are within 30' of your opponent. This feat does <u>not</u> stack with Improved Disarm. This feat may be taken multiple times, each with a different weapon.

Ranged Combat	Source	Prerequisite	Description
Ranged Pin [General, Fighter]	(CWar p104)	Dexterity 15 Base Attack Bonus +5 Point Blank Shot Precise Shot	You may pin your opponent's clothes / armor to a wall, tree, etc., that is within 5'. You must succeed on a Ranged Attack and then win an Opposed Grapple Check (size modifier still apply). If successful, you opponent must make an Escape Artist check vs. DC 15 as a Standard Action to become free. This feat does <u>not</u> stack with Improved Grapple.
Ranged Sunder [General, Fighter]	(CWar p104)	Strength 13 Base Attack Bonus +5 Point Blank Shot Precise Shot	When attacking an object, you deal full damage (instead of ½ damage) with Slashing or Bludgeoning Ranged Weapons –or– ½ damage (instead of no damage) with Piercing Ranged Weapons. You must be within 30' of your target to use this feat. This feat does <u>not</u> stack with Improved Sunder.
Ranged Threat [General, Fighter]	(DR350 p90)	Base Attack Bonus +6 Combat Reflexes Point Blank Shot Precise Shot	If a creature within 15' of you takes an action that provokes an Attack of Opportunity, you may make a single ranged attack against him/her/it at your highest attack bonus. This consumes <u>all</u> of your remaining Attacks of Opportunity for the round.
Ranged Weapon Mastery – Bludgeoning [General, Fighter]	(PH2 p82)	Base Attack Bonus +8 Weapon Focus (any bludgeoning ranged) Weapon Specialization (any bludgeoning ranged)	<u>Any</u> Ranged Bludgeoning weapon you wield has a +2 bonus on attack & damage –and– +20' range increment.
Ranged Weapon Mastery – Piercing [General, Fighter]	(PH2 p82)	Base Attack Bonus +8 Weapon Focus (any piercing ranged) Weapon Specialization (any piercing ranged)	<u>Any</u> Ranged Piercing weapon you wield has a +2 bonus on attack & damage rolls –and– +20' range increment.
Ranged Weapon Mastery – Slashing [General, Fighter]	(PH2 p82)	Base Attack Bonus +8 Weapon Focus (any slashing ranged) Weapon Specialization (any slashing ranged)	<u>Any</u> Ranged Slashing weapon you wield has a +2 bonus on attack & damage rolls –and– +20' range increment.
Rapid Reload [General, Fighter, Scout]	(PH p99) (CAdv p10)+	Weapon Proficiency with a Crossbow	You may reload a specific type of Crossbow more quickly than is standard. A Hand Crossbow or a Light Crossbow may be reloaded as a Free Action (which allows you to make multiple attacks as part of a Full Round Attack (if your BAB is high enough)). A Heavy Crossbow may be reloaded as a Move Action. Note: You may take this feat multiple times. Each time it applies to a different type of crossbow.
Rapid Shot [General, Fighter]	(PH p99)	Dexterity 13 Point Blank Shot	<i>Ranger 2<sup>nd</sup></i> When making a Full Attack action with a ranged weapon, you may take one extra attack (at your highest base attack bonus), but all your attacks are at –2.
Ricochet [General, Fighter]	(DR343 p93)	Dexterity 19 Blind-Fight Point Blank Shot Precise Shot Improved Precise Shot Base Attack Bonus +15	When you hit a creature with a thrown weapon that does Bludgeoning damage, you may make an additional attack at a creature adjacent to your initial target. The second attack roll receives a –5 penalty to hit. If successful, the second target takes ½ * (weapon damage + Strength modifier), and cannot be used for a Sneak Attack. Usable once per round. Only one additional target can be struck by a ricochet.
Sharp-Shooting [General, Fighter]	(CWar p105)	Base Attack Bonus +3 Point Blank Shot Precise Shot	If your target has Cover (but not Total Cover), he/she only gain a +2 bonus to AC (instead of the standard +4 bonus to AC).
Shot on the Run [General, Fighter, Scout]	(PH p100) (CAdv p10)+	Dexterity 13 Base Attack Bonus +4 Point Blank Shot Dodge Mobility	When making a Standard Action attack with a ranged weapon, you can move before and after the attack, up to your base movement.
Throw Anything [General, Fighter]	(CWar p105)	Dexterity 15 Base Attack Bonus +2	You may throw a melee weapon with which you are proficient as if it were a ranged weapon with a range increment of 10' with no penalty on the attack roll.
Woodland Archer [Tactical, Fighter]	(RotW p154)	Point Blank Shot Base Attack Bonus +6	You may use the following 3 tactical maneuvers: <u>Adjust for Range</u> – If you miss a foe with a projectile weapon, you gain a +4 bonus on all other attacks in the same round to hit the same foe. <u>Pierce the Foliage</u> – If you hit a foe with a Miss Chance due to Concealment with a ranged attack, you can ignore the Miss Chance against the same foe in the following round. <u>Moving Sniper</u> – If you succeed in a Sniping Attack (i.e., hit your foe and make a Hide check to remain hidden), the following round you can make a single attack, take a Move Action (normally not allowed), and then make a Hide check to remain hidden. As long as you remain unseen, you can continue making Sniping Attacks.
Zen Archery [General]	(CWar p106)	Wisdom 13 Base Attack Bonus +1	You may use your Wisdom modifier instead of your Dexterity modifier when making ranged attacks.



## Weapon Style Feats

Weapon Style Feats	Source	Prerequisite	Description
Anvil of Thunder [Style]	(CWar p112)	Strength 13 Improved Sunder Power Attack Two-Weapon Fighting Weapon Focus (light hammer –or– warhammer) Weapon Focus (battleaxe –or– dwarven waraxe –or– handaxe)	If you hit the same creature with both your Axe & your Hammer on the same round, your opponent is Dazed for 1 round (FortNeg, DC is Strength-based).
Axespike [Style]	(RoS p137)	Weapon Proficiency (armor spikes) Weapon Proficiency (greataxe) Armor Proficiency (heavy) Weapon Focus (armor spikes)	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 ½ your Strength modifier to this attack.
Bear Fang [Style]	(CWar p112)	Strength 15 Power Attack Two-Weapon Fighting Weapon Focus (dagger) Weapon Focus (battleaxe –or– dwarven waraxe –or– handaxe)	If you hit the same creature with both your Axe & your Dagger on the same round, you have the option of starting a Grapple as a Free Action without provoking an Attack of Opportunity. If successful, you drop your Axe, but gain an additional attack with your Dagger against your foe at your highest attack bonus (with the standard –4 penalty).
Bite of Steel [Style]	(DR332 p88)	Base Attack Bonus +5 Exotic Weapon Proficiency (sai) Weapon Focus (sai) Two-Weapon Fighting Improved Two-Weapon Fighting	When making a Full Round Attack with a Sai in your off-hand, you may use your Sai attacks to attempt to pin your opponent's off-hand weapon (if any). Make an Opposed Attack roll (with a +4 bonus due to the Sai). If successful, your opponent may not use his/her off-hand weapon in the following round (unless he/she moves outside your reach). You may make an attempt for each attack you have with your off-hand weapon, though once successful, you lose the remainder of your attacks with that weapon (since it is pinned too).
Crescent Moon [Style]	(CWar p113)	Improved Disarm Improved Two-Weapon Fighting Two-Weapon Fighting Weapon Focus (dagger) Weapon Focus (bastard sword –or– longsword –or– scimitar –or– short sword)	If you hit the same creature with both your Sword & your Dagger on the same round, you can make an immediate Disarm attempt as a Free Action.
Devastating Thunder [Style]	(DR332 p88)	Mounted Combat Spirited Charge Trample	When you make a successful Spirited Charge, all opponents within 30' of the trampled creature are Shaken for 1 round (WillNeg, DC = 5 + ½ damage dealt). This is a Fear effect. Whether or not the save is successful, a creature cannot be affected by your Devastating Thunder more than once per hour.
Frontline Archer [Style]	(DR332 p88)	Dexterity 15 Weapon Focus (longbow) Combat Reflexes Improved Trip	You may use your Longbow to make a Melee Trip attack. If successful, you may the follow-up attack granted by Improved Trip with the Longbow, which does damage equal to a Club of the same size. If the bow is magical, it is treated as a magic weapon for overcoming Damage Reduction.
Hammer's Edge [Style]	(CWar p113)	Strength 15 Improved Bull Rush Two-Weapon Fighting Weapon Focus (bastard sword –or– longsword –or– scimitar) Weapon Focus (light hammer –or– warhammer)	If you hit the same creature with both your Sword & your Hammer on the same round, your opponent is knocked Prone (FortNeg, DC is Strength-based).
High Sword Low Axe [Style]	(CWar p113)	Improved Trip Two-Weapon Fighting Weapon Focus (bastard sword –or– longsword –or– scimitar) Weapon Focus (battleaxe –or– dwarven waraxe –or– handaxe)	If you hit the same creature with both your Sword & your Axe on the same round, you may attempt a Trip action as a Free Action. If successful, you may make your Improve Trip attack immediately.
Lightning Mace [Style]	(CWar p113)	Combat Reflexes Two-Weapon Fighting Weapon Focus (light mace)	If fighting with a Light Mace in each hand, anytime you <u>threaten</u> a Critical, you gain an additional attack at the same attack bonus.
Net and Trident [Style]	(CWar p114)	Dexterity 15 Exotic Weapon Proficiency (net) Two-Weapon Fighting Weapon Focus (trident)	As a Full Round Action, make a combined Net & Trident attack. 1. Throw your Net. 2. 'Control' your opponent with an opposed Strength check. This must succeed to proceed to steps 3 & 4. 3. Take a 5' step. 4. Make a Full Round Attack with your Trident.
Quick Staff [Style]	(CWar p114)	Combat Expertise Dodge Two-Weapon Fighting Weapon Focus (quarterstaff)	When fighting with your Quarterstaff, if you use Combat Expertise to gain a Dodge bonus, the Dodge bonus is 2 better than your attack penalty.
Shielded Axe [Style]	(RoS p144)	Proficiency with Dwarven Waraxe Proficiency with Handaxe Shield Proficiency Two-Weapon Fighting	When you make a Full Attack with your Dwarven Waraxe (primary hand) and Handaxe (offhand), you still gain the shield bonus for a Buckler. Additionally, you do not take the usual –1 penalty to attack rolls while using a Buckler.

Weapon Style Feats	Source	Prerequisite	Description
Spellrazor [Style]	(RoS p144)	Combat Casting Exotic Weapon Proficiency (Gnome Quickrazor) Two-Weapon Fighting Concentration: 5 ranks	As a Full-Round action, you can cast a melee touch attack spell, attack with the spell, and make an off-hand attack with your Gnome Quickrazor.
Spinning Halberd [Style]	(CWar p114)	Combat Reflexes Two-Weapon Fighting Weapon Focus (halberd)	When you make a Full Round Attack with a Halberd, you receive a +1 Dodge bonus to AC & an additional attack with the staff end at a –5 penalty which is a 1d6 + ½ Strength modifier Bludgeoning damage.
Storm of Flying Strikes [Style]	(DR332 p88)	Strength 15 Base Attack Bonus +6 Power Attack Improved Bull Rush Two-Weapon Fighting	When using Power Attack with at least a –5 penalty, if you hit your opponent more than once in a single round, your opponent is knocked Prone at the end of your round (FortNeg, DC = 10 + your Strength modifier + number of times you hit this round). Your opponent may add any Stability bonuses to this saving throw. This ability has no effect on an opponent who is already Prone.
Three Mountains [Style]	(CWar p114)	Strength 13 Cleave Improved Bull Rush Power Attack Weapon Focus (heavy mace –or– morningstar –or– greatclub)	If you strike the same creature twice in the same round with your Heavy Mace, Morningstar, or Greatclub, your opponent is Nauseated for 1 round (FortNeg, DC is Strength-based)
Turtle Dart [Style]	(RoS p145)	Exotic Armor Proficiency (Battle Plate –or– Mountain Plate) Tower Shield Proficiency –or– Exotic Shield Proficiency (Extreme Shield) Weapon Focus (shortsword)	When wearing Exotic Heavy Armor and using an Extreme or Tower Shield, you do not provoke Attacks of Opportunity for moving away from a creature which you attacked with Shortsword in the same round.

Charging Feats

Charging Feats	Source	Prerequisite	Description																		
Blood-Spiked Charger [Tactical, Fighter]	(PH2 p92)	Base Attack Bonus +6 Strength 13 Power Attack Weapon Focus (spiked armor) Weapon Focus (spiked shield)	You may use the following 3 tactical maneuvers: <b>Spiked Avalanche</b> – If you make a Charge while wearing Spiked Armor and using a Spiked Shield (or with your hands empty), you may make a single attack with the Spiked Armor or the Spiked Shield that receives a 2x Strength modifier bonus to damage –or– attacks with <b>both</b> your Spiked Armor and your Spiked Shield that each receive a 1x Strength modifier bonus to damage (two weapon penalties apply). <b>Spiked Rebuke</b> – When you Fight Defensively with a Spiked Shield and an opponent missed your AC but would have hit if not for your Shield, your next attack against that opponent with your Spiked Shield (if in the next round) receives a +2 bonus on its attack roll. <b>Spiked Slam</b> – As a Full Round Action, you may make a single attack with your Spiked Shield that generates an Attack of Opportunity, has a 2x Strength modifier bonus to damage in addition to the damage below. You do not threaten adjacent squares until the start of your next round. <table border="1"> <thead> <tr> <th>Size</th> <th>Bonus Dmg</th> <th>Size</th> <th>Bonus Dmg</th> <th>Size</th> <th>Bonus Dmg</th> </tr> </thead> <tbody> <tr> <td>Small</td> <td>+1d4</td> <td>Large</td> <td>+1d8</td> <td>Gargantuan</td> <td>+2d8</td> </tr> <tr> <td>Medium</td> <td>+1d6</td> <td>Huge</td> <td>+2d6</td> <td>Colossal</td> <td>+3d6</td> </tr> </tbody> </table>	Size	Bonus Dmg	Size	Bonus Dmg	Size	Bonus Dmg	Small	+1d4	Large	+1d8	Gargantuan	+2d8	Medium	+1d6	Huge	+2d6	Colossal	+3d6
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Combat Brute [Tactical, Fighter]	(CWar p110)	Base Attack Bonus +6 Improved Sunder Power Attack	You may use the following 3 tactical maneuvers: <b>Advancing Blows</b> – If you successfully Bull Rush an opponent, you receive a +1 bonus per 5’ you moved the opponent on attack & damage rolls against that opponent on the next round only. <b>Sundering Cleave</b> – If you destroy an opponent’s weapon or shield with a Sunder action, you receive an immediate melee attack on the opponent at the same attack bonus which the Sunder used. <b>Momentum Swing</b> – If you successfully Charge an opponent, and then on the following round use Power Attack with at least a –5 penalty, the bonus damage for the power attack is x1½ for a One-Handed weapon or x3 for a Two-Handed weapon.																		
Flying Kick [General]	(CWar p99)	Strength 13 Jump: 4 ranks Improved Unarmed Strike Power Attack	You do +1d12 damage when you Charge & end with an Unarmed Strike.																		
Frightful Presence [General]	(Den p106)	Charisma 15 Intimidate: 9 ranks	Whenever you attack or charge, all opponents within a 30’ radius, who have fewer levels/HD than you do become Shaken for (1d6 + Charisma modifier) rounds (WillNeg, DC = 10 + ½ character level + Charisma modifier). On a successful save, the opponent is immune to your Frightful Presence for 24 hours. This ability cannot affect creatures with Intelligence 3 or lower, nor does it work on Dragons.																		
Greater Powerful Charge [General, Fighter]	(Eb p54) (Mini p27)	Medium-size or larger Base Attack Bonus +4 Powerful Charge	As Powerful Charge, but treat yourself as one size category larger.																		
Hurling Charge [General, Fighter]	(Mini p27)	Base Attack Bonus +6 Quick Draw	When making a Charge, you may make an attack with a Thrown Weapon <u>during</u> your charge, then draw a Melee Weapon for your attack <u>at the end</u> of your Charge. Note: if you kill the creature you are charging at with your thrown attack, you must still stop when you reach it and still have the penalty to AC until your next round. Note: if you take the ‘Hurling Charge’ attack, you <u>only</u> receive one attack at the end of your Charge (some creatures / classes are entitled to extra, often due to the ‘Pounce’ special ability).																		
Leap Attack [General]	(CAAdv p110) (CAAdvErrata)+	Power Attack Jump: 8 ranks	You can combine a jump with a charge against an opponent. If your jump covers at least 10’ of horizontal distance and end in a square which threatens your opponent, you deal +100% Power Attack damage.																		
Powerful Charge [General, Fighter]	(Eb p57) (MM3 p207) (Mini p27)	Medium-size or larger Base Attack Bonus +1	If the melee attack you make at the end of a Charge hits, you do extra damage. If you have multiple attacks at the end of a Charge, the bonus damage only applies to one of them. <table border="1"> <thead> <tr> <th>Size</th> <th>Bonus Damage</th> <th>Size</th> <th>Bonus Damage</th> </tr> </thead> <tbody> <tr> <td>Medium</td> <td>+1d8</td> <td>Gargantuan</td> <td>+4d6</td> </tr> <tr> <td>Large</td> <td>+2d6</td> <td>Colossal</td> <td>+6d6</td> </tr> <tr> <td>Huge</td> <td>+3d6</td> <td></td> <td></td> </tr> </tbody> </table>	Size	Bonus Damage	Size	Bonus Damage	Medium	+1d8	Gargantuan	+4d6	Large	+2d6	Colossal	+6d6	Huge	+3d6				
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Raptor School [Tactical]	(CWar p111)	Wisdom 13 Jump: 5 ranks Base Attack Bonus +6	You may use the following 3 tactical maneuvers: <b>Eagle’s Swoop</b> – If you Charge or jump down at least 10’ onto your foe, you may make a Jump check to do extra damage. You DC is 15 to do +2 damage –or– DC 25 to do +4 damage. If you fail the Jump check, you miss your foe entirely & if the check misses by 5+, you end up Prone. <b>Falcon’s Feathers</b> – As a Standard Action, you may attempt a Feint action using a cloak to cause the distraction. For this maneuver, you use your Base Attack Bonus in place of your ranks in Bluff for the Feint. If successful, your opponent is Flat-Footed for the next melee attack you make against him/her. <b>Hawk’s Eye</b> – As a Full Round Action, you observe your opponent (you can do this for up to 3 consecutive rounds). The next melee attack you make on that opponent receives a +2 bonus to attack & damage for each round you observed (maximum of +6). If you do not attack within 3 round of observing or your opponent attacks you first, the bonuses are lost.																		
Reckless Charge [General, Fighter]	(Mini p27)	—	When you Charge, you may increase the penalty to your AC to –4 and increase your attack bonus to +4.																		
Shock Trooper [Tactical, Fighter]	(CWar p112)	Base Attack Bonus +6 Improved Bull Rush Power Attack	You may use the following 3 tactical maneuvers: <b>Directed Bull Rush</b> – On a successful Bull Rush at the end of a Charge, you may move your opponent one hex to the left or right for each hex you move him/her backwards. <b>Domino Rush</b> – On a successful Bull Rush that pushes your opponent into the same hex as another opponent, you may attempt to Trip both opponents & they cannot attempt to trip you if you fail. <b>Heedless Charge</b> – If you make a Charge that ends in an attack that uses Power Attack (at least a –5 to your attack roll), you may transfer part or all of the attack roll penalty to your AC as a penalty. This is in addition to the –2 AC due to the Charge.																		

## Polearm Feats

Unless otherwise noted, the following are considered Polearms (see the Equipment Index for more details): Ankus; Awl Pike; Axe, Lochaber; Axe, Orc Double; Bardiche; Bec de Corbin; Duom; Fauchard; Glaive; Goad; Greatspear; Halberd; Hammer, Lucerne; Longspear; Longstaff; Naginata; Partisan; Pilum; Poleaxe, Heavy; Quarterstaff; Ranseur; Ritiik; Sasumata; Sharrash, Talenta; Sodegarami; Spear; Spetum; Urgrosh, Dwarven; Voulge; Warpike, Dwarven.

Polearm Feats	Source	Prerequisite	Description
Braced for Charge [General]	(DR331 p28)	Base Attack Bonus +1	If you ready a Polearm to receive a Charge, it does double damage. This does not effect Polearms that already do double damage against a charge.
Formation Expert [Tactical, Fighter]	(CWar p110)	Base Attack Bonus +5	You may use the following 3 tactical maneuvers, even if your allies do not have the feat too: <b>Lock Shield</b> – If you and the two allies on either side of you are wielding shield, you gain a +1 bonus to AC. <b>Step into the Breach</b> – If there is a line of adjacent allies and one ally within a single move falls, you may make a single move to that ally's location as if you had a Readied Action. <b>Wall of Polearms</b> – Gain a +2 attack bonus if you and your adjacent allies are each wielding the same weapon, which must be off the following list: Short spear, Longspear, Trident, Glaive, Gisarme, Halberd, or Ranseur.
Haft Strike [General]	(DR331 p28)	Two-Weapon Fighting	When making a Full Attack Action with a Polearm that is <u>not</u> a Double weapon, you may make an off-hand attack with the haft of the Polearm that does damage as if it were a Club. All normal Two-Weapon Fighting rules apply. If the Polearm is magical, its haft counts as magic for purposes of overcoming Damage Reduction. Normally, the haft of a non-double weapon counts as an Improvised weapon and cannot be used as part of a Full Attack Action.
Long Strike [General]	(DR331 p28)	Base Attack Bonus +2	As a Full Attack Action, you may make <u>one</u> attack with your Polearm as if it had Reach +5' than normal (which grants non-reach Polearms Reach 10').
Pike Hedge [General, Fighter]	(DR317 p83)	Base Attack Bonus +2 Combat Reflexes Hold the Line	When readying an action to receive a charge, weapons that normally do 2x vs. a charge (such as a Spear, Halberd, etc.) do 3x, while all other melee weapons do 2x.
Pole Balance [General]	(DR331 p28)	—	When wielding a Polearm with two hands, you receive a +4 Circumstance bonus to resist being Bull Rushed and being Tripped. The bonus also applies to Balance checks to keep your footing as long as there is a solid surface to brace the Polearm against. You may not use this feat while Flat-Footed.
Pole Fighting [General]	(DR331 p28)	Flurry of Blows class feature Weapon Focus (chosen Polearm)	You may perform Flurry of Blows with the chosen Polearm.
Shield and Pike Style [General, Fighter]	(DR338 p92)	Proficient with Light Shields	When wielding a Piercing Two-Handed Polearm with Reach with which you have proficiency, you receive the full Shield bonus to AC of a Light Shield you are wearing. Note: Normally, you cannot wield a Two-Handed weapon and use a Light Shield simultaneously.
Short Haft [General, Fighter]	(PH2 p82)	Base Attack Bonus +3 Weapon Focus (reach weapon)	As a Swift Action, you may reduce the Reach of any reach weapon (other than Spiked Chain & Whip) by 5'. This changed the squares that you 'threaten'. Returning the weapon to its normal reach is also a Swift Action.
Shorten Grip [General]	(DR331 p28)	—	When wielding a Polearm with Reach with which you have proficiency, you may attack adjacent foes at a -2 penalty. Note: you cannot use this feat with an Awl Pike.
Spinning Defense [General]	(DR331 p28)	Combat Expertise Deflect Arrows	While wielding a Polearm during a Total Defense Action, you gain the following: a) an additional +1 Dodge bonus to AC; and b) you may use Deflect Arrows any number of times until your next turn, but you cannot use the Snatch Arrow (if you have it). You do not need a free hand to Deflect Arrows.
Spinning Halberd [Style]	(CWar p114)	Combat Reflexes Two-Weapon Fighting Weapon Focus (halberd)	When you make a Full Round Attack with a Halberd, you receive a +1 Dodge bonus to AC & an additional attack with the staff end at a -5 penalty which is a 1d6 + ½ Strength modifier Bludgeoning damage.
Vault [General]	(DR331 p28)	Strength 13 Jump: 4 ranks	While wielding a Polearm during a Total Defense Action, you gain the following: a) the DC for a Long Jump is reduced by 5; and b) the DC for a High Jump is equal to 3x the distance to be cleared (instead of 4x).

## Attack of Opportunity Feats

Attack of Opportunity Feats	Source	Prerequisite	Description
Backstab [General, Fighter]	(DR340 p86)	Combat Reflexes	You may make an Attack of Opportunity against an opponent that you flank who attacks a target other than you.
Canny Opportunist [General, Fighter]	(DR340 p86)	Dexterity 13 Intelligence 13 Combat Expertise	If an opponent you threaten does any of the following, you may make an Attack of Opportunity on him/her, even if you are Flat-Footed: Draw a Weapon, Ready / Loosen a Shield, or Attempts a Feint in Combat.
Close-Quarter Defense [General, Fighter]	(DR309 p110)	Combat Reflexes	You gain a +2 bonus on attack rolls for an Attack of Opportunity generated by any of the following actions: an opponent entering your hex, making an unarmed attack, starting a grapple, bull rushing you, sundering your weapon or armor, etc. If your opponent has a Feat that allows them to do one of the above actions without generating an Attack of Opportunity, you may still take an Attack of Opportunity with a –10 penalty to your attack roll (instead of a +2).
Close-Quarters Fighting [General, Fighter]	(CWar p97)	Base Attack Bonus +3	You receive an Attack of Opportunity when a creature attempts to Grapple you, even if the creature has Improved Grapple or an ability that lets its start a Grapple without an Attack of Opportunity. If you cause damage on your Attack of Opportunity, the Grapple attempt automatically fails unless the attacker has Improved Grapple or a similar ability. In this case, add you damage to the initial Grapple check to see if the creature starts its Grapple. This Feat does not grant an extra Attack of Opportunity.
Combat Reflexes [General, Fighter]	(PH p92)	—	<i>Monk 2<sup>nd</sup></i> 1. You may make Attacks of Opportunity while Flat-Footed. 2. You may make up to your Dexterity modifier in extra Attacks of Opportunity per round (instead of the normal limit of 1), but only one such attack per creature each round.
Defensive Opportunist [General, Fighter]	(DR340 p87)	Intelligence 13 Combat Expertise Tumble: 5 ranks	If you make an Attack of Opportunity while Fighting Defensively, the attack does not receive the normal penalty for Fighting Defensively.
Defensive Sweep [General, Fighter]	(PH2 p78)	Base Attack Bonus +15	If an opponent begins his/her round adjacent to you and does not move for the entire round (including a 5' Step), he/she generates an Attack of Opportunity for you just after his/her round ends.
Defensive Throw [General]	(CWar p97)	Dexterity 13 Combat Reflexes Dodge Improved Trip Improved Unarmed Strike	If the opponent that you have designated to receive your Dodge bonus to AC attacks you and misses, you can make an Attack of Opportunity against that opponent to attempt to trip him.
Deft Opportunist [General]	(CAAdv p106) (Mini p25)	Dexterity 15 Combat Reflexes	+4 bonus on attack rolls when making Attacks of Opportunity.
Double Hit [General, Fighter]	(Mini p25)	Dexterity 17 Base Attack Bonus +6 Combat Reflexes Two-Weapon Fighting	Before you make an Attack of Opportunity, you may choose to attack with <u>both</u> weapons, taking the standard penalties for fighting with two weapons.
Expert Tactician [General]	(CAAdv p109)	Dexterity 13 Base Attack Bonus +2 Combat Reflexes	If you hit a creature with an Attack of Opportunity, you and your allies gain a +2 Circumstance bonus on melee attack rolls and damage rolls against that opponent for 1 round.
Exploit Adjustment [General, Fighter]	(DR340 p87)	Dexterity 13 Intelligence 13 Combat Expertise Canny Opportunist	You may make an Attack of Opportunity on an opponent you threaten who takes a 5' step from one square adjacent to you to another square adjacent to you.
Greater Combat Reflexes [General, Fighter]	(DR340 p87)	Dexterity 15 Base Attack Bonus +11 Combat Reflexes Improved Combat Reflexes	When you make an Attack of Opportunity, you are allowed three attacks. The first is at your normal attack bonus, the second is at –5, and the third is at –10. This counts as three of your Attacks of Opportunity per round and your maximum is not increased.
Hindering Opportunist [General]	(PH2 p79)	Base Attack Bonus +3 Combat Reflexes	When an opponent generates an Attack of Opportunity, you may forgo the attack and instead take an 'Aid Other' action to help an ally attacking the same opponent.
Hold the Line [General]	(CWar p100)	Base Attack Bonus +2 Combat Reflexes	You receive an Attack of Opportunity against an opponent who is charging and that enters a hex that you threaten. Your attack is resolved before the charge finishes.
Improved Combat Reflexes [General, Fighter]	(DR340 p87)	Dexterity 13 Base Attack Bonus +6 Combat Reflexes	When you make an Attack of Opportunity, you are allowed two attacks. The first is at your normal attack bonus, while the second is at –5. This counts as two of your Attacks of Opportunity per round and your maximum is not increased.
Improved Shield Snare [General, Fighter]	(DR309 p110)	Shield Proficiency Combat Reflexes Improved Shield Bash Shield Snare	If your opponent is disarmed due to the use of your Shield Snare feat, you can make an Attack of Opportunity against your opponent immediately. You gain a +2 bonus on your attacks against this opponent as long as he/she remains disarmed.
Karmic Strike [General]	(CWar p102)	Dexterity 13 Combat Expertise Dodge	On your turn, you may choose to take a –4 penalty to your AC in exchange for the option of taking an Attack of Opportunity on any creatures that successfully makes a melee or touch attack on you. This feat does <u>not</u> grant additional Attacks of Opportunity.
Mercurial Strike [General]	(DR310 p69)	Quick Draw Base Attack Bonus +5	If an opponent generates an Attack of Opportunity and you are unarmed, you may draw a melee weapon and make your Attack of Opportunity, with your opponent being Flat-Footed.

Attack of Opportunity Feats	Source	Prerequisite	Description
Occult Opportunist [General]	(DR340 p87)	Know(arcana): 5 ranks Spellcraft: 5 ranks	If an opponent you threaten does any of the following, you may make an Attack of Opportunity on him/her: Dismiss a Spell, Direct / Redirect an Active Spell, cast a Quickened or Swift Spell, makes a Turn / Rebuke attempt. If damage, your opponent loses the spell / action attempted unless he/she makes a Concentration check vs. DC (10 + damage).
Opportunistic Tactician [General, Fighter]	(DR340 p87)	Combat Reflexes Dodge Mobility	After making an Attack of Opportunity, you may take a bonus 5' step.
Overhead Thrust [General]	(Dcn p106)	Base Attack Bonus +6 Close-Quarters Fighting Power Attack	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 (Overrun, Trample, Power Dive, Dragon Crush). You cannot use this feat if you are flat-footed or already grappled. You gain a special attack modifier based on your opponent's size: Medium or smaller (+0), Large (+4), Huge (+8), Gargantuan (+12), Colossal (+16) If your attack succeeds, you do triple damage.
Ranged Threat [General, Fighter]	(DR350 p90)	Base Attack Bonus +6 Combat Reflexes Point Blank Shot Precise Shot	If a creature within 15' of you takes an action that provokes an Attack of Opportunity, you may make a single ranged attack against him/her/it at your highest attack bonus. This consumes <u>all</u> of your remaining Attacks of Opportunity for the round.
Robilar's Gambit [General, Fighter]	(PH2 p82)	Base Attack Bonus +12 Combat Reflexes	If you activate this ability at the start of your turn, you gain the following: a) foes receive a +4 bonus on their attack & damage rolls against you; b) after a foe strikes you, you receive an Attack of Opportunity against that foe which is resolved <u>after</u> his/her attack.
Sidestep [General]	(Mini p28)	Dexterity 15 Dodge Mobility Tumble: 7 ranks	After making an Attack of Opportunity, you may take a bonus 5' step.
Sneak Attack of Opportunity [General]	(DR340 p87)	Combat Reflexes Sneak Attack class ability with at least +3d6	On your first Attack of Opportunity of the round, add your Sneak Attack damage to the attack's damage.
Two-Weapon Attack of Opportunity [General, Fighter]	(DR340 p87)	Dexterity 17 Combat Reflexes Two-Weapon Fighting	When you make an Attack of Opportunity, you are allowed an attack with each of your weapons, with the normal penalties for doing so. This counts as two of your Attacks of Opportunity per round and your maximum is not increased.
Wolfpack [Tactical]	(RotW p153)	Dexterity 15 Dodge Mobility Spring Attack Base Attack Bonus +6	You may use the following 3 tactical maneuvers: <u>Distract Foe</u> – You and an ally must have Flanked your foe for at least one round to use this ability. As a Full Round Action, make a single melee attack. If it hits, make a Bluff check with the damage as a bonus vs. your foe's Sense Motive check with his/her BAB as a bonus. If you are successful, all of your allies that give you a Flanking bonus receives an Attack of Opportunity on the foe. <u>Drive Back</u> – You and at least one ally must Threaten the same foe and an ally must perform an Aid Other action to help your attack on that foe. As a Full Round Action, make a melee attack. If you hit, you do damage and initiate a Bull Rush that does not provoke an Attack of Opportunity or move you into your foe's square. Resolve the Bull Rush normally, except the damage you did is a bonus on your Strength check and your foe cannot be moved back more than 5'. <u>Gang Dodge</u> – You and at least one ally must Threaten the same foe. Perform an Aid Other action to give <u>every one of your allies</u> that threaten the same foe a +2 bonus to AC. This bonus lasts until your next turn, provided you still threaten the same foe.

## Unarmed Combat Feats

Unarmed Combat Feats	Source	Prerequisite	Description
Beast Strike [General, Fighter]	(DR355 p76)	Improved Unarmed Strike Base Attack Bonus +5 Claw or Slam attack	When making an Unarmed Strike or Grapple check to deal damage, add your Claw or Slam damage.
Clever Wrestling [General]	(CWar p97) (Dcn p103) (Storm p92)	Small or Medium size Improved Unarmed Strike	When grappling with an opponent greater than Medium size, you gain a bonus when attempting to escape a Grapple or Pin. The size of the bonus depends on the opponent's size: Large – +2 Huge – +4 Gargantuan – +6 Colossal – +8
Cunning Sidestep [General]	(Dcn p103)	Small or Medium size Improved Unarmed Strike Clever Wrestling	When your opponent is larger than Medium size, you gain a bonus on any opposed check you make to avoid being Bull Rushed, Tripped, Knocked Down, or Pushed. The bonus depends on the opponent's size: Large – +2 Huge – +4 Gargantuan – +6 Colossal – +8 This feat is effective against the Large and in Charge feat. The bonus from this feat <u>does not</u> stack with Clever Wrestling.
Cutpurse [General]	(DR322 p37)	Improved Unarmed Strike Sleight of Hand: 5 ranks	When in melee combat, you may attempt a Sleight of Hand check to pickpocket your opponent without generating an Attack of Opportunity. If you beat his/her Spot check, opponent thinks the attempt was some type of combat movement.
Defensive Metered Foot [General]	(DR337 p97)	Concentration: 6 ranks Improved Unarmed Strike	Choose an opponent as a Free Action. Each time this opponent misses you consecutively, you gain a cumulative +1 Dodge bonus to AC (max +5). If this opponent hits you, the bonus is lost. If this opponent misses you again, the count restarts at +1. This feat only applies on one opponent at a time.
Deflect Arrows [General, Fighter]	(PH p93)	Dexterity 13 Improved Unarmed Strike	<i>Monk 2<sup>nd</sup></i> You may deflect one projectile per round that would have hit you, but only if the following are true: 1. you are not Flat-Footed and aware of the attack. 2. one of your hands is free. 3. the projectile is not purely magic (such as <i>Melf's Acid Arrow</i> ) or massive (such as a giant's boulder).
Deft Fist [General]	(DR319 p71)	Dexterity 13 Wisdom 13 Improved Unarmed Strike Weapon Finesse Weapon Focus (unarmed strike)	When making an unarmed melee attack against a foe with Cover (but not Total Cover), your target does <u>not</u> receive the Cover bonus to AC.
Disrupting Strike [Shifter, Fighter]	(DR355 p76)	Shifter Improved Unarmed Strike Stunning Fist	You must declare you are using this ability before you make an Attack with your Unarmed Strike. If your foe is damaged by the attack, he/she must make a Fortitude save vs. DC (10 + ½ Character level + Wisdom modifier). If your foe fails –and– is a shapechanger, he/she reverts immediately to his/her natural form. This also ends a Shifter's 'Shifting' racial ability. Creature immune to critical hits are immune to being Stunned. You may use this ability once per four non-Monk levels + once per Monk levels each day. You may use this ability only once per round.
Eagle Claw Attack [General]	(CWar p97)	Wisdom 13 Power Attack Improved Sunder Improved Unarmed Strike	When you make an Unarmed Strike against an object, add your Wisdom modifier to your damage.
Earth's Embrace [General]	(CWar p97)	Strength 15 Improved Grapple or improved grab ability Improved Unarmed Strike	Each round you Maintain a Pin, you do an extra +1d12 damage as long as you and the person you are grappling both remain immobile (granting opponents a +4 bonus to attack you). You do not do extra damage on creatures immune to critical hits.
Fear No Binds [General, Fighter]	(DR355 p76)	Improved Unarmed Strike Escape Artist: 4 ranks	You are difficult to contain: 1. you do not receive penalties on attack rolls while grappling 2. you may make Unarmed Strike attacks while bound with non-magical bindings 3. you do not receive penalties on attack or Dexterity when Entangled 4. if you are targeted with a Net and defeat your opponent's Strength check to "control" your movement, you may drag your opponent around instead (if he/she does not release the Net)
Flying Kick [General]	(CWar p99)	Strength 13 Jump: 4 ranks Improved Unarmed Strike Power Attack	You do +1d12 damage when you Charge & end with an Unarmed Strike.
Improved Grapple [General, Fighter]	(PH p95)	Dexterity 13 Improved Unarmed Strike	<i>Monk 1<sup>st</sup></i> When you make a Grapple action, the following apply: Your opponent does not get an Attack of Opportunity against you when you make the touch attack to being a Grapple. You receive a +4 bonus on all Grapple checks, no matter who began the Grapple.
Improved Unarmed Strike [General, Fighter]	(PH p96)	—	<i>Monk 1<sup>st</sup></i> You are considered 'armed' when not using a weapon (i.e., an armed opponent does not get an Attack of Opportunity against you when you attack). Your Unarmed Strike does Lethal or Nonlethal damage, as you desire.
Martial Throw [General, Fighter]	(Mini p27)	Dexterity 17 Improved Unarmed Strike	If you hit an opponent up to your size with an Unarmed Strike, you may initiate a Dexterity-based Grapple check. If you win, you and your opponent swap positions. This does <u>not</u> generate Attacks of Opportunity. Usable once per round.
Offensive Metered Foot [General]	(DR337 p97)	Concentration: 6 ranks Improved Unarmed Strike	Choose an opponent as a Free Action. Each time you hit this opponent consecutively, you gain a cumulative +1 Insight bonus on attacks against that opponent (max +5). If you miss this opponent, the bonus is lost. If you hit this opponent again, the count restarts at +1. This feat only applies on one opponent at a time.

Unarmed Combat Feats	Source	Prerequisite	Description
Ring the Ear [Ambush]	(DR344 p103)	Improved Unarmed Strike Sneak Attack / Sudden Strike class ability with at least +2d6	On a successful Sneak Attack using an Unarmed Strike, you may reduce the Sneak Attack dice by 1d6 to Deafen your foe for 1 minute (FortNeg, DC = 10 + ½ Character level + Strength modifier).
Roundabout Kick [General]	(CWar p105)	Strength 15 Improved Unarmed Strike Power Attack	If you confirm a Critical Hit with an Unarmed Strike, you can immediately make another unarmed attack at the same bonus on the opponent that received your Critical Hit.
Scorpion's Grasp [General]	(DU120 p35)	Strength 13 Dexterity 13 Improved Grapple Improved Unarmed Strike	If you hit a creature with a One-Handed or Light weapon, deal damage normally and then you have the option of starting a Grapple as a Free Action without provoking an Attack of Opportunity (no touch needed). If a grapple is started and you were wielding a One-Handed weapon, you drop it. If a grapple is started and you were wielding a Light weapon, you may continue holding it. Each round, you may attack your grappled foe as normal with it, except you do not have the standard –4 penalty.
Snatch Arrows [General, Fighter]	(PH p100)	Dexterity 15 Improved Unarmed Strike Deflect Arrows	You may catch one projectile per round that would have hit you, but only if the following are true: 1. you are not Flat-Footed and aware of the attack. 2. one of your hands is free. 3. the projectile is not magic (such as <i>Melf's Acid Arrow</i> ) or massive (such as a Giant's boulder). If you catch a thrown weapon (such as a Spear), you may throw it immediately at the person who threw it at you, even though it is not your turn.
Throat Punch [Ambush]	(CSco p082)	Sneak Attack / Sudden Strike class ability with at least +3d6 Improved Unarmed Strike	On a successful Sneak Attack with an Unarmed Strike, you may reduce the Sneak Attack dice by 2d6 to impede your foe's ability to speak for 3 rounds. The foe receives a –5 penalty on skill checks related to speech and has a 50% failure chance when casting a spell with a Verbal component. Subsequent uses of this ability do not stack, but do reset the ability's duration.
Toothed Blow [General]	(Storm p94)	Strength 13 Improved Unarmed Strike	Your Unarmed Strikes now do Bludgeoning & Piercing damage. You may make Unarmed Strikes underwater without taking a penalty.
Versatile Unarmed Strike [General, Fighter]	(PH2 p85)	Improved Unarmed Strike	As a Swift Action, you may change the damage type of your Unarmed Strikes to 'bludgeoning' (default), 'piercing', or 'slashing'. The damage type remains until you use this ability again to change it.

## Stunning Fist Feats

Stunning Fist Feats	Source	Prerequisite	Description
Disrupting Strike [Shifter, Fighter]	(DR355 p76)	Shifter Improved Unarmed Strike Stunning Fist	You must declare you are using this ability before you make an Attack with your Unarmed Strike. If your foe is damaged by the attack, he/she must make a Fortitude save vs. DC (10 + ½ Character level + Wisdom modifier). If your foe fails –and– is a shapechanger, he/she reverts immediately to his/her natural form. This also ends a Shifter's 'Shifting' racial ability. Creature immune to critical hits are immune to being Stunned. You may use this ability once per four non-Monk levels + once per Monk levels each day. You may use this ability only once per round.
Extra Stunning [General]	(CWar p98)	Base Attack Bonus +2 Improved Unarmed Strike Stunning Fist	You can use Stunning Fist +3 times per day. You may take this feat multiple times.
Fiery Fist [General, Fighter]	(PH2 p79)	Dexterity 13 Wisdom 13 Base Attack Bonus +8 Improved Unarmed Strike Stunning Fist	<i>Monk 2<sup>nd</sup></i> 1. By using up one of your daily Stunning Fist attacks as a Swift Action, your Unarmed Strikes do +1d6 Fire damage for the rest of your turn. 2. You receive +1 Stunning Fist use per day.
Fiery <i>Ki</i> Defense [General, Fighter]	(PH2 p79)	Dexterity 13 Wisdom 13 Base Attack Bonus +8 Improved Unarmed Strike Stunning Fist Fiery Fist	<i>Monk 6<sup>th</sup></i> By using up one of your daily Stunning Fist attacks as a Swift Action, your body is covered in flames, cause 1d6 Fire damage to anyone to hits you in melee for the rest of your turn.
Fists of Iron [General]	(CWar p99)	Base Attack Bonus +2 Improved Unarmed Strike Stunning Fist	By using up one of your daily Stunning Fist attacks, you cause +1d6 damage. You must declare the use of this ability before making your attack roll & the use is lost if you miss.
Freezing the Lifeblood [General, Fighter]	(CWar p99)	Wisdom 17 Base Attack Bonus +10 Improved Unarmed Strike Stunning Fist	You must declare that you are using this ability before you attack. If it hits, you do no damage, but your Humanoid opponent is Paralyzed for 1d4+1 rounds unless it makes a Fortitude save (DC = 10 + Character level + Wisdom modifier). Does not effect non-Humanoids & opponents immune to Stunning. Depletes one use of Stunning Fist even if the attack misses.
<i>Ki</i> Blast [General, Fighter]	(PH2 p80)	Dexterity 13 Wisdom 13 Base Attack Bonus +8 Improved Unarmed Strike Stunning Fist Fiery Fist	<i>Monk 6<sup>th</sup></i> 1. By using up <u>two</u> of your daily Stunning Fist attacks as a Move Action, you may form an orb of force energy in your hand. As a Standard Action, you may throw the orb up to 60'. If you hit on a Ranged Touch attack, you do (3d6 + Wisdom modifier) Force damage. If not thrown by the end of your round, the orb dissipates. 2. You receive +1 Stunning Fist use per day.



Stunning Fist Feats	Source	Prerequisite	Description
Pain Touch [General]	(CWar p103)	Wisdom 15 Base Attack Bonus +2 Stunning Fist	The target of a successful Stunning Fist attack is Nauseated for 1 round after the round which he/she was Stunned. This ability may not be used on creatures two size categories or more larger than the user.
Pressure Point Strike [General]	(DR336 p103)	Dexterity 13 Wisdom 13 Base Attack Bonus +8 Improved Unarmed Strike Stunning Fist Know (arcana): 5 ranks Ki Strike (magic) class ability	The following abilities must be declared before the strike is attempted and the indicated number of Stunning Fist uses are consumed even if it misses. May only be used on Humanoids, Monstrous Humanoids, and Giants. Harmful effects allow a Fortitude save vs. DC = 10 + ½ Character level + Wisdom modifier. Beneficial effects may require a Level check against the level of the detriment being overcome (if magical). #StunFist Effect 1 Target Stunned for 1 round (i.e., base Stunning Fist ability). 1 Remove Stunned, Sickened, or Fatigued. 2 Blind, Deafen, –or– Paralyze opponent for 1d4 rounds. 2 Remove Paralysis, Blindness, or Deafness 3 Lower target's Spell Resistance by 1d6 + Wisdom modifier for 1 round. 3 Increase ally's natural or magical Spell Resistance by 1d6 + Wisdom modifier for 1 round. 3 Delay Poison for 1d4 hours. 3 Foe effected by Injury Poison (1d4 Con / 1d4 Con, DC is Constitution-based). 4 Neutralize Poison. 4 Target receives a penalty of saves vs. Poison of 1 + Wisdom modifier for 1d4 rounds. 5 Target prevented from casting Spells or using Spell-Like Abilities for 1d4 rounds. 5 Target receives <i>Greater Dispel Magic</i> to remove a Spell or Spell-Like Ability effect.
Rapid Stunning [General, Fighter]	(CWar p104)	Combat Reflexes Base Attack Bonus +6 Stunning Fist	You may make <u>one</u> extra Stunning Fist-based attack in a round (normally you can only make one such attack each round). This feat does <u>not</u> grant extra uses overall, just the ability to try more than once in a single round. You may take this feat multiple times. Their effects stack.
Ring the Gold Bell [General]	(DR319 p71)	Wisdom 13 Base Attack Bonus +5 Improved Unarmed Strike Stunning Fist Weapon Focus (unarmed strike)	You may inflict Unarmed Strike damage, plus effects such as Stunning Fist that are inflicted along with your Unarmed Strike, as a Ranged Attack with a maximum range of 5' + 5' per Wisdom modifier. Usable (1 + Wisdom modifier) times per day.
Stone Monkey [General]	(DR309 p68)	Wisdom 15 Improved Unarmed Strike Stunning Fist	When Grappling, you gain the new Grapple Option of partially disabling an opponent's arm or leg. On a successful check, your opponent must make a Fortitude save (DC is Wisdom-based) to avoid receiving a –2 penalties on all rolls & checks using the targeted limb for 1d6+1 rounds. If the limb is also used for movement (legs for walking, arms for climbing, etc.), the movement is reduced by 5' (minimum 0'). Once partially disabled, targeting the same limb again has no additional effect.
Stunning Fist [General, Fighter]	(PH p101)	Dexterity 13 Wisdom 13 Base Attack Bonus +8 Improved Unarmed Strike	<i>Monk 1<sup>st</sup></i> You must declare you are using this ability before you make an Attack with your Unarmed Strike. If your foe is damaged by the attack, he/she must make a Fortitude save vs. DC (10 + ½ Character level + Wisdom modifier). If your foe fails, he/she is Stunned for 1 round (i.e., until your next action). A Stunned creature cannot take any Action, loses any Dexterity bonus to AC, & has an additional –2 penalty to AC. Creature immune to critical hits are immune to being Stunned. You may use this ability once per four non-Monk levels + once per Monk levels each day. You may use this ability only once per round.
Sudden Willow Strike [General]	(PGE p109)	Dexterity 13 Wisdom 13 Improved Unarmed Strike Stunning Fist Weapon Focus (quarterstaff)	You can use your Stunning Fist feat with Quarterstaff attacks.
Water Splitting Stone [General, Fighter]	(PH2 p85)	Dexterity 13 Wisdom 13 Base Attack Bonus +9 Improved Unarmed Strike Stunning Fist	<i>Monk 6<sup>th</sup></i> If you hit with an Unarmed Strike and its damage would be reduced due to Damage Reduction, receive a +4 bonus to damage (i.e., ignore 4 points of Damage Reduction).
Weakening Touch [General, Fighter]	(CWar p106)	Wisdom 17 Base Attack Bonus +2 Improved Unarmed Strike Stunning Fist	On a successful Unarmed Strike, you cause no damage, but your opponent receives a –6 penalty to his/her Strength for 1 minute. Multiple uses do <u>not</u> stack, but reset the duration. Depletes one use of Stunning Fist even if the attack misses.

## Group Tactics Feats

Group Tactics Feats	Source	Prerequisite	Description
Body Guard [General]	(DR339 p34)	—	To use this feat, you must be adjacent to another character with this feat. If both characters need to make a saving throw against the same effect, the two of you may swap your saving throw bonus for this single save (though you may do it again later). Both characters must be willing.
Formation Expert [Tactical, Fighter]	(CWar p110)	Base Attack Bonus +5	You may use the following 3 tactical maneuvers, even if your allies do not have the feat too: <b>Lock Shield</b> – If you and the two allies on either side of you are wielding shield, you gain a +1 bonus to AC. <b>Step into the Breach</b> – If there is a line of adjacent allies and one ally within a single move falls, you may make a single move to that ally's location as if you had a Readied Action. <b>Wall of Polearms</b> – Gain a +2 attack bonus if you and your adjacent allies are each wielding the same weapon, which must be off the following list: Shortspear, Longspear, Trident, Glaive, Gisarme, Halberd, or Ranseur.
Improved Aid Other [General]	(DR339 p34)	—	When you use the Aid Other action to improve an allies AC, Attack bonus, or Skill check, you grant an additional +1 bonus (usually +3).
Pack Feint [General]	(DR313 p31)	Dexterity 13 Wisdom 13 Base Attack Bonus +3 Bluff: 3 ranks	When you successfully use Bluff to 'Feint in Combat', the target loses its Dexterity bonus to AC for your next attack and the next attack of any allies adjacent to the foe when you made your Bluff check. To benefit from this Feat, each ally's next attack and your next attack must be made on or before your next turn.
Pack Tactics [General]	(DR313 p31)	Wisdom 13	When you are flanking an opponent, your allies that are not flanking the same opponent receives a +1 bonus to their melee attacks. Your flanking allies retain their normal +2 bonus.
Phalanx Fighting [General, Fighter]	(CWar p103)	Base Attack Bonus +1 Shield Proficiency	1. If you are fighting with a Light Weapon and a Heavy Shield, you gain a +1 bonus to AC. 2. If you are fighting as above and within 5' of an ally who is also fighting with a Light Weapon and a Heavy Shield, you may form a Shield Wall, which grants an additional +2 bonus to AC & a +1 bonus on Reflex saves to all members of the Shield Wall.
Swarm Fighting [General]	(CWar p105)	Small size Dexterity 13 Base Attack Bonus +1	You may share a 5' hex with your Small-sized allies that also have this feat. Against a creature of at least Medium-size, each attacker with Swarm Fighting who also has this feat (after the first) grants all of his/her allies a +1 Morale bonus on the attack roll, up to a maximum of your Dexterity modifier. For example, if 4 Halflings swarm fight an Ogre, each receives a +3 Morale bonus to attack.
Wolfpack [Tactical]	(RotW p153)	Dexterity 15 Dodge Mobility Spring Attack Base Attack Bonus +6	You may use the following 3 tactical maneuvers: <b>Distract Foe</b> – You and an ally must have Flanked your foe for at least one round to use this ability. As a Full Round Action, make a single melee attack. If it hits, make a Bluff check with the damage as a bonus vs. your foes Sense Motive check with his/her BAB as a bonus. If you are successful, all of your allies that give you a Flanking bonus receives an Attack of Opportunity on the foe. <b>Drive Back</b> – You and at least one ally must Threaten the same foe and an ally must perform an Aid Other action to help your attack on that foe. As a Full Round Action, make a melee attack. If you hit, you do damage and initiate a Bull Rush that does not provoke an Attack of Opportunity or move you into your foe's square. Resolve the Bull Rush normally, except the damage you did is a bonus on your Strength check and your foe cannot be moved back more than 5'. <b>Gang Dodge</b> – You and at least one ally must Threaten the same foe. Perform an Aid Other action to give every one of your allies that threaten the same foe a +2 bonus to AC. This bonus lasts until your next turn, provided you still threaten the same foe.

## Commander Feats

Commander Feats	Source	Prerequisite	Description
Commander [General]	(DR323 p28)	Charisma 13	All allies within 30' gain a +1 Morale bonus on saves vs. Fear effects.
Defense of the Righteous [General]	(DR323 p28)	Charisma 17 Commander Good alignment	All allies within 30' gain a +1 Morale bonus on Fortitude saves
Gang Tactics [General]	(DR323 p28)	Charisma 15 Commander Evil alignment	All allies within 30' deal +1 damage when Flanking a creature vulnerable to flanking.
Halfling's Cunning [General]	(DR323 p29)	Charisma 13 Commander Small size or smaller	All allies within 30' receive a +1 Morale bonus on attacks vs. creatures at least one size category larger than themselves.
Inspire Bloodletting [General]	(DR323 p29)	Charisma 13 Commander	All allies within 30' receive a +1 Morale bonus on rolls to Confirm a Threatened Critical Hit.
Inspire Bloodthirst [General]	(DR323 p29)	Charisma 15 Commander Weapon Focus (any melee weapon) Intimidate: 5 ranks	All allies within 30' receive a +1 Morale bonus on all Melee attack rolls.
Rouse Courage [General]	(DR323 p29)	Charisma 13 Commander	All allies within 30' may reroll a failed save vs. a Fear effect. An ally affected by a Fear effect that moves within 30' of you can make one additional save to resist the Fear effect.

## Feats Based on Combat Expertise

Combat Expertise	Source	Prerequisite	Description
Aid Giver [General, Fighter]	(DR343 p92)	Strength 13 Intelligence 13 Combat Expertise Dodge Power Attack	As a Full Round Action, you may use an Aid Other action to benefit every adjacent ally, granting either a +2 bonus on Attack rolls or a +2 bonus to AC.
Canny Opportunist [General, Fighter]	(DR340 p86)	Dexterity 13 Intelligence 13 Combat Expertise	If an opponent you threaten does any of the following, you may make an Attack of Opportunity on him/her, even if you are Flat-Footed: Draw a Weapon, Ready / Loosen a Shield, or Attempts a Feint in Combat.
Combat Cloak Expert [Tactical, Fighter]	(PH2 p93)	Base Attack Bonus +6 Dexterity 15 Intelligence 13 Combat Expertise Dodge	You may use the following 3 tactical maneuvers: <u>Cloak Defense</u> – When Fighting Defensively while wearing a cloak, receive a +1 Shield bonus to AC. If you take a Total Defense Action, you receive a +2 Shield bonus to AC. <u>Cloaked Strike</u> – In the first round, advance without wielding a weapon until you are adjacent to your opponent. On the next round, make an opposed Bluff vs. Sense Motive check as a Move Action while you draw your Light weapon. If successful, your opponent loses his/her Dexterity bonus to AC –or– his/her Shield bonus to AC (your choice) until the end of your round. <u>Whirling Cloak</u> – After striking an opponent in melee, you may spend a Move Action to make a melee touch attack against the same opponent. If successful, the opponent may <u>not</u> make Attacks of Opportunity against an ally of your choice until the start of your opponent's next round.
Combat Expertise [General, Fighter, Scout]	(PH p92) (CAAdv p10)+	Intelligence 13	When you take an Attack action or a Full Attack action, you may take –X to hit and get +X to your AC until your next action. X can be up to your base attack bonus, with a maximum of 5.
Curling Wave Strike [General, Fighter]	(Storm p92)	Intelligence 13 Combat Expertise Improved Trip	If you successfully trip an opponent in melee, you may forgo your free follow-up attack to instead attempt to trip another opponent within reach at the same attack bonus total as the previous attack. You may only use this feat once per round (i.e., if you trip the second opponent, you <u>don't</u> get to try to trip a third).
Daunting Nuisance [General, Fighter]	(DR343 p93)	Intelligence 13 Combat Expertise Base Attack Bonus +4	By making a successful Touch Attack, your opponent is treated as being Flat-Footed by all creatures adjacent to it, except for you. This is a Mind-Affecting Extraordinary effect.
Defensive Opportunist [General, Fighter]	(DR340 p87)	Intelligence 13 Combat Expertise Tumble: 5 ranks	If you make an Attack of Opportunity while Fighting Defensively, the attack does not receive the normal penalty for Fighting Defensively.
Defensive Strike [General, Fighter]	(CWar p97)	Dexterity 13 Intelligence 13 Dodge Combat Expertise	If you take a Total Defense action and an opponent attacks & misses you, on your next turn, you receive a +4 bonus to attack that opponent.
Defensive Throw [General]	(CWar p97)	Dexterity 13 Combat Reflexes Dodge Improved Trip Improved Unarmed Strike	If the opponent that you have designated to receive your Dodge bonus to AC attacks you and misses, you can make an Attack of Opportunity against that opponent to attempt to Trip him.
Double Weapon Disarm [General, Fighter]	(DR309 p110)	Intelligence 13 Combat Expertise Improved Disarm	When you attempt to disarm an opponent wielding a double weapon, you gain a +4 bonus on the check (in addition to the bonus from Improved Disarm).
Exhausting Defense [Tactical, Fighter]	(DR345 p91)	Base Attack Bonus +5 Dexterity 13 Intelligence 13 Combat Expertise Dodge	You may use the following 3 tactical maneuvers: <u>Fatigue the Foe</u> – If you fight the same foe for 3 consecutive rounds with Combat Expertise of at least –2 <u>and</u> the foe is your Dodge target, then on each consecutive round, the foe must make a Fortitude save vs. DC 15 or become Fatigued until the end of the encounter. <u>Exhaust the Foe</u> – If you fight the same foe who is <u>already Fatigued</u> for 3 consecutive rounds with Combat Expertise of at least –4 <u>and</u> the foe is your Dodge target, then on each consecutive round, the foe must make a Fortitude save vs. DC 15 or become Exhausted until the end of the encounter (at which point he/she becomes Fatigued). <u>The Best Offense</u> – If you fight a foe who is <u>already Fatigued or Exhausted</u> for 1 round using the All-Out Defense Action and then on the following round attack without using Combat Expertise, the foe is considered Flat-Footed against your attacks <u>and</u> you receive a +2 bonus on attacks vs. that foe for 1 round.
Exploit Adjustment [General, Fighter]	(DR340 p87)	Dexterity 13 Intelligence 13 Combat Expertise Canny Opportunist	You may make an Attack of Opportunity on an opponent you threaten who takes a 5' step from one square adjacent to you to another square adjacent to you.
Extend Defense [General]	(DR339 p87)	Intelligence 13 Combat Expertise	As a Standard Action, you may grant an adjacent creature a +2 Cover bonus to AC. If this creature is attacked, there is a 50% chance the attack ends up being targeted at you (with regards to AC, who takes the damage, etc.). This effect lasts until the start of your next round or until the creature move more than 5' from you.
Improved Combat Expertise [General, Fighter]	(CWar p100)	Intelligence 13 Base Attack Bonus +6 Combat Expertise	When you take an Attack action or a Full Attack action, you may take –X to hit and get +X to your AC until your next action. X can be up to your base attack bonus, with a maximum of your Base Attack Bonus (instead of +5).
Improved Disarm [General, Fighter]	(PH p95)	Intelligence 13 Combat Expertise	<i>Monk 6<sup>th</sup></i> When you do a Disarm Action, the following apply: Your opponent does not get an Attack of Opportunity against you. You receive a +4 bonus on the Disarm check. If your Disarm attempt fails, your opponent does not get a chance to try to disarm you.

Combat Expertise	Source	Prerequisite	Description
Improved Feint [General, Fighter]	(PH p95)	Intelligence 13 Combat Expertise	You may make a Feint in Combat as a Move Action (instead of a Full Round Action).
Improved Trip [General, Fighter]	(PH p96)	Intelligence 13 Combat Expertise	<i>Monk 6<sup>th</sup></i> When you do a Trip Action, the following apply: 1. Your opponent does not get an Attack of Opportunity against you. 2. You gain a +4 bonus on the Strength roll to knock your opponent prone. 3. If you succeed in tripping your opponent in melee combat, you may immediately make a follow-up attack on him/her at the same attack bonus of the action you used to make the trip.
Improved Whirlwind Attack [General, Fighter]	(DR343 p93)	Intelligence 13 Dexterity 13 Base Attack Bonus +4 Combat Expertise Dodge Mobility Spring Attack Whirlwind Attack	When making a Full Round Attack, you get one attack on each opponent within your reach at your best attack bonus, plus a single attack at each of your other attack bonuses vs. a legal target of your choice. For example, an 11 <sup>th</sup> level Fighter has a Base Attack Bonus of +11 / +6 / +1. He/she would take an attack at +11 (plus modifiers) against all opponents within reach, plus <u>one</u> attack at +6 and one attack at +1. Using this feat means you forfeit all bonus attacks, such as those from Cleave, <i>Haste</i> , etc.
Karmic Strike [General]	(CWar p102)	Dexterity 13 Intelligence 13 Combat Expertise Dodge	On your turn, you may choose to take a –4 penalty to your AC in exchange for the option of taking an Attack of Opportunity on any creatures that successfully makes a melee or touch attack on you. This feat does <u>not</u> grant additional Attacks of Opportunity.
Lacerate [Ambush]	(DR344 p103)	Strength 13 Intelligence 13 Power Attack Painful Strike Combat Expertise Improved Disarm Sneak Attack / Sudden Strike class ability with at least +4d6	On a successful Sneak Attack, you may reduce the Sneak Attack dice by 3d6 to cause your foe to lose use of one of his/her hands for 1 minute (FortNeg, DC = 10 + ½ Character level + damage dealt). Any object the disabled hand is dropped, the foe cannot wield two-handed weapons, etc. This ability only applies to living creatures who can feel pain.
Melee Evasion [General, Fighter]	(PH2 p81)	Dexterity 13 Intelligence 13 Combat Expertise Dodge	When Fighting Defensively, you may use an Immediate Action to improve your AC against <u>one</u> attack made by the creature that is your designated ‘dodge’ target. Against this attack only, your Normal & Touch AC is (d20 + your Base Attack Bonus). Note: Your Dexterity bonus to AC must apply to the designated attack.
Mighty Are Fallen [General, Fighter]	(DR309 p110)	Dexterity 13 Intelligence 13 Combat Expertise Dodge Mobility	You receive a +4 bonus to AC when your opponent is using Power Attack on his/her attack.
Sense Weakness [General]	(Dcn p106)	Intelligence 13 Combat Expertise Weapon Focus (any)	Whenever you attack with a weapon with which you have Weapon Focus, you may ignore up to 5 points of the target’s Damage Reduction. This benefit cannot reduce the effective DR to less than 0.
Spinning Defense [General]	(DR331 p28)	Intelligence 13 Combat Expertise Deflect Arrows	While wielding a Polearm during a Total Defense Action, you gain the following: a) an additional +1 Dodge bonus to AC; and b) you may use Deflect Arrows any number of times until your next turn, but you cannot use the Snatch Arrow (if you have it). You do not need a free hand to Deflect Arrows.
Sweeping Trip [General, Fighter]	(PH p96)	Intelligence 13 Combat Expertise Improved Trip	When you successfully Trip an opponent, you may forgo the “follow-up” attack and instead make a Trip attack against a new opponent that is adjacent to both you and the tripped opponent (i.e., you are trying to knock the first opponent into the second). This action does <u>not</u> provoke an Attack of Opportunity, but if it fails, the second opponent may attempt to Trip you. You may only use this ability once per round.
Whirlwind Attack [General, Fighter]	(PH p102)	Intelligence 13 Dexterity 13 Base Attack Bonus +4 Combat Expertise Dodge Mobility Spring Attack	When making a Full Round Attack, you get one attack on each opponent within your reach at your best attack bonus. Using this feat means you forfeit all bonus attacks, such as those from Cleave, <i>Haste</i> , etc.

## Feats Based on Combat Reflexes

Combat Reflexes Feats	Source	Prerequisite	Description
Adaptable Flanker [General, Fighter]	(PH2 p71)	Base Attack Bonus +4 Combat Reflexes Vexing Flanker	Designate an opponent as a Swift Action. When adjacent to that opponent, your current hex and one other you threaten count as being occupied by you for purposes of determining whether you and your allies gain Flanking bonuses.
Backstab [General, Fighter]	(DR340 p86)	Combat Reflexes	You may make an Attack of Opportunity against an opponent that you flank who attacks a target other than you.
Close-Quarter Defense [General, Fighter]	(DR309 p110)	Combat Reflexes	You gain a +2 bonus on attack rolls for an Attack of Opportunity generated by any of the following actions: an opponent entering your hex, making an unarmed attack, starting a grapple, bull rushing you, sundering your weapon or armor, etc. If your opponent has a Feat that allows them to do one of the above actions without generating an Attack of Opportunity, you may still take an Attack of Opportunity with a –10 penalty to your attack roll (instead of a +2).
Combat Reflexes [General, Fighter]	(PH p92)	—	<i>Monk 2<sup>nd</sup></i> 1. You may make Attacks of Opportunity while Flat-Footed. 2. You may make up to your Dexterity modifier in extra Attacks of Opportunity per round (instead of the normal limit of 1), but only one such attack per creature each round.
Defensive Throw [General]	(CWar p97)	Dexterity 13 Combat Reflexes Dodge Improved Trip Improved Unarmed Strike	If the opponent that you have designated to receive your Dodge bonus to AC attacks you and misses, you can make an Attack of Opportunity against that opponent to attempt to Trip him/her.
Deft Opportunist [General]	(CAAdv p106) (Mini p25)	Dexterity 15 Combat Reflexes	+4 bonus on attack rolls when making Attacks of Opportunity.
Double Hit [General, Fighter]	(Mini p25)	Dexterity 17 Base Attack Bonus +6 Combat Reflexes Two-Weapon Fighting	Before you make an Attack of Opportunity, you may choose to attack with <u>both</u> weapons, taking the standard penalties for fighting with two weapons.
Expert Tactician [General]	(CAAdv p109)	Dexterity 13 Base Attack Bonus +2 Combat Reflexes	If you hit a creature with an Attack of Opportunity, you and your allies gain a +2 Circumstance bonus on melee attack rolls and damage rolls against that opponent for 1 round.
Greater Combat Reflexes [General, Fighter]	(DR340 p87)	Dexterity 15 Base Attack Bonus +11 Combat Reflexes Improved Combat Reflexes	When you make an Attack of Opportunity, you are allowed three attacks. The first is at your normal attack bonus, the second is at –5, and the third is at –10. This counts as three of your Attacks of Opportunity per round and your maximum is not increased.
Hindering Opportunist [General]	(PH2 p79)	Base Attack Bonus +3 Combat Reflexes	When an opponent generates an Attack of Opportunity, you may forgo the attack and instead take an ‘Aid Other’ action to help an ally attacking the same opponent.
Hold the Line [General]	(CWar p100)	Base Attack Bonus +2 Combat Reflexes	You receive an Attack of Opportunity against an opponent who is charging and that enters a hex that you threaten. Your attack is resolved before the charge finishes.
Improved Combat Reflexes [General, Fighter]	(DR340 p87)	Dexterity 13 Base Attack Bonus +6 Combat Reflexes	When you make an Attack of Opportunity, you are allowed two attacks. The first is at your normal attack bonus, while the second is at –5. This counts as two of your Attacks of Opportunity per round and your maximum is not increased.
Improved Shield Snare [General, Fighter]	(DR309 p110)	Shield Proficiency Combat Reflexes Improved Shield Bash Shield Snare	If your opponent is disarmed due to the use of your Shield Snare feat, you can make an Attack of Opportunity against your opponent immediately. You gain a +2 bonus on your attacks against this opponent as long as he/she remains disarmed.
Opportunistic Tactician [General, Fighter]	(DR340 p87)	Combat Reflexes Dodge Mobility	After making an Attack of Opportunity, you may take a bonus 5’ step.
Pike Hedge [General, Fighter]	(DR317 p83)	Base Attack Bonus +2 Combat Reflexes Hold the Line	When readying an action to receive a charge, weapons that normally do 2x vs. a charge (such as a Spear, Halberd, etc.) do 3x, while all other melee weapons do 2x.
Ranged Threat [General, Fighter]	(DR350 p90)	Base Attack Bonus +6 Combat Reflexes Point Blank Shot Precise Shot	If a creature within 15’ of you takes an action that provokes an Attack of Opportunity, you may make a single ranged attack against him/her/it at your highest attack bonus. This consumes <u>all</u> of your remaining Attacks of Opportunity for the round.
Robilar’s Gambit [General, Fighter]	(PH2 p82)	Base Attack Bonus +12 Combat Reflexes	If you activate this ability at the start of your turn, you gain the following: a) foes receive a +4 bonus on their attack & damage rolls against you; b) after a foe strikes you, you receive an Attack of Opportunity against that foe which is resolved <u>after</u> his/her attack.
Sneak Attack of Opportunity [General]	(DR340 p87)	Combat Reflexes Sneak Attack class ability with at least +3d6	On your first Attack of Opportunity of the round, add your Sneak Attack damage to the attack’s damage.
Stalwart Defense [General]	(PH2 p83)	Base Attack Bonus +9 Combat Reflexes Hindering Opportunist	If an opponent you threaten makes a melee attack against one of your allies, you may expend one of ‘Attacks of Opportunity’ to do an ‘Aid Other’ action for your ally in order to grant him/her a +2 bonus to AC vs. this attack. You may only use this ability against a given opponent once per round.

Combat Reflexes Feats	Source	Prerequisite	Description
Two-Weapon Attack of Opportunity [General, Fighter]	(DR340 p87)	Dexterity 17 Combat Reflexes Two-Weapon Fighting	When you make an Attack of Opportunity, you are allowed an attack with each of your weapons, with the normal penalties for doing so. This counts as two of your Attacks of Opportunity per round and your maximum is not increased.
Vexing Flanker [General, Fighter]	(PH2 p85)	Combat Reflexes	You receive a +4 bonus on attack rolls to hit a Flanked opponent (instead of the normal +2).

## Feats Based on Dodge

Dodge Feats	Source	Prerequisite	Description
Bounding Assault [General]	(PH2 p75)	Dexterity 13 Base Attack Bonus +12 Dodge Mobility Spring Attack	When doing an Attack Action with a melee weapon, you may move, attack twice (with the second attack at –5), and then continue the movement (up to your speed). This does not provoke an Attack of Opportunity from <u>two</u> creatures (at least one of which you must attack). You must move at least 5' before and after the attack to make use of this feat. You may attack both creatures you have designated –or– attack one with both attacks.
Combat Cloak Expert [Tactical, Fighter]	(PH2 p93)	Base Attack Bonus +6 Dexterity 15 Intelligence 13 Combat Expertise Dodge	You may use the following 3 tactical maneuvers: <u>Cloak Defense</u> – When Fighting Defensively while wearing a cloak, receive a +1 Shield bonus to AC. If you take a Total Defense Action, you receive a +2 Shield bonus to AC. <u>Cloaked Strike</u> – In the first round, advance without wielding a weapon until you are adjacent to your opponent. On the next round, make an opposed Bluff vs. Sense Motive check as a Move Action while you draw your Light weapon. If successful, your opponent loses his/her Dexterity bonus to AC –or– his/her Shield bonus to AC (your choice) until the end of your round. <u>Whirling Cloak</u> – After striking an opponent in melee, you may spend a Move Action to make a melee touch attack against the same opponent. If successful, the opponent may <u>not</u> make Attacks of Opportunity against an ally of your choice until the start of your opponent's next round.
Combat Tactician [General]	(PH2 p77)	Dexterity 13 Base Attack Bonus +12 Dodge	Designate a creature to be target of this feat as a Free Action. If neither you or the target threaten each other at the start of your turn, you receive a +2 bonus on melee damage against that target during your turn.
Defensive Throw [General]	(CWar p97)	Dexterity 13 Combat Reflexes Dodge Improved Trip Improved Unarmed Strike	If the opponent that you have designated to receive your Dodge bonus to AC attacks you and misses, you can make an Attack of Opportunity against that opponent to attempt to trip him.
Dodge [General, Fighter, Scout]	(PH p93) (CAAdv p10)+	Dexterity 13	During your action, you may specify one opponent against which you gain a +1 Dodge bonus to AC until your next action. If you lose your Dex bonus to AC for any reason, you also lose your Dodge bonus.
Elusive Target [Tactical]	(CWar p110)	Base Attack Bonus +6 Dexterity 13 Dodge Mobility	You may use the following 3 tactical maneuvers: <u>Negate Power Attack</u> – If the opponent that you have chosen to use your Dodge against uses Power Attack on you, he/she still takes the penalty on the attack, but does <u>not</u> gain the bonus on the damage. <u>Diverting Defense</u> – If you are flanked and have chosen one of the flankers as your Dodge opponent, that opponent's first attack on you each round actually target's the other flanker, who is considered Flat-Footed. Any additional attacks that round are treated normally. <u>Cause Overreach</u> – If you provoke an Attack of Opportunity by moving out of a threatened hex and your opponent misses, you receive an automatic Trip attempt against the foe. If the Trip attempt misses, your opponent does not get an attempt to trip you.
Exhausting Defense [Tactical, Fighter]	(DR345 p91)	Base Attack Bonus +5 Dexterity 13 Intelligence 13 Combat Expertise Dodge	You may use the following 3 tactical maneuvers: <u>Fatigue the Foe</u> – If you fight the same foe for 3 consecutive rounds with Combat Expertise of at least –2 and the foe is your Dodge target, then on each consecutive round, the foe must make a Fortitude save vs. DC 15 or become Fatigued until the end of the encounter. <u>Exhaust the Foe</u> – If you fight the same foe who is <u>already Fatigued</u> for 3 consecutive rounds with Combat Expertise of at least –4 and the foe is your Dodge target, then on each consecutive round, the foe must make a Fortitude save vs. DC 15 or become Exhausted until the end of the encounter (at which point he/she becomes Fatigued). <u>The Best Offense</u> – If you fight a foe who is <u>already Fatigued</u> or <u>Exhausted</u> for 1 round using the All-Out Defense Action and then on the following round attack without using Combat Expertise, the foe is considered Flat-Footed against your attacks and you receive a +2 bonus on attacks vs. that foe for 1 round.
Expeditious Dodge [General, Fighter]	(RotW p150)	Dexterity 13	Gain a +2 Dodge bonus to AC when you move 40' or more in a single turn. Lasts until your next turn. Note: This feat counts as 'Dodge' for purposes of qualifying for other feats, prestige classes, etc.
Karmic Strike [General]	(CWar p102)	Dexterity 13 Intelligence 13 Combat Expertise Dodge	On your turn, you may choose to take a –4 penalty to your AC in exchange for the option of taking an Attack of Opportunity on any creatures that successfully makes a melee or touch attack on you. This feat does <u>not</u> grant additional Attacks of Opportunity.
Melee Evasion [General, Fighter]	(PH2 p81)	Dexterity 13 Intelligence 13 Combat Expertise Dodge	When Fighting Defensively, you may use an Immediate Action to improve your AC against <u>one</u> attack made by the creature that is your designated 'dodge' target. Against this attack only, your Normal & Touch AC is (d20 + your Base Attack Bonus). Note: Your Dexterity bonus to AC must apply to the designated attack.
Mobility [General, Fighter, Scout]	(PH p98) (CAAdv p10)+	Dexterity 13 Dodge	+4 Dodge bonus to AC vs. Attacks of Opportunity due to moving out of or within a threatened area. Any condition that could cause you to lose your Dexterity bonus to AC against an attack causes you to lose this bonus too.

Dodge Feats	Source	Prerequisite	Description
Nimble Deflections [General, Fighter]	(DR335 p88)	Dexterity 13 Dodge Perform (keyboard): 7 ranks	When wielding a two-handed weapon, you receive a +2 Shield bonus to AC against your Dodge opponent.
Opportunistic Tactician [General, Fighter]	(DR340 p87)	Dexterity 13 Combat Reflexes Dodge Mobility	After making an Attack of Opportunity, you may take a bonus 5' step.
Rapid Blitz [General]	(PH2 p82)	Dexterity 13 Base Attack Bonus +18 Dodge Mobility Spring Attack Bounding Assault	When doing an Attack Action with a melee weapon, you may move, attack <u>three</u> times (with the second attack at -5 & the 3 <sup>rd</sup> at -10), and then continue the movement (up to your speed). This does not provoke an Attack of Opportunity from <u>three</u> creatures (at least one of which you must attack). You must move at least 5' before and after the attack to make use of this feat. You may distribute your attacks between the three designated creatures as you wish.
Sahuagin Flip [General, Fighter]	(Storm p93)	Racial Swim speed Dodge	After making a Standard Action melee attack, you may 'withdraw' (i.e., 2x movement) as a Move Action as long as you are swimming away.
Shot on the Run [General, Fighter, Scout]	(PH p100) (CAAdv p10)+	Dexterity 13 Base Attack Bonus +4 Point Blank Shot Dodge Mobility	When making a Standard Action attack with a ranged weapon, you can move before and after the attack, up to your base movement.
Sidestep [General]	(Mini p28)	Dexterity 15 Dodge Mobility Tumble: 7 ranks	After making an Attack of Opportunity, you may take a bonus 5' step.
Spring Attack [General, Fighter, Scout]	(PH p101) (CAAdv p10)+	Dexterity 13 Base Attack Bonus +4 Dodge Mobility	When doing an Attack Action with a melee weapon, you may move, attack, and then continue the movement (up to your speed). This does not provoke an Attack of Opportunity from the person you are attacking. You must move at least 5' before and after the attack to make use of this feat.
Titan Fighting [General, Fighter]	(RoS p145)	Dexterity 13 Racial Dodge bonus against Giants Dodge	Against your Dodge-designated Giant-type opponent, you gain your Racial Dodge bonus, instead of the usual +1 for Dodge (e.g. a typical Dwarf would gain a +4 Dodge bonus from this feat against one giant, which stacks with his usual +4 Dodge bonus – so +8 AC against one Giant, and +4 AC against all others).
Wolfpack [Tactical]	(RotW p153)	Dexterity 15 Dodge Mobility Spring Attack Base Attack Bonus +6	You may use the following 3 tactical maneuvers: <u>Distract Foe</u> – You and an ally must have Flanked your foe for at least one round to use this ability. As a Full Round Action, make a single melee attack. If it hits, make a Bluff check with the damage as a bonus vs. your foes Sense Motive check with his/her BAB as a bonus. If you are successful, all of your allies that give you a Flanking bonus receives an Attack of Opportunity on the foe. <u>Drive Back</u> – You and at least one ally must Threaten the same foe and an ally must perform an Aid Other action to help your attack on that foe. As a Full Round Action, make a melee attack. If you hit, you do damage and initiate a Bull Rush that does not provoke an Attack of Opportunity or move you into your foe's square. Resolve the Bull Rush normally, except the damage you did is a bonus on your Strength check and your foe cannot be moved back more than 5'. <u>Gang Dodge</u> – You and at least one ally must Threaten the same foe. Perform an Aid Other action to give <u>every one of your allies</u> that threaten the same foe a +2 bonus to AC. This bonus lasts until your next turn, provided you still threaten the same foe.

Feats Based on Power Attack

Power Attack Feats	Source	Prerequisite	Description																		
Blinding Strike [Tactical, Fighter]	(DR345 p90)	Base Attack Bonus +5 Strength 13 Dexterity 13 Power Attack	You may use the following 3 tactical maneuvers: <u>Blind the Fog</u> – If you use a Full Round Action to make one melee attack with a Power Attack of at least –5, your foe takes no damage, but becomes Blind for 1d4 rounds (FortNeg, DC = 10 + Power Attack value). <u>Weaken Gaze</u> – If you use a Full Round Action to make one melee attack with a Power Attack of at least –5, your foe takes normal damage <u>and</u> the DC of <u>one</u> of the creature’s Gaze Attacks has its DC reduced by 2 for 10 rounds. Multiple uses of this maneuver stack. <u>Eye Gouge</u> – If you use a Full Round Action to make one melee attack with a Power Attack of at least –5, your foe takes normal damage <u>and</u> loses the use of one of its Gaze Attacks for 1d4 rounds (FortNeg, DC = 10 + Power Attack value). Unlike the other two maneuvers, ‘Eye Gouge’ generates an Attack of Opportunity. If you take damage from the attack, the maneuver is negated.																		
Blood-Spiked Charger [Tactical, Fighter]	(PH2 p92)	Base Attack Bonus +6 Strength 13 Power Attack Weapon Focus (spiked armor) Weapon Focus (spiked shield)	You may use the following 3 tactical maneuvers: <u>Spiked Avalanche</u> – If you make a Charge while wearing Spiked Armor and using a Spiked Shield (or with your hands empty), you may make a single attack with the Spiked Armor or the Spiked Shield that receives a 2x Strength modifier bonus to damage –or– attacks with <u>both</u> your Spiked Armor and your Spiked Shield that each receive a 1x Strength modifier bonus to damage (two weapon penalties apply). <u>Spiked Rebuke</u> – When you Fight Defensively with a Spiked Shield and an opponent missed your AC but would have hit if not for your Shield, your next attack against that opponent with your Spiked Shield (if in the next round) receives a +2 bonus on its attack roll. <u>Spiked Slam</u> – As a Full Round Action, you may make a single attack with your Spiked Shield that generates an Attack of Opportunity, has a 2x Strength modifier bonus to damage in addition to the damage below. You do not threaten adjacent squares until the start of your next round. <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Size</th> <th>Bonus Dmg</th> <th>Size</th> <th>Bonus Dmg</th> <th>Size</th> <th>Bonus Dmg</th> </tr> </thead> <tbody> <tr> <td>Small</td> <td>+1d4</td> <td>Large</td> <td>+1d8</td> <td>Gargantuan</td> <td>+2d8</td> </tr> <tr> <td>Medium</td> <td>+1d6</td> <td>Huge</td> <td>+2d6</td> <td>Colossal</td> <td>+3d6</td> </tr> </tbody> </table>	Size	Bonus Dmg	Size	Bonus Dmg	Size	Bonus Dmg	Small	+1d4	Large	+1d8	Gargantuan	+2d8	Medium	+1d6	Huge	+2d6	Colossal	+3d6
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Brutal Strike [General, Fighter]	(PH2 p76)	Base Attack Bonus +6 Strength 13 Power Attack	You must declare you are attempting a ‘Brutal Strike’ before attacking with a Bludgeoning weapon & only one ‘Brutal Strike’ can be attempted each round. If your ‘Brutal Strike’ hits, your foe is <u>Sickened</u> for 1 round (FortNeg, DC is 10 + the number you subtracted from your attack roll). Creatures not vulnerable to Critical Hits are immune.																		
Cleave [General, Fighter]	(PH p92)	Strength 13 Power Attack	If you drop a creature (i.e., put it to 0 hp or below, or simply kill it) in melee, you can immediately make a melee attack with the same weapon and at the same attack bonus against a creature within reach. You may <u>not</u> take a 5’ step. This ability may be used once per round.																		
Combat Brute [Tactical, Fighter]	(CWar p110)	Base Attack Bonus +6 Strength 13 Power Attack Improved Sunder	You may use the following 3 tactical maneuvers: <u>Advancing Blows</u> – If you successfully Bull Rush an opponent, you receive a +1 bonus per 5’ you moved the opponent on attack & damage rolls against that opponent on the next round only. <u>Sundering Cleave</u> – If you destroy an opponent’s weapon or shield with a Sunder action, you receive an immediate melee attack on the opponent at the same attack bonus which the Sunder used. <u>Momentum Swing</u> – If you successfully Charge an opponent, and then on the following round use Power Attack with at least a –5 penalty, the bonus damage for the power attack is x1½ for a One-Handed weapon or x3 for a Two-Handed weapon.																		
Combat Engineer [General, Fighter]	(DR334 p88)	Strength 13 Intelligence 13 Power Attack Improved Sunder Know (architecture and engineering): 4 ranks	+2 bonus on attack & damage when making a Sunder attempt. If you attack an unattended inanimate object (including a wall or structure), you may ignore up to 10 points of its Hardness.																		
Cometary Collision [General, Fighter]	(PH2 p77)	Strength 13 Power Attack Improved Bull Rush	This feat is used to derail an opponent in the process of a charge. To use it, you must Ready an Action to Charge an opponent who is charging you or an ally. When an opponent charges, it triggers your Readied Action. If you can Charge a minimum of 10’ to meet the foe, the following occurs: a) the foe’s Charge ends at the point there your two paths cross; b) in addition to the normal benefits / penalties of a Charge, you receive a +4 bonus on damage; c) your foe does not receive the benefits of a Charge, but retains the penalties. He/she may switch the target of the charge attack to you.																		
Deadly Concussion [General, Fighter]	(DR333 p88)	Strength 13 Power Attack Improved Sunder Perform (percussion): 6 ranks	When you take a Sunder action with a Bludgeoning weapon against a foe’s armor or shield –and– you destroy it in one blow, you deal the same damage to the foe that you dealt to the armor or shield.																		
Deafening Blow [Tactical, Fighter]	(DR345 p91)	Base Attack Bonus +4 Strength 13 Power Attack	You may use the following 3 tactical maneuvers: <u>Battle Clangor</u> – If you succeed on a bludgeoning melee attack with a Power Attack of at least –4, your foe takes no damage, but receives a –4 penalty on saves vs. sonic & language-dependent effects for 1 minute. <u>Disorienting Blow</u> – If you succeed on a bludgeoning melee attack with a Power Attack of at least –4, your foe takes no damage, but becomes Shaken for 1d4 rounds (FortNeg, DC = 10 + Power Attack value). Note: the bludgeoning weapon must weigh at least 4 pounds). <u>Deafen Foe</u> – If you use a Full Round Action to make one bludgeoning melee attack with a Power Attack of at least –4, your foe takes normal damage <u>and</u> becomes <u>Deaf</u> for 1d4 rounds (FortNeg, DC = 10 + Power Attack value).																		
Eagle Claw Attack [General]	(CWar p97)	Wisdom 13 Power Attack Improved Sunder Improved Unarmed Strike	When you make an Unarmed Strike against an object, add your Wisdom modifier to your damage.																		



Power Attack Feats	Source	Prerequisite	Description
Find Flaw [General, Fighter]	(DR359 p123)	Base Attack Bonus +6 Strength 13 Power Attack	When you use Power Attack while attacking an object, reduce the Hardness of the target by 1 for each point of Power Attack you do.
Flay [General, Fighter]	(PH2 p79)	Strength 13 Power Attack	When you hit a creature without a Natural Armor bonus to AC with a Slashing or Piercing weapon while doing a Power Attack, the creature receives a –2 penalty on attacks for 1 round (FortNeg, DC = 10 + the Power Attack amount). This ability may only be used on a given creature once per round.
Flying Kick [General]	(CWar p99)	Strength 13 Power Attack Improved Unarmed Strike Jump: 4 ranks	You do +1d12 damage when you Charge & end with an Unarmed Strike.
Great Cleave [General, Fighter]	(PH p94)	Base Attack Bonus +4 Strength 13 Power Attack Cleave	As ‘Cleave’, but you may use the ability as many times per round as you are able to drop creatures.
Improved Overrun [General, Fighter]	(PH p96)	Strength 13 Power Attack	When you do an Overrun Action, the following apply: Your opponent does not have the option of avoiding being Overrun. You receive a +4 bonus on the Overrun check to knock your opponent prone.
Improved Sunder [General, Fighter]	(PH p96)	Strength 13 Power Attack	When you strike at an object held or carried by an opponent, the following apply: Your opponent does not get an Attack of Opportunity against you. You gain a +4 bonus on the attack roll.
Lacerate [Ambush]	(DR344 p103)	Strength 13 Intelligence 13 Power Attack Painful Strike Combat Expertise Improved Disarm Sneak Attack / Sudden Strike class ability with at least +4d6	On a successful Sneak Attack, you may reduce the Sneak Attack dice by 3d6 to cause your foe to lose use of one of his/her hands for 1 minute (FortNeg, DC = 10 + ½ Character level + damage dealt). Any object the disabled hand is dropped, the foe cannot wield two-handed weapons, etc. This ability only applies to living creatures who can feel pain.
Lady’s Gambit [General]	(DR317 p82)	Base Attack Bonus +6 Strength 13 Iron Will Power Attack	Once per round as a Free Action, you may sacrifice up to your Character Level in hit-points (treat this as lethal damage that bypasses Damage Reduction). For the 1 round, you receive +N bonus on Attack and Damage, where N equals (hp sacrificed / 2).
Overhead Thrust [General]	(Den p106)	Base Attack Bonus +6 Strength 13 Power Attack Close-Quarters Fighting	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 (Overrun, Trample, Power Dive, Dragon Crush). You cannot use this feat if you are flat-footed or already grappled. You gain a special attack modifier based on your opponent’s size: Medium or smaller (+0), Large (+4), Huge (+8), Gargantuan (+12), Colossal (+16) If your attack succeeds, you do triple damage.
Painful Strike [Ambush]	(DR344 p103)	Strength 13 Power Attack Sneak Attack / Sudden Strike class ability with at least +3d6	On a successful Sneak Attack, you may reduce the Sneak Attack dice by 2d6 to cause your foe intense pain for 1 minute, resulting in a –2 penalty on attacks, skill checks, & ability check. This ability only applies to living creatures who can feel pain.
Power Attack [General, Fighter]	(PH p98)	Strength 13	On your round before making an attack, you may choose a number X to subtract from all melee attacks and add it to your damage (as indicated below) until your next round. The number X may be no more than your Base Attack Bonus. Damage bonus: No damage bonus – Light Weapon; secondary end of a Double-Weapon +X damage bonus – One-Handed Weapon used in one hand; primary end of a Double-Weapon +2X damage bonus – Two-Handed Weapon; One-Handed Weapon used in two hands; Double-Weapon when only one end is being used for an attack.
Pushback [General, Fighter]	(Mini p27)	Strength 13 Power Attack Improved Bull Rush	If you hit an opponent of up to your size with a Melee attack, you may initiate a special Bull Rush against that opponent. If successful, you force your opponent back 5’ (straight or diagonally) and you move into the square he/she previously occupied. Neither movement generates Attacks of Opportunity. Usable once per round.
Quell the Profane [Exalted]	(BoED p45)	Base Attack Bonus +8 Strength 13 Power Attack Resounding Blow Intimidate: 7 ranks	On a confirmed critical hit upon an Evil creature using a melee weapon with which you are proficient, your opponent takes 1d4+1 Strength damage (FortNeg, DC is Charisma-based). This feat applies to a Monk’s Unarmed Strike.
Quick Cleave [General, Fighter]	(DR343 p93)	Strength 13 Dexterity 13 Power Attack Cleave	Receive a +2 Circumstance bonus on attacks made because of Cleave and/or Great Cleave.
Resounding Blow [General, Fighter]	(BoED p45)	Strength 13 Power Attack Intimidate: 7 ranks	On a confirmed critical hit using a melee weapon with which you are proficient, your opponent is Covered for 1 round (WillNeg, DC is Charisma-based). This feat applies to a Monk’s Unarmed Strike.
Retribution [General]	(DR326 p33)	Power Attack	For each 5 hp of damage (round down) inflicted on <u>you</u> by a specific foe in a single round, you gain a +1 on your next attack roll if it is against that foe that takes place in the following round. For example, if a Wizard does 13 hp of damage to you with <i>Magic Missile</i> , you receive a +2 to attack that Wizard if it is the next attack roll you make and it occurs before the end of your turn.

Power Attack Feats	Source	Prerequisite	Description
Roundabout Kick [General]	(CWar p105)	Strength 15 Power Attack Improved Unarmed Strike	If you confirm a Critical Hit with an Unarmed Strike, you can immediately make another unarmed attack at the same bonus on the opponent that received your Critical Hit.
Shock Trooper [Tactical, Fighter]	(CWar p112)	Strength 13 Power Attack Improved Bull Rush Base Attack Bonus +6	You may use the following 3 tactical maneuvers: <u>Directed Bull Rush</u> – On a successful Bull Rush at the end of a Charge, you may move your opponent one hex to the left or right for each hex you move him/her backwards. <u>Domino Rush</u> – On a successful Bull Rush that pushes your opponent into the same hex as another opponent, you may attempt to Trip both opponents & they cannot attempt to trip you if you fail. <u>Heedless Charge</u> – If you make a Charge that ends in an attack that uses Power Attack (at least a –5 to your attack roll), you may transfer part or all of the attack roll penalty to your AC as a penalty. This is in addition to the –2 AC due to the Charge.
Terrifying Warrior [General, Fighter]	(DR343 p93)	Base Attack Bonus +3 Strength 13 Power Attack Cleave	If you drop a creature with a Cleave attack (i.e., you dropped two creatures in a row), all opponents within your reach are Panicked for 1d4 rounds (WillNeg, DC is Charisma-based). Creatures with HD equal or greater than you are not effected. This is an Extraordinary Mind-Affecting Fear Effect.

### Feats Based on Combat Focus

Combat Focus Feats	Source	Prerequisite	Description
Combat Awareness [Combat Focus, Fighter]	(PH2 p86)	Base Attack Bonus +12 Wisdom 13 Combat Focus Blind-Fight	While in 'Combat Focus', you know the number of hit-points of each adjacent creature. If you have 3+ Combat Focus feats, you also gain Blindsight 5'.
Combat Defense [Combat Focus, Fighter]	(PH2 p87)	Base Attack Bonus +6 Dexterity 13 Wisdom 13 Combat Focus Dodge	While in 'Combat Focus', you can change your Dodge opponent as an Immediate Action. If you have 3+ Combat Focus feats, you receive an extra +1 Dodge bonus to AC vs. your Dodge opponent.
Combat Focus [Combat Focus, Fighter]	(PH2 p87)	Wisdom 13	The first time you successfully hit an opponent in an encounter, you enter 'Combat Focus', which lasts for 10 round + 1 per 'Combat Focus' feat. You may only enter 'Combat Focus' once per encounter. While in 'Combat Focus', you receive a +2 bonus on Will saves. If you have 3+ Combat Focus feats, the bonus improves to +4.
Combat Stability [Combat Focus, Fighter]	(PH2 p87)	Base Attack Bonus +3 Wisdom 13 Combat Focus	While in 'Combat Focus', you receive a +4 bonus on checks to resist Bull Rush, Disarm, Grapple, Overrun, & Trip actions. If you have 3+ Combat Focus feats, the bonus improves to +8.
Combat Strike [Combat Focus, Fighter]	(PH2 p87)	Base Attack Bonus +15 Wisdom 13 Combat Focus any two other Combat Focus feats	By ending 'Combat Focus' early as a Swift Action, you receive a bonus on all attack and damage rolls equal to your number of 'Combat Focus' feats for the remainder of the current round.
Combat Vigor [Combat Focus, Fighter]	(PH2 p88)	Base Attack Bonus +9 Wisdom 13 Combat Focus	While in 'Combat Focus', you gain Fast Healing 2. If you have 3+ Combat Focus feats, you gain Fast Healing 4.

## Enemy-Specific Feats

## vs. Casters

vs. Casters	Source	Prerequisite	Description
Mage Slayer [General, Fighter]	(CArc p81) (Mini p27)	Base Attack Bonus +3 Spellcraft: 2 ranks	1. You receive a +1 bonus on Will saves. 2. If you threaten a spellcaster, he/her cannot take the 'cast defensively' action. 3. Your Caster level (if any) of all spell and spell-like abilities is <u>reduced</u> by 4.
Pierce Magical Concealment [General, Fighter]	(CArc p81)	Constitution 13 Mage Slayer Blind-Fight	1. You may disregard a Miss Chance that results from a spell or spell-like abilities, such as from <i>Blur</i> , <i>Darkness</i> , <i>Invisibility</i> , <i>Obscuring Mist</i> , etc. You can not ignore non-magical Concealment (such as fog). 2. When fighting a creature under the effect of <i>Mirror Image</i> , you automatically know which image is real. 3. Your Caster level (if any) of all spell and spell-like abilities is <u>reduced</u> by 4.
Pierce Magical Protection [General, Fighter]	(CArc p82)	Constitution 13 Mage Slayer	1. As a Standard Action, you may make a melee attack that ignores bonuses to AC granted by spells. If this attack deals damage, all spells and spell effects that grant a bonus to AC are immediately dispelled. 2. Your Caster level (if any) of all spell and spell-like abilities is <u>reduced</u> by 4.

## vs. Dragons

vs. Dragons	Source	Prerequisite	Description
Dragon Foe [General]	(Den p105)	Intelligence 13	+2 bonus on attack rolls vs. Dragons. +2 bonus on Caster level checks to overcome a Dragon's Spell Resistance. Dragon are a -2 on saving throws against your spells, spell-like abilities, and supernatural abilities.
Dragon Hunter [General]	(Den p104)	Wisdom 13	+2 Dodge bonus to AC against attacks made by Dragons +2 Competence bonus to saving throws against the spells, attacks, and special abilities of Dragons +2 Competence bonus on any opposed check (ex: bull rush, grapple) against a Dragon
Dragon Hunter Bravery [General]	(Den p104)	Wisdom 13 Dragon Hunter	You and all your allies within 30' that can see you are treated as having +4HD for purposes of being exempt from a Dragon's Frightful Presence. If you are not affected, your Animal Companion, Familiar, and/or Special Mount is not effected either. If you and/or you allies are affected, receive a +4 Morale bonus on the Will save to resist the effect.
Dragon Hunter Defense [General]	(Den p104)	Wisdom 13 Dragon Hunter	You gain Evasion against the breath weapons of Dragons. You also gain a bonus of half your Character level on saves against the Supernatural or Spell-like Abilities of Dragons.
Dragonbane [General]	(Den p105)	Intelligence 13 Base Attack Bonus +6 Dragonfoe	You may use a Full Round Action to make a single attack (melee or ranged within 30') against a Dragon. You gain a +4 bonus on your attack roll, and +2d6 extra damage if you hit.
Dragondoom [General]	(Den p105)	Intelligence 13 Base Attack Bonus +10 Dragonfoe Dragonbane	When attacking a dragon, your critical multiplier increases: x2 becomes x3    x3 becomes x5    x4 becomes x7 The benefit of this feat does not stack with any other ability or effect that changes the multiplier.
Suppress Presence [General]	(DR343 p32)	Dexterity 15 Stealthy	Creatures with the 'blindsense' special ability must make a Listen or Spot check (as appropriate for the creature) vs. your Hide check to perceive you. You must have Cover to hide from 'blindsense'.

## vs. Undead

vs. Undead	Source	Prerequisite	Description
Ghost Scarred [General]	(LM p27)	Know (religion): 8 ranks	+2 Insight bonus on attack rolls and weapon damage against Incorporeal Undead. +2 bonus on all saving throws to resist the spells and abilities of Incorporeal Undead.
Necropotent [General, Fighter]	(LM p29)	Fighter 4th Weapon Focus with the chosen weapon Weapon Specialization with the chosen weapon	You gain a +4 bonus on all damage rolls you make using the chosen weapon against Undead.
Unquenchable Flame of Life [General]	(LM p31)	—	+2 bonus on saving throws vs. the Extraordinary and Supernatural abilities of Undead. If you have Undead as a Favored Enemy, your saving throw bonus is instead equal to your Favored Enemy bonus.
Vampire Hunter [General]	(LM p31)	Know (religion): 6 ranks	As a Move Action, you can unflinchingly determine if a Vampire or Vampire Spawn is within 30'. You are immune to the Dominating Gaze ability of Vampires and Vampire Spawn.

## vs. Big Creatures

vs. Big Creatures	Source	Prerequisite	Description
Clever Wrestling [General]	(CWar p97) (Den p103) (Storm p92)	Small or Medium size Improved Unarmed Strike	When grappling with an opponent greater than Medium size, you gain a bonus when attempting to escape a Grapple or Pin. The size of the bonus depends on the opponent's size: Large – +2 Huge – +4 Gargantuan – +6 Colossal – +8
Confound the Big Folk [Tactical]	(RotW p153)	Small size (or smaller) Underfoot Combat Tumble: 10 ranks	You may use the following 3 tactical maneuvers: <u>Knee Striker</u> – When you occupy a square with a creature at least two size categories larger than you, the creature is considered Flat-Footed against you and you receive a +4 bonus on rolls to confirm critical hits. <u>Underfoot Defense</u> – When you occupy a square with a creature at least two size categories larger than you, and you Fight Defensively, use Total Defense, or use Combat Expertise, any melee or ranged attack on you has a 50% chance of striking the creature who shares the square with you (that creature does not have a 50% chance of striking itself). <u>Unsteady Footing</u> – When you occupy a square with a creature at least two size categories larger than you, you may initiate a Trip attack on the creature you share the square with and not provoke an Attack of Opportunity. You can add your choice of Strength or Dexterity modifier to your check (your opponent gets the better of its Strength or Dexterity as usual). Your opponent does not get to add his/her size bonus to its roll. If the Trip attempt fails, your opponent does not get to try to trip you.
Cunning Sidestep [General]	(Den p103)	Small or Medium size Improved Unarmed Strike Clever Wrestling	When your opponent is larger than Medium size, you gain a bonus on any opposed check you make to avoid being Bull Rushed, Tripped, Knocked Down, or Pushed. The bonus depends on the opponent's size: Large – +2 Huge – +4 Gargantuan – +6 Colossal – +8 This feat is effective against the Large and in Charge feat. The bonus from this feat does not stack with Clever Wrestling.
Giantbane [Tactical, Fighter]	(CWar p111)	Medium-size or smaller Base Attack Bonus +6 Tumble: 5 ranks	You may use the following 3 tactical maneuvers: <u>Duck Underneath</u> – If you take a Total Defense action against a foe who is at least two size categories larger than you, you gain an additional +4 bonus on your AC. If your foe misses on his/her attack, you may make a Tumble check vs. DC 15 to move to the opposite side of your foe. <u>Death from Below</u> – If you successfully performed a <u>Duck Underneath</u> maneuver the round before, you can make an immediate single attack on the foe you ducked under. Your foe is Flat-Footed & you gain a +4 bonus on your attack. <u>Climb Aboard</u> – If you are adjacent to a foe at least two size categories larger than you, you may make a Climb check vs. DC 10 to climb onto your foe. As long as you are on your foe, he/she has a –4 penalty on attack rolls to hit you & you are carried with him/her. Your foe may get you off with a Grapple check opposed by your Climb check.
Overhead Thrust [General]	(Den p106)	Base Attack Bonus +6 Close-Quarters Fighting Power Attack	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 (Overrun, Trample, Power Dive, Dragon Crush). You cannot use this feat if you are flat-footed or already grappled. You gain a special attack modifier based on your opponent's size: Medium or smaller (+0), Large (+4), Huge (+8), Gargantuan (+12), Colossal (+16) If your attack succeeds, you do triple damage.
Underfoot Combat [General]	(RotW p152)	Small size (or smaller) Tumble: 10 ranks	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. When 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).

## Spellcaster Feats

## Item Creation Feats

Item Creation	Source	Prerequisite	Description
Attune Magic Weapon [Item Creation]	(Eb p50)	Craft Magic Arms and Armor Caster level 5 <sup>th</sup>	After spending 24 hours with a new magic weapon, you gain a +1 Insight bonus on attack roll & damage with it.
Bind Elemental [Item Creation]	(Eb p51)	Craft Wondrous Item Caster level 9 <sup>th</sup>	Able to create items with bound elements, including vehicles such as flying boats.
Brew Potion [Item Creation]	(PH p89)	Caster level 3 <sup>rd</sup>	Create a potion of a spell up to 3 <sup>rd</sup> level that you know.
Craft Construct [Item Creation]	(MM p303) (MM3 p206)	Craft Magic Arms and Armor Craft Wondrous Item	Create any Construct whose prerequisites you meet.
Craft Contingent Spell [Item Creation]	(CArc p77)	Caster level 11 <sup>th</sup>	Creates a one-shot spell that is triggered on the willing subject that is automatically cast when a set of conditions are true.
Craft Magic Arms and Armor [Item Creation]	(PH p92)	Caster level 5 <sup>th</sup>	Create any magic weapon, armor or shield whose prerequisites you meet.
Craft Rod [Item Creation]	(PH p92)	Caster level 9 <sup>th</sup>	Create any magic rod whose prerequisites you meet.
Craft Rune Circle [Item Creation]	(RoS p137)	Caster level 5 <sup>th</sup>	Create any rune circle whose prerequisites you meet.
Craft Staff [Item Creation]	(PH p92)	Caster level 13 <sup>th</sup>	Create any magic staff whose prerequisites you meet.
Craft Wand [Item Creation]	(PH p92)	Caster level 5 <sup>th</sup>	Create any magic wand whose prerequisites you meet.
Craft Wondrous Item [Item Creation]	(PH p92)	Caster level 3 <sup>rd</sup>	Create any wondrous item whose prerequisites you meet.
Etch Rune [Item Creation]	(DR324 p26)	Scribe Scroll	Imbues an item with a single-use spell that anyone can activate.
Exceptional Artisan [Item Creation]	(Eb p52)	any Item Creation feat	Reduce the base time for crafting any magical item by 25%.
Extra Rings [Item Creation]	(Eb p53)	Forge Ring Caster level 12 <sup>th</sup>	You may benefit from up to two magical ring on each hand, to a total of 4 rings.
Extraordinary Artisan [Item Creation]	(Eb p53)	any Item Creation feat	Reduce the cost of raw material for crafting any magical item by 25%.
Forge Ring [Item Creation]	(PH p94)	Caster level 12 <sup>th</sup>	Create any magic ring whose prerequisites you meet.
Inscribe Rune [Item Creation]	(PGF p40)	Intelligence 13 Divine Caster level 3 <sup>rd</sup> appropriate Craft skill	You may imbue an object with a single-use Divine spell by inscribing the appropriate Rune upon it. Creatures may not have Runes place upon them, but may have them on their objects. The Cost Multiplier of a Rune is 50.
Legendary Artisan [Item Creation]	(Eb p56)	any Item Creation feat	Reduce the cost of XP for crafting any magical item by 25%.
Portal Master [Item Creation]	(PGF p42)	Craft Wondrous Item	You understand Portals (i.e., teleportation tunnels with fixed ends) better than most. 1. You may create a Portal at ½ cost (this bonus does not stack with the Magical Artisan feat). 2. You may attempt to stabilize a 'dangerous' Portal for 1 minute with a Spellcraft check.
Sanctify Relic Item [Item Creation]	(CDiv p84)	any other Item Creation feat	You can create a relic, which has a special relationship to a deity and its followers.
Scribe Scroll [Item Creation]	(PH p99)	Caster level 1 <sup>st</sup>	Create any magic scroll whose prerequisites you meet.
Wand Mastery [Item Creation]	(Eb p62)	Caster level 9 <sup>th</sup> Craft Wand	Any spell you cast from a wand has its DC increased by 2 and its effective caster level increased by 2.

Feats Related to Item Creation

Item Creation Related	Source	Prerequisite	Description
Double Wand Wielder [General]	(CArc p77)	Craft Wand Two-Weapon Fighting	As a Full Round Action, you can fire a Wand in each hand. The Wand in your secondary hand (your choice) uses up 2 charges, while one in your primary hand uses up 1 charge.
Dragoncrafter [General]	(Dcn p105)	Know (arcana): 2 ranks	You can create Dragoncraft Items whose prerequisites you meet. See Dcn p116 for details on Dragoncrafted Items.
Magical Artisan [General]	(PGF p41)	any Item Creation Feat	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 creation the item. You may take this feat multiple times, each time with a new Item Creation feat.
Reckless Wand Wielder [General]	(CArc p82)	Craft Wand Use Magic Device: 1 rank	You may increase a Wand's caster level by +2 by consuming one extra charge when using it.
Theurgic Creationist [General]	(DR325 p62)	any Item Creation feat ability to cast spells from at least two spell lists	Add the levels from all your spellcasting classes to determine your Caster lvl for taking an Item Creation feat Also, your combined spellcaster level is your Caster level for the items you create. Note that you must still have access to the spells needed for making an item.
Wandstrike [General]	(CArc p84)	Use Magic Device: 4 rank	You may make a Melee Touch Attack with a Wand which does 1d6 damage & consumes 1 charge. Since it is a touch attack, you may <u>not</u> apply extra damage bonuses (such as your Strength modifier) or bonus dice (such as Sneak Attack or Smite enemy). The Wand's effect automatically hits (in the case of a Ray or Touch attack) or is centered on the opponent. A Wand's spell effect that does not cover an area (such as <i>Summon Monster I</i> ) cannot be used with this feat.

Imbued Staff Feats

As an alternative to having a Familiar, a Sorcerer / Wizard may imbue some of his/her power to a staff. This Imbued Staff gains abilities as the Master goes up in level (see the Creature Index for details). The following feats may also be applied.

Imbued Staff Feats	Source	Prerequisite	Description
Enchant Staff [Item Creation]	(DR338 p60)	Caster level 5 <sup>th</sup> ability to Imbue a Staff	Choose a spell you can cast that is no higher than one level below the highest you can cast. Your Imbued Staff grants you (and only you) ability to cast this spell as a Spell-like ability once per day when held. Requires a 24 hour ritual that consumes 100 gp per spell level. This feat may be taken multiple times. Each time a new spell is added.
Imbued Defense [Item Creation]	(DR338 p60)	Caster level 1 <sup>st</sup> ability to Imbue a Staff	When defensively casting a spell while holding your Imbued Staff, receive your Wisdom modifier as a bonus to your AC ( <u>in addition</u> to your Dexterity modifier) until your next Action. Requires a 12 hour ritual that consumes 500 gp.
Imbued Strength [Item Creation]	(DR338 p60)	Caster level 3 <sup>rd</sup> ability to Imbue a Staff	When attacking with your Imbued Staff, add your Wisdom modifier to the damage <u>instead</u> of your Strength modifier. Requires a 12 hour ritual that consumes 500 gp.
Invest Spell [Item Creation]	(DR338 p60)	Caster level 9 <sup>th</sup> ability to Imbue a Staff	Choose a spell you can cast that is no higher than two levels below the highest you can cast. Your Imbued Staff grants you (and only you) ability to cast this spell as a Spell-like ability three times per day when held. You permanently lose a spell slot of the same level as the invested spell. Requires a 24 hour ritual that consumes 250 gp per spell level. This feat may be taken multiple times. Each time a new spell is added.
Recharge Staff [Item Creation]	(DR338 p60)	Caster level 12 <sup>th</sup> Craft Staff ability to Imbue a Staff	If you have used Craft Staff to add spell charges to your Imbued Staff, you may expend prepared spell / unused spell slots to add charges back into your Imbued Staff. For each 5 Spell levels expended, the Staff regains one charge (max 50 charges).

## Graft Feats

Graft Feats	Source	Prerequisite	Description
Graft Flesh – Aboleth [Item Creation]	(LM p27)	Aboleth only Heal: 10 ranks	Create Aboleth Grafts and apply them to another living creature (including yourself).
Graft Flesh – Beholder [Item Creation]	(LM p27)	Heal: 10 ranks	Create Beholder Grafts and apply them to another living creature (including yourself).
Graft Flesh – Fiendish [Item Creation]	(LM p27)	Fiends only Heal: 10 ranks	Create Fiendish Grafts and apply them to another living creature (including yourself).
Graft Flesh – Undead [Item Creation]	(LM p27)	Heal: 10 ranks	Create Undead Grafts and apply them to another living creature (including yourself). Examples are given at LM p79.
Graft Flesh – Yuan-ti [Item Creation]	(LM p27)	Heal: 10 ranks	Create Yuan-ti Grafts and apply them to another living creature (including yourself).
Graft Flesh – Illithid [Item Creation]	(LM p27) (Und p25)	Illithids only Heal: 10 ranks	Create Illithid Grafts and apply them to another living creature (including yourself).
Spell Graft [Item Creation]	(DR337 p101)	Craft Wondrous Item Know (arcana): 8 ranks Able to cast Impromptu Arcane spells	You may sacrifice the ability to cast one spell permanently to imbue a part of your body with a Supernatural ability. Examples are given at DR337 p101. For example, by permanently sacrificing <i>Burning Hands</i> , you gain the ability to set your hands on fire. This grants your hands (and only your hands) immunity to fire, your unarmed strikes do +1d4 Fire damage, etc. This is usable 1 round per caster level and is usable each day once per 4 caster levels. This feat may be taken multiple times.

## Feats that Increase a Spell's DC

Increases Spell DC	Source	Prerequisite	Description
Commanding [General]	(DR312 p51)	Charisma 15 Persuasive	Spells with the 'compulsion' subtype that you cast receive a +1 DC.
Earth Focus [General]	(DR314 p29)	—	Any spell you cast with the [earth] subtype receives a +1 bonus to its DC. If the spell has not saving throw, you cast it with a +1 effective level.
Greater Spell Focus [General]	(PH p94)	Spell Focus	All spells from the chosen School of Magic receives an additional +1 DC. May be taken more than once, each time with a different School of Magic.
Spell Focus (Chaos) [General]	(CDiv p84)	any Chaotic alignment	Any spell you cast with the [chaotic] subtype receives a +1 bonus to its DC. This does not stack with other Spell Focus feats.
Spell Focus (Evil) [General]	(CDiv p84)	any Evil alignment	Any spell you cast with the [evil] subtype receives a +1 bonus to its DC. This does not stack with other Spell Focus feats.
Spell Focus (Good) [General]	(CDiv p84)	any Good alignment	Any spell you cast with the [good] subtype receives a +1 bonus to its DC. This does not stack with other Spell Focus feats.
Spell Focus (Good) [General]	(BoED p46)	any Good alignment.	Any spell you cast with the [good] subtype receives a +2 bonus to its DC. When you are using <i>Detect Evil</i> or <i>Magic Circle against Evil</i> to find a Fiend who has possessed a creature, it has a +2 to its Hide DC to avoid being found.
Spell Focus (Law) [General]	(CDiv p84)	any Lawful alignment	Any spell you cast with the [lawful] subtype receives a +1 bonus to its DC. This does not stack with other Spell Focus feats.
Spell Focus [General]	(PH p100)	—	All spells from the chosen school of magic receives +1 DC. May be taken more than once, each time with a different School of Magic.
Vow of Nonviolence [Exalted]	(BoED p47)	Sacred Vow Pledge to avoid violence against Humanoids and Monstrous Humanoids	+4 DC on spells & special abilities used on Humanoids & Monstrous Humanoids that do not cause lethal damage, ability damage, negative levels, automatic death, etc. If any of your allies slay a helpless / defenseless foe within 120' of you, <u>your ally</u> receives a cumulative –1 Morale penalty for 1 hour per your Character level (max penalty is equal to your Character level). You may ask the helpless foe to make an oath of surrender. If it makes the oath and then breaks it, your allies may slay it without any negative effect.
Water Focus [General]	(DR314 p45)	—	Any spell you cast with the [water] subtype receives a +1 bonus to its DC. If the spell has not saving throw, you cast it with a +1 effective level.

## Metamagic Feats

Metamagic Feats	Source	Prerequisite	Level Adjustment	Description
Alternative Source Spell [Metamagic]	(DR325 p61)	Able to cast both Arcane and Divine spells	+0	You may prepare an Arcane spell in a Divine spell slot of the same level and/or a Divine spell in an Arcane spell slot of the same level. In each case, the Caster level of that spell is <u>one lower</u> than usual.
Black Lore of Moil [Metamagic]	(CArc p75)	Caster level 7 <sup>th</sup> Spell Focus (necromancy)	+0	Any Necromancy spell you cast does an additional +1d6 per two spell levels of Negative Energy Damage (i.e., +1d6 for a 1 <sup>st</sup> level spell, +2d6 for a 2 <sup>nd</sup> & 3 <sup>rd</sup> level spell, etc.). If the Necromancy spell allows a saving throw, the target takes ½ Negative Energy Damage on a successful save. A ‘Moil’ spell requires a special material component – a small bone inscribed with 25gp per Negative Energy die the spell is to cause. Only someone with this feat can create or use these components, which require an hour each to create. Thus, the extra dice of damage a ‘Moil’ spells does is limited by both the spell level and the cost of the material component expended with that spell.
Born of The Three Thunders [Metamagic]	(CArc p76)	Energy Substitution (electricity) Know (nature): 4 ranks	+0	At cast time, you may declare a spell whose type is [electricity] or [sonic] to be a spell of ‘three thunders’, which does the following: 1. The spell’s type changes to [electricity][sonic]. 2. Damage done by the spell is ½ Electricity and ½ Sonic; 3. Any creature damaged by the spell is <u>Stunned</u> for 1 round (FortNeg); 4. Any creature Stunned by the spell is knocked <u>Prone</u> (RefNeg); 5. The caster of the spell is <u>Dazed</u> for 1 round (no save).
Cooperative Spell [Metamagic]	(CArc p76)	any other Metamagic	+0	Using this feat, multiple casters can cast the same spell at the same time to result in a single spell with a higher DC and a better chance of penetrating Spell Resistance. To cast a cooperative spell, the following must be true: 1. Each caster must cast the same spell modified by this feat at the same time. 2. Each caster must be next to another cooperative spell caster. The result is a single spell with the following modifications: 1. The spell’s DC is the highest DC of the cooperative casters (based on stats, feats, etc.) +2 for 1 <sup>st</sup> additional cooperative caster +1 for each additional cooperative caster. 2. The spell’s chance of penetrating the target’s Spell Resistance is the highest cooperative caster’s chance of defeating the Spell Resistance (based on level, feats, etc.) +1 per additional cooperative caster.
Energy Substitution [Metamagic]	(CArc p79) (DR325 p58)	any other Metamagic Know (arcana): 5 ranks	+0	Choose one Energy Type when you take this feat (i.e., Acid, Cold, Electricity, or Fire). You may change any spell with a different Energy Type to this Energy Type. All other effects of the spell remain the same. You may take this feat multiple times, each with a different Energy Type.
Eschew Materials [General]	(PH p94)	—	+0	Material components worth 1 gp or less are no longer needed for the target spell.
Lord of the Uttercold [Metamagic]	(CArc p80)	Energy Substitution (cold) Know(planes): 9 rank	+0	A [cold] spell can be modified to do ½ Cold damage and ½ <u>Negative Energy Damage</u> . All other aspects of the spell remain the same.
Relicguard Spell [Metamagic]	(DR347 p89)	—	+0	Spell does not affect objects and other nonliving things (including Constructs & Undead).
Sanctum Spell [Metamagic]	(CArc p82)	any other Metamagic	+0	A spell effected by this feat is cast at +1 Caster level if within your ‘Sanctum’ and at –1 Caster level if cast outside your ‘Sanctum’. A caster can only have one Sanctum, which requires several months to set up and can be no larger than 20’ per level in diameter.
Blistering Spell [Metamagic]	(PH2 p91)	—	+1	May only be applied to a [fire] spell. 1. +2 hp Fire damage per Spell level. 2. Targets that fail their save receive a –2 penalty on attacks & skill checks until the start of the caster’s next round.
Consecrate Spell [Metamagic]	(BoED p42) (CDiv p79)	Good alignment	+1	1. Spell gains the [good] subtype. 2. Half the damage dealt by the spell is Untyped, so it is not blocked by any form of energy resistance.
Corrupt Spell [Metamagic]	(CDiv p79)	Evil alignment	+1	1. Spell gains the [evil] subtype. 2. Half the damage dealt by the spell is Untyped, so it is not blocked by any form of energy resistance.
Death Frost Spell [Metamagic]	(DU109 p50)	Spell Focus (necromancy)	+1	May only be applied to a Necromancy spell: 1. Spell gains the [cold] subtype. 2. Does +2d6 Cold damage (1 <sup>st</sup> round only). Uses the same save as the base spell.
Energize Spell [Metamagic]	(LM p26)	Non-Evil Alignment Must <u>not</u> have the ability to Rebuke Undead	+1	Effected spell does 150% damage to Undead, but 50% damage to all other targets.
Enlarge Spell [Metamagic]	(PH p94)	—	+1	Spells whose range is defined as “Close-range”, “Medium-range”, or “Long-range” have their range doubled.
Extend Spell [Metamagic]	(PH p94)	—	+1	Target spell has its duration doubled. Does not effect spells with duration of “Instantaneous”, “Concentration”, or “Permanent”
Fell Energy Spell [Metamagic]	(DR312 p37)	—	+1	Any numerical bonuses granted by the target spell (such as <i>Bull’s Strength</i> granting a bonus to Strength) increases by +2 if cast upon an Undead.
Fell Weaken [Metamagic]	(LM p27)	—	+1	Any living creature damaged by a Fell Weakened spell receives a –4 penalty to Strength for 1 minute. This penalty does not stack with itself.



Metamagic Feats	Source	Prerequisite	Level Adjustment	Description												
Flash Frost Spell [Metamagic]	(PH2 p91)	—	+1	May only be applied to a [cold] spell. 1. +2 hp Cold damage per Spell level. 2. The area-of-effect is coated with frost for 1 round. Any creature moving through the area must make a Balance check or fall Prone (DC 20 if Running or Charging, otherwise DC 10).												
Imbue Summoning [Metamagic]	(PH2 p92)	Spell Focus (conjuration) Augment Summoning	+1	May only be applied to a (summoning) spell. You may cast one spell of up to 3 <sup>rd</sup> level with the range of Touch on the creature(s) summoned by the affected spell. For example, the creature could be summoned with <i>Invisibility</i> already in effect.												
Nonlethal Substitution [Metamagic]	(CArc p81) (BoED p44)	any other Metamagic Know (arcana): 5 ranks	+1	Choose one <u>Energy Type</u> when you take this feat. You may change the damage from that spell from its energy type to Nonlethal. You may take this feat multiple times, each with a different Energy Type.												
Purify Spell [Metamagic]	(BoED p44)	Good alignment	+1	1. The spell gains the [good] subtype. 2. Neutral creatures take ½ damage. 3. Good creatures take no damage. 4. Evil Outsiders have the die size of the damage dice increased by one category (i.e., 1d6 becomes a 1d8, a 1d8 becomes 2d6, etc.)												
Rapid Spell [Metamagic]	(CDiv p84)	—	+1	Decreases the casting time for spells. <table border="1"> <thead> <tr> <th>Old Cast Time</th> <th>New Cast Time</th> <th>Old Cast Time</th> <th>New Cast Time</th> </tr> </thead> <tbody> <tr> <td>1 Full Round</td> <td>1 Standard Action</td> <td>Multiple Minutes</td> <td>1 Minute</td> </tr> <tr> <td>Multiple Rounds</td> <td>1 Full Round</td> <td>Multiple Hours</td> <td>1 Hour</td> </tr> </tbody> </table>	Old Cast Time	New Cast Time	Old Cast Time	New Cast Time	1 Full Round	1 Standard Action	Multiple Minutes	1 Minute	Multiple Rounds	1 Full Round	Multiple Hours	1 Hour
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Multiple Rounds	1 Full Round	Multiple Hours	1 Hour													
Sculpt Spell [Metamagic]	(CArc p83)	any other Metamagic	+1	An area of effect spell can have its area changed to one of the following: 1. Cylinder with a 10' radius & 30' height; 2. 40' Cone; 3. four 10' cubes; 4. 20' radius Sphere; or 5. 120' Line.												
Silent Spell [Metamagic]	(PH p100)	—	+1	The target spell no longer has a verbal component. Cannot be used with Bard spells.												
Smiting Spell [Metamagic]	(PH2 p92)	Baste Attack Bonus +1	+1	When cast, the affected Touch-range spell charges the weapon or piece of ammunition you hold. The spell discharges on a successful attack if made within one minute, otherwise the spell is lost. Note: Bows, Slings, and other projectile weapons <u>cannot</u> be targeted.												
Song of the Dead [Metamagic]	(DR312 p37)	—	+1	Mind-Affecting spells prepared with this feat effect Intelligence Undead, but not Mindless Undead, Constructs, or any living creatures of <u>any</u> type. Any spell prepared with this Feat becomes a Necromancy spell.												
Still Spell [Metamagic]	(PH p101)	—	+1	The target spell no longer has a somatic component. Casting such a spell in armor does not require an Arcane Penalty check.												
Transdimensional Spell [Metamagic]	(CDiv p85) (CArc p84)	—	+1	Spells modified with this metamagic have full effect on targets that are Incorporeal, Ethereal, using <i>Blink</i> or <i>Rope Trick</i> , etc. You must still perceive a foe to target it with a spell, but area of effect spells work normally.												
Earthbound Spell [Metamagic]	(PH2 p91)	—	+2	Place a non-Personal spell onto a square adjacent to you. If this square is stepped on within 1 hour, the spell does off centered / targeting the creature that trod on it (after 1 hour, the spell dissipates). All decision about the spell (such as the direction of a Cone attack, etc.) must be made when the spell is cast. An Earthbound spell may be located with a Search check vs. DC (25 + Spell level) and removed with a Disable Device check vs. the same DC.												
Empower Spell [Metamagic]	(PH p93)	—	+2	All variable numeric values (typically the dice of damage) of the target spell are increased by +50%.												
Enervate Spell [Metamagic]	(LM p26)	Non-Good Alignment Must <u>not</u> have the ability to Turn Undead	+2	Effected spell does 150% damage to Living Creatures, but 50% damage to Constructs, Undead, and objects.												
Explosive Spell [Metamagic]	(CArc p79)	—	+2	A spell that has a <u>Cone</u> , <u>Cylinder</u> , <u>Line</u> , or <u>Burst</u> that allows a Reflex save will now push any creature that fails its Reflex save out of the area of effect. For every full 10' a target is moved, he/she takes an additional 1d6 damage, plus an extra 1d6 if he/she strikes a barrier. In addition, the target is knocked Prone.												
Fell Drain [Metamagic]	(LM p27)	—	+2	Any living creature that is dealt damage by a Fell Draining spell gains 1 Negative Level. If the subject has at least as many Negative Level as HD, it dies. Negative Levels gained as a result of Fell Draining spells last one hour per Caster level (max 15 hours).												
Fell Frighten [Metamagic]	(LM p27)	—	+2	Any creature damaged by a Fell Frightening spell, are Shaken for 1 minute, assuming it is subject to Fear effects and Mind-Affecting spells.												
Radiant Spell [Metamagic]	(DR314 p21)	Charisma 15 Ability to cast a spell with the [fire] subtype	+2	Can only target spells with the [fire] subtype that does damage. Each time an opponent is damaged by the Radiant spell, he/she is Blinded for one round per Spell Level prior to adjustment (Will save to only be Dazzled for 1 round).												
Reach Spell [Metamagic]	(CDiv p84)	—	+2	A spell with range 'touch' now has a range of 30' and effectively becomes a ray (requiring a Ranged Touch attack).												
Split Ray [Metamagic]	(CArc p83)	any other Metamagic	+2	A ray spell generates an additional ray when cast. It must be target within 30' of another ray (a single creature can be targeted twice) and a separate attack roll is needed.												

Metamagic Feats	Source	Prerequisite	Level Adjustment	Description
Chain Spell [Metamagic]	(CArc p76)	any other Metamagic	+3	A spell with a single target whose range is greater than 'touch' now effects a primary target normally and also a number of secondary target up to your Caster level (max 20). No creature can be targeted more than once. If the spell does damage, the secondary targets take ½ damage and are allowed a Reflex save to cut the damage in half again (even if the original spell did not allow a save). If the spell does <u>not</u> do damage, the secondary targets have a saving throw that is 4 easier.
Delay Spell [Metamagic]	(CArc p77)	any other Metamagic	+3	A spell with the range of 'touch', 'personal', or that effects an area can be delayed for 1 to 5 rounds. All decisions, such as where to target, are determined at cast time. Once the delay and other decisions are made, they cannot be changed. A delayed spell can be detected and dispelled.
Fell Animate [Metamagic]	(LM p26)	—	+3	Any living creature that could normally be raised as a Zombie and that does not possess more than double your HD, when slain outright by damage from a Fell Animated spell, rises as a Zombie under your control at the beginning of your next turn. Even if you kill several creatures with a single Fell Animated spell, you can't create more HD of undead than twice your Caster level. The standard rules for controlling Undead (PH p198) apply to Zombies created with this feat.
Maximize Spell [Metamagic]	(PH p97)	—	+3	All variable numeric values (typically the dice of damage) of the target spell automatically roll maximum (i.e., all d6 count as '6').
Repeat Spell [Metamagic]	(CArc p82)	any other Metamagic	+3	On round after a Repeat spell was cast, it is cast again from the same starting location (even if the caster has moved) and at the same target. If targeted on a creature, the spell will target that creature again as long as he/she has not moved more than 30'. Otherwise, the spell fails. Spells with range 'touch' cannot be effected by this feat.
Widen Spell [Metamagic]	(PH p102)	—	+3	A spell with an area of effect of 'Burst', 'Emanation', 'Line', or 'Spread' has its dimensions doubled.
Energy Admixture [Metamagic]	(CArc p78)	Energy Substitution	+4	Choose an <u>Energy Type</u> that you took with the Energy Substitution feat. Any spell with an energy subtype can be modified to do its damage again with the chosen energy type in addition to its own. For example Energy Admixture (acid) could make a <i>Fireball</i> that does 6d6 Fire damage <u>and</u> 6d6 Acid damage. Alternatively, the same <i>Fireball</i> modified by Energy Admixture (fire) would do 12d6 Fire damage. You may take this feat multiple times, each time choosing a different <u>Energy Type</u> .
Quicken Spell [Metamagic]	(PH p98)	—	+4	The target spell may be cast as a Swift Action. This feat may only be used with Prepared spells whose cast time is no more than 1 Round.
Twin Spell [Metamagic]	(CArc p84) (PGF p46)	any other Metamagic	+4	The target spell takes effect twice, as if you cast it two times simultaneously on the same target & with the same choices. Each must be saved against and/or dispelled separately.
Persistent Spell [Metamagic]	(CArc p81) (PGF p42)	Extend Spell	+6	The duration of the target spell becomes 24 hours. The spell must be Personal or have a fixed range (such as <i>Detect Magic</i> ), cannot have an Instantaneous duration, and cannot be an effect that is discharged (such as <i>Protection from Element</i> ). Spells that require concentration (such as <i>Detect Magic</i> ) persists even when not being concentrated upon. The first round detection occurs at all times, but the caster must use a Standard Action to begin concentrating again to get extra details.
Fortify Spell [Metamagic]	(CArc p80)	—	<variable>	By increasing a spell's level by +1, the spell receives a +2 bonus on the Caster check to overcome Spell Resistance. This feat may be applied multiple times, each time increasing the spell's level by +1 and granting an extra +2 on the roll to overcome Spell Resistance. For example, a <i>Fireball</i> could be fortified to receive a +2 bonus to overcome Spell Resistance, but it would take up a 4 <sup>th</sup> level slot (and still be a 3 <sup>rd</sup> level spell for purposes of DC, <i>Sphere of Invulnerability</i> , etc.). The <i>Fireball</i> could also receive a +4 bonus, but it would then take up the slot of a 5 <sup>th</sup> level spell.
Heighten Spell [Metamagic]	(PH p95)	—	<variable>	The target spell is treated as if it were a higher level spell. This effects a spell's DC, whether it is blocked by a <i>Sphere of Invulnerability</i> , etc.
Easy Metamagic [Metamagic]	(DR325 p62)	any other Metamagic with at least a +2 Level Adjustment	n/a	Choose a Metamagic feat you know. When preparing or casting spells with this feat, treat the Level Adjustment as being one lower than it actually is (min +1). For example, Easy Metamagic could reduce Quicken Spell from +4 to +3. You may take this feat multiple times. Each time it applies to a new Metamagic Feat.
Innate Spell [Metamagic]	(PGF p39)	Silent Spell Still Spell	n/a	Choose a spell you know. You may use this spell 3 times per day as a Spell-Like Ability (i.e., no need for verbal, somatic, & material components). You lose one spell slot of an identical level to your Innate Spell. You may take this Feat more than once, choosing a different spell each time.

Sudden Metamagic Feats

Sudden Metamagic	Source	Prerequisite	Description
Sudden Empower [Metamagic]	(CArc p83) (Mini p28)	any other Metamagic	Once per day, you may apply Empower Spell to a spell you cast without increasing the spell's level.
Sudden Energy Substitution [Metamagic]	(Mini p28)	Energy Substitution (any)	Once per day, you may apply an Energy Substitution feat that you know to a spell you cast without increasing the spell's level.
Sudden Extend [Metamagic]	(CArc p83) (Mini p28)	—	Once per day, you may apply Extend Spell to a spell you cast without increasing the spell's level.
Sudden Maximize [Metamagic]	(CArc p83) (Mini p28)	any other Metamagic	Once per day, you may apply Maximize Spell to a spell you cast without increasing the spell's level.
Sudden Quicken [Metamagic]	(CArc p83) (Mini p28)	Quicken Spell Sudden Empower Sudden Extend Sudden Maximize Sudden Silent Sudden Still	Once per day, you may apply Quicken Spell to a spell you cast without increasing the spell's level.
Sudden Silent [Metamagic]	(CArc p83) (Mini p28)	—	Once per day, you may apply Silent Spell to a spell you cast without increasing the spell's level.
Sudden Still [Metamagic]	(CArc p83) (Mini p28)	—	Once per day, you may apply Still Spell to a spell you cast without increasing the spell's level.
Sudden Widen [Metamagic]	(CArc p83) (Mini p28)	—	Once per day, you may apply Widen Spell to a spell you cast without increasing the spell's level.

Feats for Making Undead

Undead Creation	Source	Prerequisite	Description
Bolster Resistance [General]	(LM p25)	Corpsecrafter	Each Undead you animate or create with a Necromancy spell gains +4 Turn Resistance.
Corpsecrafter [General]	(LM p25)	—	Each Corporeal Undead you animate or create with a Necromancy spell gains a +4 Enhancement bonus to Strength and +2 hit-points per Hit Die.
Deadly Chill [General]	(LM p25)	Corpsecrafter	Each Undead you animate or create with a Necromancy spell deals +1d6 Cold damage with its natural weapons.
Destructive Retribution [General]	(LM p26)	Corpsecrafter	Each Corporeal Undead you animate or create with a Necromancy spell releases a 10' burst of Negative Energy upon its destruction, dealing 1d6 points of damage plus an additional 1d6 per 2 HD (Ref/2, DC 15).
Hardened Flesh [General]	(LM p27)	Corpsecrafter	Each Corporeal Undead you animate or create with a Necromancy spell gains a +2 Natural Armor bonus to AC.
Nimble Bones [General]	(LM p29)	Corpsecrafter	Each Undead you animate or create with a Necromancy spell gains a +4 bonus on Initiative checks and a +10' increase to its base land speed.

Arcane Caster Feats

Arcane Caster Feats	Source	Prerequisite	Description
Arcane Consumption [General]	(PH2 p74)	Arcane spellcaster 6 <sup>th</sup> lvl Arcane Toughness Toughness	As a Swift Action, you increase the DC of a spell you cast in the current round by +4. Using this ability causes you to receive a –4 penalty on Constitution for 12 hours and to become Fatigued.
Arcane Disciple [General]	(CDiv p79)	Know (religion): 4 ranks Spellcraft: 4 ranks Able to cast Arcane spells Same alignment as your Patron deity	Spells from of <u>one</u> of your Patron Deity's Domains are added to your Arcane spell list. You may memorize or spontaneously cast one per level each day. The availability of the spell is based on your Wisdom (i.e., you must have a Wisdom of 10 + spell level to use a given spell) and all save DC's are calculated from your Wisdom score. You may take this feat more than once. Each time, you gain a different Domain from you Patron Deity.
Arcane Flourish [General]	(PH2 p74)	Arcane spellcaster 1 <sup>st</sup> lvl Perform (any): 4 ranks	You may expend a Prepared Spell or a Spell Slot as a Swift Action to grant yourself a Competence bonus on your next Perform check equal to (1 + spell level expended). The Perform check must be made within 1 minute or the bonus is lost.
Arcane Mastery [General]	(CArc p73) (CArcErrata)+	Ability to cast Arcane spells or use spell-like abilities	You may "Take 10" on Caster level checks (such as with <i>Dispel Magic</i> ), even if under stress.
Arcane Preparation [General]	(CArc p73) (PGF p32)	Able to cast Impromptu Arcane spells	You may use one or more of your spell slots to prepare spells with Metamagic Feats. These prepared spells can be base as a Standard Action. The prepared spell slots cannot be used for any other spell. Normal: Sorcerers & Bards can only apply Metamagics to their spells by increasing their casting time to a Full Round Action.
Arcane Strike [General]	(CWar p96) (DR310 p58)	Base Attack Bonus +4 Able to cast Arcane spells	Once per round as a Free Action, you can sacrifice an Arcane spell for the day to receive a bonus on your next melee or ranged attack. You gain a +2 bonus per spell level (up to your Base Attack Bonus) and +1d4 damage per spell level.

Arcane Caster Feats	Source	Prerequisite	Description
Arcane Thesis [General]	(PH2 p74)	Able to cast Arcane spells Know (arcana): 9 ranks	Chose an Arcane spell you can cast. When casting this spell, you gain the following benefits: 1. effective Caster Level is +2; 2. when you apply a Metamagic to your Thesis spell, it increases the spell level by one less. You may take this feat multiple times, each time with a different spell.
Arcane Toughness [General]	(PH2 p75)	Arcane spellcaster 3 <sup>rd</sup> lvl Toughness	You may expend a Prepared Spell or a Spell Slot as an Immediate Action to heal yourself (spell level expended) hp. Only usable when you are reduced to 0 or less hp. The healing also Stabilizes you.
Battle Caster [General]	(CArc p75)	Class ability to ignore Arcane Spell Failure Chance from Armor	You may wear armor one category heavier than you could normally wear while avoiding Arcane Spell Failure checks. For example, a Bard with this feat could wear Medium Armor without needing to make an Arcane Spell Failure check.
Countenance of the Mage [General]	(DR359 p124)	Arcane spellcaster 9 <sup>th</sup> Intelligence 13 Charisma 11	1. As a Full-Round Action, you may do any of the following: clean your body / clothes, dry your body / clothes, color / trim your hair (including facial & body hair), etc. 2. When you take this feat, you may make one single, permanent affectation. Examples include unusually colored eyes, unusually shaped pupils, an unusual shadow, always surrounded by a specific, unexpected scent, etc. The affectation has no game effect. 3. You may designate a 3' x 3' x 3' container that can be filled with non-magical clothes & jewelry. As a Full-Round Action, you may swap the clothes & jewelry you are wearing for some of those in your "closet". This affect my <u>not</u> be used to conjure weapons or gear.
Ears of the Mage [General]	(DR359 p125)	Arcane spellcaster 14 <sup>th</sup> Intelligence 13	Choose a proper name. If anyone speaks this name within a radius of (10 * Arcane spellcaster level) miles, you immediately know the speaker's name, direction, & distance from you. Note that this information does not distract you. You may change the proper name once per year as a Standard Action.
Eyes of the Mage [General]	(DR359 p125)	Arcane spellcaster 12 <sup>th</sup> Intelligence 13	Gain the following: 1. Low-Light Vision; 2. Darkvision improves by 60'; 3. +1 bonus on Search checks; 4. +1 Insight bonus on ranged attacks
Footsteps of the Mage [General]	(DR359 p125)	Arcane spellcaster 12 <sup>th</sup> Intelligence 13	You can now move at your normal speed by gliding along the ground: 1. You may "walk" even if your ankles are bound; 2. +2 bonus on Balance checks; 3. +4 bonus on Reflex saves to avoid falling and/or traps triggered by stepping onto them.
Hands of the Mage [General]	(DR359 p125)	Arcane spellcaster 14 <sup>th</sup> Intelligence 13	Designate an object you can lift without magical help that has been in your possession for at least 8 days. As a Free Action, you may have the designated object fly to your hand. It must be within line-of-sight – and– line-of-effect. It arrives in 1 round. Usable at will. As a Full Round Action, you may summon the designated object from any distance. Usable 1/week. A new object can only be designated if the previous one has been destroyed. You may take this feat multiple times. Each time, it applies to a different object.
Name of the Mage [General]	(DR359 p125)	Arcane spellcaster 20 <sup>th</sup>	Your name gains magical properties, which affect any creature that speaks or hears your name (other than yourself). This is a Mind-Affecting Fear effect. Speaking – if the creature has as many HD as you (or greater), he/she is Shaken for 3 rounds (no save). Otherwise, he/she is Frightened for 1d4+1 rounds (no save). Hearing – Frightened for 3 rounds (Will save to reduce this to being Shaken for 1 round. DC is 10 + Arcane spellcaster level + your Charisma modifier).
Obtain Familiar [General]	(CArc p81)	Arcane spellcaster 3 <sup>rd</sup> lvl Know (arcana): 4 ranks	You may obtain a Familiar as if you were a Sorcerer or a Wizard.
Precocious Apprentice [General]	(CArc p181)	Arcane spellcaster 1 <sup>st</sup> lvl Spellcasting Ability score (Int or Cha) 15+ 1 <sup>st</sup> level only	+2 bonus on Spellcraft checks. Choose a 2 <sup>nd</sup> level spell from a school of magic to which you have access. You may cast this spell once per day by making a Caster level check vs. DC 8 (failure means the spell is depleted for the day). When you gain 2 <sup>nd</sup> level spells, you continue to have an extra spell slot, though it no longer has to be dedicated to the originally chosen spell.
Presence of the Mage [General]	(DR359 p125)	Arcane spellcaster 18 <sup>th</sup> Intelligence 11 Charisma 17	Your presence of overwhelming: 1. Allies within 25' gain a +1 Morale bonus on attacks & saves; 2. Non-allied creatures within 25' receive a –1 penalty on attacks & saves (Mind-Affecting Fear effect); 3. Natural animals do not like to come within 25' of you. Handle Animal & Wild Empathy checks within that radius receive a –1 penalty, while Ride check receive a –2 penalty (Mind-Affecting Fear effect).
Resinbond [General]	(DU118 p42)	Ability to cast Arcane spells	+2 bonus on opposed checks to avoid being Disarmed of a Kaorti Resin Weapon. When wearing Kaorti Resin Armor, its max Dex bonus increases by +2, its Armor check penalty decreases by 2, and its Arcane Spell Failure chance decreases by 10%.
Spell Thematics [General]	(PGF p44)	Arcane spellcaster 1 <sup>st</sup> lvl	Your spells have a visual theme, such as 'sphere' or 'lightning'. Spells you cast have special effects based on your theme, such as Summon Monster I manifesting as the creature springing from a thrown sphere. 1. Since your spells look different, Spellcraft checks to identify what spell you are casting are at +4 DC. 2. For each of your current and future caster levels, you may designate one spell as a 'thematic spell', which is thereafter cast at +1 effective Caster level. Note: you cannot make your spell invisible & the effects of your spells are not changed in any way.
Vatic Gaze [General]	(PH2 p85)	Arcane spellcaster 9 <sup>th</sup> lvl	1. <i>Detect Magic</i> , at will. 2. By making a Sense Motive check vs. DC (5 + target's caster level), you may determine the highest level spell the target is still capable of casting.
Voice of the Mage [General]	(DR359 p125)	Arcane spellcaster 16 <sup>th</sup> Intelligence 13	Your voice becomes magical: 1. +1 bonus on Disguise, Intimidate, & Perform checks related to voice; 2. You may speak to an individual or group within 1 mile. You do <u>not</u> need line of effect, but you must know where you want your voice to be heard (such as in your sanctum).

## Divine Caster Feats

Divine Caster Feats	Source	Prerequisite	Description
Extra Divine Power [General]	(DR343 p91)	Divinely granted class ability with a set number of uses per day	Receive +2 uses of your Divinely granted class ability each day. This includes a Shugenja's Sense Elements ability and a Spirit Shaman's Spirit Form ability, but <u>not</u> abilities granted by Domains. This feat may be taken multiple times. Each time it applies to a <u>different</u> class ability.
Initiate of Boccob [Initiate]	(DR342 p49)	Patron Deity: Boccob Able to cast 3 <sup>rd</sup> level Divine spells	You can make all Knowledge checks Untrained. +1 caster level on Divination spells. Add the following to one of your Divine spells list: 1 <sup>st</sup> : <i>Memory Jar</i> (DR342 p54) – The target gains a bonus on Knowledge checks. 2 <sup>nd</sup> : <i>Identify</i> (PH p243) – Determines properties of a magic item. 4 <sup>th</sup> : <i>Research Aid</i> (DR342 p55) – Get assistance when performing research.
Initiate of Ehlonna [Initiate]	(DR342 p50)	Patron Deity: Ehlonna Able to cast 3 <sup>rd</sup> level Divine spells	<i>Pass without Trace</i> (self only), 1/day as a Spell-like ability. Add Handle Animal and Survival to the skill list of one of your Divine spellcasting classes. Add the following to one of your Divine spells list: 1 <sup>st</sup> : <i>Longstrider</i> (PH p249) – Increases your speed. 2 <sup>nd</sup> : <i>Snare</i> (PH p280) – Creates a magical booby trap. 4 <sup>th</sup> : <i>Commune with Nature</i> (PH p211) – Learn about terrain for one mile per level. 8 <sup>th</sup> : <i>Animal Shapes</i> (PH p198) – One ally per level polymorphs into chosen animal.
Initiate of Erythnul [Initiate]	(DR342 p50)	Patron Deity: Erythnul Able to cast 4 <sup>th</sup> level Divine spells	When you bring a creature to –10 hp (i.e., kill it) with a Critical Hit, you automatically receive a <i>Death Knell</i> . Does <u>not</u> apply to the Coup de Grace action. Add the following to one of your Divine spells list: 2 <sup>nd</sup> : <i>Cause Fear, Greater</i> (DR342 p52) – As <i>Cause Fear</i> , but affects creatures up to 15 HD. 5 <sup>th</sup> : <i>Erythnul's Slaughter</i> (DR342 p53) – Doubles critical threat ranges and prevents stabilization. 6 <sup>th</sup> : <i>Rage, Mass</i> (DR342 p55) – As <i>Rage</i> , but affects one subject per level.
Initiate of Fharlanghn [Initiate]	(DR342 p51)	Patron Deity: Fharlanghn Able to cast 3 <sup>rd</sup> level Divine spells	Your land speed improves by +10'. Add the following to one of your Divine spells list: 1 <sup>st</sup> : <i>Alarm</i> (PH p197) – Wards an area for 2 hours per level. 1 <sup>st</sup> : <i>Expeditious Retreat</i> (PH p228) – Your land speed increases by 30'. 4 <sup>th</sup> : <i>Dimension Door</i> (PH p221) – Teleports you a short distance. 7 <sup>th</sup> : <i>Phase Door</i> (PH p261) – Invisible passage through wood or stone.
Initiate of Heironeous [Initiate]	(DR342 p51)	Patron Deity: Heironeous Able to cast 3 <sup>rd</sup> level Divine spells	You do the following bonus damage when wielding a Longsword – against an Evil-aligned Outsider, +1d6; against a creature with an Aura of Evil (such as a Cleric of an Evil Deity), +1d4. Add the following to one of your Divine spells list: 1 <sup>st</sup> : <i>Mark of Justice, Lesser</i> (DR342 p54) – Designates action that will trigger curse on subject. 3 <sup>rd</sup> : <i>Bless, Greater</i> (DR342 p52) – Allies gain +1 per 4 levels on attack rolls and saves against fear. 4 <sup>th</sup> : <i>Righteousness of Heironeous</i> (DR342 p55) – You deal extra damage against evil targets.
Initiate of Hextor [Initiate]	(DR342 p51)	Patron Deity: Hextor Able to cast 3 <sup>rd</sup> level Divine spells	You do the following bonus damage when wielding a Flail – against an Good-aligned Outsider, +1d6; against a creature with an Aura of Good (such as a Cleric of a Good Deity), +1d4. Add the following to one of your Divine spells list: 2 <sup>nd</sup> : <i>Scare</i> (PH p274) – Panics creatures up to 5HD. 4 <sup>th</sup> : <i>Bane, Greater</i> (DR342 p52) – Enemies gain –1 per 4 levels on attack rolls and saves against fear. 4 <sup>th</sup> : <i>Wrath of Hextor</i> (DR342 p56) – You deal extra damage against good.
Initiate of Kord [Initiate]	(DR342 p51)	Patron Deity: Kord Able to cast 2 <sup>nd</sup> level Divine spells	You receive a +4 Size bonus on all Bull Rush, Disarm, Grapple, Overrun, Sunder, & Trip attempts. Add the following to one of your Divine spells list: 1 <sup>st</sup> : <i>Kord's Power Surge</i> (DR342 p54) – Receive a bonus on Strength-based ability checks and skills. 2 <sup>nd</sup> : <i>Kord's Greeting</i> (DR342 p54) – Bonuses for charging double and penalties reduce to half. 4 <sup>th</sup> : <i>Champion of Kord</i> (DR342 p53) – Receive bonuses on acts of strength.
Initiate of Nerull [Initiate]	(DR342 p51)	Patron Deity: Nerull Able to cast 4 <sup>th</sup> level Divine spells	When using the Death Touch ability granted by the Death Domain, use d8's (instead of d6's) for damage. Add the following to one of your Divine spells list: 2 <sup>nd</sup> : <i>Cause Fear, Greater</i> (DR342 p52) – As <i>Cause Fear</i> , but affects creatures up to 15 HD. 3 <sup>rd</sup> : <i>Nerull's Scythe</i> (DR342 p54) – You bring a magical scythe into existence. 9 <sup>th</sup> : <i>Wail of the Banshee</i> (PH p298) – Kills one creature per level.
Initiate of Obad-Hai [Initiate]	(DR342 p51)	Patron Deity: Obad-Hai Able to cast 3 <sup>rd</sup> level Divine spells	In addition to being able to convert your Prepared Divine spells spontaneously into healing spells, you may <u>also</u> convert them into <i>Summon Nature's Ally</i> spells (as a Druid does). Add the following to one of your Divine spells list: 1 <sup>st</sup> : <i>Summer Breezes</i> (DR342 p56) – Cools you in uncomfortable environments. 2 <sup>nd</sup> : <i>Spontaneous Combustion</i> (DR342 p56) – Target touched catches fire. 3 <sup>rd</sup> : <i>Quicksand</i> (DR342 p54) – Creates an area of quicksand. 5 <sup>th</sup> : <i>Waves of Destruction</i> (DR342 p56) – Seawater crashes down upon your targets.
Initiate of Olidammara [Initiate]	(DR342 p51)	Patron Deity: Olidammara Able to cast 2 <sup>nd</sup> level Divine spells	Add Gather Information, Sleight of Hand, and Tumble to the skill list of one of your Divine spellcasting classes. Add the following to one of your Divine spells list: 2 <sup>nd</sup> : <i>Festival Feast</i> (DR342 p41) – Creates delicious food for 3 humans per level. 4 <sup>th</sup> : <i>Olidammara's Bard Spell</i> (DR342 p42) – You can prepare spell from the Bard spell list. 5 <sup>th</sup> : <i>Olidammara's Carapace</i> (DR342 p42) – Creates a protective shell around you, which you can teleport out of secretly.
Initiate of Pelor [Initiate]	(DR342 p52)	Patron Deity: Pelor Able to cast 3 <sup>rd</sup> level Divine spells	You receive a +2 Sacred bonus on Turning Checks and Turning Damage rolls. Add the following to one of your Divine spells list: 1 <sup>st</sup> : <i>True Turning</i> (DR342 p56) – You gain bonuses on your next Turn Undead attempt. 3 <sup>rd</sup> : <i>Bless, Greater</i> (DR342 p52) – Allies gain +1 per 4 levels on attack rolls and saves against fear. 4 <sup>th</sup> : <i>Immolate the Wicked</i> (DR342 p54) – Undead you have turned burst into flames.

Divine Caster Feats	Source	Prerequisite	Description
Initiate of St. Cuthbert [Initiate]	(DR342 p52)	Patron Deity: St. Cuthbert Able to cast 3 <sup>rd</sup> level Divine spells	‘Protective Ward’ once per day per 4 Divine caster levels – The touched target gets a Resistance bonus on his/her next saving throw equal to your Divine caster level. If not used in one hour, the ward dissipates. Activation is a Standard Action. Add the following to one of your Divine spells list: 2 <sup>nd</sup> : <i>Mark of Justice, Lesser</i> (DR342 p54) – Designates action that will trigger curse on subject. 3 <sup>rd</sup> : <i>Retributive Strike</i> (DR342 p55) – You gain an attack of opportunity when attacked. 7 <sup>th</sup> : <i>Spell Turning</i> (PH p282)(PH3.5e)+ – Reflects 1d4+6 spell levels back at caster.
Initiate of Vecna [Initiate]	(DR342 p52)	Patron Deity: Vecna Able to cast 3 <sup>rd</sup> level Divine spells	You may use Scrolls, Wands, and other Spell Completion / Spell Trigger items as a Wizard whose level is equal to your Divine Caster level (plus your Wizard level, if any). Add the following to one of your Divine spells list: 3 <sup>rd</sup> : <i>Vecna’s Courier</i> (DR342 p56) – Deliver secrets without fear of having them revealed. 4 <sup>th</sup> : <i>Arcane Eye</i> (PH p200) – Invisible floating eye moves 30’ per round. 6 <sup>th</sup> : <i>Eyebite</i> (PH p228) – Target becomes panics, sickened, and comatose.
Initiate of Wee Jas [Initiate]	(DR342 p52)	Patron Deity: Wee Jas Able to cast 3 <sup>rd</sup> level Divine spells	By expending one of your Turning / Rebuking Attempts, you release a wave of Positive or Negative energy in a 20’ radius Burst. If you channel Positive Energy, all Undead in the area of effect take 1d6 per two Divine Caster levels (Will½, DC is Charisma-based). If you channel Negative energy, all Undead in the area of effect are cured 1d6 per two Divine Caster levels (up to their maximum, extra hp are lost). Add the following to one of your Divine spells list: 2 <sup>nd</sup> : <i>Disguise Undead</i> (Spell p66) – Change appearance of one corporeal undead for 10 minutes per level. 4 <sup>th</sup> : <i>Magic Jar</i> (PH p250) – Enables possession of another creature. 6 <sup>th</sup> : <i>Circle of Death</i> (PH p209) – Kills 1d4 HD per level of creatures.
Spontaneous Healer [General]	(CDiv p84)	Know (religion): 4 ranks non-Evil alignment Able to cast <i>Cure Wounds</i> spells	You may convert your spells into <i>Cure Wound</i> spells of equal or lower level (as a Cleric). You may do this up to Wisdom modifier times per day.
Spontaneous Summoner [General]	(CDiv p85)	Wisdom 13 Know (nature): 4 ranks any Neutral alignment Able to cast <i>Summon Nature’s Ally</i> spells	You may convert your spells into <i>Summon Nature’s Ally</i> spells of equal or lower level (as a Druid). You may do this up to Wisdom modifier times per day.
Spontaneous Wounder [General]	(CDiv p84)	Wisdom 13 Know (religion): 4 ranks non-Good alignment Able to cast <i>Inflict Wounds</i> spells	You may convert your spells into <i>Inflict Wound</i> spells of equal or lower level (as a Cleric). You may do this up to Wisdom modifier times per day.

### Feats that Grant Access to Additional Spells

Spell Access Feats	Source	Prerequisite	Description
Cerebrosis [General]	(DR330 p27)	TBD	TBD
Mother Cyst [General]	(LM p28)	Caster level 1 <sup>st</sup> Know (religion): 2 ranks	You grow an internal cyst of Undead flesh which adds the following spells to your known list: 1 <sup>st</sup> – <i>Necrotic Awareness</i> 2 <sup>nd</sup> – <i>Necrotic Cyst</i> 3 <sup>rd</sup> – <i>Necrotic Bloat</i> 4 <sup>th</sup> – <i>Necrotic Domination</i> 5 <sup>th</sup> – <i>Necrotic Burst</i> 6 <sup>th</sup> – <i>Necrotic Eruption</i> 7 <sup>th</sup> – <i>Necrotic Tumor</i> 8 <sup>th</sup> – <i>Necrotic Empowerment</i> 9 <sup>th</sup> – <i>Necrotic Termination</i> If you are a caster who prepares spells, you can prepare all necrotic spells without your spellbook.
Node Spellcasting [General]	(Und p26)	Caster level 1 <sup>st</sup>	Allows a Spellcraft check (instead of an Intelligence check) to notice nearby Nodes and manipulate their powers. Also a prerequisite for other Node-related feats.
War Magic Study [General]	(DR309 p46)	Great Fortitude Iron Will Caster level 3 <sup>rd</sup>	You may acquire & cast spells with the [war] subtype. These spells cover a huge area, can feed whole armies, etc., but have very expensive Material Components & long casting times. See DR309 p44 for details.
Wormbound [General]	(DR343 p76)	Living creature Host of a living Kyuss Worm	The living Kyuss Worm inside you grants you the knowledge of spells. If the worm dies (such as due to <i>Dispel Evil, Remove Curse, Consume the Parasite</i> , etc.), you loose access to the spells until you consume a new worm. If you die with a living worm inside, you automatically rise as a Spawn of Kyuss in 1d6 rounds: 2 <sup>nd</sup> : <i>Path of Worms</i> (DR343 p78) – Receive a +6 Insight bonus on one roll or your AC vs. one attack. 3 <sup>rd</sup> : <i>Consume the Parasite</i> (DR343 p78) – Consume the Kyuss Worm inside you for a temporary bonus to your hit-points, Strength, Dexterity, effective caster level, etc. 3 <sup>rd</sup> : <i>The Worm Within</i> (DR343 p79) – Create a Kyuss inside of a living creature. If not removed quickly, the creature dies and becomes a Spawn of Kyuss. 4 <sup>th</sup> : <i>Mindworms</i> (DR343 p78) – Does Wisdom damage and causes the target to loose spells (if applicable). If the target looses spells, the caster can make use of energy to regain his/her own spells, etc.. 5 <sup>th</sup> : <i>Servant of the Green Corruption</i> (DR343 p79) – Target gains bonus on attacks, AC, & movement, but receives a penalty on saves vs. Wormbound spells. 7 <sup>th</sup> : <i>Extrude Wormspawn</i> (DR343 p79) – Creates a Wormswarm (i.e., a Swarm of Kyuss Worms).

## Arcane Focus Feats

Arcane Focus Feats	Source	Prerequisite	Description
Arcane Focus [General, Wizard]	(DR351 p88)	Able to cast 1 <sup>st</sup> level Arcane spells	If you have at least one prepared Arcane spell –or– one Arcane spell slot remaining, you may spend a Full Round action to attempt a Concentration check vs. DC 20. If successful, you enter the ‘Arcane Focus’ state. Once in ‘Arcane Focus’, you remain in it until you expend it, become unconscious, go to sleep, or use your last Arcane spell. As a Swift Action, you may expend your ‘Arcane Focus’ to ‘Take 15’ on a Concentration check. This option is available even if you are in combat, etc.
Arcane Watchfulness [Arcane, Wizard]	(DR351 p88)	Wisdom 13 Arcane Focus	As a Swift Action, you may expend your ‘Arcane Focus’ to do <u>one</u> of the following: Danger Sense – gain a +4 Circumstance bonus on Spot checks for 1 minute. Empathic Potential – gain a +4 Circumstance bonus on Sense Motive checks for 1 minute. Spatial Awareness – gain a +4 Circumstance bonus on Search checks for 1 minute.
Body Awareness [Arcane, Wizard]	(DR351 p89)	Wisdom 13 Arcane Focus	As a Swift Action, you may expend your ‘Arcane Focus’ to do <u>one</u> of the following: Overcome Distraction – you may do <u>one</u> of the following for (Wisdom modifier) round (min 1): ignore Fatigue, treat Exhaustion as Fatigue, ignore Nausea, ignore being Shaken, treat being Frightened as being Shaken, ignore being Sickened. Slowed Breathing – you receive a +4 Circumstance bonus on Fortitude saves to resist toxic fumes & inhaled poisons, holding your breath for 1 minute only counts as 5 round, and (assuming you don’t move) you can appear dead (Heal check vs. DC 20 to realize the deception). Sudden Effort – +4 Circumstance bonus on your Strength, Dexterity, or Constitution until your next turn. Using this ability a second (or further) time each day results in you becoming Fatigued. If you used this ability while Fatigued, you become Exhausted.
Defensive Magic [Arcane, Wizard]	(DR351 p89)	Arcane Focus	You may expend your ‘Arcane Focus’ to do <u>one</u> of the following: Absorb Damage – as an Immediate Action, you may expend an Arcane spell / spell slot along with your ‘Arcane Focus’ to gain Damage Reduction (level of expended spell) / — until the start of your next turn Iron Magic – as a Swift Action, each spell that grants you an Armor or Shield bonus to AC improves by +2 until the start of your next turn. Protective Aura – as an Immediate Action, you may expend one spell that you cast upon yourself along with your ‘Arcane Focus’ to gain a +(level of expended spell) bonus on your next saving throw. If not used within 1 minute, the bonus fades.
Focused Specialist [Arcane, Wizard]	(DR351 p89)	Arcane Focus Specialized Wizard	As a Swift Action, you may expend your ‘Arcane Focus’ to do <u>one</u> of the following: Spell Boost – +1 Caster level on the next spell you cast from your specialized school within 1 round. Spell Endowment – +1 DC on the next spell you cast from your specialized school within 1 round. Spell Intensity – +2 bonus to overcome Spell Resistance on the next spell you cast from your specialized school within 1 round.
Magical Insight [Arcane, Wizard]	(DR351 p89)	Intelligence 13 Arcane Focus	As a Swift Action, you may expend your ‘Arcane Focus’ to do <u>one</u> of the following: Detection Enhancement – one Divination spell that you are using which gives information over the course of round (e.g., <i>Detect Magic</i> , <i>Detect Thoughts</i> , etc.) give you information on all targets as if you had been using it for an extra round. Spell Interpretation – +4 Insight bonus on Spellcraft checks for 1 minute. Spell Intensity – +4 Insight bonus on Knowledge(arcana) checks for 1 minute.
Potent Dweomercraft [Arcane, Wizard]	(DR351 p89)	Wisdom 13 Arcane Focus Able to cast 2 <sup>nd</sup> level Arcane spells	As a Swift Action, you may expend your ‘Arcane Focus’ to do <u>one</u> of the following: Damaging Spell – the next melee touch attack spell you cast does +25% damage. Must be used within 1 round. Spell Critical – the threat range of the next melee touch attack spell you cast is 19-20 for 1 round. Weaving Strike – receive a +2 Competence bonus on your next melee touch attack spell to-hit roll.

## Other Spellcasting Feats

Other Spellcasting Feats	Source	Prerequisite	Description
Arcane Defense [General]	(CArc p73)	Spell Focus (any school)	You receive a +3 bonus on your saves vs. the chosen school of magic. You may take this feat multiple times, each time applying to a different school of magic that you have Spell Focus in.
Augment Healing [General]	(CDiv p79)	Heal: 4 ranks	Any Conjuration (healing) spell you cast that heals damage heals an additional +2 hp per level.
Augment Summoning [General]	(PH p89)	Spell Focus (conjuration)	All creatures you conjure with <i>Summon</i> spells gain a +4 Enhancement bonus to Strength and Constitution for the duration of the spell.
Battle Casting [General]	(RotW p148)	Dexterity 13 Combat Casting Concentration: 5 ranks	When casting a spell, gain a +2 Dodge bonus to AC until the beginning of your next turn. You cannot make Attacks of Opportunity when claiming the Dodge bonus from this feat.
Burning Focus [General]	(DR314 p21)	Charisma 13 Spell Penetration Greater Spell Penetration	If you fail to beat a creature's Spell Resistance, you may cast another spell on that creature within one minute that has a Spell Resistance check & receive a +1 Morale bonus on the Spell Resistance check. Each time your spell fails to get through, you may try again with a cumulative +1 bonus (up to +10 Morale bonus after 10 consecutive failed spells). If a minute goes by with out an attempt to beat the creature's Spell Resistance, you lose the bonus. If you beat the creature's Spell Resistance, you lose the bonus.
Charming [General]	(DR312 p51)	Charisma 13 Negotiator	You receive a +3 bonus on rolls to exert control over the target a Mind-Affecting spell cast by you. This includes opposed Charisma checks when two casters are giving conflicting orders, causing the target to take an action it normally would not, etc.
Combat Charm [General]	(DR312 p51)	Wisdom 13	When you cast a <i>Charm Person</i> , <i>Charm Monster</i> , <i>Charm Animal</i> , etc., on a target that is being threatened by you or your allies, it does <u>not</u> receive a +5 bonus on its saving throw.
Dampen Spell [General]	(PH2 p78)	Improved Counterspell	As an Immediate Action, you may attempt to identify a spell being cast with a Spellcraft check. If successful, you may expend any spell or spell slot to <u>reduce</u> the target spell's DC by your spell's level.
Earth Spell [General]	(RoS p138)	Constitution 13 Wisdom 13 Earth Sense Heighten Spell	As long as you are standing on stone or unworked earth, your Heighten Spell feat adds one extra spell level and caster level per level adjustment (i.e. casting a spell with a +2 level adjustment treats the spell as if it were three levels higher, and your caster level is treated as two levels higher).
Elven Spell Lore [General]	(PH2 p78)	Elf –or– Intelligence 17 Know(arcana): 12 ranks	1. When using <i>Dispel Magic</i> (and its variants), you receive a +2 bonus on the Caster check. 2. Choose a single spell that you can prepare. From this point forward, you may prepare this spell to do a different type of damage. You may even memorize the spell multiple times in the same day doing different damage in each memorization. Spontaneous spellcasters do not receive this benefit. You may take this feat multiple times, each time applying it to a different spell (benefit 1. does not stack).
Excised from the Web of Life [General, Wizard]	(DR336 p108)	Able to cast <i>Blight</i> as a Prepared spell	Any spell you cast on an Animal, Fey, or Plant does damage equal to the Caster level (at your option) in addition to its normal effect. If the spell allows a save, then success means the creature does not take the extra damage. If it does not normally allow a save, then the target(s) receive a Fortitude save for ½ dmg. When dealing with an Animal, Fey, Plant or anyone who has Wild Empathy, you receive a penalty on all Charisma-based skills and checks equal to your Character level.
Extra Slot [General]	(CArc p79)	Ability to cast Impromptu Spells Caster level 4 <sup>th</sup>	Gain an extra spell slot at any level one lower than your highest spell level. You may take this feat multiple times.
Extra Spell [General]	(CArc p79)	Caster level 3 <sup>rd</sup>	You learn an extra spell whose level is at least one lower than your highest spell level. You may take this feat multiple times.
Extraordinary Spell Aim [General]	(CAAdv p109)	Spellcraft: 15 ranks	With a Spellcraft check (DC 25 + spell level) you can shape an area spell so it does not affect one creature within its area. Casting a spell affected by this feat is a Full Round action, unless the spell's casting time is greater, in which case the casting time is unchanged.
Find Relic [General]	(DR347 p89)	Ability to cast <i>Locate Object</i> .	When you pass within 10' of an object worth 1,000+ gp, you receive an automatic Search check to notice it.
Flash Casting [General]	(DR314 p21)	Charisma 13 Ability to cast a spell with the [fire] or [light] subtype.	When you cast a spell with the [fire] and/or [light] subtype, you glow brightly for one round. You cannot hide, but any attempt to attack you is at a –2 penalty as long as the creature can see.
Greater Spell Penetration [General]	(PH p94)	Spell Penetration	Gain an additional +2 bonus on Caster checks to overcome Spell Resistance (total of +4)
Heads Up [General]	(DR328 p69)	Ability to cast Arcane or Divine spells –or– Spell-like abilities	If you grasp the severed head of a creature with a Gaze Supernatural ability (such as the Petrifying Gaze of a Medusa) within 1 hour of the creature being slain, you may use that creature's head to employ the slain creature's gaze supernatural ability as a Standard Action up to 3 times during the next 24 hours. Aft that time, the head is rendered useless.
Improved Counterspell [General]	(PH p95)	—	When counterspelling, you may use any spell of the same school that is one spell levels higher than the target spell.
Innate Spell [General]	(CArc p80)	Silent Spell Still Spell Quicken Spell	Choose a spell you know. You may use once per round as a Spell-Like Ability (i.e., no need for verbal, somatic, & material components). You lose one spell slot eight levels higher than the level of your Innate Spell. You may take this feat more than once, choosing a different spell each time.



Other Spellcasting Feats	Source	Prerequisite	Description
Magic of the Land [General]	(RotW p152)	Caster level 1 <sup>st</sup> Concentration: 5 ranks Know (nature): 5 ranks Spellcraft: 5 ranks	When casting a spell in a 'natural setting' (i.e., one without buildings and/or a community (unworked underground areas count)), you can imbue some of your spells with healing. Make a Know (nature) check vs. DC (15 + spell level) as a Free Action when casting a spell that has a 'target' entry. If the check succeeds, each target of the spell receives 2hp per spell level of Positive Energy, which heal living creatures and damages Undead (WillNeg). If the check fails, the spell is lost. This effect cannot be applied to Necromancy spells or spells with an alignment descriptor.
Mobile Spellcasting [General]	(CAAdv p111)	Concentration: 8 ranks	You can make a special Concentration check (DC 20 + spell level) to cast a spell and move as one Standard Action. You can't use this ability to cast spells that normally take longer than a Standard Action to cast. If you fail the check, you lose the spell. You may combine the effect of this feat with casting on the defensive, by raising the DC by 5.
Necromatic Might [General]	(LM p28)	Necromatic Presence	Whenever Undead you control are within 60' of you, they gain a +2 Enhancement bonus on attack rolls and saving throws.
Necromatic Presence [General]	(LM p28)	—	Whenever Undead you control are within 60' of you, they gain a +4 bonus to their Turn Resistance.
Puppet Master [General]	(DR312 p51)	Wisdom 13	If the target of one of your Mind-Affecting spells is being checked for magical influence with a Sense Motive check, the DC is at +5 (i.e., DC 20 for <i>Dominate Person</i> or <i>Dominate Monster</i> , DC 30 for most other spells).
Ranged Spell Specialization [General]	(CArc p82)	Caster level 4 <sup>th</sup> Weapon Focus (ranged spell)	If you cast a spell that requires a ranged touch attack roll, does hp damage, & your target is within 30', the spell does +2hp of damage. This only applies to one spell target (if there are more than one) and does not apply to subsequent rounds (such as the ongoing damage of <i>Melf's Acid Arrow</i> ).
Reactive Counterspell [General]	(PGF p42)	Improved Counterspell Improved Initiative	You may attempt to counterspell an opponent's spell even if you have not readied an action to do so. This causes you to lose your next turn. You cannot use this feat when Flat-Footed.
Sanctify Weapon [Exalted]	(BoED p46)	Able to cast <i>Align Weapon</i>	When you cast <i>Align Weapon</i> , the target weapon also becomes 'sanctified', which results in +1 hp of Holy damage to Evil creatures & +1d4 Holy damage to Evil Outsiders & Evil Undead. In addition, creatures with the Corrupted template (BoVD p186) do not heal damage done by the Sanctified weapon through natural or Fast healing.
Shielded Casting [General]	(RoS p144)	Combat Casting Shield Proficiency Concentration: 5 ranks	As long as you have a Light, Heavy or Tower Shield ready, you do not provoke Attacks of Opportunity for casting spells in combat.
Ship's Mage [General]	(Storm p93)	Profession(sailor):2 ranks Spellcraft: 4 ranks	When on your 'bonded ship', cast your spells at +1 Caster Level & your spells do not deal damage to your 'bonded ship'. It takes 1 week of living & working on a ship to bond with it. You may only have one 'bonded ship' at a time. If you spend 1 month away from your 'bonded ship', you lose the bond.
Skincaster [General]	(DR359 p117)	Must prepare spells from a Spellbook	You may transcribe your spells on to your own skin (via tattoo, scarring, etc.) at the cost of 100 gp per spell level & a Craft (body modification) or Heal check vs. DC 10. You may then prepare your spells by simply "reading" your skin.
Spell Penetration [General]	(PH p100)	—	Gain a +2 bonus on Caster checks to overcome Spell Resistance.
Spellcasting Prodigy [General]	(PGF p44)	1 <sup>st</sup> level only	For purposes of determining bonus spells, treat your primary spellcasting ability score (i.e., Intelligence for Wizards, Wisdom for Clerics, Druids, Paladins, & Rangers, etc.) as 2 higher. You may take this feat multiple times, each time applying to a different ability score. Note: you do not need to be able to cast spell yet when you take this feat.
Steam Magic [General]	(Storm p93)	Spellcraft: 4 ranks	You do not need to make a Spellcraft check to use spells or spell-like abilities with the [fire] subtype underwater.
Storm Magic [General]	(Storm p94)	—	Cast spells at +1 Caster level when in a storm, either natural or magical.
Touch Spell Specialization [General]	(CArc p83)	Caster level 4 <sup>th</sup> Weapon Focus (touch spell)	If you cast a spell that requires a melee touch attack roll and does hp damage, the spell does +2hp of damage. If the touch spell allows multiple uses with one casting, the bonus damage only applies to the first target of the spell.
Verminous Graft [General, Wizard]	(DR336 p108)	Able to cast <i>Contagion</i> as a Prepared spell	Loose the use of one hand by transforming it into the nest for a colony of insects. As a Standard Action, you may make a Touch attack that does 1d6 + Intelligence modifier damage. You are always treated as being 'armed' for purposes of not generating Attacks of Opportunity. You may no longer use Two-Handed weapons, equipment, or skills (such as Climb). You also receive a -4 penalty on all Charisma-base skills or checks, except for Intimidate which receives a +2.

## Class & Class-Ability Feats

Note that each Class Ability is only listed once (i.e., the Wild Empathy feats are listed under Druid and not copied to the Ranger section too).

### Assassin

#### Poison Use Feats

Poison Use Feats	Source	Prerequisite	Description
Deep Poisoning [General]	(DR322 p37)	Sneak Attack class ability Poison Use class ability	When making a Sneak Attack with a poisoned weapon, you may forgo +1d6 to gain +1 on the Poison's DC. You may forgo up to 5d6 to get +5.
Poison Expert [General]	(CSco p080)	Poison Use class ability Craft (poison): 8 ranks	Choose one type of poison: Contact, Ingested, Inhaled, Injury. When you use a poison of this type that you <u>also</u> created, its DC is increased by +1 (both initial & secondary). The DC does not change if someone else uses a poison you make –or– you use someone else's poison. Does not apply to poisons generated by your body.  This feat may be taken multiple times, each time with a different type of poison.
Poison Master [General]	(CSco p080)	Poison Use class ability Poison Expert Craft (poison): 8 ranks	Choose one type of poison that matches your Poison Expert feat: Contact, Ingested, Inhaled, Injury. When you use a poison of this type that you <u>also</u> created, its <u>damage</u> is increased by +1 per die (both initial & secondary) (if the damage is a constant, then just +1). The damage does not change if someone else uses a poison you make –or– you use someone else's poison. Does not apply to poisons generated by your body.  This feat may be taken multiple times, each time with a different type of poison.

### Barbarian

#### Barbarian Only Feats

Barbarian Only	Source	Prerequisite	Description																											
Altered State [General]	(DR332 p84)	Barbarian level 1 <sup>st</sup>	<p>You may go on a Vision Quest to gain aid from a Totem Spirit by doing the following:</p> <ol style="list-style-type: none"> <li>1. Choose a 'Short' (3d20 minutes), 'Medium' (2d12 hours), or 'Long' (1d6 days) quest.</li> <li>2. For the designated amount of time, you must not eat, drink, or sleep. You may end the quest without penalty.</li> <li>3. Take 1d4 Wisdom damage.</li> <li>4. Make a DC 20 Level check. If you fail, your quest is over, though you may restart without penalty.</li> <li>5. If successful, use the following table to determine which Totem Spirit answered you. If you were on a Short quest, roll a random Totem. A Medium quest grants you the choice of two rolls, while a Long quest lets you choose your spirit.</li> </ol> <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>d%</th> <th>Totem</th> <th>Bonus</th> </tr> </thead> <tbody> <tr> <td>1 – 12</td> <td>Bear</td> <td>+1 Inherent bonus on Strength-based skill checks &amp; +4 Insight bonus on attempts to Disarm a foe when unarmed</td> </tr> <tr> <td>13 – 25</td> <td>Boar</td> <td>+1 hp per level and +2 bonus on save vs. fear effects</td> </tr> <tr> <td>26 – 37</td> <td>Eagle</td> <td>+2 bonus on Reflex saves and +1 bonus on damage dealt while Grappling</td> </tr> <tr> <td>38 – 50</td> <td>Hare</td> <td>+10' land speed and +1 bonus on Initiative checks</td> </tr> <tr> <td>51 – 62</td> <td>Lion</td> <td>+2 bonus on Will saves and +1 Insight bonus on attack and damage rolls when Charging</td> </tr> <tr> <td>63 – 75</td> <td>Rat</td> <td>+2 bonus on Fortitude saves and +1 Insight bonus on attack and damage rolls when surrounded by squares threatened by foes</td> </tr> <tr> <td>76 – 87</td> <td>Shark</td> <td>Cumulative +1 Circumstance bonus on attack rolls for every successful consecutive attack made against the same target (max +4). The bonus ends at the end of the encounter.</td> </tr> <tr> <td>88 – 00</td> <td>Wolf</td> <td>+4 bonus on Trip attempts and +1 Insight bonus on attack rolls made against target suffering from Disease, Poison, or Ability damage</td> </tr> </tbody> </table> <ol style="list-style-type: none"> <li>6. Spend 10 minutes to attempt a Handle Animal check vs. DC 20. You may retry as often as you wish.</li> <li>7. Once successful, you gain the listed bonus for 1 day per Barbarian level. Once this time has expired, you may go on a new Vision Quest.</li> </ol>	d%	Totem	Bonus	1 – 12	Bear	+1 Inherent bonus on Strength-based skill checks & +4 Insight bonus on attempts to Disarm a foe when unarmed	13 – 25	Boar	+1 hp per level and +2 bonus on save vs. fear effects	26 – 37	Eagle	+2 bonus on Reflex saves and +1 bonus on damage dealt while Grappling	38 – 50	Hare	+10' land speed and +1 bonus on Initiative checks	51 – 62	Lion	+2 bonus on Will saves and +1 Insight bonus on attack and damage rolls when Charging	63 – 75	Rat	+2 bonus on Fortitude saves and +1 Insight bonus on attack and damage rolls when surrounded by squares threatened by foes	76 – 87	Shark	Cumulative +1 Circumstance bonus on attack rolls for every successful consecutive attack made against the same target (max +4). The bonus ends at the end of the encounter.	88 – 00	Wolf	+4 bonus on Trip attempts and +1 Insight bonus on attack rolls made against target suffering from Disease, Poison, or Ability damage
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51 – 62	Lion	+2 bonus on Will saves and +1 Insight bonus on attack and damage rolls when Charging																												
63 – 75	Rat	+2 bonus on Fortitude saves and +1 Insight bonus on attack and damage rolls when surrounded by squares threatened by foes																												
76 – 87	Shark	Cumulative +1 Circumstance bonus on attack rolls for every successful consecutive attack made against the same target (max +4). The bonus ends at the end of the encounter.																												
88 – 00	Wolf	+4 bonus on Trip attempts and +1 Insight bonus on attack rolls made against target suffering from Disease, Poison, or Ability damage																												

Rage & Frenzy Feats

Rage & Frenzy	Source	Prerequisite	Description
Channeled Rage [General]	(RoD p150)	Rage class ability Half-Orc	Spend one of your uses of rage as an Immediate Action to add your Strength bonus on a Will saving throw.
Chaos Rage [Anarchic]	(DR326 p80)	Rage class ability Chaotic alignment Intimidate: 4 ranks	Your effective Barbarian level for purposes of using your Barbarian Rage class ability increases by +4, up to your HD. This benefits a multi-classed Barbarian or one with Racial HD. Gain a Chaotic Aura equal to your Character level. It can discerned by Detect Chaos spell or ability.
Destructive Rage [General]	(CWar p97)	Rage or Frenzy class ability	When in a Rage or Frenzy, you receive a +8 bonus on Strength checks to breaks doors or other inanimate objects.
Dragon Rage [General]	(Eb p52)	Rage or Frenzy class ability Base Attack Bonus +4 Dragon Totem Region of origin Argonnessen or Seren.	When Raging or Frenzying, you receive the following benefits: 1. Your Natural Armor bonus to AC improves by 2. 2. The Energy Resistance granted you by the Dragon Totem feat increase to 10.
Extend Rage [General]	(CWar p97) (Eb p52)	Rage or Frenzy class ability	Each use of your Rage and / or Frenzy lasts +5 rounds. You may take this feat multiple times. The extensions stack.
Extra Rage [General]	(CWar p98)	Rage or Frenzy class ability	You receive 2 extra Rages or Frenzies per day. You may take this feat multiple times.
Frantic Rage [General]	(FoE p147)	Rage class ability Access to the Madness Domain	Each time you enter a 'Rage', you may choose if the bonus applies to your Strength (as usual) or your Dexterity.
Fury of Stone [General]	(DR333 p84)	Rage or Frenzy class ability Raised Underground	When underground, your Rage lasts twice as long. When above ground, your Rage lasts half as long.
Instantaneous Rage [General]	(CWar p102)	Rage or Frenzy class ability	You may enter a Rage or Frenzy on another creature's turn in response to an attack that you are aware of. This feat applies if you are Flat-Footed.
Intimidating Rage [General]	(CWar p102)	Rage or Frenzy class ability	Once per Rage / Frenzy, you may attempt a Demoralize (i.e., a Intimidate check to make an opponent Shaken) as a Free Action. If successful, the target stays Demoralized for the duration of your rage / frenzy (instead of 1 round as usual).
Khyber's Fury [General]	(DR332 p45)	Rage or Frenzy class ability Devotion to the Cult of the Dragon Below	Your Rage or Frenzy is changed as follows: 1. the bonus to your Strength increases by +2; 2. the penalty to your AC increases to -4; 3. you <u>cannot</u> voluntarily end your Rage or Frenzy
Mad Foam Rager [General]	(PH2 p80)	Rage or Frenzy class ability	Once per Rage / Frenzy, you may delay the effect of a single attack, spell, or ability used against you until the end of your next turn.
Raging Bull Rush [General]	(DR310 p30)	Rage or Frenzy class ability Strength 13 Power Attack Improved Bull Rush	While Raging and/or Frenzying, you receive a +4 bonus on the opposed Strength check portion of a Bull Rush action. This bonus stacks with the bonus from Improved Bull Rush.
Raging Overrun [General]	(DR310 p30)	Rage or Frenzy class ability Strength 13 Power Attack Improved Overrun	While Raging and/or Frenzying, you receive a +4 bonus on the opposed Strength check portion of an Overrun action. This bonus stacks with the bonus from Improved Overrun.
Raging Sunder [General]	(DR310 p30)	Rage or Frenzy class ability Strength 13 Power Attack Improved Sunder	While Raging and/or Frenzying, you receive a +4 bonus on the attack roll portion of a Sunder action. This bonus stacks with the bonus from Improved Sunder.
Reckless Rage [General]	(RoS p143)	Rage class ability Constitution 13	When you Rage, you take an additional -2 on AC, but gain an additional +2 on Strength and Constitution. These effects stack with the effects of Rage, Greater Rage, and Mighty Rage.
Righteous Wrath [Exalted]	(BoED p45)	Rage class ability	1. You maintain your mental abilities while Raging, allowing you to deal nonlethal damage (if desired), stop attacking, etc. 2. The first time you hit a foe while Raging, your foe is Shaken until you leave the combat (or are defeated) WillNeg (DC 10 + ½ Raging ability class levels + Charisma modifier).
Stone Rage [General]	(RoS p144)	Rage class ability Constitution 13 Wisdom 13 Earth Sense	As long as you are touching the ground when you being your Rage, you gain a +1 Enhancement bonus to Natural Armor for the duration of your Rage.

Damage Reduction Feats

Damage Reduction	Source	Prerequisite	Description
Greater Resiliency [General]	(CWar p99)	Damage Reduction as a class ability –or– Racial feature	Your Damage Reduction absorbs one extra hp. If you have more than one Damage Reduction, you must choose which one is effected when you take this feat.

BardBardic Knowledge Feats

Bardic Knowledge	Source	Prerequisite	Description
Obscure Lore [General]	(CAAdv p111)	Bardic Knowledge or Lore class feature	+4 Insight bonus on your Bardic Knowledge or Lore checks.

Bardic Music Feats

Bardic Music	Source	Prerequisite	Description
Arcane Accompaniment [General]	(PH2 p74)	Bardic Music class ability Arcane spellcaster 1 <sup>st</sup> lvl Arcane Flourish Perform (any): 4 ranks	You may expend any <u>Arcane Prepared Spell</u> or a Spell Slot as a Swift Action to extend the duration after you stop playing your current Bardic Music ability by 1 round per spell level expended. Can only be used once for a given use of Bardic Music and does not apply to effects that are Instantaneous or Permanent.
Battle Dancer [Bardic Music, Fighter]	(PH2 p75)	Bardic Music class ability Base Attack Bonus +2	Gain a +2 Morale bonus on your attack roll if the following are true: a) you are granting an ally a bonus on attack, damage or saves with one your Bardic Music abilities; b) you move at least 1 square; and c) you attack. If you attack but don't move, you loose the benefit for the current round. If you move but don't attack, you loose the benefit for the current round. If you neither move nor attack, you loose the benefit for the remainder of the current use of your Bardic Music.
Blasphemous Utterance [Bardic Music]	(DR336 p99)	Bardic Music class ability Undertone of Heresy Perform: 9 ranks	By consuming one of your daily uses of Bardic Music, all creatures within 60' that can hear you become <u>Panicked</u> (if they have fewer HD than you), <u>Frightened</u> (if they have the same HD as you), or <u>Shaken</u> (if they have more HD than you). WillNeg, DC = 10 + ½ effective Bard level + Charisma modifier. Note: If you have used this ability on a target within the last week, it receives a +2 bonus on its save. Effect lasts (1d4 + Charisma modifier) rounds. Aberrations are immune to this Mind-Affecting ability.
Chant of Fortitude [General]	(CAAdv p113)	Bardic Music class ability Concentration: 8 ranks Perform: 9 ranks	As an Immediate Action, use your Bardic Music to give all allies (and yourself) the Diehard feat for one round.
Chant of the Long Road [Bardic Music]	(CSco p074)	Bardic Music class ability Perform: 6 ranks	After performing for 1 minute, expend a use of your Bardic Music to cause all allies within 60' & yourself from suffering nonlethal damage due to 'hustling' for the next hour.
Chaos Music [Anarchic]	(DR326 p80)	Chaotic alignment Bardic Music class ability Perform: 4 ranks	Your effective Bard level for purposes of using your Bard Music class ability increases by +4, up to your HD. This means that a multi-classed Bard or one with Racial HD benefits. You gain a Chaotic Aura equal to your Character level. It can discerned by <u>Detect Chaos</u> spell or ability.
Chord of Distraction [Bardic Music]	(CSco p075)	Bardic Music class ability Perform: 9 ranks	As an Immediate Action, expend <u>three</u> uses of Bardic Music to render a target within 30' Flat-Footed against one of your allies. The target is allowed an opposed check (your Perform vs. his/her Sense Motive + BAB) to resist. The effect ends one the designated ally attack the target –or– the target's turn begins.
Disguise Spell [General]	(CAAdv p108)	Bardic Music class ability Perform: 9 ranks	Onlookers realize you're performing, but don't realize you're casting a spell unless they make an opposed Spot check against your Perform check.
Dragon Song [General]	(Den p105)	Charisma 13 Know (arcana): 4 ranks Perform: 6 ranks Speak Language (Draconic)	+2 save DC to resist your mind-affecting effects based generated by your Bardic Music. +2 bonus on Perform checks involving song, poetry, or any other verbal/spoken form of performance.
Enchanting Song [General]	(RoS p139)	Bardic Music class ability Spell Focus(Enchantment) Perform: 6 ranks	When casting a spell from the School of Enchantment, you may expend one use of Bardic Music to increase the DC <u>and</u> your caster level by 1. This effect stacks with other feats that increase DC or caster level.
Epic of the Lost King [Bardic Music]	(CSco p077)	Bardic Music class ability Perform: 6 ranks	As a Move Action, expend one use of Bardic Music to remove Fatigue from up to 3 allies (possibly including yourself) within 30'. As a Move Action, expend three uses of Bardic Music to remove Exhaustion from up to 3 allies (possibly including yourself) within 30'.
Extra Music [General]	(Eb p52) (CAAdv p109)	Bardic Music class ability	You may use your Bardic Music 4 extra times per day. Note: You may take this feat multiple times.

Bardic Music	Source	Prerequisite	Description
Focused Performance [Bardic Music]	(DR338 p89)	Bardic Music class ability Focused Performer Concentration: 1 rank Perform: 6 ranks	By spending one (or more) daily use of Bardic Music and making the indicated Perform check, you may modify your Bardic Music in any of the following ways (though only one for a given use of Bardic Music): <u>Accompaniment</u> – spend 3 uses to perform two Bardic Music abilities simultaneously. Each round you must make a Perform check vs. DC (20 + highest Perform ranks required) or both abilities end immediately. You may end one of the Bardic Music abilities at any time and continue the other without requiring any more Perform checks. Usable with all Bardic Music. <u>Dramatic Pause</u> – spend 2 uses to stop an ongoing Bardic Music ability for 1 round (in order to cast a spell, attack, etc.) and then resume it as if you had not stopped. Requires a Perform check vs. DC (20 + Perform ranks required). Usable with Fascinate, Inspire Courage, Inspire Greatness, and Inspire Heroics. <u>Harmony</u> – spend 1 uses to make a Bardic Music that normally affects one target instead affect two. Requires a Perform check vs. DC (20 + Perform ranks required). Usable with Inspire Competence, Suggestion, and Song of Freedom. <u>Individual Performance</u> – spend 1 use to make a Bardic Music that normally affects multiple targets instead only affect one (cannot be you). This target receives 2x the normal bonuses / penalties. Requires a Perform check vs. DC (15 + Perform ranks required). Usable with Fascinate, Inspire Courage, Inspire Greatness, and Inspire Heroics. <u>Projection</u> – spend 1 use to make a Bardic Music have 2x the normal area of effect. Requires a Perform check vs. DC (10 + Perform ranks required). Usable with Countersong, Fascinate, Inspire Competence, Inspire Greatness, Inspire Heroics, and Song of Freedom. <u>Rhythm</u> – spend 1 use to make a Bardic Music that you have been performing for at least 3 round last two extra rounds after you stop performing. Requires a Perform check vs. DC (10 + Perform ranks required). Usable with Fascinate, Inspire Competence, Inspire Courage, Inspire Greatness, and Inspire Heroics. <u>Riveting Performance</u> – spend 1 use to make a Bardic Music affect all target in range that can hear you, even if they cannot see you. Requires a Perform check vs. DC (15 + Perform ranks required). Usable with Fascinate and Inspire Competence.
Focused Performer [Bardic Music]	(DR338 p89)	Bardic Music class ability Concentration: 1 rank Perform: 4 ranks	You may make a Perform check in place of a Concentration check to <u>maintain</u> an Arcane spell with a Verbal component (not applicable to a spell with the Silent Spell metamagic applied to it).
Green Ear [General]	(CAAdv p110)	Bardic Music class ability Perform: 10 ranks	You may alter any of your mind-affecting Bardic Music abilities to affect Plants creatures only. Plant creatures gain a +5 bonus to saving throws against your music.
Haunting Melody [General]	(Eb p54)	Bardic Music class ability Perform: 9 ranks	By consuming one of your daily uses of Bardic Music, you can cause all enemies within 30' that hear your performance to become Shaken for 1 round per rank in Perform (WillNeg, DC = 10 + ½ Bard level + Charisma modifier). This is a [mind][fear] effect.
Hymnist [General]	(DR325 p62)	Bardic Music class ability Ability to cast Divine spells	Perform is always a Class skill for you. Receive your Wisdom modifier as a bonus to all Perform checks.
Inspire Spellpower [General]	(RoS p141)	Bardic Music class ability Perform: 8 ranks	As a Standard Action, you can expend one use of your Bardic Music to increase the effective caster level of allies (but not yourself) by 1. This lasts for as long as they hear your performance plus 5 rounds.
Ironskin Chant [General]	(CAAdv p113)	Bardic Music class ability Concentration: 12 ranks Perform: 12 ranks	As a Swift Action, use your Bardic Music to provide Damage Reduction 5 / — to yourself or one ally within 30' who can hear you. Lasts until the start of your next turn.
Lingering Song [General]	(CAAdv p111)	Bardic Music class ability	When you use Bardic Music to Inspire Courage, Inspire Greatness, or to Inspire Heroics, the effects lasts for 1 minute after your target stops hearing you perform (instead of 5 rounds).
Lyric Spell [General]	(CAAdv p113)	Bardic Music class ability Concentration: 12 ranks Ability to cast 2 <sup>nd</sup> level Spontaneous Arcane spells	As a Standard Action, you may cast one of your available Spontaneous Arcane Spells by expending (1 + spell level) uses of Bardic Music. You cannot use this feat to cast a spell with the Silent Spell metamagic feat applied to it.
Metamagic Song [General]	(RoS p142)	Bardic Music class ability any two Metamagic feats	When casting a spontaneous spell enhanced by a metamagic feat, you can spend a number of Bardic Music uses equal to the level adjustment of the feat to cast the modified spell at its normal level. You cannot partially reduce the level adjustment of a metamagic feat (either all or none). You cannot use this feat to improve a spell with the Silent Spell feat.
Misleading Song [General]	(RoS p142)	Bardic Music class ability Spell Focus (Illusion) Perform: 12 ranks	As you cast spell from the School of Illusion, you can spend one Bardic Music use to increase the caster level <u>and</u> saving throw DC of the spell by 1. This stacks with other feats that increase caster level and/or DC.
Music of Growth [General]	(Eb p57)	Bardic Music class ability Perform: 12 ranks	By consuming one of your daily uses of Bardic Music, all Animals & Plants within 30' of you gain a +4 Enhancement bonus to Strength and Constitution as long as you continue performing.
Music of Making [General]	(Eb p57)	Bardic Music class ability Perform: 9 ranks	By consuming one of your daily uses of Bardic Music, you may do one of the following: 1. The duration of a Conjuraction (creation) spell you cast is doubled. 2. Gain a +4 Sacred bonus on your Craft check.
Requiem [General]	(LM p29)	Bardic Music class ability Perform: 8 ranks	Your mind-affecting Bardic Music and Virtuoso's Performance abilities can affect the Undead. All Bardic Music effects on Undead creatures have only half their normal duration.
Sickening Sonata [Bardic Music]	(DR336 p99)	Bardic Music class ability Undertone of Heresy Blasphemous Utterance Perform: 12 ranks	When you use 'Blasphemous Utterance', the following occurs: all creatures within 60' that can hear you become <u>Paralyzed</u> (if they have fewer HD than you), <u>Nauseated</u> (if they have the same HD as you), or <u>Sickened</u> (if they have up to three more HD than you). WillNeg, DC = 10 + ½ effective Bard level + Charisma modifier. Note: If you have used this ability on a target within the last week, it receives a +2 bonus on its save. Effect lasts (1d4 + Charisma modifier) rounds. Aberrations are immune to this Mind-Affecting ability.-

Bardic Music	Source	Prerequisite	Description
Song of the Heart [General]	(Eb p60)	Bardic Music class ability Perform: 6 ranks	Your Bardic Music abilities are improved: Inspire Courage, Inspire Competence, Inspire Greatness, & Inspire Heroics have their bonuses increased by 1. Fascinate, Suggestion, & Mass Suggestion have their DC increased by 1. Haunting Melody has its DC increased by 1. Music of Growth has its Enhancement bonuses increased to +6. Music of Making has its Craft bonus increased to +6. Soothe the Beast receives a +2 Circumstance bonus on Perform check to improve the attitude of an Animal or Magical Animal.
Soothe the Beast [General]	(EB p60)	Bardic Music class ability Perform: 6 ranks	By consuming one of your daily uses of Bardic Music, you may attempt to change an Animal or Magical Animal's attitude toward you. Using the Diplomacy check table, make a Perform check to change the creature's attitude. Magical Beasts with an Intelligence of 1 or 2 may be targeted, but you receive a -4 penalty to do so. The check takes at least 1 minute. Most Animals start with an attitude of Indifferent & most Magical Animals start at Unfriendly.
Sound of Silence [Bardic Music]	(CSco p081)	Bardic Music class ability Perform: 9 ranks	As a Standard Action, expend <u>two</u> uses of Bardic Music to Deafen a target for 3 rounds (WillNeg, DC = your Perform check). The target must be within 30' & be able to hear you.
Speak to the Masses [General]	(DR339 p36)	Bardic Music class ability Perform: 9 ranks	1. When using your Fascinate bardic music ability, you may affect 2x the normal number of creatures. 2. +2 DC on your Fascinate & Suggestion bardic music abilities.
Subsonics [General]	(CAAdv p112)	Bardic Music class ability Perform: 10 ranks	You can produce music or poetry so subtly, others do not audibly realize you are the source – though they are still affected normally.
Sunken Song [General]	(Storm p94)	Bardic Music class ability Perform(sing): 4 ranks	You may use Perform (sing) as the basis of your Bardic Music abilities while underwater.
Undertone of Heresy [General]	(DR336 p99)	Bardic Music class ability Perform: 4 ranks	By expending two daily uses of Bardic Music (instead of one), the DC for the subject Bardic Music effect has +2 DC.
Warning Shout [Bardic Music]	(CSco p082)	Bardic Music class ability Evasion class ability Perform: 9 ranks	As an Immediate Action, expend <u>two</u> uses of Bardic Music grant one ally ( <u>not</u> yourself) a +5 Morale bonus on his/her next Reflex save –and– the Evasion class ability. If not used by the start of your next turn, the ability is lost. Your ally must be within 30' and be able to see or hear you.
Windsinger [General]	(Storm p94)	Bardic Music class ability Perform(sing): 5 ranks –or– Perform (wind instrument): 5 ranks	By expending one daily use of Bardic Music, you gain some control over the winds affecting your ship for the length of your performance + 10 rounds. You may adjust the winds by one compass point –and– the crew's Profession (sailor) checks are treated as if the wind was one category less strong (see Storm p23) with no loss of speed.

## Cleric

### Domain Feats (general)

Domain (general)	Source	Prerequisite	Description
Customize Domain [General]	(DR325 p61)	Access to a Domain Able to cast 3 <sup>rd</sup> level Divine spells	You may <u>permanently</u> change the spells on one of your Domain lists for spells on any spell list you have access to, with the following restrictions: - the new spell must be equal or lower level than the Domain spell level - must be appropriate to the Domain, as per the following rules: Air – [air] or [electricity] spells Animal – spells that target Animals, summon Animals, or have an animal in its name (i.e., <i>Bull's Strength</i> ). Chaos – [chaos] spells Death – [death] spells or those that apply to Undead Destruction – Evocation spells that deal damage Earth – [earth] spells Evil – [evil] spells Fire – [fire] spells Good – [good] spells Healing – (healing) spells Knowledge – Divination spells Law – [law] spells Luck – Abjuration spells or spells that add a bonus to any d20 roll Magic – <u>any</u> spell, but must be 1 level lower than the Domain spell level Plant – spells that target plants & Plant creatures, summon Plant creatures, or have a plant in its name (i.e., <i>Treestride</i> ) Protection – Abjuration spells Strength – spells that grant a bonus to Strength or cause a penalty to Strength Sun – [light] spells Travel – spells that alter speed or provide movement Trickery – Illusion or Transmutation spells that alter appearance War – spells whose names begin with "Mass" Water – [water] spells and spells which create or modify water May be taken multiple times, each of which applies to a new Domain.
Domain Focus [General]	(CDiv p80)	Access to a Domain	All spells you cast from the chosen Domain are at +1 Caster level. Spells on your Domain list that are cast from non-Domain spell slots <u>do not</u> receive this bonus. You may take this feat multiple times, each with a different Domain.

Domain (general)	Source	Prerequisite	Description
Domain Spontaneity [Divine]	(FoE p147) (CDiv p80)	Ability to Turn or Rebuke Undead	Choose one of your Domains. You may now convert your Prepared Divine spells into a spell from your chosen Domain list of equal or lower level on-the-fly, though each use requires you to also expend a Turn / Rebuke use. You may take this feat more than once, each time with a different Domain.
Improved Power [General]	(DR342 p21)	Access to a Domain	Receive an additional Domain power for the indicated Domain. Examples are listed in the Base Class Index (q.v.). You may take this feat multiple times, each with a different Domain.

### Domain Feats (specific)

Domain (specific)	Source	Prerequisite	Description
Divine Alacrity [General]	(FoE p145)	Access to the Travel Domain Ability to Turn or Rebuke Undead	As a Swift Action, expend one of your Turn / Rebuke Undead uses to give yourself +30' Enhancement bonus to Land movement for 1 round.
Frantic Rage [General]	(FoE p147)	Access to the Madness Domain Ability to Rage	Each time you enter a 'Rage', you may choose if the bonus applies to your Strength (as usual) or your Dexterity instead.

### Turning Undead Feats

Turning Undead	Source	Prerequisite	Description
Ancestral Whispers [Divine]	(FoE p145)	Ability to Turn Undead Worshiper of the Undying Court	As a Standard Action, expend one of your Turn Undead uses to give yourself a +4 Sacred bonus on one skill of your choice. The bonus lasts for 1 + Charisma modifier rounds. You are treated as 'trained' with the designated skill and are able to 'Take 10' with it no matter what the circumstances.
Aura of Life Energy [Divine]	(DR334 p86)	Ability to Turn Undead Know (religion): 7 ranks	As a Standard Action, spend one Turn Attempt to inflict 1d8 + 1 / two levels damage on all Undead within a 20' radius Burst (no save).
Consecrate Spell Trigger [Exalted]	(BoED p42)	Craft Wand –or– Craft Staff Able to Turn Undead	When using a Wand or Staff, you can consume one of your Turns per day to apply the Consecrate Spell feat to the item's effect. Charges are still used up as normal.
Corona [Divine]	(DR334 p86)	Ability to Turn Undead Know (religion): 4 ranks	As a Standard Action, spend one Turn Attempt to create a 20' radius Burst of light. Undead creatures in the area of effect that are susceptible to sunlight become Frightened for 1d4 rounds (WillNeg, DC is Charisma-based).
Disciple of the Sun [Divine]	(CDiv p80)	Ability to Turn Undead	If you spend two of your daily uses of 'Turn Undead' instead of one, the Undead you turn are Destroyed.
Exalted Turning [Exalted]	(BoED p42)	Ability to Turn Undead	Any Undead you successfully Turn also takes 3d6 damage.
Pierce the Darkness [Divine]	(RoS p143)	Ability to Turn Undead Darkvision racial ability	As a Standard Action, spend one of your Turn Attempts to double the range of your darkvision for (Character level) minutes.
Purify Spell Trigger [Exalted]	(BoED p45)	Craft Wand –or– Craft Staff Able to Turn Undead	When using a Wand or Staff, you can consume one of your Turns per day to apply the Purify Spell feat to the item's effect. Charges are still used up as normal.
Sacred Boost [Divine]	(CDiv p84)	Ability to Turn Undead	All creatures within a 60' radius Burst who are targeted with a <i>Cure</i> spell before the end of your next turn have the <i>Cure</i> spell Maximized for free. This effect requires a Standard Action and consumes one of your Turn Undead uses for the day.
Sacred Healing [Divine]	(CDiv p84)	Ability to Turn Undead Heal: 8 ranks	All living creatures within a 60' radius Burst gain Fast Healing 3 for (1 + Charisma modifier) rounds. This effect requires a Full Round Action and consumes one of your Turn Undead uses for the day.
Sacred Healing' [Divine]	(PH2 p89)	Ability to Turn Undead	As a Swift Action, expend one of your daily Turn uses to receive a +5 bonus on Heal checks and a +2 bonus per die on damage healed by Conjunction (healing) spells. Effect lasts until the end of your current turn.
Sacred Purification [Divine]	(PH2 p89)	Ability to Turn Undead Sacred Healing'	As a Swift Action, expend one of your daily Turn uses to heal all living creatures within a 60' radius <u>Burst</u> by (1d8 + Charisma modifier) hp –and– damage all Undead by the same amount.
Sacred Radiance [Divine]	(PH2 p89)	Ability to Turn Undead Divine Caster level 9 <sup>th</sup>	As a Standard Action, expend one of your daily Turn uses generate a 60' radius <u>Emanation</u> of Bright Light around yourself and Shadowy Illumination out to 120'. All [darkness] effects up to 3 <sup>rd</sup> level within the area-of-effect are suppressed. In addition, all non-Evil creatures within a 60' radius Emanation receive a +2 Morale bonus on saves vs. Fear, Poison, Disease, & Death effects, while Evil creatures receive a –2 penalty on saves vs. Fear. Lasts for 10 minutes.
Sacred Resilience [Divine]	(FoE p147)	Ability to Turn Undead Unquenchable Flame of Life –or– Unyielding Bond of Soul	You may grant your bonus with 'Unquenchable Flame of Life' and/or 'Unyielding Bond of Soul' to an ally within 60' as an Immediate Action. Doing so expends one of your Turn Undead uses. This must be done before your ally rolls his/her save. This feat can only be taken once, but applies to both feats if you have them both.
Sacred Vitality [Divine]	(LM p30)	Ability to Turn Undead	As a Standard Action, spend one Turn Attempt to gain immunity to Ability Damage, Ability Drain, and Energy Drain for 1 minute.
Sanctify Water [Divine]	(Storm p93)	Ability to Turn Undead	As a Standard Action, expend one of your daily Turn uses to cause a 20' radius of water around you to act like Holy Water for (1 + Charisma modifier) rounds. Each creature in the area-of-effect is affected as if it came in contact with a vial of Holy Water each round.
Spurn Death's Touch [Divine]	(LM p30)	Ability to Turn Undead	As a Standard Action that does <u>not</u> provoke an Attack of Opportunity, spend one Turn Attempt to heal a touched ally of <u>one</u> of the following: 1. Heal 1d4 points of Ability Damage 2. Remove a Paralysis effect 3. Remove a Negative level You can <u>only</u> use this feat to heal ability damage or remove effects caused by an Undead creature.

## Rebuking Undead Feats

Rebuking Undead	Source	Prerequisite	Description
Blackwater Invocation [Divine]	(Storm p91)	Ability to Rebuke Undead	As a Standard Action, expend one of your daily Rebuke uses to cause a 30' radius of water around you to become infused with negative energy. Lasts for 10 minutes. 1. A creature energy the area-of-effect that does not have protection from cold (i.e., warm clothing, <i>Endure Elements</i> , any Cold resistance) takes 1d6 nonlethal damage (FortNeg DC15). The damage occurs each time the creature leaves the area-of-effect and then returns. Creatures that can Channel Negative Energy (including the caster) are immune. 2. The water darkens, granting all within <u>Concealment</u> .
Profane Aura [Divine]	(PH2 p89)	Ability to Rebuke Undead Divine Caster level 9 <sup>th</sup>	As a Standard Action, expend one of your daily Rebuke uses to generate a 60' radius <u>Emanation</u> of mist around yourself. Up to 5' of mist grants <u>Concealment</u> , while more grants <u>Total Concealment</u> . In addition, all Undead in the area-of-effect receive a +2 Deflection bonus to AC. Lasts for 10 minutes.
Profane Boost [Divine]	(CDiv p84)	Ability to Rebuke Undead	All Undead within a 60' radius Burst who are targeted with an <i>Inflict</i> spell before the end of your next turn have the <i>Inflict</i> spell Maximized for free. This effect requires a Standard Action and consumes one of your Rebuke Undead uses for the day.
Profane Lifeleech [Divine]	(LM p29)	Ability to Rebuke Undead	As a Standard Action, spend two Rebuke Attempts to deal 1d6 points of damage to all living creatures within a 30' burst. This effect can't reduce any creature's current hit point to less than 0. You heal the total amount of damage dealt (but do not exceed your normal maximum). Note: This feat deals no damage to Constructs or Undead.
Profane Vigor [Divine]	(LM p29)	Ability to Rebuke Undead Charisma 11	As a Standard Action, spend one Rebuke Attempt to heal one Undead ally within 60' 2 hit points per Cleric level. This does not allow the Undead to exceed their full normal hit points.

## Turning or Rebuking Undead Feats

Turning or Rebuking Undead	Source	Prerequisite	Description
Divine Accuracy [Divine]	(LM p112)	Ability to Turn or Rebuke Undead	As a Standard Action, expend one of your Turn/Rebuke Undead uses to grant all allies in a 60' radius Burst (including yourself) the ability to reroll their miss chance from incorporeality (melee attacks only). This lasts for 1 minute, and can only be used to reroll once per melee attack.
Divine Alacrity [General]	(FoE p145)	Ability to Turn or Rebuke Undead Access to the Travel Domain	As a Swift Action, expend one of your Turn / Rebuke Undead uses to give yourself +30' Enhancement bonus to Land movement for 1 round.
Divine Armor [Divine]	(PH2 p88)	Ability to Turn or Rebuke Undead Divine Caster level 5 <sup>th</sup>	As a Swift Action, expend one of your daily Turn / Rebuke uses to gain Damage Reduction 5 / — until the start of your next turn.
Divine Cleansing [Divine]	(CWar p106)	Ability to Turn or Rebuke creatures	As a Standard Action, use up one of your daily Turn / Rebuke uses to grant all allies in a 60' radius Burst (including yourself) with a +2 Sacred bonus on Fortitude saves for (Charisma modifier) rounds.
Divine Fortune [Divine]	(PH2 p88)	Ability to Turn or Rebuke Undead Divine Caster level 5 <sup>th</sup>	As an Immediate Action, use up one of your daily Turn / Rebuke uses to receive a +4 bonus on your next saving throw. Bonus is lost if not used before the start of your next turn.
Divine Justice [Divine]	(PH2 p88)	Ability to Turn or Rebuke Undead	As a Swift Action, designate a target of this feat. The first time the target damages you with an armed melee or natural weapon attack (if within 1 minute of the target being designated), you take the damage normally, but have an opportunity to do the same damage to the target. You must hit the target within 1 minute of taking damage, in which case you do the recorded damage—or— your weapon damage (whichever is higher). You may have only one outstanding target at a time. You may not designate a new one until you damage the current one or the ability times out.
Divine Metamagic [Divine]	(CDiv p80) (CDivErrata)+ (DR324 p103)+	Ability to Turn or Rebuke creatures any Metamagic feat	Choose a Metamagic feat you possess. As a Free Action, you may apply that feat to a Divine spell you are casting without changing its level by sacrificing (1 + the feat's level adjustment value) of your Turn/Rebuke attempts of the day. You may take this feat multiple times. Each time, it applies to a different Metamagic feat.
Divine Might [Divine]	(CWar p106)	Ability to Turn or Rebuke creatures Strength 13 Power Attack	As a Free Action, use up one of your daily Turn / Rebuke uses to add your Charisma bonus to your weapon's damage for 1 Full Round
Divine Resistance [Divine]	(CWar p106)	Ability to Turn or Rebuke creatures Divine Cleansing	As a Standard Action, use up one of your daily Turn / Rebuke uses to grant all allies within a 60' radius Burst plus yourself with Cold Resistance 5, Electricity Resistance 5, & Fire Resistance 5. These last for (Charisma modifier) rounds.
Divine Shield [Divine]	(CWar p106)	Ability to Turn or Rebuke creatures Shield Proficiency	As a Standard Action, use up one of your daily Turn / Rebuke uses to add your Charisma modifier to your Shield bonus to AC for one round per two Character levels.
Divine Spell Power [Divine]	(CDiv p80)	Ability to Turn or Rebuke Undead Able to cast 1 <sup>st</sup> level Divine spells	You may expend one of your daily uses of 'Turn Undead' as a Free Action to adjust the Effective Caster level of the next <u>Divine spell</u> you cast. The adjustment is calculated by you making your Turning Check with a +3 bonus. The resulting modifier to your level is the modifier to your Caster level (e.g., a Cleric who rolls a 16 would get a +2).
Divine Vigor [Divine]	(CWar p107)	Ability to Turn or Rebuke creatures	As a Standard Action, use up one of your daily Turn / Rebuke uses to gain +10' movement and +2 Temporary HP per Character level. Both effects last for (Charisma modifier) minutes.



Turning or Rebuking Undead	Source	Prerequisite	Description
Divine Ward [Divine]	(PH2 p88)	Ability to Turn or Rebuke Undead Divine Caster level 5 <sup>th</sup>	By spending 10 minutes in contact with a willing creature, you create a 'magic ward' between you and the creature that lasts 24 hours. For that duration, 'touch' spells (typically healing) can be cast on the warded creature at Close-range by expending a Turn / Rebuke use. Multiple creatures may be warded each day, though each creature warded after the 1 <sup>st</sup> each day also costs a Turn / Rebuke use.
Divine Warrior [Divine]	(FoE p146)	Ability to Turn or Rebuke Undead Base Attack Bonus +6 Proficiency with Deity's Favored Weapon	As a Swift Action, expend one of your Turn / Rebuke Undead uses to give the copy of your Deity's Favored Weapon you are holding the 'Holy' special ability (if you Turn Undead) or the 'Unholy' special ability (if you Rebuke Undead). The effect applies to the next attack you make, which must be within one turn. Holy – +2d6 vs. Evil creatures & weapon damage is considered 'good' for purposes of overcoming DR. Unholy – +2d6 vs. Good creatures & weapon damage is considered 'evil' for purposes of overcoming DR.
Domain Spontaneity [Divine]	(FoE p147) (CDiv p80)	Ability to Turn or Rebuke Undead	Choose one of your Domains. You may now convert your Prepared Divine spells into a spell from your chosen Domain list of equal or lower level on-the-fly, though each use requires you to also expend a Turn / Rebuke use. You may take this feat more than once, each time with a different Domain.
Empower Turning [General]	(CDiv p81)	Ability to Turn or Rebuke Undead	Multiple your Turning Damage (after adding in your Cleric level & your Charisma modifier) by 1.5 to determine the number of Undead HD you effect.
Extra Turning [General]	(PH p94)	Ability to Turn or Rebuke creatures	Each time you take this feat, you gain an additional 4 uses per day of your Turning / Rebuking ability. If you have more than one such ability, you must choose which ability it adds to when you take the feat. You may take this feat multiple times.
Frenzied Hunt [General]	(DR342 p89)	Ability to Turn or Rebuke Undead Base Attack Bonus +6 Must have witnessed or been hunted by the Wild Hunt	As a Free Action, spend one Turn or Rebuke Attempt to enter a "wild state of frenzy". To determine how long the frenzy lasts, make a Turning check. The maximum HD Undead you could have affected is the number of rounds the frenzy lasts on its own. While in the frenzied state, the following apply: 1. Your Base Attack bonus equals your Character Level; 2. +4 Enhancement bonus to Dexterity; 3. +4 Enhancement bonus to Listen and Spot checks; 4. You may only make physical attacks (preferring ranged ones). You may take no action that require concentration; 5. You must seek out and kill non-Allied creatures. If you succeed in killing one, you must immediately start hunting the next. You still know who your allies are and do not hunt them. You may end the frenzied state by making a Will save vs. DC 15 + rounds of frenzy remaining. Once the frenzy has ended, you are Fatigued for a number of minutes equal to the number of rounds you spent in frenzy.
Glorious Weapons [Divine]	(CDiv p82)	Ability to Turn or Rebuke Undead	All of your allies' weapons within a 60' radius Burst to do 'good' damage (if you channel positive energy) or 'evil' (if you channel negative energy) for purposes of overcoming Damage Reduction. This effect lasts the end of your next turn. This effect requires a Standard Action and consumes one of your Turn Undead uses for the day.
Haunting Weapons [Divine]	(DR334 p86)	Ability to Turn or Rebuke Undead Know (religion): 4 ranks Know (planes): 4 ranks	As a Standard Action, spend one Turn or Rebuke Attempt to grant the Ghost Touch special ability to all melee weapons (including natural weapons) of your allies within a 30' radius burst. The effect lasts until the end of your next turn.
Heighten Turning [General]	(LM p27)	Ability to Turn or Rebuke Undead Charisma 13 Extra Turning	When you Turn or Rebuke Undead, you may choose a number no higher than your effective Cleric level. Add that number to your Turning Check, then subtract it from your Turning Damage roll.
Heroic Channeling [Divine]	(FoE p147)	Ability to Turn or Rebuke Undead	You may expend an Action Point in place of a Turn / Rebuke use. This lets you power other Divine feats, even if you have no Turn / Rebuke uses left for the day. It can be combined with other Turn / Rebuke uses for abilities that take multiple Turn / Rebuke uses, though only 1 Action Point may be spent in this way each round.
Holy Calling [Divine]	(DR334 p86)	Ability to Turn or Rebuke Undead Charisma 15	As a Standard Action, spend one Turn or Rebuke Attempt to goad one Undead within 60' to attack only you for 1d4 rounds (WillNeg, DC is Charisma-based). The target may attack with its choice of melee or ranged attacks, spells, supernatural abilities, etc., and can still fight intelligently. If the target can no longer see you, then the effect ends.
Imbue Weapon [Divine]	(DR343 p91)	Ability to Turn or Rebuke Undead Extra Turning	As a Standard Action, spend one Turn / Rebuke Attempt to imbue your weapon with a bonus against a designated target creature. The effect grants +N on attack and damage and lasts N rounds, where N = +1 per four Cleric levels (min +1).
Improved Turning [General]	(PH p96)	Ability to Turn or Rebuke creatures	You may Turn or Rebuke creatures as if you were one level higher in the class that grants the ability.
Quicken Turning [Divine]	(CDiv p84) (LM p20)	Ability to Turn or Rebuke Undead	You may make a Turn or Rebuke Undead attempt as Free Action. You may only make an attempt once per round.

## Other Turning / Rebuking Feats

Other Turning / Rebuking Feats	Source	Prerequisite	Description
Divine Damage Reduction [Divine]	(RoS p137)	Ability to Rebuke Earth Creatures Constitution 13 Wisdom 13 Earth Sense Earth's Warding	As a Standard Action, use up one of your Rebuke Earth Creature uses to give yourself Damage Reduction 2 / adamantine for a number of rounds equal to your character level. You must be touching the ground to use this feat.
Divine Spellshield Reduction [Divine]	(RoS p137)	Ability to Rebuke Earth Creatures Racial bonus on saves vs. spells	As a Standard Action, use up one of your Rebuke Earth Creature uses to grant all allies with 30' a +2 Sacred bonus on saving throws against spells and spell-like effects for a number of rounds equal to your character level. You must be touching the ground to use this feat.
Earth's Warding [Divine]	(RoS p137)	Ability to Rebuke Earth Creatures Constitution 13 Wisdom 13 Earth Sense	As a Standard Action, use up one of your Rebuke Earth Creature uses to increase your Natural Armor bonus to AC by 2 for (Charisma modifier) minutes. You must be touching the ground to use this feat.
Elemental Healing [Divine]	(CDiv p80)	Ability to Rebuke creatures with an Elemental subtype	As a Standard Action, you may expend one of your Elemental Rebuke attempts to heal all creatures with the matching subtype within a 60' radius Burst by 1d8 per 2 levels. These special types of Rebukes can be acquired with the Air, Earth, Fire, or Water Domains.
Elemental Smiting [Divine]	(CDiv p81)	Ability to Turn creatures with an Elemental subtype	As a Free Action, you may expend one of your Elemental Turn attempts to do extra damage with a melee attack on a creature with the matching subtype. You must decide before you roll your attack. If successful, you do +(Cleric level) damage. This ability can only be used once per round. These special types of Turns can be acquired with the Air, Earth, Fire, or Water Domains.
Extra Turning [General]	(PH p94)	Ability to Turn or Rebuke creatures	Each time you take this feat, you gain an additional 4 uses per day of your Turning / Rebuking ability. If you have more than one such ability, you must choose which ability it adds to when you take the feat. You may take this feat multiple times.
Imbue Weapon [Divine]	(DR343 p91)	Turn or Rebuke Undead class ability Extra Turning	As a Standard Action, spend one Turn / Rebuke Attempt to imbue your weapon with a bonus against a designated target creature. The effect grants +N on attack and damage and lasts N rounds, where N = +1 per four Cleric levels (min +1).

**Initiate Feats**

(see also Forgotten Realms-specific Initiate Feats)

Initiate Feats	Source	Prerequisite	Description
Arcane Insight [Initiate]	(RoD p154)	Patron Deity: Boccob Cleric level: 3 <sup>rd</sup>	Add Knowledge (arcana) to your Cleric class skills. Gain +2 Insight bonus on Spellcraft checks. Add the following to your Cleric spell list: 1 <sup>st</sup> : <i>True Strike</i> (PH p296) – Add +20 insight bonus to your next attack roll. 3 <sup>rd</sup> : <i>Arcane Sight</i> (PH p201) – Magical auras become visible to you. 5 <sup>th</sup> : <i>Rary's Telepathic Bond</i> (PH p268) – Link lets allies communicate. 7 <sup>th</sup> : <i>Arcane Sight, Greater</i> (PH p201) – As <i>Arcane Sight</i> , but also reveals magic effects on creatures & objects. 8 <sup>th</sup> : <i>Moment of Prescience</i> (PH p255) – You gain insight bonus on a single attack roll, check, or save.
Dread Tyranny [Initiate]	(RoD p154)	Patron Deity: Hextor Cleric level: Strength 13	Add Intimidate to your Cleric class skills. Add your Strength <u>and</u> Charisma modifiers to Intimidate checks. When you use a lethal weapon to deal nonlethal damage, you reduce the attack roll penalty to –2. Add the following to your Cleric spells list: 2 <sup>nd</sup> : <i>Scare</i> (PH p274) – Panics creatures of less than 6HD. 4 <sup>th</sup> : <i>Evard's Black Tentacles</i> (PH p228) – Tentacles grapple all within a 15' spread. 5 <sup>th</sup> : <i>Dominate Person</i> (PH p224) – Controls humanoid telepathically. 6 <sup>th</sup> : <i>Eyebite</i> (PH p228) – Target becomes panics, sickened, and comatose. 8 <sup>th</sup> : <i>Demand</i> (PH p217) – As <i>Sending</i> , plus you can send <i>Suggestion</i> . 9 <sup>th</sup> : <i>Dominate Monster</i> (PH p224) – As <i>Dominate Person</i> , but any creature.
Eternal Strength [Initiate]	(RoD p155)	Patron Deity: Kord Cleric level: Strength 13	+4 bonus on saves against Strength damage or drain. Add the following to your Cleric spell list: 3 <sup>rd</sup> : <i>Heroism</i> (PH p240) – Gives a +2 on attack rolls, saves, & skill checks. 5 <sup>th</sup> : <i>Waves of Fatigue</i> (PH p301) – Several targets become fatigued. 6 <sup>th</sup> : <i>Heroism, Greater</i> (PH p285) – Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp. 7 <sup>th</sup> : <i>Waves of Exhaustion</i> (PH p301) – Several targets become exhausted.
Far Horizons [Initiate]	(RoD p155)	Patron Deity: Fharlanghn Cleric level: 1 <sup>st</sup>	Add Climb, Jump, and Swim to your Cleric class skills. You always know which direction is North. Add the following to your Cleric spells list: 1 <sup>st</sup> : <i>Expeditious Retreat</i> (PH p228) – Your land speed increases by 30'. 3 <sup>rd</sup> : <i>Leomund's Tiny Hut</i> (PH p247) – Creates shelter for ten creatures. 5 <sup>th</sup> : <i>Overland Flight</i> (PH p259) – You fly at a speed of 40' and can 'hustle' over long distances. 6 <sup>th</sup> : <i>Shadow Walk</i> (PH p277) – Step into shadow to travel rapidly.
Law Inviolat [Initiate]	(RoD p155)	Patron Deity: St. Cuthbert Cleric level: Lawful alignment	Any weapons you wield (including natural) are considered Lawful-aligned for overcoming DR. Add the following to your Cleric spell list: 1 <sup>st</sup> : <i>Color Spray</i> (PH p210) – Knocks unconscious, blinds, or stuns weak creatures. 2 <sup>nd</sup> : <i>Daze Monster</i> (PH3.5 217) – Living creature up to 6HD or less loses next action. 3 <sup>rd</sup> : <i>Suggestion</i> (PH p285) – Compels subject to follow stated course of action. 5 <sup>th</sup> : <i>Passwall</i> (PH p259) – Creates a passage through wood or stone walls. 6 <sup>th</sup> : <i>Suggestion, Mass</i> (PH p285) – As <i>Suggestion</i> , plus one subject per level. 8 <sup>th</sup> : <i>Power Word Stun</i> (PH p263) – Stuns creatures with 150 hp or less
Radiant Fire [Initiate]	(RoD p155)	Patron Deity: Pelor Cleric level 3 <sup>rd</sup>	+2 Insight bonus to damage rolls against Evil creatures. Add the following to your Cleric spell list: 2 <sup>nd</sup> : <i>Scorching Ray</i> (PH p274) – Ranged touch attack, deals 4d6 fire damage, +1 ray/4 levels (max 3). 3 <sup>rd</sup> : <i>Summon Monster III</i> (PH p286) – Summons an extraplanar creature to fight for you.* <sup>1</sup> 5 <sup>th</sup> : <i>Summon Monster V</i> (PH p287) – Summons an extraplanar creature to fight for you. * 6 <sup>th</sup> : <i>Summon Monster VI</i> (PH p287) – Summons an extraplanar creature to fight for you. * 8 <sup>th</sup> : <i>Summon Monster VIII</i> (PH p287) – Summons an extraplanar creature to fight for you. * * Fire Elementals only
Undying Fate [Initiate]	(RoD p155)	Patron Deity: Wee Jas Cleric level 3 <sup>rd</sup>	As a Swift Action, you can determine how close creatures are to death. This is an Extraordinary ability that functions as the <i>Deathwatch</i> spell. Add the following to your Cleric spell list: 2 <sup>nd</sup> : <i>False Life</i> (PH p229) – Gain 1d10 temporary hp + 1 per level (max +10). 3 <sup>rd</sup> : <i>Halt Undead</i> (PH p238) – Immobilizes undead for 1 round per level. 5 <sup>th</sup> : <i>Blight</i> (PH p206) – Withers one plant or deals 1d6 per level damage to a plant creature. 7 <sup>th</sup> : <i>Finger of Death</i> (PH p230) – Kills one subject.
Whispered Secrets [Initiate]	(RoD p155)	Patron Deity: Vecna Cleric level 1 <sup>st</sup>	Add Listen and Spot to your Cleric class skills. You automatically become aware of any attempt to observe you by Scrying as an Extraordinary ability. Add the following to your Cleric spell list: 1 <sup>st</sup> : <i>Disguise Self</i> (PH p222) – Changes your appearance. 2 <sup>nd</sup> : <i>Darkvision</i> (PH p216) – See 60' in total darkness. 3 <sup>rd</sup> : <i>Glibness</i> (PH p235) – You gain +30 bonus on Bluff checks, and your lies can escape magical discernment. 4 <sup>th</sup> : <i>Arcane Eye</i> (PH p200) – Invisible floating eye moves 30' per round. 5 <sup>th</sup> : <i>Prying Eyes</i> (PH p267) – 1d4 floating eyes + 1 per level scout for you. 6 <sup>th</sup> : <i>Analyze Dweomer</i> (PH p197) – Reveals magical aspects of subject. 8 <sup>th</sup> : <i>Mind Blank</i> (PH p253) – Subject is immune to mental/emotional magic and scrying.

<sup>1</sup> Editor's Note: I think the intention was to make the next level's summon spell available, but only for Fire Elementals. That way the Followers of Pelor could get an extra powerful Fire creature or the normal other summoned creatures. That would make the list as follows:

2<sup>nd</sup> – *Scorching Ray*                      3<sup>rd</sup> – *Summon Monster IV*\*                      5<sup>th</sup> – *Summon Monster VI*\*  
6<sup>th</sup> – *Summon Monster VII*\*            8<sup>th</sup> – *Summon Monster IX*\*                      \* Fire Elementals only

Druid

Druid Only Feats

Druid Only Feats	Source	Prerequisite	Description
Dderwydd Chymdeithas Initiate [General]	(DR332 p87)	Ability to spontaneously cast <i>Summon Nature's Ally</i>	Member of the Dderwydd Chymdeithas Druidic Sect, who have been in hiding and are spread out. Choose one of the following: Knowledge (geography), Know (local), Knowledge (religion), Knowledge (the planes). Add this skill to your Druid Skill List. Add the following spells to your Druidic spell list: 1 <sup>st</sup> : <i>Disguise Self</i> (PH p222) – Changes our appearance. 2 <sup>nd</sup> : <i>Undetectable Alignment</i> (PH p297) – Conceals alignment for 24 hours. 3 <sup>rd</sup> : <i>Helping Hand</i> (PH p239) – Ghostly hand leads subject to you. 4 <sup>th</sup> : <i>Sending</i> (PH p275) – Delivers a short message anywhere, instantly. 5 <sup>th</sup> : <i>Teleport</i> (PH p292) – Instantly transports you as far as 100 miles per level. 6 <sup>th</sup> : <i>Shadow Walk</i> (PH p277) – Step into shadow to travel rapidly. 7 <sup>th</sup> : <i>Sequester</i> (PH p276) – Subject is invisible to sight and scrying. 8 <sup>th</sup> : <i>Discern Location</i> (PH p222) – Reveals the exact location of a creature or object. 9 <sup>th</sup> : <i>Etherealness</i> (PH p228) – Travel to Ethereal Plane with companions.

Animal Companion Feats

Animal Companion	Source	Prerequisite	Description
Companion Spellbond [General]	(PH2 p77)	Animal Companion class ability	1. You may share spell with your Animal Companion at a range of 30' (instead of 5'). 2. You may cast Touch spells on your Animal Companion at Close-range.
Coordinated Strike [General]	(RotW p149)	Animal Companion or Special Mount class ability Handle Animal: 5 ranks	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 again the same opponent.
Exalted Companion [Exalted]	(BoED p42)	Able to acquire a new Animal Companion	Instead of gaining an Animal as your companion, you get a Magical Beast. See (BoED p42) for a full list.
Inspire Beast [General]	(DR339 p87)	Animal Companion class ability Handle Animal: 6 ranks	As a Standard Action, you may make a Handle Animal check vs. DC 20 to grant your Animal Companion a +3 Morale bonus on Attack and Damage for 1 round. Your Animal Companion must be within 30', have line of effect, and be able to see or hear you.
Monstrous Animal Companion [General]	(DR326 p32)	Animal Companion class ability Savage Empathy	If you can find a Magical Beast off the Monstrous Animal Companion list in the Creature Index, you can make it your companion if you can changes its attitude towards you to 'helpful' or 'friendly' using Wild Empathy.
Mystic Companion [General]	(DR339 p87)	Animal Companion class ability Able to cast 1 <sup>st</sup> level Divine spells Know (nature): 9 ranks	As long as you have line of sight with your Animal Companion, your effective Caster level for <u>Ranger spells</u> is +4, up to your Ranger level. This does not grant you extra spells, just improves the ones you already can cast.
Natural Bond [General]	(CAAdv p114)	Animal Companion class ability	Add three to your Effective Druid level (not to exceed your Character level) for determining your Animal Companion's bonuses. If you have more than one Animal Companion, this feat applies to only one.

Wild Empathy Feats

Wild Empathy	Source	Prerequisite	Description																				
Animal Friend [Exalted]	(BoED p41)	Charisma 15 Wild Empathy class ability	Gain a +4 Exalted bonus on Wild Empathy checks to change the attitudes of animals and good aligned magical beasts.																				
Beast Totem [General]	(Eb p51)	Wild Empathy class ability	Choose one of the following Magical Beasts to be your Totem. You gain a +4 Circumstance bonus on saving throws vs. the listed attack form. <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>Totem</th> <th>Attack Form</th> <th>Totem</th> <th>Attack Form</th> </tr> </thead> <tbody> <tr> <td>Chimera</td> <td>Breath Weapons</td> <td>Krenshar</td> <td>Fear</td> </tr> <tr> <td>Digester</td> <td>Acid</td> <td>Unicorn</td> <td>Poison</td> </tr> <tr> <td>Displacer Beast</td> <td>Targeted Spells</td> <td>Winter Wolf</td> <td>Cold</td> </tr> <tr> <td>Gorgon</td> <td>Petrification</td> <td>Yrthak</td> <td>Sonic</td> </tr> </tbody> </table>	Totem	Attack Form	Totem	Attack Form	Chimera	Breath Weapons	Krenshar	Fear	Digester	Acid	Unicorn	Poison	Displacer Beast	Targeted Spells	Winter Wolf	Cold	Gorgon	Petrification	Yrthak	Sonic
Totem	Attack Form	Totem	Attack Form																				
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Digester	Acid	Unicorn	Poison																				
Displacer Beast	Targeted Spells	Winter Wolf	Cold																				
Gorgon	Petrification	Yrthak	Sonic																				
Combined Empathy [General]	(DR325 p61)	Druid level 1+ Ranger level 1+	Add your Druid and Ranger levels to your Wild Empathy checks.																				
Savage Empathy [General]	(DR326 p33)	Wild Empathy class ability	You no longer receive a –4 penalty when trying to use Wild Empathy on a Magical Beast. Choose a creature type other than Animals, Construct, Humanoids, or Undead. You can now user Wild Empathy to influence a creature of this type if it has an Intelligence of 3 or less. You may take this feat multiple times. Each time, it applies to a different creature type.																				

Wild Empathy	Source	Prerequisite	Description																				
Totem Companion [General]	(Eb p61)	Wild Empathy class ability Beast Totem Ability to acquire a new Animal Companion Appropriate minimum level	You may take the Magical Beast that you chose as your Beast Totem as an 'Animal Companion'. Any spell you normally could cast on an Animal can be cast on your new companion. Your companion gains Animal Companion abilities based on the number of level you are above the minimum needed to summon the creature. As always, a Ranger's effective level is ½ his Ranger level. <table border="1"> <thead> <tr> <th>Totem</th> <th>Min. Level</th> <th>Totem</th> <th>Min. Level</th> </tr> </thead> <tbody> <tr> <td>Chimera</td> <td>13<sup>th</sup></td> <td>Krenshar</td> <td>7<sup>th</sup></td> </tr> <tr> <td>Digester</td> <td>10<sup>th</sup></td> <td>Unicorn</td> <td>10<sup>th</sup></td> </tr> <tr> <td>Displacer Beast</td> <td>7<sup>th</sup></td> <td>Winter Wolf</td> <td>10<sup>th</sup></td> </tr> <tr> <td>Gorgon</td> <td>16<sup>th</sup></td> <td>Yrthak</td> <td>16<sup>th</sup></td> </tr> </tbody> </table>	Totem	Min. Level	Totem	Min. Level	Chimera	13 <sup>th</sup>	Krenshar	7 <sup>th</sup>	Digester	10 <sup>th</sup>	Unicorn	10 <sup>th</sup>	Displacer Beast	7 <sup>th</sup>	Winter Wolf	10 <sup>th</sup>	Gorgon	16 <sup>th</sup>	Yrthak	16 <sup>th</sup>
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Wild Shape Feats

Wild Shape Feats	Source	Prerequisite	Description
Beast Shape [General]	(Eb p50)	Wild Shape class ability into a Huge animal Wild Empathy class ability Beast Totem	You may use your Wild Shape ability to take of form of your Beast Totem. You gain its Extraordinary & Supernatural abilities.
Blindsense [Wild]	(CAdiv p114)	Wild Shape class ability Listen: 4 ranks	Spend a Wild Shape use to gain Blindsense (30') for 1 minute per HD. You retain this benefit regardless of which form you are in.
Boar's Ferocity [Wild]	(CDiv p79)	Wild Shape class ability	If your hit-points are reduced to 0 or less (but you are still alive), you may spend one of your daily Wild Shape uses as a Free Action (even if it isn't your turn) to continue acting as if you are not Disabled or Dying. This effect lasts 1 minute.
Cheetah's Speed [Wild]	(CDiv p79)	Wild Shape class ability	You may spend one of your daily uses of Wild Shape to set your base land speed to 50' for 1 hour. You may move 10x your normal speed as part of a charge, once in the hour.
Climb Like an Ape [Wild]	(CAdiv p114)	Wild Shape class ability	Spend a Wild Shape use to gain Climb speed equal to your land speed for 10 minutes per HD. You also gain a +8 racial bonus on Climb checks, and can take 10 on Climb checks, even when rushed or threatened.
Cougar's Vision [Wild]	(CAdiv p114)	Wild Shape class ability	Spend a Wild Shape use to gain Low-Light Vision for 1 hour per HD. You also gain a +4 bonus on all Spot checks. You retain these benefits regardless of which form you are in.
Dragon Wild Shape [General]	(Dcn p105)	Wild Shape class ability Wisdom 19 Know (nature): 15 ranks	You may 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.
Eagle's Wings [Wild]	(CDiv p80)	Wild Shape class ability	You may spend one of your daily uses of Wild Shape to grow feathery wings, which grant you a Flying speed of 60' with Average maneuverability, for 1 hour.
Elephant's Hide [Wild]	(CDiv p81)	Able to Wild Shape into a Large creature	You may spend one of your daily uses of Wild Shape to set your Natural Armor bonus to AC to 7 (i.e., does not stack with other Natural Armor bonuses). Lasts for 10 minutes.
Exalted Wild Shape [Exalted]	(BoED p42)	Wild Shape class ability Wild Shape Class lvl 8	In addition to the normal forms you can take with Wild Shape, you can also take the form of a Blink Dog, Giant Eagle, Giant Owl, Pegasus, Unicorn, or the Celestial version of an Animal that you can normally take the shape of.
Extra Wild Shape [Wild]	(CDiv p81) (Und p25)	Wild Shape class ability	You may use your Wild Shape class ability 2 additional times per day. If you have gained the Wild Shape ability to become an Elemental, you gain 1 additional use per day. You may take this feat multiple times.
Fast Wild Shape [Wild]	(CDiv p81)	Dexterity 13 Wild Shape class ability	You may use Wild Shape as a Move Action (instead of a Standard Action).
Grizzly's Claws [Wild]	(CDiv p82)	Wild Shape class ability	You may spend one of your daily uses of Wild Shape to gain two primary Claw attacks (both at your base attack bonus + Strength). The claws do Slashing & Piercing damage equal to a Short Sword appropriate for your size. This effect lasts for 1 hour.
Hawk's Vision [Wild]	(CAdiv p114)	Wild Shape class ability	Spend a Wild Shape use to gain a +8 bonus to Spot checks for 1 hour per HD. While this benefit is in effect, you only take -1 on ranged attacks per increment, and are at -1 to Spot per 20' of distance. You retain these benefits regardless of which form you are in.
Lion's Pounce [Wild]	(CDiv p82)	Wild Shape class ability	You may spend one of your daily uses of Wild Shape to receive a Full Attack at the end of a Charge (instead of a Single Attack). This effect lasts for 1 hour.
Natural Spell [General]	(PH p98)	Wisdom 13 Wild Shape class ability	You can complete the verbal & somatic components of spells while in a Wild Shape.
Nature's Fists [Wild]	(DR343 p91)	Wild Shape (elemental) class ability	Spend a daily use of Wild Shape to encase your limbs in an element (Air, Earth, Fire, or Water) for 1 minute. This grant the following: <ol style="list-style-type: none"> <li>Gain a Magical Slam attack that does not have a 50% miss chance against Incorporeal creatures and does 1d6 damage plus the effect listed below:                      Air: +1d4 Sonic damage &amp; foe is Deafened for 1d4 rounds (FortNeg, DC is Charisma-based).                      Earth: +1d4 Acid damage &amp; ignores Hardness.                      Fire: +1d4 Fire damage &amp; struck object may Catch Fire (DMG p303).                      Water: +1d4 Cold damage &amp; foe is Fatigued for 1d4 minutes (FortNeg, DC is Charisma-based).</li> <li>Since your hands are encased, you may not use them for holding objects, casting spells, climbing, etc.</li> </ol>
Oaken Resilience [Wild]	(CDiv p82)	Wild Shape (plant) class ability	You may spend one of your daily uses of Wild Shape to receive immunity to Critical Hits, Poison, Sleep, Paralysis, Polymorph, and Stunning. You also gain +8 bonus to avoid being Bull Rushed or Tripped due to greater stability. This effect lasts for 10 minutes.

Wild Shape Feats	Source	Prerequisite	Description
Photosynthesize [Wild]	(DR343 p91)	Wild Shape (plant) class ability	Spend a daily use of Wild Shape to make your skin photosynthesize sunlight for 24 hours, which grants the following benefits: 1. You are immune to Suffocation. 2. For each 4 hours in natural sunlight, you gain the benefits of consuming one meal. 3. +10 Inherent bonus on Fortitude saves to avoid the dangers of thirst.
Powerful Wild Shape [Wild]	(RoS p143)	Wild Shape class ability Powerful Build racial trait	You can Wild Shape into a Powerful-Build version of a creature you can normally shape into. Powerful Built creatures count as one category larger for the purposes of opposed checks for Bull Rush, Trip, & Grapple; whether another creature's special attack affects him; and for the purpose of using larger weapons.
Savage Grapple [Wild]	(CAAdv p114)	Wild Shape class ability Sneak Attack class ability	While you are in a Wild Shape, you may apply your Sneak Attack damage to your Grapple damage. Creatures not subject to sneak attacks don't take this extra damage.
Savage Mobility [General]	(DR326 p33)	Dexterity 13 Wild Shape class ability	When you use Wild Shape, your speed increases by +10'. This applies to your land, burrow, climb, fly, and swim speeds.
Scent [Wild]	(CAAdv p114)	Wild Shape class ability	Spend a Wild Shape use to gain the Scent ability (DMG p314) for 1 hour per HD. In addition, if you have the Track feat, you can track creatures by scent. You retain this benefit regardless of which form you are in.
Serpent's Venom [Wild]	(CDiv p84)	Wild Shape class ability	You may spend one of your daily uses of Wild Shape to gain one secondary Bite attack (at your base attack bonus - 5 & +(Strength modifier / 2) bonus damage). The bite does Bludgeoning, Slashing, & Piercing damage equal to a Dagger appropriate for your size, plus poison that does 1d6 Constitution / 1d6 Constitution damage (DC is Constitution based).
Stone Form [Wild]	(RoS p144)	Wild Shape class ability Constitution 13	As a Standard Action, spend a Wild Shape use to gain a +4 bonus to Fortitude saves; your Natural Armor bonus becomes +4 (though Enhancement bonuses stack). You also gain a Slam attack which does damage equal to a Morningstar of your size (1d6/1d8/2d6)
Swim like a Fish [Wild]	(CDiv p85)	Wild Shape class ability	You may spend one of your daily uses of Wild Shape to be able to breath underwater (in addition to air), gain a Swim speed of 40', and gain a +8 bonus on Swim checks. This effect lasts for 1 hour.
Wolverine's Rage [Wild]	(CDiv p86)	Wild Shape class ability	If you have taken damage during the last round, you may spend one of your daily uses of Wild Shape as a Free Action to enter a rage. You gain +2 bonus to Strength & Constitution, and -2 penalty to AC. This effect lasts 5 rounds and cannot be ended early.

## Favored Soul

### Energy Resistance Feats

Energy Resistance	Source	Prerequisite	Description
Deflect Energy [General]	(DR343 p90)	Energy Resistance class ability	If you are targeted with a Spell, Spell-like ability, or Supernatural ability that does energy damage of the type you have resistance against, you may deflect some of the damage back at its source. Doing so requires you to forgo your saving throw and consume an Immediate Action. You may deflect up to the value of your Energy Resistance class ability + your Divine Caster level + your Charisma modifier. You take any damage not deflected. This ability only applies to targeted effects (i.e., not area-of-effect).
Energy Strike [General]	(DR343 p91)	Energy Resistance class ability	Each day, you receive a pool of (Divine Caster level / 2) d6's of an energy type to which you have resistance. You may generate a ray of this energy at a target within 30' as a Standard Action. Each ray depletes the pool by the number of d6's of damage it does (min 1d6).

## Fighter

### Fighter Only

Fighter Only	Source	Prerequisite	Description
Necropotent [General, Fighter]	(LM p29)	Fighter 4 <sup>th</sup> Weapon Focus with the chosen weapon Weapon Specialization with the chosen weapon	You gain a +4 bonus on all damage rolls you make using the chosen weapon against Undead.
Weapon Specialization [General, Fighter]	(PH p102)	Fighter 4 <sup>th</sup> Weapon Focus	Gain a +2 bonus on damage rolls with the chosen weapon.
Greater Weapon Focus [General, Fighter]	(PH p95)	Fighter 8 <sup>th</sup> Weapon Focus with the chosen weapon	Gain an additional +1 bonus to attack rolls with the chosen weapon.
Greater Weapon Specialization [General, Fighter]	(PH p95)	Fighter 12 <sup>th</sup> Weapon Focus with the chosen weapon Greater Weapon Focus with the chosen weapon Weapon Specialization with the chosen weapon	Gain an additional +2 bonus on damage rolls with the chosen weapon.

## Hexblade

### Curse Feats

Hexblade's Curse is a Supernatural ability that can be used on one visible target within 60'. It is resisted with a Will save (DC = 10 + ½ Hexblade level + Charisma modifier). A Hexblade has one use per day at 1<sup>st</sup> level, two at 5<sup>th</sup>, and +1 per five levels after that. The curse is "upgraded" to Greater Hexblade's Curse at 7<sup>th</sup> level and Dire Hexblade's Curse at 19<sup>th</sup> level. It can be removed by an ability that removes curses.

Curse Feats	Source	Prerequisite	Description
Curse of Distraction [Hex]	(DR339 p92)	Curse class ability any other Hex feat	Gain a new curse. For one hour, the curse's target must make a Concentration check in order to cast a spell. Hexblade Curse: DC = 15 + Spell Level Greater Hexblade's Curse: DC = 20 + Spell Level Dire Hexblade's Curse: DC = 25 + Spell Level
Curse of Failure [Hex]	(DR339 p92)	Curse class ability any other Hex feat	Gain a new curse. For one hour, if your allies flank the curse's target, they receive the following flanking bonus. Hexblade Curse: +3 bonus Greater Hexblade's Curse: +4 bonus Dire Hexblade's Curse: +6 bonus
Curse of Ignorance [Hex]	(DR339 p92)	Curse class ability	Gain a new curse. For one hour, the curse's target receives a penalty on two types of skill checks designated by you. Hexblade Curse: -5 penalty Greater Hexblade's Curse: -10 penalty Dire Hexblade's Curse: -15 penalty
Curse of Paranoia [Hex]	(DR339 p92)	Curse class ability	Gain a new curse. For one hour, the curse's target receives a penalty on one type of saving throw designated by you. Hexblade Curse: -4 penalty Greater Hexblade's Curse: -6 penalty Dire Hexblade's Curse: -8 penalty
Curse of Sloth [Hex]	(DR339 p93)	Curse class ability any other Hex feat	Gain a new curse. For one hour, the movement rate of the curse's target is reduced to the following amount (minimum 5'). Hexblade Curse: 75% Greater Hexblade's Curse: 50% Dire Hexblade's Curse: 25%
Curse of the Softened Blade [Hex]	(DR339 p93)	Curse class ability any two other Hex feat	Gain a new curse. For one hour, a designated weapon has its damage reduced by the following amount (minimum 1 hp damage). Hexblade Curse: -2 penalty Greater Hexblade's Curse: -4 penalty Dire Hexblade's Curse: -6 penalty
Curse of the Stricken [Hex]	(DR339 p93)	Curse class ability any two other Hex feat	Gain a new curse. For one hour, the curse's target's Armor Bonus to AC is reduced by the following amount (minimum +0). Hexblade Curse: -2 penalty Greater Hexblade's Curse: -4 penalty Dire Hexblade's Curse: -6 penalty
Empower Curse [Hex]	(DR339 p93)	Curse class ability	The penalty imposed by your curse improved by 1.
Extend Curse [Hex]	(DR339 p93)	Curse class ability	Your curses last for 1 day instead of 1 hour.
Extra Curse [General]	(DR339 p93)	Curse class ability	You may use your Curse class ability 1 extra time per day. You may take this feat multiple times.
Foe of the Unlucky [Hex]	(DR339 p93)	Curse class ability	You may expend a daily use of your Hexblade Curse ability to force an enemy who just confirmed a Critical Hit on you to reroll his/her confirmation. The foe must take this second roll. This ability may only be used once per round.

## Monk

### Monk Only Feats

Monk Only Feats	Source	Prerequisite	Description
Kung Fu Genius [General]	(DR319 p71)	Intelligence 13 Must be taken before or at the same time as gaining Monk level 1 <sup>st</sup>	Use your Intelligence modifier in place of your Wisdom modifier for all Monk class abilities normally based on Wisdom.
Monastic Training [General]	(Eb p57)	Monk level 1 <sup>st</sup>	<i>Monk 1<sup>st</sup>, Monk 2<sup>nd</sup>, Monk 6<sup>th</sup></i> Pick one class. You may now multiclass in the chosen class and still take levels of Monk. You may take this feat as your 1 <sup>st</sup> , 2 <sup>nd</sup> , or 6 <sup>th</sup> level Monk feat.

## Bonus Monk Feat Options

Monk Feat Options	Source	Prerequisite	Description
Improved Grapple [General, Fighter]	(PH p95)	Dexterity 13 Improved Unarmed Strike	<i>Monk 1<sup>st</sup></i> When you make a Grapple action, the following apply: Your opponent does not get an Attack of Opportunity against you when you make the touch attack to being a Grapple. You receive a +4 bonus on all Grapple checks, no matter who began the Grapple.
Improved Unarmed Strike [General, Fighter]	(PH p96)	—	<i>Monk 1<sup>st</sup></i> You are considered 'armed' when not using a weapon (i.e., an armed opponent does not get an Attack of Opportunity against you when you attack). Your Unarmed Strike does Lethal or Nonlethal damage, as you desire.
Stunning Fist [General, Fighter]	(PH p101)	Dexterity 13 Wisdom 13 Base Attack Bonus +8 Improved Unarmed Strike	<i>Monk 1<sup>st</sup></i> You must declare you are using this ability before you make an Attack with your Unarmed Strike. If your foe is damaged by the attack, he/she must make a Fortitude save vs. DC (10 + ½ Character level + Wisdom modifier). If your foe fails, he/she is Stunned for 1 round (i.e., until your next action). A Stunned creature cannot take any Action, loses any Dexterity bonus to AC, & has an additional –2 penalty to AC. Creature immune to critical hits are immune to being Stunned. You may use this ability once per four non-Monk levels + one per Monk levels each day. You may use this ability only once per round.
Monastic Training [General]	(Eb p57)	Monk level 1 <sup>st</sup>	<i>Monk 1<sup>st</sup>, Monk 2<sup>nd</sup>, Monk 6<sup>th</sup></i> Pick one class. You may now multiclass in the chosen class and still take levels of Monk. You may take this feat as your 1 <sup>st</sup> , 2 <sup>nd</sup> , or 6 <sup>th</sup> level Monk feat.
Combat Reflexes [General, Fighter]	(PH p92)	—	<i>Monk 2<sup>nd</sup></i> 1. You may make Attacks of Opportunity while Flat-Footed. 2. You may make up to your Dexterity modifier in extra Attacks of Opportunity per round (instead of the normal limit of 1), but only one such attack per creature each round.
Deflect Arrows [General, Fighter]	(PH p93)	Dexterity 13 Improved Unarmed Strike	<i>Monk 2<sup>nd</sup></i> You may deflect one projectile per round that would have hit you, but only if the following are true: 1. you are not Flat-Footed and aware of the attack. 2. one of your hands is free. 3. the projectile is not purely magic (such as <i>Melf's Acid Arrow</i> ) or massive (such as a giant's boulder).
Fiery Fist [General, Fighter]	(PH2 p79)	Dexterity 13 Wisdom 13 Base Attack Bonus +8 Improved Unarmed Strike Stunning Fist	<i>Monk 2<sup>nd</sup></i> 1. By using up one of your daily Stunning Fist attacks as a Swift Action, your Unarmed Strikes do +1d6 Fire damage for the rest of your turn. 2. You receive +1 Stunning Fist use per day.
Flensing Strike [General]	(Eb p53)	Exotic Weapon Proficiency (kama) Weapon Focus (kama)	<i>Monk 2<sup>nd</sup>, Monk 6<sup>th</sup></i> As a Full Round Attack, make a single attack roll with a Kama. If it hits, your opponent takes the normal damage and is wracked with pain for 1 minute, receiving a –4 penalty on attacks, saves, & checks for 1 minute unless he/she makes a Fortitude save. The DC is 10 + ½ Character level + Wisdom modifier. This ability may only be used on living, corporeal creatures that feel pain and are subject to critical hits. An Evil Monk may take this feat for their 2 <sup>nd</sup> or 6 <sup>th</sup> level bonus Monk Feats.
Fiery Ki Defense [General, Fighter]	(PH2 p79)	Dexterity 13 Wisdom 13 Base Attack Bonus +8 Improved Unarmed Strike Stunning Fist Fiery Fist	<i>Monk 6<sup>th</sup></i> By using up one of your daily Stunning Fist attacks as a Swift Action, your body is covered in flames, cause 1d6 Fire damage to anyone to hits you in melee for the rest of your turn.
Improved Disarm [General, Fighter]	(PH p95)	Intelligence 13 Combat Expertise	<i>Monk 6<sup>th</sup></i> When you do a Disarm Action, the following apply: 1. Your opponent does not get an Attack of Opportunity against you. 2. You receive a +4 bonus on the Disarm check. 3. If your Disarm attempt fails, your opponent does not get a chance to try to disarm you.
Improved Trip [General, Fighter]	(PH p96)	Intelligence 13 Combat Expertise	<i>Monk 6<sup>th</sup></i> When you do a Trip Action, the following apply: 1. Your opponent does not get an Attack of Opportunity against you. 2. You gain a +4 bonus on the Strength roll to knock your opponent prone. 3. If you succeed in tripping your opponent in melee combat, you may immediately make a follow-up attack on him/her at the same attack bonus of the action you used to make the trip.
Ki Blast [General, Fighter]	(PH2 p80)	Dexterity 13 Wisdom 13 Base Attack Bonus +8 Improved Unarmed Strike Stunning Fist Fiery Fist	<i>Monk 6<sup>th</sup></i> 1. By using up <u>two</u> of your daily Stunning Fist attacks as a Move Action, you may form an orb of force energy in your hand. As a Standard Action, you may throw the orb up to 60'. If you hit on a Ranged Touch attack, you do (3d6 + Wisdom modifier) Force damage. If not thrown by the end of your round, the orb dissipates. 2. You receive +1 Stunning Fist use per day.
Water Splitting Stone [General, Fighter]	(PH2 p85)	Dexterity 13 Wisdom 13 Base Attack Bonus +9 Improved Unarmed Strike Stunning Fist	<i>Monk 6<sup>th</sup></i> If you hit with an Unarmed Strike and its damage would be reduced due to Damage Reduction, receive a +4 bonus to damage (i.e., ignore 4 points of Damage Reduction).



Evasion Feats

Evasion Feats	Source	Prerequisite	Description
Cunning Evasion [General]	(PH2 p78)	Evasion class ability Hide: 9 ranks	If you avoid all the damage from an Area-of-Effect attack due to your Evasion class ability, you may use an Immediate Action to make a 5' Step and a Hide check, assuming there is Cover within 5'. If you have the 'Hide in Plain Sight' class ability, you do not need Cover to make your Hide check.

Flurry of Blows Feats

Flurry of Blows	Source	Prerequisite	Description
Double Steel Strike [General]	(Eb p52)	Flurry of Blows class ability Exotic Weapon Proficiency (two-bladed sword) Weapon Focus (two-bladed sword)	You may perform Flurry of Blows with a Two-Bladed Sword.
Pole Fighting [General]	(DR331 p28)	Flurry of Blows class feature Weapon Focus (chosen Polearm)	You may perform Flurry of Blows with the chosen Polearm
Serpent Strike [General]	(Eb p60)	Flurry of Blows class ability Simple Weapon Proficiency Weapon Focus (longspear)	You may perform Flurry of Blows with a Longspear.
Sun School [Tactical]	(CWar p112)	Flurry of Blows class ability Base Attack Bonus +4	You may use the following 3 tactical maneuvers: <b>Inexorable Progress of Dawn</b> – If you hit an opponent with the first two attack from a Flurry of Blows, your opponent must move back 5' and you may move forward 5'. Neither movement provokes an Attack of Opportunity. <b>Blinding Sun of Noon</b> – If you successfully Stun an opponent on two consecutive rounds, your opponent is Confused for 1d4 rounds after recovering from the Stun. <b>Flash of Sunset</b> – If you move next to an opponent using the Monk class ability 'Abundant Step' or Dimensional Door, you may make one attack at your highest bonus at the end of your action.
Whirling Steel Strike [General]	(Eb p62)	Flurry of Blows class ability Martial Weapon Proficiency (longsword) Weapon Focus (longsword)	You may perform Flurry of Blows with a Longsword.

Ki Strike Feats

Ki Strike Feats	Source	Prerequisite	Description
Axiomatic Strike [General]	(CWar p96)	Ki Strike (lawful) class ability Stunning Fist	Before you attack, you can declare that you are using one of your Stunning attacks for the day to do +2d6 damage to a Chaotic opponent.
Fist of the Heavens [Exalted, Fighter]	(BoED p43)	Ki Strike (lawful) class ability Wisdom 15 Charisma 15 Improved Unarmed Strike Sanctify Ki Strike Stunning Fist	If you use your Stunning Fist on an Evil Creature, its DC is +2 –and– the target is Staggered for 1 round following being Stunned.
Holy Ki Strike [Exalted]	(BoED p43)	Ki Strike (holy) class ability Charisma 15 Improved Unarmed Strike Sanctified Ki Strike	Evil creatures hit by your Unarmed Strike take +2d6 damage (does not stack with Sanctified Ki Strike) and all of the strike's damage is considered Holy for purposes of overcoming Damage Reduction.
Pressure Point Strike [General]	(DR336 p103)	Ki Strike (magic) class ability Dexterity 13 Wisdom 13 Base Attack Bonus +8 Improved Unarmed Strike Stunning Fist Know (arcana): 5 ranks	The following abilities must be declared before the strike is attempted and the indicated number of Stunning Fist uses are consumed even if it misses. May only be used on Humanoids, Monstrous Humanoids, and Giants. Harmful effects allow a Fortitude save vs. DC = 10 + ½ Character level + Wisdom modifier. Beneficial effects may require a Level check against the level of the detriment being overcome (if magical). #StunFist Effect 1 Target Stunned for 1 round (i.e., base Stunning Fist ability). 1 Remove Stunned, Sickened, or Fatigued. 2 Blind, Deafen, –or– Paralyze opponent for 1d4 rounds. 2 Remove Paralysis, Blindness, or Deafness 3 Lower target's Spell Resistance by 1d6 + Wisdom modifier for 1 round. 3 Increase ally's natural or magical Spell Resistance by 1d6 + Wisdom modifier for 1 round. 3 Delay Poison for 1d4 hours. 3 Foe effected by Injury Poison (1d4 Con / 1d4 Con, DC is Constitution-based). 4 Neutralize Poison. 4 Target receives a penalty of saves vs. Poison of 1 + Wisdom modifier for 1d4 rounds. 5 Target prevented from casting Spells or using Spell-Like Abilities for 1d4 rounds. 5 Target receives <i>Greater Dispel Magic</i> to remove a Spell or Spell-Like Ability effect.
Sanctify Ki Strike [Exalted]	(BoED p46)	Ki Strike (lawful) class ability Charisma 15 Improved Unarmed Strike	Your Unarmed Strike is considered 'good' for purposes of overcoming Damage Reduction. In addition, it does +1 hp of damage to Evil creatures and +1d4 damage to Evil Outsiders & Evil Undead.

## Ninja

### Ki Power Feats

Ninja abilities that are powered by their *Ki* Power (including *Ki* Dodge, Ghost Step, Ghost Strike, etc.) are collectively called Jutsu. Unless otherwise indicated, each can be activated as a Swift Action that does not generate an Attack of Opportunity –and– requires both hands to be free and empty.

Some abilities allow additional expenditures of *Ki* Power to maintain the effect. Expending *Ki* Power in this way is a Free Action.

Unless otherwise noted, all Jutsu abilities are Extraordinary (even if they are based on a spell).

For reference: Ninja 2<sup>nd</sup> – Ghost Step (invisible). Ninja 6<sup>th</sup> – *Ki* Dodge. Ninja 8<sup>th</sup> – Ghost Strike.

Ki Power Feats	Source	Prerequisite	Description
Enduring <i>Ki</i> [General]	(CSco p077)	<i>Ki</i> Power class ability	Your maximum <i>Ki</i> Power increases by +1. By expending one use of your <i>Ki</i> Power when you activate a <i>Ki</i> Power-based ability, the ability lasts for 1 extra round.
Expanded <i>Ki</i> Pool [General]	(CSco p077)	<i>Ki</i> Power class ability	Your maximum <i>Ki</i> Power increases by +3.
Hidden Kingdom Jutsu [Ki]	(DR342 p84)	Ghost Strike class ability	By expending one use of your <i>Ki</i> Power, you may generate a <i>Hallucinatory Terrain</i> in a 40' radius Emanation around yourself for 1 round. Each additional use of <i>Ki</i> Power you expend increases the duration by 2 rounds.
Intuitive Trapsmith [General]	(DR351 p87)	<i>Ki</i> Power class ability	Add your Wisdom modifier ( <u>instead</u> of your Intelligence modifier) to Disable Device & Search checks.
Jutsu Focus [Ki]	(DR342 p85)	any two [Ki] feats	1. +2 DC on all Jutsu abilities. 2. Treat all Jutsu abilities as if you had spent an extra <i>Ki</i> Power use on them (when applicable). For example, Hidden Kingdom Jutsu will always last at least 3 rounds for you. You may still spend even more <i>Ki</i> Power on them if you wish.
Karmic Healing [Ki]	(DR351 p87)	<i>Ki</i> Power class ability	By expending one use of your <i>Ki</i> Power, you may do <u>one</u> of the following to yourself: 1. heal (Wisdom modifier x ½ Ninja level) hit-points; 2. go from being Exhausted to being Fatigued; or 3. remove Fatigue.
<i>Ki</i> Smite [Ki]	(DR351 p87)	<i>Ki</i> Power class ability Sudden Strike class ability with at least +2d6	By expending one use of your <i>Ki</i> Power, gain the following on your next Melee attack: 1. +(Wisdom modifier) on the attack roll; 2. if you hit, receive a bonus to damage of +(Ninja level + remaining uses in your <i>Ki</i> Power pool).
One with Earth and Water [General]	(DR351 p87)	<i>Ki</i> Power class ability	Add your Wisdom modifier ( <u>instead</u> of your Strength modifier) to Climb & Swim checks.
Rabbit Prince Jutsu [Ki]	(DR342 p85)	Ghost Step (invisible) class ability	Gain <i>Expeditious Retreat</i> –and– have your Jump distance not be limited by your height for 1 round by expending one use of your <i>Ki</i> Power.
Ringing Fist Jutsu [Ki]	(DR342 p85)	<i>Ki</i> Dodge class ability	For one round, your Unarmed Attacks against a objects also produce either <i>Shatter</i> or <i>Knock</i> (chosen at the time of the attack) by expending one use of your <i>Ki</i> Power.
River Eel Jutsu [Ki]	(DR342 p85)	<i>Ki</i> Dodge class ability	Gain <i>Freedom of Movement</i> for 1 round by expending one use of your <i>Ki</i> Power.
Shadow Puppet Jutsu [Ki]	(DR342 p85)	<i>Ki</i> Dodge class ability	Target creature within 30' who can see you becomes Flat-Footed until his/her next turn (WillNeg, DC is Wisdom based). This is a Mind-Affecting effect.
Skill Attunement [Ki]	(DR351 p87)	Wisdom 13 Ghost Strike class ability	By expending one use of your <i>Ki</i> Power, you receive a +(Wisdom modifier (min 1)) bonus on <u>all</u> skill checks for 1 round per 5 Ninja levels (min 1 round).
Thousand Faces Jutsu [Ki]	(DR342 p85)	Ghost Step (invisible) class ability	Gain <i>Alter Self</i> for 1 minute by expending one use of your <i>Ki</i> Power. The form must have the same size and type as you and you do not gain the movement or combat benefits of the new form (any wings, fins, etc. are just decorative). Gain <i>Alter Self</i> as above, but to impersonate a specific person of your type for two uses of your <i>Ki</i> Power (standard opposed Disguise vs. Spot checks apply).
Wind Oxen Jutsu [Ki]	(DR342 p85)	Ghost Strike class ability	You may initiate a special Bull Rush against an adjacent target minute by expending one use of your <i>Ki</i> Power. You do <u>not</u> make a touch attack, generate an Attack of Opportunity, or enter the opponent's square. Your Bull Rush bonus is ½ Ninja level + Wisdom modifier + 4 per additional use of <i>Ki</i> Power you apply to the action. If successful, you do not follow your opponent, but he/she still moves an additional 5' per 5 points you exceed his/her check.
Wolf's Bite [Ki]	(DR351 p87)	<i>Ki</i> Power class ability	By expending one use of your <i>Ki</i> Power, you gain the following Feats for 1 round: Improved Disarm, Improved Feint, & Improved Trip.
Zen Fortitude [General]	(DR351 p87)	<i>Ki</i> Power class ability	Add your Wisdom modifier ( <u>instead</u> of your Constitution modifier) to Fortitude saves.

Sudden Strike Feats

Sudden Strike Feats	Source	Prerequisite	Description
Flurry of Throws [Ambush]	(DR344 p103)	Sneak Attack / Sudden Strike class ability with at least +4d6 Dexterity 13 Acrobatics Point Blank Shot Precise Shot Rapid Shot Weapon Focus (shuriken)	When making a Full Round Attack with Shuriken & using Rapid Shot, you may throw an extra Shuriken for each die of Sudden Strike damage you forgo (max 3d6). Doing this results in a –2 penalty on all throws, but the extra Shuriken have the following requirements / bonuses: a) thrown at your best attack bonus; b) each must be aimed at a <u>different</u> target that is qualified for your Sudden Strike (i.e., Flat-Footed) and is susceptible to it; and c) your remaining Sudden Strike dice apply to <u>each</u> of the extra Shuriken.
Ki Smite [Ki]	(DR351 p87)	Ki Power class ability Sudden Strike class ability with at least +2d6	By expending one use of your Ki Power, gain the following on your next Melee attack: 1. +(Wisdom modifier) on the attack roll; 2. if you hit, receive a bonus to damage of +(Ninja level + remaining uses in your Ki Power pool).

PaladinPaladin Only Feats

Paladin Only Feats	Source	Prerequisite	Description
Knight Training [General]	(Eb p56) (DR330 p91)	Paladin level 1 <sup>st</sup>	Pick one class. You may now multiclass in the chosen class and still take levels of Paladin.

Special Mount Feats

Special Mount Feats	Source	Prerequisite	Description
Celestial Mount [Exalted]	(BoED p42)	Paladin level 4 <sup>th</sup>	Your Special Mount gains the Celestial template.
Coordinated Strike [General]	(RotW p149)	Animal Companion or Special Mount class ability Handle Animal: 5 ranks	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 again the same opponent.
Dragon Steed [General]	(Den p105)	Charisma 13 Ride: 8 ranks Speak Language (Draconic)	You gain the service of a Dragonnel(Dcn p150) as a steed. It serves you loyally, like a Cohort. If you have the Special Mount class feature (i.e., a Paladin or similar), the Dragonnel replaces your Special Mount.
Holy Mount [General]	(DR325 p62)	Special Mount class ability any other Divine caster class	When determining the abilities of your Special Mount, add your Paladin levels to those of your other Divine caster class (typically Cleric).
Theurgic Mount [General]	(DR325 p62)	Special Mount class ability any Arcane caster class	When determining the abilities of your Special Mount, add your Paladin levels to those of your Arcane caster classes.

Divine Grace Feats

Divine Grace Feats	Source	Prerequisite	Description
Gift of Grace [Exalted]	(BoED p43)	Divine Grace class ability	You may distribute the bonus you receive from Divine Grace (i.e., a bonus on saving throws equal to your Charisma modifier) to your allies by touch. You may break up the bonus as you wish, keeping some for yourself if you wish. You may not transfer any more points than your Character level. The effect lasts until revoked (a Free Action), up to 24 hours.

Lay-on-Hands Feats

Lay-on-Hands Feats	Source	Prerequisite	Description
Action Healing [General]	(FoE p145)	Lay on Hands class ability	By expending 1 Action point, you may apply any <u>one</u> of the following to your use of 'Lay on Hands': Empower – heal 3 hp for every 2 'Lay on Hands' points spent. Quicken – use 'Lay on Hands' as a Swift Action. Reach – use 'Lay on Hands' with a range of 30'.
Hands of the Healer [Exalted]	(BoED p43)	Lay on Hands class ability Charisma 13	When calculating the number of hit-points you can heal each day, treat your Charisma as being +2.
Touch of Silver [General]	(FoE p148)	Lay on Hands class ability Ability to Turn Undead Worshiper of the Silver Flame	By expending one Turn Undead use as a Swift Action, your 'Lay one Hands' ability can be used to harm Lycanthropes & Evil Outsiders in the same way you can normally harm Undead.

Remove Disease Feats

Remove Disease Feats	Source	Prerequisite	Description
Bane of Decay [Purification]	(DR337 p98)	<i>Remove Disease</i> as a Spell-like ability	The melee weapon you are holding becomes a +1 Undead-Bane or +1 Vermin-Bane weapon. The Enhancement bonus does not stack with any other Enhancement bonus. The effect lasts for 10 minutes, requires a Standard Action to activate, and consumes one of your weekly uses of <i>Remove Disease</i> .
Detoxifying Touch [Purification]	(DR337 p98)	<i>Remove Disease</i> as a Spell-like ability	<i>Neutralize Poison</i> , as a Standard Action. This effect consumes two of your weekly uses of <i>Remove Disease</i> .
Extra Remove Disease [Purification]	(DR337 p98)	<i>Remove Disease</i> as a Spell-like ability	You may use <i>Remove Disease</i> as a Spell-like ability two more times per week.
Smite Carrier [Purification]	(DR337 p98)	<i>Remove Disease</i> as a Spell-like ability Smite Evil class ability	You may make a 'Smite Evil' attempt on a non-Good creature that posses a poisonous or infectious natural attack by consuming one of your weekly uses of <i>Remove Disease</i> . If your opponent does not actually qualify, the use is still lost.
Strengthen Resilience [Purification]	(DR337 p98)	<i>Remove Disease</i> as a Spell-like ability	As a Standard Action, you and two touched allies gain a +4 Sacred bonus for 1 hour on the following saving throws: avoiding becoming infected by a natural or magical disease, resisting the effects of a disease, fighting off a disease, resisting initial and/or secondary damage of a poison. This ability consumes one of your weekly uses of <i>Remove Disease</i> .
Wholesome Fare [Purification]	(DR337 p98)	<i>Remove Disease</i> as a Spell-like ability	You may use <i>Purify Food and Drink</i> up to five times in the next 24 hours as a Spell-like ability. This effect consumes one of your weekly uses of <i>Remove Disease</i> .

Smiting Feats

Smiting Feats	Source	Prerequisite	Description
Exalted Smite [Exalted]	(BoED p42)	Smite Evil class ability	When you use your Smite Evil ability, your weapon is considered 'good' for purposes of bypassing Damage Reduction.
Extra Smiting [General]	(CWar p98)	Smite <any> class ability Base Attack Bonus +4	Gain two extra attempts to Smite each day. You may take this feat multiple times.
Improved Smiting [General]	(CDiv p82)	Charisma 13 Smite <any> class ability	Your smite ability is considered aligned for purposes of overcoming Damage Reduction. If your smite ability is not inherently aligned (i.e., Smite Evil does 'good' damage, Smite Good does 'evil' damage), you must choose the alignment your Smite will be aligned with. It must be appropriate for your alignment and your Deity's.
Ranged Smite Evil [Exalted]	(BoED p45)	Smite Evil class ability	You may apply your Smite Evil ability to your missile weapons.
Silver Smite [General]	(Eb p60)	Smite Evil class ability follower of the Silver Flame	Your Smite Evil ability does +1d6 Sacred damage & has the appearance of silvery fire.
Smite Carrier [Purification]	(DR337 p98)	<i>Remove Disease</i> as a Spell-like ability Smite Evil class ability	You may make a 'Smite Evil' attempt on a non-Good creature that posses a poisonous or infectious natural attack by consuming one of your weekly uses of <i>Remove Disease</i> . If your opponent does not actually qualify, the use is still lost.

Ranger

Favored Enemy Feats

Favored Enemy Feats	Source	Prerequisite	Description
Disabling Strike [General]	(DR339 p87)	Favored Enemy (any humanoid)	When you make a Critical Hit against one of your Humanoid Favored Enemies, it is Stunned for 1 round (FortNeg, DC = 15 + your Favored Enemy bonus against that foe).
Favored Dodge [General]	(DR335 p90)	At least one Favored Enemy Dodge	Choose one of your Favored Enemies when you take this feat. When a member of that race is your designated Dodge opponent, add your Favored Enemy bonus to your AC as a Dodge bonus. You may take this feat multiple times, each time with a different Favored Enemy.
Favored Power Attack [General]	(CWar p98) (DR310 p58)	At least one Favored Enemy Base Attack Bonus: +4 Power Attack	Choose one of your Favored Enemies when you take this feat. When using power attack against this enemy, the following damage bonuses apply: No damage bonus – Light Weapon; secondary end of a Double-Weapon +2X damage bonus – One-Handed Weapon used in one hand; primary end of a Double-Weapon +3X damage bonus – Two-Handed Weapon; One-Handed Weapon used in two hands; Double-Weapon when only one end is being used for an attack.
Improved Favored Enemy [General]	(CWar p101) (DR310 p58)	At least one Favored Enemy Base Attack Bonus: +5	Choose one of your Favored Enemies when you take this feat. You do an additional +3 damage to that enemy.
Intimidate the Enemy [General]	(DR335 p90)	At least one Favored Enemy Intimidate: 3 ranks	Choose one of your Favored Enemies when you take this feat. A Demoralize action on a member of that race is a Move Action (instead of a Standard Action) and receives your Favored Enemy bonus. You may take this feat multiple times, each time with a different Favored Enemy.
Nemesis [Exalted]	(BoED p44)	At least one Favored Enemy	Choose one of your Favored Enemies when you take this feat. You may detect creatures of that race within 60' (even through walls). Also, you do +1d6 damage to an Evil member of your enemy race.
No Threat to Me [General]	(DR335 p90)	At least one Favored Enemy Base Attack Bonus: +7 Point Blank Shot	Choose one of your Favored Enemies when you take this feat. You may make ranged attacks while threatened by a member of that race without generating an Attack of Opportunity. You may take this feat multiple times, each time with a different Favored Enemy.
Tactical Advantage [General]	(DR335 p90)	At least one Favored Enemy Base Attack Bonus: +5	Choose one of your Favored Enemies when you take this feat. When fighting a member of this race, add your Favored Enemy bonus to your attack rolls and any opposed checks to initiate or defend against a Trip, Disarm, or Bull Rush. You may take this feat multiple times, each time with a different Favored Enemy.
Trophy Hunter [General]	(DR332 p91)	At least one Favored Enemy	Choose one of your Favored Enemies and one type of Trophy (listed below). When you personally kill one of that type of creature, you may take the appropriate trophy and gain the listed benefit. Note that not all types of Trophies are available from some types of creatures (i.e., Plants have no hearts). <u>Trophy Bonus</u> Head By displaying the severed head, you may add your Favored Enemy bonus to any Intimidate checks against that type of creature. For every head after the first, gain a +1 Morale bonus on the Intimidate check (max +4). Without magical preservation, the head loses its usefulness after 7 days. This is a Supernatural, Mind-Affecting Effect. Heart You must consume an enemy's heart within 10 minutes of its death (this takes 1 minute) and make a Fortitude save vs. DC 10 + ½ HD + enemy's Constitution modifier). If successful, you gain a +2 Morale bonus on attack rolls made against that type of enemy for 10 minutes per HD of the creature. If you eat additional hearts while you still have a bonus, the duration is extended 5 minutes per HD (max 4 hours). If you fail your Fortitude save, you take the following penalty: Dragon – Sickened for 1 round per 2 HD Outsider – 1 hp per HD of damage Aberration, Magical Beast, Monstrous Humanoid – Nauseated for 1 round per 3 HD all others – no negative effect Token By forming crude jewelry out of the enemy's bones, teeth, etc., you gain a +2 Morale bonus on Fortitude saves vs. the spell-like and supernatural abilities of the designated Favored Enemy. Making the token takes 1 hour and requires a Survival check vs. DC15. The token lasts for ((Survival check – 15) / 2) days (minimum 1 day) without magical preservation. The token takes up the necklace slot. Pelt Taking the scalp or hide of a Favored Enemy grants you a +2 Morale bonus on attacks made against the same type of enemy in your next encounter with that type of enemy (up to 24 hours). It takes 5 minutes + 5 minutes per size category above Medium to take the pelt. You may take this feat multiple times, each time with a different Enemy / Trophy combination.
Unquenchable Flame of Life [General]	(LM p31)	—	+2 bonus on saving throws vs. the Extraordinary and Supernatural abilities of Undead. If you have Undead as a Favored Enemy, your saving throw bonus is instead equal to your Favored Enemy bonus.
Unquenchable Flame of Life [General]	(FoE p148)	—	Receive a +2 bonus on saving throws vs. the Extraordinary & Supernatural abilities of Undead. If Undead are your Favored Enemy, you receive your Favored Enemy bonus vs. Undead instead of the +2.
Unyielding Bond of Soul [General]	(FoE p148)	—	Receive a +2 bonus on saving throws vs. the Extraordinary & Supernatural abilities of Outsiders. If Outsiders are your Favored Enemy, you receive your Favored Enemy bonus vs. Outsiders instead of the +2

Bonus Ranger Feat Options

Ranger Option Feats	Source	Prerequisite	Description
Track [General, Scout]	(PH p101) (CAAdv p10)+	—	<i>Ranger 1<sup>st</sup></i> You may attempt to follow tracks by making a Survival check each mile. The DC of the check is determined by the factors listed at PH p101.
Rapid Shot [General, Fighter]	(PH p99)	Dexterity 13 Point Blank Shot	<i>Ranger 2<sup>nd</sup></i> When making a Full Attack action with a ranged weapon, you may take one extra attack (at your highest base attack bonus), but all your attacks are at –2.
Two-Weapon Fighting [General, Fighter]	(PH p102)	Dexterity 15	<i>Ranger 2<sup>nd</sup></i> Your penalty for fighting with two weapons simultaneously (or with a double weapon) is reduced by –2 on your primary hand & –6 on your secondary hand. This works out to –2 on both hands when wielding a Light or One-Handed weapon in your primary hand and a Light weapon in your secondary hand. As part of a Full Round Attack, you may make a single attack with your secondary weapon.
Endurance [General, Scout]	(PH p93) (CAAdv p10)+	—	<i>Ranger 3<sup>rd</sup></i> 1. +4 bonus on checks for performing a physical action over a period of time, such as swimming or running. 2. +4 bonus on Constitution checks to avoid damage from starvation or thirst. 3. +4 bonus on Fortitude checks to avoid damage from hot or cold weather or from oxygen deprivation.
Improved Two-Weapon Fighting [General, Fighter]	(PH p96)	Dexterity 17 Base Attack Bonus +6 Two-Weapon Fighting	<i>Ranger 6<sup>th</sup></i> As part of a Full Round Attack, you may make an attack with your secondary weapon at –2, a second attack at –7.
Manyshot [General, Fighter]	(PH p97)	Dexterity 17 Base Attack Bonus +6 Point Blank Shot Rapid Shot	<i>Ranger 6<sup>th</sup></i> As part of a <u>Standard Action</u> , you may fire two arrows at a single opponent within 30'. You make a single attack roll with a –4 penalty. If it hits, then the opponent takes the damage from both arrows, but only takes “precision based” damage once (this includes Sneak Attack, Ranger Favored Enemy, Critical hits, etc.). Damage Reduction applies to each arrow separately. If your Base Attack Bonus is +11 or higher, you may shoot 3 arrows at once at a penalty of –6. If your Base Attack Bonus is +16 or higher, you may shoot 4 arrows at once at a penalty of –8.
Two-Weapon Pounce [General, Fighter]	(PH2 p84)	Dexterity 15 Base Attack Bonus +6 Two-Weapon Fighting	<i>Ranger 6<sup>th</sup></i> At the end of a Charge, you may attack with both your primary & off-hand weapons. The +2 attack bonus for the Charge and the –2 penalty for fighting with two weapons cancel out. You still receive the –2 penalty to AC for the Charge.
Greater Two-Weapon Fighting [General, Fighter]	(PH p95)	Dexterity 19 Base Attack Bonus +11 Improved Two-Weapon Fighting	<i>Ranger 11<sup>th</sup></i> As part of a Full Round Attack, you may make an attack with your secondary weapon at –2, a second attack at –7, and a third attack at –12.
Improved Precise Shot [General, Fighter]	(PH p96)	Dexterity 19 Base Attack Bonus +11 Point Blank Shot Precise Shot	<i>Ranger 11<sup>th</sup></i> When you are making a ranged attack, the following apply: Ignore the AC bonus granted by Cover (but Total Cover still applies). Ignore the miss chance granted by Concealment (but Total Concealment still applies). When attacking an opponent that is being Grappled, you have no chance of hitting the wrong target.
Two-Weapon Rend [General, Fighter]	(PH2 p84)	Dexterity 15 Base Attack Bonus +11 Two-Weapon Fighting	<i>Ranger 11<sup>th</sup></i> If you damage an opponent with each of your weapons in a given round, you do extra damage equal to 1d6 + 1 ½ Strength modifier. With regards to Damage Reduction, use the off-hand weapon’s characteristics. A given creature may only take this rending damage once per round.

Rogue

Rogue Special Ability Feats

Rogue Special Ability Feats	Source	Prerequisite	Description
Savvy Rogue [General]	(CSeo p080)	Rogue 10 <sup>th</sup> level +	Any / all of the following Rogue Special Abilities that you have improves as follows: Crippling Strike – deal Strength damage even on a creature who is immune to the extra damage of the Sneak Attack. Defensive Roll – usable 3/day (instead of 1/day). Improved Evasion – +2 Competence bonus on Reflex saves. Opportunist – you may make more than one ‘Opportunistic’ attack per round, but no more than one per opponent –and– each counts as a separate Attack of Opportunity. Skill Mastery – you may “Take 12” with your mastered skills (i.e., “Take 10” with a +2 bonus). Slipper Mind – +2 Competence bonus on the extra Will save granted by this ability.

## Sneak Attack Feats

Sneak Attack Feats	Source	Prerequisite	Description
Arterial Strike [Ambush]	(CWar p96) (CSco p72)+	Sneak Attack / Sudden Strike class ability Base Attack Bonus +4	On a successful Sneak Attack, you may reduce the Sneak Attack dice by 1d6 to cause a wound that bleeds for 1 hit-point per round. The wound continues to bleed until it is magically healed or successfully bandaged by a Heal check vs. DC 15. Multiple bleeding wounds stack.
Burning Link [Ambush]	(DR344 p102)	Sneak Attack / Sudden Strike class ability with at least +3d6 Know(arcana): 1 rank Know(nature): 1 rank	On a successful Sneak Attack, you may reduce the Sneak Attack dice by 2d6 to damage both your target –and– the creature with which your target has a mystic link (i.e., a Sorcerer/Wizard’s Familiar, a Druid / Ranger’s Animal Companion, a Paladin’s Special Mount, a Blackguard’s Fiendish Servant, etc.). Your target takes the damage from the weapon, your Strength modifier, etc., while the linked creature takes the remaining Sneak Attack dice (assuming it is vulnerable to Sneak Attack damage).
Concussion Attack [Ambush]	(CSco p075)	Sneak Attack / Sudden Strike class ability with at least +3d6	On a successful Sneak Attack, you may reduce the Sneak Attack dice by 2d6 to impose a –2 penalty on the target’s Intelligence & Wisdom-based ability checks & skill checks for 10 rounds. Subsequent uses of this ability do not stack, but do reset the ability’s duration.
Crossbow Sniper [General, Fighter]	(PH2 p77)	Base Attack Bonus +1 Weapon Focus (any crossbow)	When firing a Crossbow with which you have Weapon Focus, you receive the following: 1. +½ Dexterity modifier damage; 2. Sneak Attack & Skirmish class abilities may be used at a range of 60’ (instead of 30’).
Dazzling Strike [Ambush]	(DR344 p102)	Sneak Attack / Sudden Strike class ability with at least +2d6	On a successful Sneak Attack, your foe is Dazzled for 1 round for each Sneak Attack die you forgo. Both you and your foe must be Bright Illumination to use this ability.
Deadeye Shot [General, Fighter]	(PH2 p78)	Base Attack Bonus +4 Point Blank Shot Precise Shot Skirmish or Sneak Attack class ability	Follow these steps to use this feat: 1) Ready an Action to make a Ranged Attack on an opponent when any of your allies hit it in melee. 2) If the Action is triggered, the opponent loses its Dexterity bonus to AC against your attack <u>only</u> .
Deafening Strike [Ambush]	(CSco p076)	Sneak Attack / Sudden Strike class ability with at least +4d6	On a successful Sneak Attack, you may reduce the Sneak Attack dice by 3d6 to make your foe Deafened for 3 rounds. Subsequent uses of this ability do not stack, but do reset the ability’s duration.
Deft Strike [General]	(Den p103)	Sneak Attack class ability Intelligence 13 Combat Expertise Spot: 10 ranks	As a Standard Action, you can attempt to find a weak spot in a visible target’s armor with a Spot check (DC = target’s AC). If you succeed, your next attack (which must be made no later than the end of your next turn) ignores the target’s Armor and Natural Armor bonuses, as well as Enhancement bonuses to these. If you use a ranged attack, you must be within 30’ to gain the benefit of this feat.
Disemboweling Strike [Ambush]	(CSco p076)	Sneak Attack / Sudden Strike class ability with at least +5d6 Weapon Focus (any slashing)	On a successful Sneak Attack with a slashing weapon with which you have Weapon Focus, you may reduce the Sneak Attack dice by 4d6 to deal 1d4 Constitution damage. A foe may only receive a Disemboweling Strike once per day.
Eldritch Erosion [Ambush]	(CSco p077) (DR344 p103)	Sneak Attack / Sudden Strike class ability with at least +4d6 Know(arcana): 1 rank	On a successful Sneak Attack, you may reduce the Sneak Attack dice by 4d6 to reduce your foe’s Spell Resistance –and– Power Resistance by 5 for 10 rounds. Multiple uses do not stack, but do reset the duration.
Foe Specialist [General]	(Mini p26)	Sneak Attack class ability Base Attack Bonus +4	Choose a creature type from the Ranger Favored Enemy list that is vulnerable to Critical Hits. Your Sneak Attacks do +1d6 damage against this type of creature. You may take this feat multiple times, each with a different type of creature.
Hamstring [Ambush]	(CWar p100) (CSco p72)+	Sneak Attack / Sudden Strike class ability Base Attack Bonus +4	On a successful Sneak Attack, you may reduce the Sneak Attack dice by 2d6 to damage your opponent’s legs, which reduces its movement by half. A creature with 4 legs requires two Hamstring attacks to have its movement impaired. Creatures with more than 4 legs are immune to this effect, as are those immune to sneak attacks. The movement reduction lasts until it is magically healed, successfully bandaged by a Heal check vs. DC 15, or 24 hours pass. This ability may be used one per round.
Head Shot [Ambush]	(CSco p077)	Sneak Attack / Sudden Strike class ability with at least +6d6 Weapon Focus (any bludgeoning)	On a successful Sneak Attack with a bludgeoning weapon with which you have Weapon Focus, you may reduce the Sneak Attack dice by 5d6 to make your foe <i>Confused</i> for 1 round (WillNeg, DC = 10 + your total number of Sneak Attack dice + Dexterity modifier). Subsequent uses of this ability do not stack, but do reset the ability’s duration.
Impeding Attack [Ambush]	(CSco p078)	Sneak Attack / Sudden Strike class ability with at least +4d6	On a successful Sneak Attack, you may reduce the Sneak Attack dice by 3d6 to impose a –2 penalty on the target’s Strength & Dexterity-based ability checks & skill checks for 10 rounds. Subsequent uses of this ability do not stack, but do reset the ability’s duration.
Lacerate [Ambush]	(DR344 p103)	Sneak Attack / Sudden Strike class ability with at least +4d6 Strength 13 Intelligence 13 Power Attack Painful Strike Combat Expertise Improved Disarm	On a successful Sneak Attack, you may reduce the Sneak Attack dice by 3d6 to cause your foe to lose use of one of his/her hands for 1 minute (FortNeg, DC = 10 + ½ Character level + damage dealt). Any object the disabled hand is dropped, the foe cannot wield two-handed weapons, etc. This ability only applies to living creatures who can feel pain.
Merciful Strike [Ambush]	(CSco p079)	Sneak Attack / Sudden Strike class ability with at least +2d6	Your Sneak Attacks with a lethal weapon can do nonlethal damage without a –4 penalty, though the damage is reduced by 1d6.

Sneak Attack Feats	Source	Prerequisite	Description
Painful Strike [Ambush]	(DR344 p103)	Sneak Attack / Sudden Strike class ability with at least +3d6 Strength 13 Power Attack	On a successful Sneak Attack, you may reduce the Sneak Attack dice by 2d6 to cause your foe intense pain for 1 minute, resulting in a –2 penalty on attacks, skill checks, & ability check. This ability only applies to living creatures who can feel pain.
Persistent Attacker [Ambush]	(CSc0 p080)	Sneak Attack / Sudden Strike class ability with at least +5d6	On a successful Sneak Attack, you may reduce the Sneak Attack dice by 4d6 to make your first attack on the next round against the same foe be considered a Sneak Attack too, even if circumstances have changed.
Precise Strike [General]	(DR310 p69)	Sneak Attack class ability Dexterity 13	When making a Sneak Attack, you may reduce the number of Sneak Attack dice that will apply to damage in exchange for a +2 Competence bonus to hit per die sacrificed. Note: The bonus to attack & reduction to damage applies to every Sneak Attack for one round.
Ring the Ear [Ambush]	(DR344 p103)	Sneak Attack / Sudden Strike class ability with at least +2d6 Improved Unarmed Strike	On a successful Sneak Attack <u>using an Unarmed Strike</u> , you may reduce the Sneak Attack dice by 1d6 to Deafen your foe for 1 minute (FortNeg, DC = 10 + ½ Character level + Strength modifier).
Sacred Strike [Exalted]	(BoED p45)	Sneak Attack class ability	When you succeed with a sneak attack against an Evil foe, roll d8's for the Sneak Attack damage (instead of d6's) and the damage qualifies as 'good' damage for purposes of overcoming Damage Reduction.
Sneak Attack of Opportunity [General]	(DR340 p87)	Sneak Attack class ability with at least +3d6 Combat Reflexes	On your first Attack of Opportunity of the round, add your Sneak Attack dice to the damage.
Staggering Strike [General]	(CAAdv p112)	Sneak Attack class ability Base Attack Bonus +4	If you deal damage with a melee Sneak Attack, your opponent is Staggered for one round (FortNeg DC = damage dealt). If the target is treated with the Heal skill (DC 15) or any spell that heals at least one hit point, the effect is also removed. This feat has no effect on creatures immune to Sneak Attacks.
Subduing Strike [General, Fighter]	(BoED p46)	—	You may deal nonlethal damage with a melee weapon <u>without</u> taking a –4 penalty on the attack roll. If you have Sneak Attack dice, you may do nonlethal Sneak Attack damage with any weapon.
Telling Blow [General]	(PH2 p83)	Skirmish or Sneak Attack class ability	When you confirm a Critical Hit with either a melee or ranged weapon, add your Skirmish or Sneak Attack dice to the damage <u>after</u> the multiplier has been applied.
Throat Punch [Ambush]	(CSc0 p082)	Sneak Attack / Sudden Strike class ability with at least +3d6 Improved Unarmed Strike	On a successful Sneak Attack with an Unarmed Strike, you may reduce the Sneak Attack dice by 2d6 to impede your foe's ability to speak for 3 rounds. The foe receives a –5 penalty on skill checks related to speech and has a 50% failure chance when casting a spell with a Verbal component. Subsequent uses of this ability do not stack, but do reset the ability's duration.
Weaken the Heart [Ambush]	(DR344 p103)	Sneak Attack / Sudden Strike class ability with at least +3d6 Base Attack Bonus +4	On a successful Sneak Attack, you may reduce the Sneak Attack dice by 2d6 to bring your foe to the border of physical distress (FortNeg, DC = 10 + ½ Character level + Intelligence modifier). If a foe then attempts a Strength, Dexterity, or Constitution-based skill or ability check within 10 minutes, he/she immediately becomes Fatigued. If already Fatigued, he/she becomes Exhausted.

## Scout

### Skirmish Feats

Skirmish Feats	Source	Prerequisite	Description
Acrobatic Skirmisher [General, Scout]	(DR346 p86)	Skirmish class ability Dexterity 13 Tumble: 5 ranks	If you move through an opponent's square and successfully use Tumble to avoid an Attack of Opportunity, you receive +1d6 Skirmish damage against that opponent until the start of your next turn.
Crossbow Sniper [General, Fighter]	(PH2 p77)	Base Attack Bonus +1 Weapon Focus (any crossbow)	When firing a Crossbow with which you have Weapon Focus, you receive the following: 1. +½ Dexterity modifier damage; 2. Sneak Attack & Skirmish class abilities may be used at a range of 60' (instead of 30').
Deadeye Shot [General, Fighter]	(PH2 p78)	Skirmish or Sneak Attack class ability Base Attack Bonus +4 Point Blank Shot Precise Shot	Follow these steps to use this feat: 1) Ready an Action to make a Ranged Attack on an opponent when any of your allies hit it in melee. 2) If the Action is triggered, the opponent loses its Dexterity bonus to AC against your attack <u>only</u> .
Hinder [Ambush, Scout]	(DR344 p103)	Skirmish class ability with at least +2d6 Improved Initiative	On a successful Skirmish Attack, you may reduce the Skirmish dice by 1d6 to reduce your foe's base land movement by 10' for 1 minute. Multiple 'Hinder' attacks stack, though a foe cannot be reduced to slower than 5'. Does not affect foe other forms of movement.
Improved Acrobatic Skirmisher [General, Scout]	(DR346 p86)	Skirmish class ability Dexterity 13 Acrobatic Skirmisher Tumble: 10 ranks	If you move through an opponent's square and successfully use Tumble to avoid an Attack of Opportunity, you receive +2d6 Skirmish damage against that opponent until the start of your next turn (instead of the +1d6 from Acrobatic Skirmisher).
Improved Skirmish [Scout]	(CSc0 p078)	Skirmish class ability with at least +2d6 / +1	If you move <u>at least 20'</u> are part of a Skirmish attack, your damage improves by +2d6 and your Competence bonus to AC improves by +2.
Ranged Skirmisher [General, Scout]	(DR346 p87)	Skirmish class ability Dexterity 13 Wisdom 13 Point Blank Shot Far Shot	You apply your Skirmish damage to ranged attack made on opponents within 60' (instead of the normal 30').
Telling Blow [General]	(PH2 p83)	Skirmish or Sneak Attack class ability	When you confirm a Critical Hit with either a melee or ranged weapon, add your Skirmish or Sneak Attack dice to the damage <u>after</u> the multiplier has been applied.



Sorcerer

See Bloodline Feats (page 112).

Sorcerer Only Feats

Sorcerer Only Feats	Source	Prerequisite	Description																																																															
Bronze Solaris Member [General]	(DR334 p93)	Sorcerer level 1 <sup>st</sup> + 1 <sup>st</sup> Level only	You descended from an Ancient Deity and are a member of The Order of the Bronze Solaris. 1. Knowledge (religion) is a Sorcerer class skill for you. Receive a +3 bonus on Knowledge (religion) checks related to your Ancestor Deity. 2. You are proficient with the Favored Weapon of your Ancestor Deity.																																																															
Celestial Boon [General]	(DR338 p97)	Sorcerer level 1 <sup>st</sup> + Receive the 'blessing' of a Good Outsider of at least 5HD for your good works	Add the following to your Sorcerer spell list. You must consume a Known Spell slot to learn each one. 0 <sup>th</sup> : <i>Purify Food and Drink</i> (PH p267) – Purifies 1 cubic foot per level of food or water. 1 <sup>st</sup> : <i>Detect Evil</i> (PH p218) – Reveals evil creatures, spells, or objects. 2 <sup>nd</sup> : <i>Align Weapon</i> (PH p197) – Weapon becomes good, evil, lawful, or chaotic. (good only) 3 <sup>rd</sup> : <i>Searing Light</i> (PH p275) – Ray deals 1d8 per two levels, more against undead. 4 <sup>th</sup> : <i>Holy Smite</i> (PH p241) – Damages and blinds evil creatures. 5 <sup>th</sup> : <i>Flame Strike</i> (PH p231) – Smites foes with divine fire (1d6 / level). 6 <sup>th</sup> : <i>Undeath to Death</i> (PH p297) – Destroys 1d4 per level HD of undead (max 20d4). 7 <sup>th</sup> : <i>Holy Word</i> (PH p242) – Kills, paralyzes, blinds, or deafens non-good subjects. 8 <sup>th</sup> : <i>Holy Aura</i> (PH p241) – +4 to AC, +4 resistance, SR25 against evil spells. 9 <sup>th</sup> : <i>Storm of Vengeance</i> (PH p285) – Storm rains acid, lightning, and hail.																																																															
Divine Sorcery [General]	(DR343 p88)	Sorcerer level 1 <sup>st</sup> only Alignment within one step of Patron Deity Member of a Race that the Patron Deity prefers	You have a special connection to your Patron Deity, who grants you partial access to a Domain. 1. Gain the Domain Ability. 2. Add one Domain spell to your Arcane Spell list each day (may be different from day to day). <table border="1"> <thead> <tr> <th>Deity</th> <th>Race</th> <th>Alignment</th> </tr> </thead> <tbody> <tr> <td>Annam</td> <td>Giant, Half-Giant</td> <td>N: Knowledge, Magic, Plant, Sun CN: Magic LN: Plant NE: Knowledge NG: Sun</td> </tr> <tr> <td>Bahamut</td> <td>Half-Dragon</td> <td>LG: Air, Cold, Good, Luck, Protection LN: Protection NG: Good</td> </tr> <tr> <td>Corellon</td> <td>Elf, Half-Elf</td> <td>CG: Chaos, Good, Protection, War CN: Chaos NG: Good</td> </tr> <tr> <td>Garl Glittergold</td> <td>Gnome</td> <td>NG: Good, Protection, Trickery CG: Trickery LG: Good N: Protection</td> </tr> <tr> <td>Gruumsh</td> <td>Orc, Half-Orc</td> <td>CE: Chaos, Evil, Strength, War CN: Chaos NE: Evil</td> </tr> <tr> <td>Heironeous</td> <td>Assimaar, Human</td> <td>LG: Good, Law, War LN: Law NG: Good</td> </tr> <tr> <td>Hextor</td> <td>Tiefling, Human</td> <td>LE: Evil, Law, War LN: Law NE: Evil</td> </tr> <tr> <td>Iallanis</td> <td>Giant, Half-Giant</td> <td>NG: Good, Healing, Strength, Sun LG: Good N: Strength</td> </tr> <tr> <td>Kurtulmak</td> <td>Kobold</td> <td>LE: Evil, Trickery, Earth LN: Earth NE: Evil</td> </tr> <tr> <td>Laogzed</td> <td>Troglodyte</td> <td>CE: Chaos, Death, War CN: Chaos NE: Death</td> </tr> <tr> <td>Loth</td> <td>Drow</td> <td>CE: Chaos, Destruction, Evil, Trickery CN: Chaos NE: Evil</td> </tr> <tr> <td>Maglubiyet</td> <td>Goblin, Hobgoblin</td> <td>CE: Chaos, Evil, Trickery CN: Chaos NE: Evil</td> </tr> <tr> <td>Moradin</td> <td>Dwarf</td> <td>LG: Earth, Good, Law, Protection LN: Law NG: Good</td> </tr> <tr> <td>Panzurriel</td> <td>Merrow, Underwater Monsters</td> <td>NE: Destruction, Evil, War, Water CE: Evil LE: War N: Water</td> </tr> <tr> <td>Pelor</td> <td>Half-Elf, Half-Orc, Human</td> <td>NG: Glory, Good, Healing, Strength, Sun CG: Good LG: Healing N: Sun</td> </tr> <tr> <td>Semanya</td> <td>Lizardfolk</td> <td>N: Animal, Plant, Water CN: Animal LN: Plant NE: Water NG: Water</td> </tr> <tr> <td>Tiamat</td> <td>Half-Dragon</td> <td>LE: Destruction, Evil, Law, Trickery LN: Law NE: Evil</td> </tr> <tr> <td>Wee Jas</td> <td>Human</td> <td>LN: Death, Law, Magic LE: Law LG: Law N: Magic</td> </tr> <tr> <td>Vaprak</td> <td>Half-Ogre, Ogre, Troll</td> <td>CE: Chaos, Destruction, Evil, Strength CN: Chaos NE: Evil</td> </tr> <tr> <td>Yondalla</td> <td>Halfling</td> <td>LG: Good, Law, Protection LN: Law NG: Good</td> </tr> </tbody> </table>	Deity	Race	Alignment	Annam	Giant, Half-Giant	N: Knowledge, Magic, Plant, Sun CN: Magic LN: Plant NE: Knowledge NG: Sun	Bahamut	Half-Dragon	LG: Air, Cold, Good, Luck, Protection LN: Protection NG: Good	Corellon	Elf, Half-Elf	CG: Chaos, Good, Protection, War CN: Chaos NG: Good	Garl Glittergold	Gnome	NG: Good, Protection, Trickery CG: Trickery LG: Good N: Protection	Gruumsh	Orc, Half-Orc	CE: Chaos, Evil, Strength, War CN: Chaos NE: Evil	Heironeous	Assimaar, Human	LG: Good, Law, War LN: Law NG: Good	Hextor	Tiefling, Human	LE: Evil, Law, War LN: Law NE: Evil	Iallanis	Giant, Half-Giant	NG: Good, Healing, Strength, Sun LG: Good N: Strength	Kurtulmak	Kobold	LE: Evil, Trickery, Earth LN: Earth NE: Evil	Laogzed	Troglodyte	CE: Chaos, Death, War CN: Chaos NE: Death	Loth	Drow	CE: Chaos, Destruction, Evil, Trickery CN: Chaos NE: Evil	Maglubiyet	Goblin, Hobgoblin	CE: Chaos, Evil, Trickery CN: Chaos NE: Evil	Moradin	Dwarf	LG: Earth, Good, Law, Protection LN: Law NG: Good	Panzurriel	Merrow, Underwater Monsters	NE: Destruction, Evil, War, Water CE: Evil LE: War N: Water	Pelor	Half-Elf, Half-Orc, Human	NG: Glory, Good, Healing, Strength, Sun CG: Good LG: Healing N: Sun	Semanya	Lizardfolk	N: Animal, Plant, Water CN: Animal LN: Plant NE: Water NG: Water	Tiamat	Half-Dragon	LE: Destruction, Evil, Law, Trickery LN: Law NE: Evil	Wee Jas	Human	LN: Death, Law, Magic LE: Law LG: Law N: Magic	Vaprak	Half-Ogre, Ogre, Troll	CE: Chaos, Destruction, Evil, Strength CN: Chaos NE: Evil	Yondalla	Halfling	LG: Good, Law, Protection LN: Law NG: Good
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Sorcerer Only Feats	Source	Prerequisite	Description
Dwarven Ancestry [General]	(DR338 p97)	Dwarf Sorcerer level 1 <sup>st</sup> + Craft a stone masterpiece of unparalleled beauty	You are descended from a line of great Dwarven craftspersons. Add the following to your Sorcerer spell list. You must consume a Known Spell slot to learn each one. 0 <sup>th</sup> : <i>Guidance</i> (PH p238) – +1 on one attack roll, saving throw, or skill check. 1 <sup>st</sup> : <i>Shield of Faith</i> (PH p278) – Aura grants +2 (or higher) deflection bonus. 2 <sup>nd</sup> : <i>Make Whole</i> (PH p252) – Repairs an object. 3 <sup>rd</sup> : <i>Magic Vestment</i> (PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels. 4 <sup>th</sup> : <i>Spike Stones</i> (PH p283) – Creatures in area take 1d8 damage, may be slowed. 5 <sup>th</sup> : <i>Spell Resistance</i> (PH p282) – Subject gains Spell Resistance of 12 + 1 per level. 6 <sup>th</sup> : <i>Stone Tell</i> (PH p284) – Talk to natural or worked stone. 7 <sup>th</sup> : <i>Heroes' Feast</i> (PH p240) – Ford for one creature per level, cures, and grants combat bonuses. 8 <sup>th</sup> : <i>Earthquake</i> (PH p225) – Intense tremor shakes 5' per level radius. 9 <sup>th</sup> : <i>Elemental Swarm</i> (PH p226) – Summons multiple elementals. (earth only)
Fiendish Pact [General]	(DR338 p97)	Sorcerer level 1 <sup>st</sup> + Make a pact with an Evil Outsider of at least 5HD	Add the following to your Sorcerer spell list. You must consume a Known Spell slot to learn each one. 0 <sup>th</sup> : <i>Inflict Minor Wounds</i> (PH p244) – Touch attack, 1 point of damage. 1 <sup>st</sup> : <i>Detect Good</i> (PH p219) – Reveals good creatures, spells, or objects. 2 <sup>nd</sup> : <i>Align Weapon</i> (PH p197) – Weapon becomes good, evil, lawful, or chaotic. (evil only) 3 <sup>rd</sup> : <i>Poison</i> (PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute. 4 <sup>th</sup> : <i>Unholy Blight</i> (PH p297) – Damages and sickens good creatures. 5 <sup>th</sup> : <i>Summon Swarm</i> (PH p289) – Summons a swarm of bats, rats, or spiders. 6 <sup>th</sup> : <i>Harm</i> (PH p239) – Deals 10 hp per level to target. 7 <sup>th</sup> : <i>Blasphemy</i> (PH p205)(PH3.5e)+ – Kills, paralyzes, weakens, or dazes non-evil subjects. 8 <sup>th</sup> : <i>Unholy Aura</i> (PH p297) – +4 to AC, +4 resistance, SR25 against good spells. 9 <sup>th</sup> : <i>Implosion</i> (PH p243) – Kills one creature per round.
Orc Descent [General]	(DR338 p97)	Half-Orc or Orc Sorcerer level 1 <sup>st</sup> + Complete a quest to strengthen your tribe assigned by your Chief or Shaman	You are descended from a line of great Orc heroes. Add the following to your Sorcerer spell list. You must consume a Known Spell slot to learn each one. 0 <sup>th</sup> : <i>Virtue</i> (PH p289) – Subject gains 1 <u>Temporary HP</u> . 1 <sup>st</sup> : <i>Longstrider</i> (PH p249) – Increases your speed. 2 <sup>nd</sup> : <i>Rage</i> (PH p268) – Gives +2 to Str and Con, +1 on Will saves, –2 to AC. 3 <sup>rd</sup> : <i>Good Hope</i> (PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks. 4 <sup>th</sup> : <i>Divine Power</i> (PH p224) – You gain attack bonus, +6 to Str, and 1 hp per level. 5 <sup>th</sup> : <i>Righteous Might</i> (PH p273)(PH3.5e)+ – Your size increases and you gain combat bonuses. 6 <sup>th</sup> : <i>Harm</i> (PH p239) – Deals 10 hp per level to target. 7 <sup>th</sup> : <i>Destruction</i> (PH p218) – Kills subject and destroys remains. 8 <sup>th</sup> : <i>Earthquake</i> (PH p225) – Intense tremor shakes 5' per level radius. 9 <sup>th</sup> : <i>Storm of Vengeance</i> (PH p285) – Storm rains acid, lightning, and hail.

Familiar Feats

Familiar Feats	Source	Prerequisite	Description
Betrayal of the Spirit Linked [General, Wizard]	(DR336 p108)	Having a current Familiar Able to cast <i>Animate Dead</i> as a Prepared spell	You sacrifice your Familiar and turn it into a Skeleton or a Zombie. You lose the bonus it proved to you (such as +3 to Climb for a Lizard) and it will never learn to speak to you or other creatures of its type, but you gain Damage Reduction 5 / slashing if your Familiar is now a Skeleton, or DR 5 / bludgeoning if your Familiar is now a Zombie.
Bonded Familiar [General]	(PH2 p75)	Having a current Familiar	Once per day, your Familiar can take the hp damage from an attack that would drop you to 0 (or lower) hp. Once per day, you can take the hp damage from an attack that would drop your Familiar to 0 (or lower) hp. Both abilities you and your Familiar to be within 30' of each other.
Celestial Familiar [Exalted]	(BoED p41)	Able to acquire a new Familiar	Get access to a Good Outsider as your familiar. 3 <sup>rd</sup> : Celestial Animal 7 <sup>th</sup> : Coure Eladrin (CG), Lantern Archon (LG), Musteval Guardinal (NG)
Combat Familiar [General]	(PH2 p76)	Having a current Familiar Arcane Spellcaster 1 <sup>st</sup>	If your Familiar is holding the charge of a Touch spell, it goes not generate an Attack of Opportunity when entering a foe's square.
Darkness Familiar [General]	(DR322 p67)	Able to acquire a new Familiar Compatible Alignment	The following creatures can be taken as Darkness Familiars: 5 <sup>th</sup> : Night Hunter Bat (MoF p18) 6 <sup>th</sup> : Shadow Asp (FF p152) 7 <sup>th</sup> : Darkness Pseudo-Elemental, Small (DR322 p66) 8 <sup>th</sup> : Sinister Bat (MoF p18) 9 <sup>th</sup> : Shadow (MM p221) 10 <sup>th</sup> : Dark Creeper (FF p38) 12 <sup>th</sup> : Darkenbeast (MoF p30) 14 <sup>th</sup> : Cloaker (MM p36), Shadow Mastiff (MM p222), Wraith (MM p257)
Dragon Familiar [General]	(Dcn p104)	Able to acquire a new Familiar Charisma 13 Arcane Spellcaster 7 <sup>th</sup> Able to speak Draconic Compatible Alignment	When you acquire a new familiar, you may select a Wyrmling-aged Dragon as a familiar. See Dcn p141 for details on Dragons as Familiars.

Familiar Feats	Source	Prerequisite	Description																				
Familiar Spell [General]	(Und p25)	Spell Mastery Able to acquire a Familiar	You may prepare one extra spell per day in your Familiar's memory, though the spell must be one with which you have Spell Mastery. You may cast this spell normally as one as your Familiar is within one square of you. Your Familiar may <u>not</u> cast the spell itself. You may take this feat multiple times, each time increasing the number of spells your Familiar may store by one.																				
Improved Familiar [General]	(DMG p200) (PGF p039) (CWar p100)+ (CSCO p078)+	Able to acquire a new Familiar	The following creatures can be taken as Improved Familiars: 2 <sup>nd</sup> : Small Monstrous Centipede (N) 3 <sup>rd</sup> : Flying Snake, Spitting Crawler Lizard, Lynx, Krenshar, Worg, Small Monstrous Scorpion (N), Badger (N), Medium Viper (N) 4 <sup>th</sup> : Small Monstrous Spider (N) 5 <sup>th</sup> : Osquip (NE), Tressym (NG), Blink Dog (LG), Hell Hound (LE) 6 <sup>th</sup> : Vargouille (lack the Kiss supernatural ability) (NE) 7 <sup>th</sup> : Hippogriff, Howler(CE), Winter Wolf(NE), any Mephit (N) 9 <sup>th</sup> : Deathfang (NE).																				
Lurking Familiar [General]	(PH2 p80)	Having a current Familiar Arcane Spellcaster 6 <sup>th</sup> Combat Familiar	If your Familiar is in your square, it gains Cover and can attempt a Hide check. If it succeeds, it gains the normal bonuses of an unseen attacker if it makes an attack.																				
Spell-Linked Familiar [General]	(PH2 p83)	Having a current Familiar Arcane Spellcaster 9 <sup>th</sup>	You can transfer spells to your Familiar, who casts them at ½ your caster level. The spell cannot require XP or significant gp cost, nor a focus. Verbal, Somatic, and trivial Material components are ignored. <table border="1"> <thead> <tr> <th>Caster Level</th> <th>0<sup>th</sup></th> <th>1<sup>st</sup></th> <th>2<sup>nd</sup></th> </tr> </thead> <tbody> <tr> <td>9<sup>th</sup> – 11<sup>th</sup></td> <td>1</td> <td>—</td> <td>—</td> </tr> <tr> <td>12<sup>th</sup> – 14<sup>th</sup></td> <td>2</td> <td>1</td> <td>—</td> </tr> <tr> <td>15<sup>th</sup> – 17<sup>th</sup></td> <td>3</td> <td>2</td> <td>1</td> </tr> <tr> <td>18<sup>th</sup> – 20<sup>th</sup></td> <td>4</td> <td>3</td> <td>2</td> </tr> </tbody> </table>	Caster Level	0 <sup>th</sup>	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
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Stitched Flesh Familiar [General]	(LM p30)	Able to acquire a new Familiar Able to cast three Necromancy spells	When choosing a familiar, you may choose a Stitched Flesh Familiar. Hit Dice: d12, with no Constitution bonus; can use own HD or master's for effects dealing with HD Hit Points: Use half the master's total, or the familiar's normal, whichever is higher. Attacks: Master's or familiar's Base Attack Bonus, whichever is higher. Saving Throws: Master's or familiar's base saves, whichever are individually higher. Familiar Special Abilities: Use the second Familiar table (PH p52); instead of the noted special ability, a stitched flesh familiar allows its master to control an additional 4 HD of Undead.																				

## Shugenja

### Sense Elements Feats

Sense Elements	Source	Prerequisite	Description
Elemental Stalker [General]	(DR357 p86)	<i>Ki</i> Power class ability Sense Elements class ability	Add your Shugenja level to your Ninja level to determine 1. the maximum radius and uses per day of your <i>Sense Elements</i> class ability; 2. your Ninja AC bonus; 3. the size of your <i>Ki</i> pool.
Elemental Strike [General]	(DR343 p90)	Sense Elements class ability	You may make an improved attack on an element-based creature by following these steps: 1. Use your Sense Elements class ability to identify an element-based creature. 2. Expend an additional use of Sense Elements as a Standard Action to gain a +20 Insight bonus on your next attack roll against that creature. This attack must be made within a (Wisdom modifier) rounds (minimum 1).

### Elemental Focus Feats

Elemental Focus	Source	Prerequisite	Description
Turn Elemental [General]	(DR343 p91)	Elemental Focus class ability	You may Rebuke / Command / Bolster a creature of your Focus Element—or— Turn / Destroy a creature of the type that is opposed to your Focus Element. Either use consumes two daily uses of Sense Elements and acts the same as the Turn / Rebuke ability of a Cleric.

## Spirit Shaman

### Chastise Spirits Feats

Chastise Spirits	Source	Prerequisite	Description
Extended Spirit Form [General]	(DR343 p91)	Chastise Spirits class ability Spirit Form class ability	You may remain in Sprit Form for +(1 + Charisma modifier) extra minutes (min +1) at the cost of one daily use of Chastise Spirits.
Spirit Spell [General]	(DR343 p91)	Chastise Spirits class ability	By expending 4 of your daily uses of Chastise Spirits as a Standard Action, all spells you cast in the following round are Maximized without a change to their Spell level.

## Swashbuckler

### Improved Flanking Feats

Improved Flanking	Source	Prerequisite	Description
Superior Flanking [General]	(DR343 p93)	Improved Flanking class ability	You receive a +6 bonus on Attack rolls against an opponent that is Flanked. Allies that flank with you receive a +3 bonus. These bonuses supersede the bonuses from Flanking and Improved Flanking class abilities.

## Warlock

### Warlock Only Feats

Warlock Only Feats	Source	Prerequisite	Description
Extra Invocation [General]	(CArc p79)	Warlock 6 <sup>th</sup> level	You gain an additional Invocation that is one grade less than the highest grade available to you. You may take this feat multiple times, each time gaining a new Invocation.

### Feats that Improve Eldritch Blast

Since 'Eldritch Blast' is a Spell-Like ability, some Feats from the Monster Manual may be used with it.

Improve Eldritch Blast	Source	Prerequisite	Description																											
Ability Focus [General]	(MM p303) (MM3 p206)	Special Attack	The DC of your Special Attack increases by +2. This feat may be taken multiple times. Each time it applies to a different Special Ability.																											
Empower Spell-Like Ability [General]	(MM p303) (MM3 p206)	Caster level of Spell-like Ability 6 <sup>th</sup> + Meet the minimum Caster Level requirement based on the effective Spell Level of the Spell-like ability	You may Empower your Spell-like Ability up to 3 times per day, limited by your normal number of uses per day. When Empowered, all variable numeric values (typically the dice of damage) of the target Spell-like Ability are increased by +50%. You may only take this feat if your Caster Level equals ((2 * effective Spell Level) + 2) of the target Spell-like Ability. The table below indicates the minimum Caster level for Warlock Eldritch Blast & associated Eldritch Essence & Blast Shape Invocations. <table border="1"> <thead> <tr> <th>Effective Spell Level</th> <th>Min Caster Level</th> <th>Example</th> </tr> </thead> <tbody> <tr> <td>1<sup>st</sup></td> <td>6<sup>th</sup></td> <td>Eldritch Blast (CArcErrata), Hideous Blow</td> </tr> <tr> <td>2<sup>nd</sup></td> <td>8<sup>th</sup></td> <td>Eldritch Spear, Frightful Blast, Sickening Blast</td> </tr> <tr> <td>3<sup>rd</sup></td> <td>10<sup>th</sup></td> <td>Brimstone Blast, Hellrime Blast</td> </tr> <tr> <td>4<sup>th</sup></td> <td>12<sup>th</sup></td> <td>Beshadowed Blast, Bewitching Blast, Eldritch Chain</td> </tr> <tr> <td>5<sup>th</sup></td> <td>14<sup>th</sup></td> <td>Eldritch Cone</td> </tr> <tr> <td>6<sup>th</sup></td> <td>16<sup>th</sup></td> <td>Noxious Blast, Repelling Blast, Vitriolic Blast</td> </tr> <tr> <td>7<sup>th</sup></td> <td>18<sup>th</sup></td> <td>n/a</td> </tr> <tr> <td>8<sup>th</sup></td> <td>20<sup>th</sup></td> <td>Eldritch Doom, Utterdark Blast</td> </tr> </tbody> </table>	Effective Spell Level	Min Caster Level	Example	1 <sup>st</sup>	6 <sup>th</sup>	Eldritch Blast (CArcErrata), Hideous Blow	2 <sup>nd</sup>	8 <sup>th</sup>	Eldritch Spear, Frightful Blast, Sickening Blast	3 <sup>rd</sup>	10 <sup>th</sup>	Brimstone Blast, Hellrime Blast	4 <sup>th</sup>	12 <sup>th</sup>	Beshadowed Blast, Bewitching Blast, Eldritch Chain	5 <sup>th</sup>	14 <sup>th</sup>	Eldritch Cone	6 <sup>th</sup>	16 <sup>th</sup>	Noxious Blast, Repelling Blast, Vitriolic Blast	7 <sup>th</sup>	18 <sup>th</sup>	n/a	8 <sup>th</sup>	20 <sup>th</sup>	Eldritch Doom, Utterdark Blast
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Quicken Spell-Like Ability [General]	(MM p304) (MM3 p207)	Caster level of Spell-like Ability 10 <sup>th</sup> + Meet the minimum Caster Level requirement based on the effective Spell Level of the Spell-like ability	You may activate the target Spell-like Ability as an <u>Immediate Action</u> up to 3 times per day, limited by your normal number of uses per day. You may only take this feat if your Caster Level equals ((2 * effective Spell Level) + 4) of the target Spell-like Ability. The table below indicates the minimum Caster level for Warlock Eldritch Blast & associated Eldritch Essence & Blast Shape Invocations. <table border="1"> <thead> <tr> <th>Effective Spell Level</th> <th>Min Caster Level</th> <th>Example</th> </tr> </thead> <tbody> <tr> <td>1<sup>st</sup></td> <td>10<sup>th</sup></td> <td>Eldritch Blast (CArcErrata), Hideous Blow</td> </tr> <tr> <td>2<sup>nd</sup></td> <td>12<sup>th</sup></td> <td>Eldritch Spear, Frightful Blast, Sickening Blast</td> </tr> <tr> <td>3<sup>rd</sup></td> <td>14<sup>th</sup></td> <td>Brimstone Blast, Hellrime Blast</td> </tr> <tr> <td>4<sup>th</sup></td> <td>16<sup>th</sup></td> <td>Beshadowed Blast, Bewitching Blast, Eldritch Chain</td> </tr> <tr> <td>5<sup>th</sup></td> <td>18<sup>th</sup></td> <td>Eldritch Cone</td> </tr> <tr> <td>6<sup>th</sup></td> <td>20<sup>th</sup></td> <td>Noxious Blast, Repelling Blast, Vitriolic Blast</td> </tr> </tbody> </table>	Effective Spell Level	Min Caster Level	Example	1 <sup>st</sup>	10 <sup>th</sup>	Eldritch Blast (CArcErrata), Hideous Blow	2 <sup>nd</sup>	12 <sup>th</sup>	Eldritch Spear, Frightful Blast, Sickening Blast	3 <sup>rd</sup>	14 <sup>th</sup>	Brimstone Blast, Hellrime Blast	4 <sup>th</sup>	16 <sup>th</sup>	Beshadowed Blast, Bewitching Blast, Eldritch Chain	5 <sup>th</sup>	18 <sup>th</sup>	Eldritch Cone	6 <sup>th</sup>	20 <sup>th</sup>	Noxious Blast, Repelling Blast, Vitriolic Blast						
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WizardWizard Only Feats

Wizard Only Feats	Source	Prerequisite	Description
Ability Enhancer [General]	(DR325 p77)	Transmuter level 1 <sup>st</sup> Spell Focus (transmutation)	Any Transmutation spell you cast that enhances an ability score increases by ability score by an additional +2 (i.e., <i>Bull's Strength</i> will grant a +6 Enhancement bonus to Strength).
Abjorative Potency [General]	(DR325 p77)	Abjurer level 1 <sup>st</sup> Spell Focus (abjuration)	Any Abjuration spell you cast that provides a bonus to AC improves adds an additional +1 (i.e., <i>Shield</i> will grant a +5 Shield bonus to AC).
Charmer [General]	(DR325 p77)	Enchanter level 1 <sup>st</sup> Spell Focus (enchantment)	Add +1 DC to all Enchantment (charm) spells you cast.
Collegiate Wizard [General]	(CArc p181)	Wizard level 1 <sup>st</sup> Intelligence 13 1 <sup>st</sup> level only	+2 bonus on Knowledge (arcana) checks. As a 1 <sup>st</sup> level Wizard, you gain six 1 <sup>st</sup> level spells (instead of 4). At each level after 1 <sup>st</sup> , you gain 4 new spell (instead of 2).
Diversified Casting [General]	(DR325 p61)	At least one Prohibited School of Magic	You may add up to three spells from one Prohibited School of Magic to your spell list. This allows you to use spell-completion and spell-trigger items based on these spells in addition to being able cast them. You may take this feat once for each Prohibited School of Magic you have. Each time, this feat applies to a different School.
Enhanced Shadow Reality [General]	(DR325 p77)	Illusionist level 1 <sup>st</sup> Spell Focus (illusion)	Any Illusion (shadow) spell you cast is 20% "more real". For example, <i>Shadow Conjuration</i> would do 40% damage if disbelieved instead of the standard 20%.
Evocation Resistance [General]	(DR325 p77)	Evoker level 1 <sup>st</sup> Spell Focus (evocation)	You take 1 less damage per die from any Evocation spell that damages you.
Familiar Spell [General]	(Und p25)	Spell Mastery Able to acquire a Familiar	You may prepare one extra spell per day in your Familiar's memory, though the spell must be one with which you have Spell Mastery. You may cast this spell normally as one as your Familiar is within one square of you. Your Familiar may <u>not</u> cast the spell itself. You may take this feat multiple times, each time increasing the number of spells your Familiar may store by one.
Girded Soul [General]	(DR325 p77)	Necromancer level 1 <sup>st</sup> Spell Focus (necromancy)	+4 bonus on saves vs. Energy Drain or Death Effects.
Heavy Teleport [General]	(DR325 p77)	Conjurer level 1 <sup>st</sup> Spell Focus (conjuration)	Any Conjuration (teleportation) spell you cast can carry one extra Medium-sized creature.
Hidden Thoughts [General]	(DR325 p77)	Diviner level 1 <sup>st</sup> Spell Focus (divination)	+4 bonus on Wills saves to resist Divination spells. +4 bonus on Intelligence checks to notice a Scrying Sensor.
Potent Enchantment [General]	(DR325 p77)	Enchanter level 1 <sup>st</sup> Spell Focus (enchantment)	Enchantment spells you cast that effect a fixed number of Hit Dice (such as <i>Sleep</i> or <i>Hypnotism</i> ) effect +3HD.
Signature Spell [General]	(PGF p43)	Spell Mastery	Choose one spell that you have mastered with Spell Mastery when you take this feat. You may spontaneously convert a Prepared Arcane spell into your Signature Spell as long as it is the same level or higher. This ability is similar to a Cleric spontaneously converting a spell into a Cure spell. You may take this feat multiple times, each time granting you a different Signature Spell.
Spell Mastery [General, Wizard]	(PH p100)	Wizard level 1 <sup>st</sup>	Choose a number of spells equal to your Int modifier. You may prepare these spells without a spellbook. You may take this feat multiple times, each time with different spells. Note: All Wizards have Spell Mastery of <i>Read Magic</i> .
Theurgic Specialist [General]	(DR325 p62)	Specialist Wizard 3 <sup>rd</sup> any other spellcasting class	When you cast spells from your Specialized School of Magic from any of your spellcasting classes, your effective Caster level is the sum of all your spellcasting classes.

Feats for Other Classes

Other Class Feats	Source	Prerequisite	Description
Extra Edge [General]	(CArc p79)	Warmage 4 <sup>th</sup> level	You gain a +1 bonus to your Warmage Edge, plus an additional 1 per four Warmage levels.
Extra Spell Secret [General]	(CArc p80)	Spell Secret class feature Able to cast 2 <sup>nd</sup> lvl spells	Gain an additional use of the Spell Secret class ability (part of the Lore Master prestige class), which allows you to permanently cast one spell as if it were modified by Enlarge Spell, Extend Spell, Still Spell, or Silent Spell without its level changing.
Guardian Spirit [General]	(CArc p80)	Watchful Spirit class feature	Reroll your Initiative Roll, usable 2/day. Reroll your Saving Throw, usable 1/day.
Improved Fiendish Servant [General]	(DU115 p82)	Fiendish Servant class feature	Your Fiendish Servant gains the Fiendish Creature Template. Add the following creatures to your choice of Servants: Ape, Black Bear, Boar, Crocodile, Dire Badger, Dire Bat, Dire Weasel, Heavy Warhorse, Leopard, Monitor Lizard, Constrictor Snake, Large Viper Snake, & Wolverine.

## Feats Aiding Multiclassed Characters

Multi-Class Feats	Source	Prerequisite	Description
Aligned Theurgy [General]	(DR325 p60)	At least one Alignment-based Cleric Domain Ability to cast Arcane spells with the same alignment descriptor	Choose one Alignment-based Cleric Domain (i.e., Chaos, Evil, Good, or Law). Any spells you cast with this descriptor have a Caster level equal to the sum of your Cleric and Arcane Caster levels. You may take this feat multiple times, each time applying to a different Alignment
Alternative Source Spell [Metamagic]	(DR325 p61)	Able to cast both Arcane and Divine spells	You may prepare an Arcane spell in a Divine spell slot of the same level and/or a Divine spell in an Arcane spell slot of the same level. In each case, the Caster level of that spell is <u>one lower</u> than usual. +0 Level Adjustment.
Ascetic Hunter [General]	(CAAdv p105)	Improved Unarmed Strike Favored Enemy class ability	When you use an Unarmed Strike to deliver a Stunning Attack against a Favored Enemy, add one-half your Favored Enemy bonus to the DC of your Stunning attempt. If you have levels in both Ranger and Monk, those levels stack to determine your Unarmed Damage. You may multiclass between Ranger and Monk freely (alignment and XP penalties still apply as normal).
Ascetic Knight [General]	(CAAdv p105)	Improved Unarmed Strike Smite Evil class ability	Your Paladin and Monk levels stack to determine your Unarmed Damage, as well as your Smite damage. You may multiclass between Paladin and Monk freely (alignment and XP penalties still apply as normal).
Ascetic Mage [General]	(CAAdv p105)	Improved Unarmed Strike Ability to Spontaneously cast 2 <sup>nd</sup> level Arcane spells	As a Swift Action, you may sacrifice a spell slot to add that slot's level as a bonus to attack and damage rolls for one round. Your Sorcerer and Monk levels stack to determine your Monk AC bonus; you may add either your Wisdom or Charisma bonus. You may multiclass between Sorcerer and Monk freely (alignment and XP penalties still apply as normal).
Ascetic Rogue [General]	(CAAdv p106)	Improved Unarmed Strike Sneak Attack class ability	When making a Stunning Attack as a Sneak attack, add 2 to the DC. Your Rogue and Monk levels stack to determine your Unarmed Damage. You may multiclass between Rogue and Monk freely (alignment and XP penalties still apply as normal).
Ascetic Stalker [General]	(CSc0 p73)	Ki Power class ability Ki Strike (magic) class ability	<i>Monk 1<sup>st</sup>, 2<sup>nd</sup>, 6<sup>th</sup></i> Add your Monk and Ninja levels together to determine the size of your Ki Pool, your Unarmed Strike damage –and– your Ki Strike class feature. You may multiclass between Monk and Ninja freely (alignment and XP penalties still apply as normal).
Combined Empathy [General]	(DR325 p61)	Druid level 1+ Ranger level 1+	Add your Druid and Ranger levels to your Wild Empathy checks.
Daring Outlaw [General]	(CSc0 p76)	Swashbuckler Grace +1 class feature Sneak Attack +2d6	Add your Rogue and Swashbuckler levels together to determine the size of your Grace class feature bonus –and– the number of your Sneak Attack dice.
Daring Warrior [General, Fighter]	(CSc0 p76)	Swashbuckler Grace +1 class feature Weapon Specialization	Add your Fighter and Swashbuckler levels together to determine the size of your Grace class feature bonus –and– your Fighter level for determining which Fighter only feats you qualify for.
Devoted Inquisitor [General]	(CAAdv p107)	Smite Evil class ability Sneak Attack class ability	When you successfully use both Smite Evil and Sneak Attack on the same foe in a single attack, it is Dazed for one round (WillNeg DC 10 + ½ character level + Charisma modifier) You may multiclass between Paladin and Rogue freely (alignment and XP penalties still apply as normal).
Devoted Performer [General]	(CAAdv p107)	Smite Evil class ability Bardic Music class ability	Your Bard and Paladin levels stack to determine your Smite damage and daily uses of Bardic Music. You may multiclass between Bard and Paladin freely (XP penalties still apply as normal).
Devoted Tracker [General]	(CAAdv p107)	Smite Evil class ability Wild Empathy class ability Track	Your Paladin and Ranger levels stack to determine your Smite damage and Wild Empathy. If you have both the Special Mount and an Animal Companion ability, you may designate your mount as your companion, granting it both sets of bonuses. You may multiclass between Paladin and Ranger freely (alignment and XP penalties still apply as normal).
Divine Inspiration [General]	(DR330 p85)	Ability to Turn Undead Bardic Music class ability	1. Your Bard and Cleric levels stack to determine what Bardic Music abilities are available to you. 2. Perform is always a Class skill for you.
Druidic Theurgy [General]	(DR325 p61)	Able to cast 3 <sup>rd</sup> level Druid spells Able to cast spells from a different spell list	Choose one of your non-Druidic spell lists. Any spell which appears on this list <u>and</u> the Druidic spell list is cast with a Caster level of (Druid level + the level of the other class).
Elemental Stalker [General]	(DR357 p86)	Ki Power class ability Sense Elements class ability	1. Add your Shugenja level to your Ninja level to determine the maximum radius and uses per day of your <i>Sense Elements</i> class ability. 2. Add your Shugenja level to your Ninja level to determine your Ninja AC bonus and the size of your Ki pool.
Elemental Theurgy [General]	(DR325 p61)	At least one Element-based Cleric Domain Ability to cast Arcane spells with the same element descriptor	Choose one Element-based Cleric Domain (i.e., Air, Earth, Fire, or Water). Any spells you cast with this descriptor have a Caster level equal to the sum of your Cleric and Arcane Caster levels. You may take this feat multiple times, each time applying to a different Element.
Holy Mount [General]	(DR325 p62)	Ability to gain a Special Mount any other Divine caster class	When determining the abilities of your Special Mount, add your Paladin levels to those of your other Divine caster class (typically Cleric).
Hymnist [General]	(DR325 p62)	Bardic Music class ability Ability to cast Divine spells	Perform is always a Class skill for you. Receive your Wisdom modifier as a bonus to all Perform checks.
Martial Stalker [General, Fighter]	(CSc0 p79)	Proficiency with all martial weapons Ki Power class ability	Add your Fighter and Ninja levels together to determine the size of your Ki Pool, the AC Bonus granted as a class ability of a Ninja, –and– your Fighter level for determining which Fighter only feats you qualify for.

Multi-Class Feats	Source	Prerequisite	Description
Master Spellthief [General]	(CSco p79)	Steal Spell class ability able to cast 2 <sup>nd</sup> level Arcane spells	Add your Spellthief and Arcane Caster class to determine the highest level spell you can steal, the caster level of your Arcane spells. Also, ignore the Spell Failure chance of any Light Armor you are wearing when casting stolen spells.
Practiced Spellcaster [General]	(CDiv p82) (CArc p82)	Spellcraft: 4 ranks	Choose one of your spellcasting classes. The spells you cast from this class have +4 Caster level (up to your number of HD). This feat helps multiclassed characters.
Rage Casting [General]	(DR310 p30)	Ability to Rage or Frenzy Able to cast 1 <sup>st</sup> lvl spells Combat Casting Quicken Spell Concentration: 5 ranks	While Raging and/or Frenzying, you may cast spell with a casting time of 'Free Action', typically spells modified by the Quicken Spell metamagic feat. You may also use magic items activated by Spell Trigger, Spell Completion, & Command Word. Normally, you cannot cast spell & use activated magic items while Raging and/or Frenzying.
Raging Spell Penetration [General]	(DR310 p30)	Ability to Rage or Frenzy Able to cast 1 <sup>st</sup> lvl spells Combat Casting Quicken Spell Spell Penetration Rage Casting Concentration: 5 ranks	By consuming one of your daily Rages or Frenzies, you gain a +2 bonus on overcoming Spell Resistance for 3 + Constitution modifier rounds. At the end of this time, you are Fatigued for the duration of the current encounter. This bonus stacks with the bonus from Spell Penetration.
Razing Strike [General]	(CAAdv p112)	Sneak Attack class ability Caster level 6 <sup>th</sup>	As a Swift Action, you may sacrifice one of your allotment of spells to gain bonuses against Constructs (if the spell was Arcane) –or– Undead (if the spell was Divine). The bonuses apply only to the indicated type of creature and last for 1 round. 1. Gain an Insight bonus equal to the spell's level on your attack rolls. 2. Receive a number of extra d6 of damage equal to that spell's level plus your Sneak Attack dice bonus. Note: This feat does <u>not</u> enable you to deliver Critical Hits or Sneak Attacks to Constructs or Undead.
Sacred Outlaw [General]	(DR357 p86)	Ability to Turn/Rebuke Undead Sneak Attack +2d6	Add your effective Cleric level to your Rogue level for 1. resolving Turning Checks & Turning Damage; & 2. to determine how many Sneak Attack dice you receive.
Sacred Performer [General]	(DR357 p86)	Ability to Turn/Rebuke Undead Bardic Music ability	Add your effective Cleric level to your Bard level for 1. resolving Turning Checks & Turning Damage; & 2. how many uses of Bardic Music you receive each day.
Savage Grapple [Wild]	(CAAdv p114)	Wild Shape class ability Sneak Attack class ability	While you are in a Wild Shape, you may apply your Sneak Attack damage to your Grapple damage. Creatures not subject to Sneak Attacks don't take this extra damage.
Shared Fury [General]	(RotW p152)	Rage class feature Animal Companion class feature Handle Animal: 4 ranks	When you Rage, your Animal Companion gains the same benefits and penalties from your Rage as you do, but only if it is within 5' of you. The effect ends when your Animal Companion moves more than 5' from you or when your Rage ends.
Swift Ambusher [General, Scout]	(CSco p81)	Skirmish +1d6 / +1 AC class feature Sneak Attack +1d6	Add your Rogue and Scout levels together to determine the value of your Skirmish bonuses. Also, you qualify for [Ambush] feats as if your Sneak Attack dice were the total of your Sneak Attack dice and your Skirmish dice (though you may not use Skirmish dice to "activate" [Ambush] feats).
Swift Avenger [General, Scout]	(DR357 p87)	Nature Sense class ability Skirmish +1d6	Add your Druid level to your Scout level to determine 1. your Skirmish damage and AC bonus; & 2. how many uses of Wild Shape you get each day.
Swift Hunter [General]	(CSco p81)	Skirmish +1d6 / +1 AC class feature Favored Enemy class feature	Add your Ranger and Scout levels together to determine the value of your Skirmish bonuses –and- your effective Ranger level for determining the number and value of your Favored Enemies. In addition, your Skirmish bonus damage applies to your Favored Enemies even if it is normally immune to such damage.
Theurgic Bond [General]	(DR325 p62)	Ability to gain a Familiar Ability to gain an Animal Companion	Choose your Familiar –or– your Animal Companion. When determining its abilities, add the levels of your Familiar granting classes to your Animal Companion granting classes. You may take this feat multiple times. Each time, it either applies to your Familiar or Animal Companion.
Theurgic Empathy [General]	(DR325 p62)	Bardic Music ability Wild Empathy ability	Add your Bard level as a bonus to your Wild Empathy checks.
Theurgic Mount [General]	(DR325 p62)	Ability to gain a Special Mount any Arcane caster class	When determining the abilities of your Special Mount, add your Paladin levels to those of your Arcane caster classes.
Theurgic Specialist [General]	(DR325 p62)	Specialist Wizard 3 <sup>rd</sup> any other spellcasting class	When you cast spells from your Specialized School of Magic from any of your spellcasting classes, your effective Caster level is the sum of all your spellcasting classes.

Table of Multiclassing Feats

	Barbarian	Bard	Cleric	Druid	Monk	Fighter	Paladin	Ranger	Rogue	Spellthief
Bard	Rage Casting Raging Spell Penetration									Master Spellthief
Cleric	Rage Casting Raging Spell Penetration	Aligned Theurgy Alternative Source Spell Divine Inspiration Elemental Theurgy Hymnist Practiced Spellcaster Sacred Performer								Alternative Source Spell
Druid	Rage Casting Raging Spell Penetration Shared Fury	Alternative Source Spell Druidic Theurgy Hymnist Practiced Spellcaster Theurgic Empathy	Practiced Spellcaster							Alternative Source Spell
Monk										
Ninja					Ascetic Stalker	Martial Stalker				
Paladin		Alternative Source Spell Devoted Performer Hymnist Practiced Spellcaster Theurgic Mount	Holy Mount Practiced Spellcaster		Ascetic Knight					Alternative Source Spell
Ranger	Rage Casting Raging Spell Penetration Shared Fury	Alternative Source Spell Hymnist Practiced Spellcaster Theurgic Empathy	Practiced Spellcaster	Combined Empathy Druidic Theurgy Practiced Spellcaster	Ascetic Hunter		Devoted Tracker Holy Mount Practiced Spellcaster			Alternative Source Spell
Rogue		Razing Strike	Razing Strike Sacred Outlaw	Razing Strike Savage Grapple	Ascetic Rogue		Devoted Inquisitor Razing Strike Sacred Outlaw	Razing Strike		
Scout				Swift Avenger				Swift Hunter	Swift Ambusher	
Sorcerer	Rage Casting Raging Spell Penetration	Practiced Spellcaster	Aligned Theurgy Alternative Source Spell Elemental Theurgy Practiced Spellcaster	Alternative Source Spell Druidic Theurgy Practiced Spellcaster Theurgic Bond	Ascetic Mage		Alternative Source Spell Practiced Spellcaster Theurgic Mount	Alternative Source Spell Practiced Spellcaster Theurgic Bond	Razing Strike	Master Spellthief
Swash- buckler						Daring Warrior			Daring Outlaw	
Wizard	Rage Casting Raging Spell Penetration	Practiced Spellcaster Theurgic Specialist	Aligned Theurgy Alternative Source Spell Elemental Theurgy Practiced Spellcaster Theurgic Specialist	Alternative Source Spell Druidic Theurgy Practiced Spellcaster Theurgic Bond Theurgic Specialist			Alternative Source Spell Practiced Spellcaster Theurgic Mount Theurgic Specialist	Alternative Source Spell Practiced Spellcaster Theurgic Bond Theurgic Specialist	Razing Strike	Master Spellthief



## Racial Feats

## Changeling Feats

Changeling Feats	Source	Prerequisite	Description																
Disturbing Visage [Changeling, Tactical]	(RoE p117)	Changeling Quick Change Bluff: 6 ranks	You may use the following 3 tactical maneuvers (a given creature can only be effected once by each in a 24 hour period & creature immune to mind-affecting spell & effects are immune): <u>Cringe</u> – Appear weak by using your Minor Change Shape racial ability, taking a Total Defense Action, and then making a Bluff check (as a Free Action). Any foe that attacks you from the end of your turn until the beginning of your next turn must make a Sense Motives check opposed by your Bluff check. If an opponent fails, he/she receives a –5 penalty on weapon damage (min 1hp) against you for 1 minute. <u>Taunt</u> – Appear mocking by using your Minor Change Shape racial ability to mimic a Humanoid, Monstrous Humanoid, or a Giant who is within 10' & who missed you with a melee or ranged attack on the previous round. Make a Bluff check as a Free Action opposed by the target creature's Sense Motive's check. If you win the check, your target receives a –2 penalty on attack rolls against you for 1 minute. <u>Unnerve</u> – Appear hideous by using your Minor Change Shape racial ability after hitting an opponent in melee, then making a Bluff check (as a Free Action). If your opponent's Sense Motive check does not beat your Bluff check, it receives a –2 penalty to AC for 1 minute.																
Mutable Body [General]	(RoE p110)	Shagechanger subtype	Transmutation spells cast on you are at +1 Caster level at your option. By spending 2 Action Points, a Transmutation spell cast on you is treated as Empowered or Extended without adjustment to the spell's level or casting time.																
Perfect Reflection [Changeling]	(PGE p25)	Changeling Charisma 15 Wisdom 13	Gain a Competence bonus on Disguise checks & Bluff checks to impersonal a person <u>you know</u> . <table border="1"> <thead> <tr> <th>Familiarity</th> <th>Bonus</th> <th>Familiarity</th> <th>Bonus</th> </tr> </thead> <tbody> <tr> <td>Recognize on Sight</td> <td>+2</td> <td>Close Friend</td> <td>+8</td> </tr> <tr> <td>Friend / Associate</td> <td>+4</td> <td>Intimate</td> <td>+10</td> </tr> <tr> <td>Individual is Present</td> <td>+6</td> <td></td> <td></td> </tr> </tbody> </table>	Familiarity	Bonus	Familiarity	Bonus	Recognize on Sight	+2	Close Friend	+8	Friend / Associate	+4	Intimate	+10	Individual is Present	+6		
Familiarity	Bonus	Familiarity	Bonus																
Recognize on Sight	+2	Close Friend	+8																
Friend / Associate	+4	Intimate	+10																
Individual is Present	+6																		
Persona Immersion [Changeling]	(RoE p110)	Changeling	When using your Minor Change Shape racial ability, if you make a successful save vs. a Divination spell or a Telepathic Psionic power of up to 3 <sup>rd</sup> level, you have the option of giving the spell misleading information. You know what type of information was sought and can react accordingly (typically by filling your mind with information that matches your current persona).																
Quick Change [Changeling]	(RoE p110)	Changeling	Using your Minor Change Shape racial ability is a Move Action (instead of a Full Round Action).																
Racial Emulation [Changeling]	(RoE p110)	Changeling	When using your Minor Change Shape racial ability to assume the form of a Humanoid, you also gain the race's subtype. This allows you to use magic items, etc., that are race specific. You do <u>not</u> gain any of the race's traits (such as Darkvision). You may only emulate one race at a time and you always retain the 'shapechanger' subtype.																

## Drow Feats

Drow Feats	Source	Prerequisite	Description
Boomerang Daze [General]	(RoE p108)	Base Attack Bonus +5 Proficiency with Talenta Boomerang –or– Xen'drik Boomerang	Any creature taking damage from your Boomerang attack is Dazed for 1 round (FortNeg, DC = 10 + damage dealt). Can apply to both targets in the case of a Boomerang Ricochet. Halfling Fighters from the Talenta Plains and Drow Fighters from Xen'drik treat this as a [Fighter] feat too.
Boomerang Ricochet [General]	(RoE p108)	Dexterity 13 Base Attack Bonus +4 Proficiency with Talenta Boomerang –or– Xen'drik Boomerang	If you successfully hit your first target, you may make an attack against one foe adjacent to your target with a –2 penalty. The second attack does not gain the benefit of a Sneak Attack, even if the first attack did. Halfling Fighters from the Talenta Plains and Drow Fighters from Xen'drik treat this as a [Fighter] feat too.
Damage Mastery [Drow]	(DR327 p71)	Drow	Choose one of the following types of weapon damage: Bludgeoning, Piercing, or Slashing. When doing this type of damage with a weapon, gain a Competence bonus to your damage of +1 per three other Racial Feats you have (so four Racial Feats are needed for +2). You may take this Feat multiple times, each time applying it to a different type of damage.
Daylight Adaptation [General]	(PGF p37) (PGFe)+ (RoE p108) (Und p13)+	Must be from a race that has difficulties with sunlight, such as Drow.	You are not Dazzled by exposure to bright light or sunlight, though light-related spells affect you normally.
Disease Bolt [Drow]	(DR327 p71)	Drow Charisma 13 any two Drow Racial Feats	You can make a Ranged Touch attack that does 1d6 per Racial Feat of Negative Energy damage. This Supernatural effect is activated as a Standard Action and can be used a number of times per day equal to your number of Racial Feats. As usual, Negative Energy heals Undead.
Disease Shield [Drow]	(DR327 p71)	Drow Charisma 17 any three Drow Racial Feats	As a Standard Action, you can surround yourself with a 5' radius Emanation. Any creature that comes in contact with it becomes Sickened for one round per Racial Feat you possess (FortNeg, DC = 10 + Charisma modifier + number of Racial Feats). The Disease Shield may be active for 1 round per Racial Feat per day, though the rounds may be broken up as desired. This is a Supernatural effect.
Drow Skirmisher [Racial]	(RoE p109)	Drow from Xen'drik	Treat Xen'drik Boomerang, Drow Scorpion Chain, and Drow Long Knife as Martial Weapons. Gain +1 bonus on damage when making a melee attack with a Drow Scorpion Chain or Drow Long Knife as long as you have moved at least 5' this round. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with Daggers or Short Swords, these feats also apply to your Drow Long Knife. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with Spiked Chain, these feats also apply to your Drow Scorpion Chain. If you use an Action Point to improve an attack roll made with a Xen'drik Boomerang, Drow Scorpion Chain, or Drow Long Knife, add the result of the Action Point roll to the weapon's damage too.
Elfhunter [General]	(Und p25)	Drow	Choose one subrace of elf. When fighting that subtype, you gain +1 Competence bonus on melee damage rolls and ranged attack rolls within 30 feet. You also gain the benefits of the Improved Critical feat (though this does not stack with that feat). You may take this feat multiple times, choosing a new subtype.
Highborn Drow [General]	(Und p25)	Drow Base Will Save +2	You may use <i>Detect Good</i> , <i>Detect Magic</i> , and <i>Levitate</i> once per day as spell-like abilities, with a caster level equal to your character level.
Improved Levitation [General]	(Und p25)	<i>Levitate</i> as a Spell-like ability	You may use your <i>Levitate</i> ability in 10 minute increments instead of using the entire duration at once. The number of times per day that you can use <i>Levitate</i> at the shorter duration is equal to your caster level.
Increased Carrying Capacity [Drow]	(DR327 p71)	Drow	Add the number of Racial Feats you possess to your Strength score when determining your carrying capacity.
Life Tap [Drow]	(DR327 p71)	Drow Wisdom 13 any one Drow Racial Feat	When you kill a living creature with a melee weapon, you heal 1hp per 2HD the creature possessed (minimum 1hp). You may activate this Supernatural Ability as a Free Action a number of times per day equal to the number of Racial Feats you possess.
Lolth's Meat [General]	(Und p26)	Drow	If you kill a living creature with an Intelligence 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 a creature with a Coup de Grace or touch spell, the bonus is +2. Note: Reducing a creature to negative hp is not sufficient to claim this bonus. The creature must be at –10 hp or have suffered a Death effect.
Sting Strike [Drow]	(DR345 p40)	Drow from Xen'drik Drow Skirmisher Base Attack Bonus +6	When making a Full Round Attack while wielding a Drow Long Knife, a Drow Scorpion Chain, or a Xen'drik Boomerang, you receive a +1 bonus on your 1 <sup>st</sup> attack, a +2 bonus on your 2 <sup>nd</sup> attack, etc. The attacks do not need to be aimed at the same foe, but you cannot move more than 5' during the round. Note: this ability cannot be combined with feats that modify the number of attack you get, such as Rapid Shot or Whirlwind Attack.
Tainted Strike [Drow]	(DR327 p71)	Drow any two Drow Racial Feats	When you do a Critical Hit with a melee weapon, you have the option of doing +1 hp damage per Racial Feat of Negative Energy damage. This is a Supernatural Effect.
Undead Command [Drow]	(DR327 p71)	Drow Charisma 19 any two Drow Racial Feats	You can vocally order a single Undead within 30' to take a named action, as per <i>Command</i> (WillNeg, DC = 10 + Charisma modifier + number of Racial Feats). You may activate this Supernatural & Language-Dependant Ability as a Standard Action a number of times per day equal to the number of Racial Feats you possess.
White Scorpion Strike [Racial]	(RoE p112)	Drow Class Ability: <i>Ki Strike</i> (magic)	Your Unarmed Strikes gain the 'Ghost Touch' ability (allowing them to ignore Miss Chance due to Incorporalness) and does +1d6 damage to Undead.

## Dwarf Feats

Dwarf Feats	Source	Prerequisite	Description
Ancestral Knowledge [General]	(RoS p130)	Dwarf Wisdom 15	You can make any Knowledge check untrained You can use your Wisdom modifier ( <u>instead</u> of your Intelligence modifier) on Knowledge checks.
Battle Hardened [General]	(RoS p137)	Dwarf Base Attack Bonus +4	+2 bonus on Initiative checks. +4 bonus on Saving Throws vs. Fear.
Clan Prestige [General]	(RoS p137)	Dwarf Charisma 13	+4 bonus on all Charisma-based skill checks when dealing with other members of <u>your clan</u> . The clan must be specified when this feat is taken and cannot be changed. This feat <u>cannot</u> be taken more than once.
Dwarven Ancestry [General]	(DR338 p97)	Dwarf Sorcerer level 1 <sup>st</sup> Craft a stone masterpiece of unparalleled beauty	You are descended from a line of great Dwarven craftspersons. Add the following to your Sorcerer spell list. You must consume a Known Spell slot to learn each one. 0 <sup>th</sup> : <i>Guidance</i> (PH p238) – +1 on one attack roll, saving throw, or skill check. 1 <sup>st</sup> : <i>Shield of Faith</i> (PH p278) – Aura grants +2 (or higher) deflection bonus. 2 <sup>nd</sup> : <i>Make Whole</i> (PH p252) – Repairs an object. 3 <sup>rd</sup> : <i>Magic Vestment</i> (PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels. 4 <sup>th</sup> : <i>Spike Stones</i> (PH p283) – Creatures in area take 1d8 damage, may be slowed. 5 <sup>th</sup> : <i>Spell Resistance</i> (PH p282) – Subject gains Spell Resistance of 12 + 1 per level. 6 <sup>th</sup> : <i>Stone Tell</i> (PH p284) – Talk to natural or worked stone. 7 <sup>th</sup> : <i>Heroes' Feast</i> (PH p240) – Ford for one creature per level, cures, and grants combat bonuses. 8 <sup>th</sup> : <i>Earthquake</i> (PH p225) – Intense tremor shakes 5' per level radius. 9 <sup>th</sup> : <i>Elemental Swarm</i> (PH p226) – Summons multiple elementals. (earth only)
Earth Fist [General, Fighter]	(RoS p138)	Dwarf, Gnome, or Goliath Constitution 13 Wisdom 13 Improved Unarmed Strike Earth Sense	As long as you are touching the ground, your unarmed attacks are treated as Cold Iron weapons for the purpose of overcoming Damage Reduction.
Moradin's Smile [General]	(RoS p153)	Dwarf	+2 bonus on all Charisma-based skill checks.
Mror Stalwart [Racial]	(RoE p109)	Dwarf from the Mror Holds Proficiency with Battleaxe, Warhammer, Dwarven Warhammer, or Dwarven Ugrgosh	Gain +1 bonus on damage when making a melee attack with a Battleaxe, Warhammer, Dwarven Warhammer, or Dwarven Ugrgosh as long as you have <u>not</u> moved this round. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with Battleaxe, Warhammer, Dwarven Warhammer, or Dwarven Ugrgosh, these feats also apply to the other weapons listed. If you use an Action Point to improve an attack roll made with a Battleaxe, Warhammer, Dwarven Warhammer, or Dwarven Ugrgosh, add the result of the Action Point roll to the weapon's damage too.
Stable Footing [Racial]	(RoE p112)	Dwarf –or– Warforged	You gain a +4 bonus on ability checks made to resist being Bull Rushed or Tripped while you standing on the ground. You take no movement penalty when moving over difficult terrain.
Titan Fighting [General, Fighter]	(RoS p145)	Racial Dodge bonus against Giants Dodge	Against your Dodge-designated Giant-type opponent, you gain your Racial Dodge bonus, instead of the usual +1 for Dodge (e.g. a typical Dwarf would gain a +4 Dodge bonus from this feat against one giant, which stacks with his usual +4 Dodge bonus – so +8 AC against one Giant, and +4 AC against all others).

## Elf Feats

Elf Feats	Source	Prerequisite	Description
Elf Dilettante [General]	(RotW p150)	Elf Intelligence 13	Gain a +1 bonus on all <u>untrained</u> skill checks (i.e., a skill that you have no ranks in). You may attempt an untrained skill checks with skills that do not normally allow them (such as Open Lock).
Elven Spell Lore [General]	(PH2 p78)	Elf –or– Intelligence 17 Know(arcana): 12 ranks	1. When using <i>Dispel Magic</i> (and its variants), you receive a +2 bonus on the Caster check. 2. Choose a single spell that you can prepare. From this point forward, you may prepare this spell to do a different type of damage. You may even memorize the spell multiple times in the same day doing different damage in each memorization. Spontaneous spellcasters do not receive this benefit. You may take this feat multiple times, each time applying it to a different spell (benefit 1. does not stack).
Focused Mind [General]	(RotW p151)	Elf Concentration: 2 ranks	When you 'Take 10' or 'Take 20' on an Intelligence check or an Intelligence-based skill check, you gain a +2 bonus on the check.
Lightfeet [General]	(RotW p151)	Elf Dexterity 13 Balance: 2 ranks Move Silently: 2 ranks	1. When making a Move Silently check while moving through 'noisy' or 'very noisy' terrain, you do not receive a terrain penalty. 2. The DC to track you is at +5 (or +10 if you are moving at ½ speed to cover your trail).

Gnome Feats

Gnome Feats	Source	Prerequisite	Description
Burrow Friend [General]	(RoS p137)	Gnome Charisma 13	+2 bonus on Handle Animal checks and Wild Empathy checks involving burrowing mammals. If you have a Spell-like ability to speak with burrowing animals, you get (Charisma mod.) extra uses / day.
Earth Fist [General, Fighter]	(RoS p138)	Dwarf, Gnome, or Goliath Constitution 13 Wisdom 13 Improved Unarmed Strike Earth Sense	As long as you are touching the ground, your unarmed attacks are treated as 'Cold Iron' weapons for the purpose of overcoming Damage Reduction.
Extra Silence [General]	(RoS p139)	Whisper Gnome only	You can use your Racial <i>Silence</i> spell-like ability (3 + Charisma modifier) times per day. You can take this feat more than once.
Gnome Foe Killer [General]	(RoS p140)	Gnome	You gain a +2 Racial bonus on weapon damage rolls against Kobolds and Goblinoids.
Natural Trickster [General]	(RoS p143)	Gnome	You gain the ability to use one of the following spell-like abilities, as a 1 <sup>st</sup> level caster, once per day: <i>Disguise Self</i> , <i>Silent Image</i> , or <i>Ventriloquism</i> . Save DC = 10 + spell level + your Charisma modifier. You may gain this feat up to three times, selecting a different spell each time.
Piercing Sight [General]	(RoS p143)	Gnome	+4 bonus on saving throws to disbelieve Illusions (must have "disbelief" in the saving throw entry).
Ship Savvy [Racial]	(RoE p112)	Gnome from Zilargo Balance: 5 ranks Profession (sailor) –or– Profession (shipwright): 3 ranks	While aboard a sea or air ship, gain a +1 bonus to AC and on attack rolls.
Silencing Strike [General]	(RoS p144)	Whisper Gnome only Sneak Attack ability	Before making a Sneak Attack, you may infuse the attack with one of your daily <i>Silence</i> uses. If the attack succeeds, your opponent is affected by <i>Silence</i> (no save) for Character level rounds. You can dismiss the effect as a Standard Action. If your attack misses, your <i>Silence</i> use is wasted.
Titan Fighting [General, Fighter]	(RoS p145)	Racial Dodge bonus against Giants Dodge	Against your Dodge-designated Giant-type opponent, you gain your Racial Dodge bonus, instead of the usual +1 for Dodge (e.g. a typical Dwarf would gain a +4 Dodge bonus from this feat against one giant, which stacks with his usual +4 Dodge bonus – so +8 AC against one Giant, and +4 AC against all others).
Trivial Knowledge [General]	(RoS p145)	Gnome Intelligence 13	Whenever you make a Knowledge check or a Bardic Knowledge check, roll twice and use the better result.

Goliath Feats

Goliath Feats	Source	Prerequisite	Description
Auspicious Marking [General]	(RoS p136)	Goliath	+2 bonus on all Charisma-based skill checks when dealing with other Goliaths. You may reroll any Stabilization check once per turn.
Fling Ally [General]	(RoS p139)	Goliath –or– Large size Strength 19 Rock Hurling (or the racial ability to do so)	You can pick up and ally at least one size category smaller (as a Move Action) and throw him/her (as a Standard Action) towards a specific square. You make a ranged touch attack against the target square (AC 5) with a range increment of 5' (15' if your ally is two or more categories smaller). Your ally does not provoke an Attack of Opportunity for being flung. If the target square is occupied your ally lands in the square prone. If you have Improved Rock Hurling, the increment is 20' or 40'. Goliaths count as Large size owing to their stature. You ally must be under your maximum load to be flung.
Fling Foe [General]	(RoS p140)	Goliath –or– Large size Strength 19 Rock Hurling (or the racial ability to do so)	As a Standard Action you may fling an opponent with a successful Grappling check. For every 5 points by which you beat your opponent's check you can throw them 10'. You foe lands in the square you designate. If your opponent is one size category smaller, you may throw them no more than 25'; if two categories or more smaller, no more than 75'. If you have Improved Rock Hurling, the maximums are 100'/200'. Their movement does not provoke an Attack of Opportunity.
Heavy Lithoderms [General]	(RoS p141)	Goliath	+1 Natural Armor bonus to AC.
Improved Rock Hurling [General]	(RoS p141)	Goliath –or– Large size Strength 23 Rock Hurling (or the racial ability to do so)	You can hurl rocks weighing 40-50 pounds with range increment 80' for 2d6 + Strength modifier. +1 on attack rolls when hurling rocks.
Knockback [General, Fighter]	(RoS p142)	Goliath –or– Large size Improved Bull Rush Power Attack	If you hit while using Power Attack, you may make a free Bull Rush, with a bonus equal to your Power Attack damage bonus. This does not provoke an Attack of Opportunity, nor may you move with the enemy you knock backwards.
Marking of the Blessed [General]	(RoS p142)	Goliath Auspicious Marking	You may roll two dice on a Saving Throw and take the better result. Usable 3 times per day.
Marking of the Hunter [General]	(RoS p142)	Goliath Auspicious Marking	You may roll two dice on an Initiative roll and take the better result. Usable 3 times per day.
Marking of the Magi [General]	(RoS p142)	Goliath Auspicious Marking	You may roll two dice on a Caster level check and take the better result. Usable 3 times per day.
Marking of the Maker [General]	(RoS p142)	Goliath Auspicious Marking	You may roll two dice on a Skill check and take the better result. Usable 3 times per day.
Marking of the Warrior [General]	(RoS p142)	Goliath Auspicious Marking	You may roll two dice on an Attack roll and take the better result. Usable 3 times per day.
Rampaging Bull Rush [General]	(RoS p150)	Goliath –or– Large size Ability to Rage Improved Bull Rush	While you Rage, you can attempt to knock down a creature you have successfully Bull Rushed. You take a –4 penalty to your Strength check, but if you win, the opponent is knocked prone at the end of the Bull Rush.
Rock Hurling [General]	(RoS p143)	Goliath –or– Large size Strength 19	You can hurl rocks weighing 40-50 pounds with range increment 15' for 2d6 + Strength modifier.
Steady Mountaineer [General]	(RoS p144)	Goliath -or- Climb: 8 ranks Jump: 8 ranks	You can always 'Take 10' on Climb checks.

Half-Elf Feats

Half-Elf Feats	Source	Prerequisite	Description
Complementary Insight [General]	(RoD p150)	Half-Elf	Having 5 or more ranks gives you a +3 bonus on skill checks with each of its synergistic skills, instead of the usual +2.
Diverse Background [General]	(RoD p150)	Half-Human 1 <sup>st</sup> level only	Choose one class. This class is a Favored Class for you.
Heroic Destiny [General]	(RoD p152)	Human or Half-Human	Once per day, before you make an attack roll, ability check, skill check, saving throw, or caster level check, you may roll 1d6 and add it as a bonus to the roll, check, or save.
Human Blood [Racial]	(DR324 p78)	Partial Human ancestry (i.e., Half-Elf, etc) 1 <sup>st</sup> level only	Gain +1 Skill point at 1 <sup>st</sup> level and every level afterwards. For all effects related to race, you are 'human'.
Protected Destiny [General]	(RoD p153)	Human or Half-Human Character level 3 <sup>rd</sup> Heroic Destiny	If you roll a Natural 1 on a saving throw, you may reroll it. Usable once per day.
Sociable Personality [General]	(RoD p153)	Half-Elf Charisma 13	You may reroll any Diplomacy or Gather Information check. You must take the new result.

## Half-Orc Feats

Half-Orc Feats	Source	Prerequisite	Description
Channeled Rage [General]	(RoD p150)	Half-Orc Ability to Rage	Spend one of your uses of rage as an immediate action to add your Strength bonus on a Will saving throw.
Diverse Background [General]	(RoD p150)	Half-Human 1 <sup>st</sup> level only	Choose one class. This class is a Favored Class for you.
Heroic Destiny [General]	(RoD p152)	Human or Half-Human	Once per day, before you make an attack roll, ability check, skill check, saving throw, or caster level check, you may roll 1d6 and add it as a bonus to the roll, check, or save.
Human Blood [Racial]	(DR324 p78)	Partial Human ancestry (i.e., Half-Elf, etc) 1 <sup>st</sup> level only	Gain +1 Skill point at 1 <sup>st</sup> level and every level afterwards. For all effects related to race, you are 'human'.
Menacing Demeanor [General]	(RoS p142)	Orc or Orc blood	+4 bonus on Intimidate checks.
Orc Descent [General]	(DR338 p97)	Half-Orc or Orc Sorcerer 1 <sup>st</sup> + Complete a quest to strengthen your tribe assigned by your Chief or Shaman	You are descended from a line of great Orc heroes. Add the following to your Sorcerer spell list. You must consume a Known Spell slot to learn each one. 0 <sup>th</sup> : <i>Virtue</i> (PH p289) – Subject gains 1 <u>Temporary HP</u> . 1 <sup>st</sup> : <i>Longstrider</i> (PH p249) – Increases your speed. 2 <sup>nd</sup> : <i>Rage</i> (PH p268) – Gives +2 to Str and Con, +1 on Will saves, –2 to AC. 3 <sup>rd</sup> : <i>Good Hope</i> (PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks. 4 <sup>th</sup> : <i>Divine Power</i> (PH p224) – You gain attack bonus, +6 to Str, and 1 hp per level. 5 <sup>th</sup> : <i>Righteous Might</i> (PH p273)(PH3.5e) – Your size increases and you gain combat bonuses. 6 <sup>th</sup> : <i>Harm</i> (PH p239) – Deals 10 hp per level to target. 7 <sup>th</sup> : <i>Destruction</i> (PH p218) – Kills subject and destroys remains. 8 <sup>th</sup> : <i>Earthquake</i> (PH p225) – Intense tremor shakes 5' per level radius. 9 <sup>th</sup> : <i>Storm of Vengeance</i> (PH p285) – Storm rains acid, lightning, and hail.
Protected Destiny [General]	(RoD p153)	Human or Half-Human Character level 3 <sup>rd</sup> Heroic Destiny	If you roll a Natural 1 on a saving throw, you may reroll it. Usable once per day.
Ritual Blood Bonds [General]	(PH2 p86)	Half-Orc or Orc Know (religion): 4 ranks	You may use the following rituals if you have enough ranks in Knowledge (religion). <u>Blood Brothers</u> – min ranks: 4 – Spend 10 minutes and a Vial of Holy/Unholy Water to join yourself and up to 6 allies. For 24 hours, each subject receives a +4 Morale bonus on saves vs. Fear as long as a subject can see at least one other subject. <u>Vengeful Bonds of Brotherhood</u> – min ranks: 8 – Spend 10 minutes, a Vial of Holy Water, and 10gp powdered Silver to join yourself and up to 6 allies. For 24 hours, each subject receives a +2 Morale bonus on attacks vs. a creature who brought another subject to 0hp (or lower). The benefit lasts for 10 rounds each time it is triggered.
Shadow Marches Warmonger [Racial]	(RoE p111)	Orc or Half-Orc from the Shadow Marches	Treat Orc Double Axe as a Martial Weapon. Gain +1 bonus on damage when making a melee attack with a Battleaxe, Great Axe, or Orc Double Axe as part of a Charge. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with Battleaxe, Great Axe, or Orc Double Axe, these feats also apply to the other weapons listed. If you use an Action Point to improve an attack roll made with a Battleaxe, Great Axe, or Orc Double Axe, add the result of the Action Point roll to the weapon's damage too.

## Halfling Feats

Halfling Feats	Source	Prerequisite	Description
Boomerang Daze [General]	(RoE p108)	Base Attack Bonus +5 Proficiency with Talenta Boomerang –or– Xen'drik Boomerang	Any creature taking damage from your Boomerang attack is Dazed for 1 round (FortNeg, DC = 10 + damage dealt). Can apply to both targets in the case of a Boomerang Ricochet. Halfling Fighters from the Talenta Plains and Drow Fighters from Xen'drik treat this as a [Fighter] feat too.
Boomerang Ricochet [General]	(RoE p108)	Dexterity 13 Base Attack Bonus +4 Proficiency with Talenta Boomerang –or– Xen'drik Boomerang	If you successfully hit your first target, you may make an attack against one foe adjacent to your target with a –2 penalty. The second attack does not gain the benefit of a Sneak Attack, even if the first attack did. Halfling Fighters from the Talenta Plains and Drow Fighters from Xen'drik treat this as a [Fighter] feat too.
Dallah Thaum's Luck [General]	(RotW p149)	Halfling Charisma 13	Once per day, gain a +5 Luck bonus on one saving throw. After using this ability, you receive a –2 penalty on all saving throws until the next sunrise.
Dinosaur Hunter [Racial]	(RoE p108)	Halfling from the Talenta Plains Know (nature): 1 rank Survival: 1 rank	+2 bonus on Listen, Knowledge (nature), Spot, and Survival checks related to Dinosaurs. +2 weapon damage against Dinosaurs.
Dinosaur Wrangler [Racial]	(RoE p108)	Halfling from the Talenta Plains Handle Animal: 1 rank	+4 bonus on Handle Animal, Ride, and Wild Empathy checks related to Dinosaurs.
League Militiaman [General]	(DR337 p92)	Halfling Dodge Belong to a member tribe of the League of the Free People	Once per turn, you may designate one opponent who threatens you in combat. The opponent must be a Fey, Giant, Humanoid, or Monstrous Humanoid of Medium size (or larger). Gain one of the following benefits with regards to your opponent: a) +1 Dodge bonus to your AC (this is separate from the bonus from the Dodge feat); or b) +2 Shield bonus the AC of an adjacent creature of up to Small size who is also threatened by your opponent.
Shaped Splash [Racial]	(RoE p111)	Halfling Dexterity 13 Base Attack Bonus +1	If you hit a target with a thrown splash weapon, you may make a second attack roll on another target that is adjacent to the first. If successful, that target takes damage as if it received a direct hit too. In addition, you may choose not to deal splash damage to one (or more) targets adjacent to a target that takes a direct hit.
Talenta Warrior [Racial]	(RoE p112)	Halfling from the Talenta Plains	Treat Talenta Sharrash, Talenta Tangat, and the Talenta Boomerang as Martial Weapons. Gain +1 bonus on damage when making an attack with a Talenta Sharrash, Talenta Tangat, and the Talenta Boomerang while mounted. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with Talenta Sharrash, Talenta Tangat, or the Talenta Boomerang, these feats also apply to the other weapons listed. If you use an Action Point to improve an attack roll made with a Talenta Sharrash, Talenta Tangat, or the Talenta Boomerang, add the result of the Action Point roll to the weapon's damage too.
Wanderer's Diplomacy [General]	(PH2 p85)	Halfling –or– Bluff: 4 ranks Diplomacy: 4 ranks Sense Motive: 4 ranks	Gain the following abilities: <u>Canny Merchant</u> – you can make a Diplomacy check to locate a desired object that is normally too expensive for the current settlement to sell. You must still purchase the object after locating it. The DC of the check is 10 + ((item's gp cost – settlement's gp limit) / 1000). <u>Intuitive Communication</u> – you may communicate in a simple way with a creature whose language you do not share by spending 1 minute interacting with it and then making a Sense Motive check vs. DC 20 if you and the creature are of the same type, otherwise DC 30. <u>Social Agility</u> – you may temporarily change a creature's Attitude towards you by using Bluff (instead of Diplomacy as usual). The attempt takes a Standard Action and its DC is the same as changing an Attitude with Diplomacy. You may not use this ability on a creature with the Attitude of 'Hostile'. If successful, the effect lasts for 1 minute, after which the creature's Attitude becomes one category worse than it started for 10 minutes.
Yondalla's Sense [General]	(RotW p152)	Halfling	Add your Wisdom modifier to your Initiative checks.

## Human Feats

Human Feats	Source	Prerequisite	Description
Able Learner [General]	(RoD p150)	Human or Doppelganger 1 <sup>st</sup> Level only	All skills are "in-class" and only cost 1 skill point. Does not effect the cost of learning a language or gaining literacy.
Heroic Destiny [General]	(RoD p152)	Human or Half-Human	Once per day, before you make an attack roll, ability check, skill check, saving throw, or caster level check, you may roll 1d6 and add it as a bonus to the roll, check, or save.
Human Heritage [General]	(RoD p152)	Half-Human or Human-descended (RoD p150) 1 <sup>st</sup> level only	You are considered Humanoid (human) for the purpose of adjudicating all effects. You retain any other subtypes you had (such as orc or extraplanar). You gain 4 additional skill points.
Protected Destiny [General]	(RoD p153)	Human or Half-Human Character level 3 <sup>rd</sup> Heroic Destiny	If you roll a Natural 1 on a saving throw, you may reroll it. Usable once per day.

Illumian Feats

Illumian Feats	Source	Prerequisite	Description
Bright Sigil [General]	(RoD p150)	Illumian	As a Standard Action, increase the illumination of your sigils to 60' bright + 60' dim, for as long as you maintain Concentration, plus one round.
Enhanced Power Sigils [General]	(RoD p152)	Illumian any two power sigils	The bonuses granted by each of your power sigils improve by 1.
Improved Sigil ( <i>Aesh</i> ) [General]	(RoD p152)	Illumian <i>Aesh</i> power sigils	Your <i>Aesh</i> power sigil grants you a +1 insight bonus per power sigil on melee weapon damage rolls with any weapon with which you have Weapon Focus.
Improved Sigil ( <i>Hoon</i> ) [General]	(RoD p152)	Illumian <i>Hoon</i> power sigils	Your <i>Hoon</i> power sigil grants you a +1 Insight bonus per power sigil on saving throws against death effects, on saves to avoid death my massive damage, and on Fortitude saves to avoid nonlethal damage from hot and cold environments or to resist damage from suffocation.
Improved Sigil ( <i>Krau</i> ) [General]	(RoD p153)	Illumian <i>Krau</i> power sigils	Choose a number of spell with verbal components that you can cast equal to the number of power sigils you have. When you cast one of these spells, its effective spell level is increased by 1. Whenever you gain the ability to cast a new level of spells, you may reassign the spells affected by this feat. If you cast one of the chosen spells with the Silent Spell feat, this feat has no effect.
Improved Sigil ( <i>Naen</i> ) [General]	(RoD p153)	Illumian <i>Naen</i> power sigils	Your <i>Naen</i> power sigil grants you a +1 Insight bonus per power sigil on saving throws against illusions and against language-dependent effects.
Improved Sigil ( <i>Uur</i> ) [General]	(RoD p153)	Illumian <i>Uur</i> power sigils	Your <i>Uur</i> power sigil grants you a +1 Insight bonus per power sigil on ranged weapon damage rolls whenever your target is denied its Dexterity bonus to Armor Class.
Improved Sigil ( <i>Vaul</i> ) [General]	(RoD p153)	Illumian <i>Vaul</i> power sigils	Your <i>Vaul</i> power sigil grants you a +1 Insight bonus per power sigil on saving throws against mind-affecting spells and abilities.
Subtle Sigil [General]	(RoD p154)	Illumian	You can make your sigils appear or disappear as a Free Action. You gain the full benefits of your power sigils even when they are not visible. Normally, making a sigil disappear is a Standard Action and you do not benefit from your Sigils when they are not visible.



## Shifter Feats

Shifter Feats	Source	Prerequisite	Description
Battleshifter Training [Shifter, Tactical]	(RoE p116)	Shifter Base Attack Bonus +6 You may <u>not</u> have Feat: Ragewild Fighting.	You may use the following 3 tactical maneuvers: <b>Tiring Defense</b> – If an opponent attacks and misses you in melee on two consecutive round while you are either Fighting Defensively or using Combat Expertise (minimum –2 on your attack) and you hit him/her at least once, your opponent becomes Fatigued for as long as you continue Fighting Defensively or using Combat Expertise as above. If already Fatigued, your opponent becomes Exhausted. <b>Exploit Weakness</b> – If you hit an opponent in melee who is suffering from being Fatigued, Exhausted, Dazed, or Dazzled, you do +1d6 damage. You may <u>not</u> be using Combat Expertise or Fighting Defensively. <b>Riposte</b> – If an opponent attacks and misses you with a Full Round Attack while you are either Fighting Defensively or using Combat Expertise (minimum –2 on your attack), you may spend 1 Action Point to make an extra melee attack against this opponent as an Immediate Action.
Beast Strike [General, Fighter]	(DR355 p76)	Improved Unarmed Strike Base Attack Bonus +5 Claw or Slam attack	When making an Unarmed Strike or Grapple check to deal damage, add your Claw or Slam damage.
Beasthide Elite [Shifter]	(Eb p51)	Shifter with Beasthide	When Shifting, your Natural Armor improves by +4 (instead of +2).
Cliffwalk Elite [Shifter]	(Eb p52) (RoE p113)	Shifter with Cliffwalk	When Shifting, your Climb speed becomes 30' (instead of 20').
Disrupting Strike [Shifter, Fighter]	(DR355 p76)	Shifter Improved Unarmed Strike Stunning Fist	You must declare you are using this ability before you make an Attack with your Unarmed Strike. If your foe is damaged by the attack, he/she must make a Fortitude save vs. DC (10 + ½ Character level + Wisdom modifier). If your foe fails –and– is a shapechanger, he/she reverts immediately to his/her natural form. This also ends a Shifter's 'Shifting' racial ability. Creature immune to critical hits are immune to being Stunned. You may use this ability once per four non-Monk levels + once per Monk levels each day. You may use this ability only once per round.
Dreamsight Elite [Shifter]	(RoE p113)	Shifter with Dreamsight	When Shifting, gain a +5 bonus on Spot checks and can see Invisibly creatures and objects as if under the effect of a <i>See Invisibility</i> spell.
Extra Shifter Trait [Shifter]	(Eb p53) (RoE p114) (MM3 p150)	Shifter any 2 [Shifter] feats	Choose a second Shifter trait. You gain the special ability (but <u>not</u> the ability score increase) when you are Shifting
Fierce Mind [Shifter, Fighter]	(DR355 p76)	Shifter	You may expend a daily use of our Shifting ability to negate any Fear effect that is affecting you.
Gorebrute Elite [Shifter]	(RoE p114)	Shifter with Gorebrute	When Shifting, any creature who takes damage from your Charge attack is knocked Prone, unless it beats you on an Opposed Strength check (Stability and having more than 2 legs grants a +4 bonus, creatures who can't be tripped are immune).
Great Bite [Shifter]	(Eb p54)	Shifter with Longtooth Base Attack Bonus +6	When Shifting, your Bite attack has a x3 Critical multiplier (instead of x2).
Great Rend [Shifter]	(Eb p54)	Shifter with Razorclaws Base Attack Bonus +4	When Shifting, if both your Claw attacks hit the same target in the same round, do an additional (1d4 + ½ Strength modifier + 1 per 4 levels) Rending damage.
Healing Factor [Shifter]	(Eb p55) (MM3 p150)	Shifter Constitution 13	When your Shifting ends, heal Hit-Points equal to your Character level.
Improved Natural Attack [Shifter]	(Eb p55)	Shifter with Longtooth or Razorclaws Base Attack Bonus +4	Increase the damage of your natural attack by one size category. A Longtooth's Bite attack now does 1d8 (instead of 1d6). A Razorclaws Claw attack now does 1d6 (instead of 1d4).
Longstride Elite [Shifter]	(Eb p57) (RoE p114)	Shifter with Longstride	When Shifting, your Movement increases by +20' (instead of +10').
Longtooth Elite [Shifter]	(RoE p114)	Shifter with Longtooth	When Shifting, any living creature that takes damage from your Bite attack also takes 1 point of Constitution damage.
Mutable Body [General]	(RoE p110)	Shagechanger subtype	Transmutation spells cast on you are at +1 Caster level at your option. By spending 2 Action Points, a Transmutation spell cast on you is treated as Empowered or Extended without adjustment to the spell's level or casting time.
Ragewild Fighter [Shifter, Tactical]	(RoE p118)	Shifter Power Attack Base Attack Bonus +6 You may <u>not</u> have Feat: Battleshifter Training.	You may use the following 3 tactical maneuvers: <b>Instinctive Strike</b> – If you fail a Will save against a non-harmless spell, you may make a single melee attack as an Immediate Action before the spell takes effect. <b>Rattle the Weakling</b> – If you hit an opponent of your size or smaller, and then in the following round hit the opponent again while using Power Attack (minimum –5 penalty on the attack), your opponent is Dazed (FortNeg, DC is Strength-based). <b>Brutal Charge</b> – If you hit an opponent at the end of a Charge, you may spend 1 Action Point to do bonus damage equal to your Strength modifier (+1½ Strength modifier if it was a Two-Handed Weapon).
Razorclaw Elite [Shifter]	(RoE p114)	Shifter with Razorclaws	When Shifting, at the end of a Charge, you may attack with both Claws at full attack bonus.
Reactive Shifting [Shifter]	(RoE p115)	Shifter Improved Initiative	You may Shift as an Immediate Action, allowing you to begin shifting even when Flat-Footed or when it's not your turn.
Shifter Acrobatics [Shifter]	(PGE p135)	Shifter with Cliffwalk, Longstride, or Swiftwing Balance: 4 ranks Jump: 4 ranks Tumble: 4 ranks	When Shifting, gain a bonus on Balance, Jump, and Tumble checks equal to <u>twice</u> your number of Shifter feats.
Shifter Agility [Shifter]	(RoE p115)	Shifter with Cliffwalk, Longstride, or Swiftwing	When Shifting, gain a +1 Dodge bonus to AC and a +1 bonus on Reflex saves.

Shifter Feats	Source	Prerequisite	Description
Shifter Defense [Shifter]	(Eb p60) (MM3 p150)	Shifter any 2 [Shifter] feats	When Shifting, gain Damage Reduction 2 / silver.
Shifter Defense, Greater [Shifter]	(Eb p54)	Shifter Shifter Defense any 3 [Shifter] feats	When Shifting, gain Damage Reduction 4 / silver.
Shifter Ferocity [Shifter]	(Eb p60) (RoE p115) (EbErrata)+	Shifter Wisdom 13	When Shifting, you may continue to fight without penalty if you are Disabled (0 hp) or Dying (-1 to -9 hp). While Disabled, you are not limited to one Standard or Move Action and do <u>not</u> lose 1 hp for performing such an action. While Dying, you are <u>not</u> Unconscious and do not automatically lose 1 hp per round.
Shifter Instincts [Shifter]	(MM3 p150) (RoE p115)	Shifter	+1 bonus to Listen, Sense Motive, & Spot checks. +2 bonus to Initiative rolls.
Shifter Magnetism [Shifter]	(PGE p135)	Shifter	+(number of Shifter feats) bonus on <u>all</u> Handle Animal, Intimidate, and Wild Empathy checks.
Shifter Multiattack [Shifter]	(Eb p60)	Shifter with Longtooth or Razorclaws Base Attack Bonus +6	Your secondary attack with a Natural Weapon takes only a -2 penalty.
Shifter Savagery [Shifter]	(RoE p115)	Shifter with Gorebrute, Longtooth, Razorclaws Base Attack Bonus +6 Ability to Rage or Frenzy	When Shifting <u>and</u> Raging at the same time, the threat range with your natural weapons doubles (typically to 19-20) and the base damage improves as if you were a creature two sizes larger. Does not stack with any other feat or effect that improves threat range. Does not stack with any other feat (such as Improved Natural Attack) that improves the base damage of your natural weapons (unless it actually makes you larger, such as <i>Enlarge Person</i> ).
Shifter Stamina [Shifter]	(RoE p115)	Shifter with Beasthide, Truedive, or Wildhunt Endurance	When Shifting, you are immune to nonlethal damage and the effects of Fatigue & Exhaustion are suppressed.
Shifter Stealth [Shifter]	(PGE p135)	Shifter with Longstride, Swiftwing, or Wildhunt Hide: 4 ranks Move Silently: 4 ranks	When Shifting, gain a bonus on Hide and Move Silently checks equal to <u>twice</u> your number of Shifter feats.
Shifsilver Mastery [Shifter]	(DR355 p76)	Shifter Base Attack Bonus +8 any 2 [Shifter] feats Must have crafted a 'Shifsilver' weapon	If you confirm a Critical Hit on a creature with Damage Reduction vs. Silver with a weapon you crafted out of 'Shifsilver', it does a bonus +2d4 Constitution damage.
Swiftwing Elite [Shifter]	(RoE p116)	Shifter with Swiftwing	When Shifting, gain Fly 30' (good) (instead of Fly 20' (average)).
Truedive Elite [Shifter]	(RoE p116)	Shifter with Truedive	When Shifting, gain Swim 40' and receive no penalties when using melee attacks underwater.
Wildhunt Elite [Shifter]	(RoE p116)	Shifter with Wildhunt	When Shifting, gain Blindsight 30'.

Shifter Feats limited to Specific Shifter Types

Shifter Type	Feats	Ability	Bonus
Beasthide	Beasthide Elite Shifter Stamina	+2 Constitution	When Shifting, gain +2 Natural Armor.
Cliffwalk	Cliffwalk Elite Shifter Acrobatics Shifter Agility	+2 Dexterity	When Shifting, gain Climb 20'.
Dreamsight	Dreamsight Elite	+2 Wisdom	When Shifting, gain <i>Speak with Animals</i> . Always receives a +2 on Handle Animals & Wild Empathy checks.
Gorebrute	Gorebrute Elite Shifter Savagery	+2 Strength	When Shifting, gain a Gore attack when Charging.
Longstride	Longstride Elite Shifter Acrobatics Shifter Agility Shifter Stealth	+2 Dexterity	When Shifting, gain +10' Land movement.
Longtooth	Great Bite Improved Natural Attack Longtooth Elite Shifter Multiattack Shifter Savagery	+2 Strength	When Shifting, gain a Bite Attack.
Razorclaws	Great Rend Improved Natural Attack Razorclaws Elite Shifter Multiattack Shifter Savagery	+2 Strength	When Shifting, gain two Claw attacks.
Swiftwing	Shifter Acrobatics Shifter Agility Shifter Stealth Swiftwing Elite	+2 Dexterity	When Shifting, gain Fly 20' with Average maneuverability.
Truedive	Shifter Stamina Truedive Elite	+2 Constitution	When Shifting, gain Swim 30'. Always be able to Hold your Breath for 5x Constitution score rounds.
Wildhunt	Shifter Stamina Shifter Stealth Wildhunt Elite	+2 Constitution	When Shifting, gain Scent ability. Always receives a +2 on Survival checks.

## Umbragen Feats

Umbragen Feats	Source	Prerequisite	Description
Cloak of Shadows [Racial]	(DR330 p48)	Umbragen Shadow Shift Warlock level 1 <sup>st</sup>	When in 'shadow form' (granted by <a href="#">Feat: Shadow Shift</a> ), you have the option of reducing the lighting in a 10' radius around yourself to 'shadowy'. Once activated, the effect lasts until you dismiss it, you leave 'shadow form', you go unconscious, or you die.
Dark Blood [Racial]	(DR330 p48)	Umbragen 3+ Umbragen Racial feats	Racial Spell Resistance improves by +3. This feat counts as <u>two</u> Racial feats for purposes of the number of times you can use 'shadow form' per day. Note: You cannot be brought back to life.
Dread Shadow [Racial]	(DR330 p48)	Umbragen 2+ Umbragen Racial feats	Once per day as a Supernatural ability, you may use <i>Enlarge Person</i> on yourself while in 'shadow form'. This is a Full Round Action. Once activated, the effect lasts until you dismiss it, you leave 'shadow form', you go unconscious, or you die.
Indistinct [Racial]	(DR330 p48)	Umbragen Shadow Shift	When in 'shadow form', you have no scent (defeating the Scent ability) and leave almost no trail (+4 DC on Survival checks to track you).
One with the Darkness [Racial]	(DR330 p48)	Umbragen Shadow Shift	You may enter 'shadow form' as a Free Action. Your Character level is considered +2 for determining the duration of your 'shadow form'.
Shadow Shift [Racial]	(DR330 p48)	Umbragen	As a Move Action, you can enter 'shadow form', which grants you a +2 Circumstance bonus on Hide checks and a +5 Circumstance bonus on Disguise checks to conceal your identity. You may enter 'shadow form' a number of times per day equal to 1 + the number of Umbragen Racial feats you possess. 'Shadow form' lasts up to 1 minute per Character level, but can be dismissed as a Standard Action.
Strength of the Shadows [Racial]	(DR330 p48)	Umbragen Shadow Shift	If you cast a spell with the (shadow) or [darkness] descriptors while in 'shadow form', the spell is at +1 Caster level and had a +1 bonus to its DC.
Sustaining Darkness [Racial]	(DR330 p48)	Umbragen Dark Blood Character level 12 <sup>th</sup>	While resting in total darkness, you heal damage at twice the normal rate. As long as you spend at least 8 hours per day in total darkness, you do not need to eat or drink.
Voice of the Void [Racial]	(DR330 p48)	Umbragen Indistinct Shadow Shift	When in 'shadow form' and in an area of shadowy or no illumination, you may remove the verbal component of any non-Bard Spell or Invocation you cast. Note: Even when using this ability, you can't cast spells with Verbal Components in an area of magical <i>Silence</i> .
Wings of the Wraith [Racial]	(DR330 p48)	Umbragen Indistinct <i>Fell Flight</i> Invocation	When in 'shadow form', <i>Fell Flight</i> has a speed of 30'.

## Warforged Feats

Warforged Feats	Source	Prerequisite	Description
Adamantine Body [Warforged]	(Eb p50) (RoE p118)	Warforged 1 <sup>st</sup> level only	Your body is effectively wearing Heavy Armor at all times. +8 Armor bonus to AC. Max Dexterity bonus to AC is +1. -5 Armor check penalty. 35% Arcane Spell Failure chance. Damage Reduction 2 / adamantine Base Speed is 20'
Blade Communion of Slashing [Warforged]	(DR359 p55)	Warforged Adamantine Body Power Attack Improved Bull Rush Warforged Juggernaut prestige class must be a follower of the Lord of Blades	Your Adamantine Armor Spikes (gained as a Warforged Juggernaut class feature) now deal 1d8 Slashing damage (instead of 1d6 Piercing damage).
Brute Fighting [Warforged, Tactical]	(RoE p118)	Warforged Power Attack Base Attack Bonus +3 Strength 13	You may use the following 3 tactical maneuvers: <b>Combat Momentum</b> – If you hit your opponent at the end of a Charge with a Two-Handed Weapon, and your opponent doesn't hit you on the following round, you receive a +1 bonus on attacks against that opponent during your next round. <b>Dispatch the Fallen</b> – If you successfully Bull Rush or Overrun an opponent, you receive +4 damage on the next round against that opponent if you attack with a Two-Handed Weapon. <b>Frenzied Attack</b> – While using Power Attack (minimum -2 on attack rolls), if you hit your opponent on two consecutive rounds with a Two-Handed Weapon, you gain +2 bonus on all attacks against that opponent with that weapon for the rest of the round.
Cold Iron Tracery [Warforged]	(RoE p119)	Warforged	Your Natural Weapons and Grapple checks are treated as 'cold iron' for purposes of overcoming Damage Reduction. +1 bonus on Will saves vs. spell and spell-like abilities.
Construct Lock [Warforged]	(RoE p119)	Warforged Base Attack Bonus +2	Receive a +2 bonus on damage vs. Constructs. If you threaten a critical on a Construct, you have the option of skipping the confirmation roll (i.e., no critical) in exchange for a second attack roll at the same bonus. If this deals at least one point of damage, your opponent is rendered immobile (i.e., Construct equivalent of Paralyzed) for 1 round (FortNeg, DC is Constitution based). If you use an Action Point to improve your attack roll vs. a Construct and it hits, the attack automatically triggers the special ability above as if the roll had threatened a critical.

Warforged Feats	Source	Prerequisite	Description
Improved Damage Reduction [Warforged]	(Eb p55)	Warforged	Gain Damage Reduction 1 / adamantine –or– improve your current Damage Reduction by 1. If you have the Adamantine Body feat, you may take this feat multiple times.
Improved Fortification [Warforged]	(Eb p55)	Warforged Base Attack Bonus +6	You become immune to Critical Hits and Sneak Attacks, but cannot be healed by Conj(healing) spells.
Improved Resiliency [Warforged]	(RoE p119)	Warforged	You are immune to nonlethal damage. You cannot benefit from Regeneration or Fast Healing, no mater if they come from magic, the application of a Template, etc.
Ironwood Body [Warforged]	(RoE p119)	Warforged 1 <sup>st</sup> level only	Your body is effectively wearing Light Armor at all times. +3 Armor bonus to AC. Max Dexterity bonus to AC is +4. –3 Armor check penalty. 20% Arcane Spell Failure chance. Gain Damage Reduction 2 / slashing. If you take Feat: Improved Damage Reduction, you can choose the normal Damage Reduction 1 / adamantine –or– improve your current Damage Reduction by +2 (i.e., DR 4 / slashing). A Warforged Druid with this feat may cast Druid spells and use Druid’s Supernatural and Spell-Like Abilities.
Jaws of Death [Warforged]	(RoE p119)	Warforged	Gain a 1d6 Bite attack as a secondary natural weapon (–5 on your attack roll, only ½ Strength modifier as a bonus to your damage). If you are not Medium-size, adjust the damage by size normally.
Mithral Body [Warforged]	(Eb p57) (RoE p119)	Warforged 1 <sup>st</sup> level only	Your body is effectively wearing Light Armor at all times. +5 Armor bonus to AC. Max Dexterity bonus to AC is +5. –2 Armor check penalty. 15% Arcane Spell Failure chance.
Mithral Fluidity [Warforged]	(Eb p57)	Warforged Mithral Body	Your Mithral Body moves more efficiently than before. Reduce your Armor check penalty by 1 and increase your Max Dexterity bonus to AC by 1. You may take this Feat multiple times.
Overload Metabolism [Warforged]	(PGE p151)	Warforged Strength 13 Constitution 13	You may heal yourself (5 + your HD) hit-point, usable 1/day as a Standard Action. For the following 10 minutes, you receive a –2 penalty on your Strength and Dexterity scores. If you go Unconscious and have not yet used this ability for the day, any Infusion that targets you automatically activates it.
Second Slam [Warforged]	(RoE p120)	Warforged Base Attack Bonus +6	If you make a Full Round Attack that includes a Slam attack, you may make a second Slam attack with a –5 penalty on the attack roll and does your normal Slam damage.
Shocking Fist [Warforged]	(PGE p151)	Warforged Base Attack Bonus +3	You may declare that your Slam attack will have a ‘Shocking Fist’ effect once per round as a Free Action. Choose a number up to your Base Attack Bonus. You take this much damage (DR does <u>not</u> apply). If your Slam attack hits, do +1d4 Electrical damage <u>per point</u> you chose (e.g., taking 3 hp of damage produces in +3d4 Electrical damage).
Silver Tracery [Warforged]	(RoE p120)	Warforged	Your Natural Weapons and Grapple checks are treated as ‘silver’ for purposes of overcoming Damage Reduction. +1 bonus on Fortitude saves vs. spell and spell-like abilities.
Spiked Body [Warforged]	(RoE p120)	Warforged	Your body has the equivalent of Armor Spikes, allowing you to do 1d6 Piercing damage on a successful Grapple attack. This does not change the damage of your Slam attack, but it now does Piercing –and– Bludgeoning damage.
Stable Footing [Racial]	(RoE p112)	Warforged –or– Dwarf	You gain a +4 bonus on ability checks made to resist being Bull Rushed or Tripped while you standing on the ground. You take no movement penalty when moving over difficult terrain.
Unarmored Body [Warforged]	(RoE p120)	Warforged 1 <sup>st</sup> level only	Your body is does not have the standard Composite Plating of a Warforged. +0 Armor bonus to AC. Max Dexterity bonus to AC is unlimited. No Armor check penalty. No Arcane Spell Failure chance. No Light Fortification You may wear Armor and/or Magical Robes.

Plating Type	Counts as	Armor Bonus to AC	Max Dex bonus to AC	Armor Check Penalty	Arcane Spell Failure	Fortification	Damage Reduction
Unarmored	—	+0	—	—	—	—	—
Composite (i.e., default plating type)	—	+2	—	—	5%	25%	—
Ironwood	Light Armor	+3	+4	–3	20%	25%	2 / slashing
Ironwood + Improved Damage Reduction	Light Armor	+3	+4	–3	20%	25%	4 / slashing
Mithral	Light Armor	+5	+5	–2	15%	25%	—
Mithral + Mithral Fluidity	Light Armor	+5	+6	–1	15%	25%	—
Adamantine	Heavy Armor	+8	+1	–5	35%	25%	2 / adamantine
Adamantine + Improved Damage Reduction	Heavy Armor	+8	+1	–5	35%	25%	3 / adamantine

## Feats for Small Races

Small Race Feats	Source	Prerequisite	Description
Confound the Big Folk [Tactical]	(RotW p153)	Small size (or smaller) Underfoot Combat Tumble: 10 ranks	You may use the following 3 tactical maneuvers: <b>Knee Striker</b> – When you occupy a square with a creature at least two size categories larger than you, the creature is considered Flat-Footed against you and you receive a +4 bonus on rolls to confirm critical hits. <b>Underfoot Defense</b> – When you occupy a square with a creature at least two size categories larger than you, and you Fight Defensively, use Total Defense, or use Combat Expertise, any melee or ranged attack on you has a 50% chance of striking the creature who shares the square with you (that creature does <u>not</u> have a 50% chance of striking itself). <b>Unsteady Footing</b> – When you occupy a square with a creature at least two size categories larger than you, you may initiate a Trip attack on the creature you share the square with and not provoke an Attack of Opportunity. You can add your choice of Strength or Dexterity modifier to your check (your opponent gets the better of its Strength or Dexterity as usual). Your opponent does <u>not</u> get to add his/her size bonus to its roll. If the Trip attempt fails, your opponent does not get to try to trip you.
Swarm Fighting [General]	(CWar p105)	Small size Dexterity 13 Base Attack Bonus +1	You may share a 5' hex with your Small-sized allies that also have this feat. Against a creature of at least Medium-size, each attacker with Swarm Fighting who also has this feat (after the first) grants all of his/her allies a +1 Morale bonus on the attack roll, up to a maximum of your Dexterity modifier. For example, if 4 Halflings swarm fight an Ogre, each receives a +3 Moral bonus to attack.
Underfoot Combat [General]	(RotW p152)	Small size (or smaller) Tumble: 10 ranks	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. When 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) again all attacks (including those of the creature whose space you occupy).

## Feats for Aquatic Races

Aquatic Race Feats	Source	Prerequisite	Description
Breathing Link [General]	(Storm p92)	Aquatic Elf or Water Genasi Base Will Save +2	You may share your ability to breath underwater with a creature within 5' of you as a Free Action. There is no limit on the duration, though the effect must be reactivated each round. If the subject is ever more than 5' from you, the effect ends. Does not interfere with the subject's ability to breath air. You may take this feat more than once. Each time you may add one more person to your breathing link at a time.
Landwalker [General]	(Storm p92)	Aquatic Elf	You may survive out of water for 3 hours per point of Constitution. After that amount of time, you must make a Fortitude save each hour vs. D (15 +1 per pervious check) to avoid beginning to suffocate.
Water Adaptation [General]	(Storm p94)	Aquatic Half-Elf	You can breath air & water equally well. Your racial Swim speed improves to 20'.

## Feats for Other Races

Feats for Other Races	Source	Prerequisite	Description
Able Learner [General]	(RoD p150)	Doppelganger or Human 1 <sup>st</sup> Level only	All skills are "in-class" and only cost 1 skill point. Does not effect the cost of learning a language or gaining literacy.
Axeshield [General, Fighter]	(Und p24)	Grimlock	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 action.
Catfolk Pounce [General, Fighter]	(RotW p148)	Catfolk Dexterity 13	If you Charge a Flat-Footed opponent, you can make a Full Attack at the end of the charge.
Caustic Adaptation [General]	(Und p24)	Kuo-toa	A creature that makes a successful bite attack against you takes 1d4 acid damage. Creatures immune to poison are not affected.
Centaur Trample [General, Fighter]	(RotW p148)	Centaur Dexterity 15	When you make take Overrun action, your opponent may not choose to avoid you. If you knock your opponent prone, you may make one Hoof attack on him/her.
Darguun Mauler [Racial]	(RoE p108)	Humanoid (goblinoid) from Darguun Proficient with Flail or Heavy Flail.	Treat Dire Flail and Spiked Chain as Martial Weapons. Gain +1 bonus on damage when making a melee attack with a Light Flail, a Heavy Flail, a Dire Flail, or a Spiked Chain as long as you have <u>not</u> moved this round. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with any of the above, the feats apply to all four weapons. If you use an Action Point to improve an attack roll made with the weapons listed above, add the result of the Action Point roll to the weapon's damage too.
Enhanced Adhesive [General]	(Und p24)	Kuo-toa	+2 DC to saves/checks involving your natural adhesive.
Gnoll Ferocity [General]	(RotW p151)	Gnoll Rage or Frenzy class ability	When using a Rage or Frenzy class ability, gain a 1d6 Bite attack that can be used in two ways: 1. Single attack, in which case you add your full Strength modifier to the damage. 2. Secondary attack in a Full Attack, in which case it has a -5 penalty on the attack roll (but the other attacks receive no penalty) and you add ½ your Strength modifier to the damage.
Human Blood [Racial]	(DR324 p78)	Partial Human ancestry (i.e., Half-Elf, etc) 1 <sup>st</sup> level only	Gain +1 Skill point at 1 <sup>st</sup> level and every level afterwards. For all effects related to race, you are 'human'.

Feats for Other Races	Source	Prerequisite	Description
Human Heritage [General]	(RoD p152)	Half-Human or Human-descended(RoD p150) 1 <sup>st</sup> level only	You are considered Humanoid(human) for the purpose of adjudicating all effects. You retain any other subtypes you had (such as orc or extraplanar). You gain 4 additional skill points.
Killoren Ancient [General]	(RotW p151)	Killoren	When manifesting the 'Aspect of the Ancient', you may spend 10 minutes concentrating on a question. After this time, you may make a Knowledge check with a +4 Insight bonus to receive an answer. The question can be based on any Knowledge skill, even if you have no ranks in it.
Killoren Destroyer [General]	(RotW p151)	Killoren	When manifesting the 'Aspect of the Destroyer', any foe struck by your Killoren Smite attack is Dazed for 1 round (WillNeg, DC 10 + ½ character level + Charisma modifier). The foe must be vulnerable to the Smite attack.
Killoren Hunter [General]	(RotW p151)	Killoren	When manifesting the 'Aspect of the Hunter, you can take a Move Action to pinpoint the location of any living creature within 30' that you have Line of Effect with. If you cannot see the creature, it still benefits from Total Concealment.
Orc Descent [General]	(DR338 p97)	Orc or Half-Orc Sorcerer 1 <sup>st</sup> + Complete a quest to strengthen your tribe assigned by your Chief or Shaman	You are descended from a line of great Orc heroes. Add the following to your Sorcerer spell list. You must consume a Known Spell slot to learn each one. 0 <sup>th</sup> : <i>Virtue</i> (PH p289) – Subject gains 1 <u>Temporary HP</u> . 1 <sup>st</sup> : <i>Longstrider</i> (PH p249) – Increases your speed. 2 <sup>nd</sup> : <i>Rage</i> (PH p268) – Gives +2 to Str and Con, +1 on Will saves, –2 to AC. 3 <sup>rd</sup> : <i>Good Hope</i> (PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks. 4 <sup>th</sup> : <i>Divine Power</i> (PH p224) – You gain attack bonus, +6 to Str, and 1 hp per level. 5 <sup>th</sup> : <i>Righteous Might</i> (PH p273)(PH3.5e)+ – Your size increases and you gain combat bonuses. 6 <sup>th</sup> : <i>Harm</i> (PH p239) – Deals 10 hp per level to target. 7 <sup>th</sup> : <i>Destruction</i> (PH p218) – Kills subject and destroys remains. 8 <sup>th</sup> : <i>Earthquake</i> (PH p225) – Intense tremor shakes 5' per level radius. 9 <sup>th</sup> : <i>Storm of Vengeance</i> (PH p285) – Storm rains acid, lightning, and hail.
Portal Sensitive [General]	(Und p27)	Deep Imaskar or Gloaming	You can detect an active or inactive portal with a DC 20 Search check. If you pass within 5' of one, you get an automatic check to detect it. You also gain a +2 bonus on your caster level check when trying to discern portal properties with the <i>analyze portal</i> spell.
Rapid Swimming [General]	(Storm p93)	Racial Swim speed Base Fortitude Save +2	Swim speed increases by +20'.
Ritual Blood Bonds [General]	(PH2 p86)	Orc or Half-Orc Know (religion): 4 ranks	You may use the following rituals if you have enough ranks in Knowledge (religion). <u>Blood Brothers</u> – min ranks: 4 – Spend 10 minutes and a Vial of Holy/Unholy Water to join yourself and up to 6 allies. For 24 hours, each subject receives a +4 Morale bonus on saves vs. Fear as long as a subject can see at least one other subject. <u>Vengeful Bonds of Brotherhood</u> – min ranks: 8 – Spend 10 minutes, a Vial of Holy Water, and 10gp powdered Silver to join yourself and up to 6 allies. For 24 hours, each subject receives a +2 Morale bonus on attacks vs. a creature who brought another subject to 0hp (or lower). The benefit lasts for 10 rounds each time it is triggered.
Sahuagin Flip [General, Fighter]	(Storm p93)	Racial Swim speed Dodge	After making a Standard Action melee attack, you may 'withdraw' (i.e., 2x movement) as a Move Action as long as you are swimming away.
Shadow Marches Warmonger [Racial]	(RoE p111)	Orc or Half-Orc from the Shadow Marches	Treat Orc Double Axe as a Martial Weapon. Gain +1 bonus on damage when making a melee attack with a Battleaxe, Great Axe, or Orc Double Axe as part of a Charge. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with Battleaxe, Great Axe, or Orc Double Axe, these feats also apply to the other weapons listed. If you use an Action Point to improve an attack roll made with a Battleaxe, Great Axe, or Orc Double Axe, add the result of the Action Point roll to the weapon's damage too.
Stone Soul [General]	(Und p27)	Deep Imaskar or Slyth	+2 on Search checks to notice unusual stonework; approaching within 10' of such = free check Special: You may take this feat only as a 1 <sup>st</sup> level character.
Swim-By Attack [General]	(Storm p94)	Racial Swim speed	You may take a Move Action and have a Standard Action (typically an attack) occur at some point in the movement. In effect, 'Spring Attack' when you are swimming.
Tunnelrunner [General]	(Und p27)	Chitine or Grimlock	You ignore speed and armor class reductions for moving in a narrow or low space. If a space is both low and narrow, you function as if only one of the penalties applied.
Wisdom Breeds Caution [General]	(Und p27)	Slyth or Svirfneblin	At first level, use your Wisdom modifier to determine bonus HP; after first level, use Constitution. Gain one permanent HP for each permanent point of Wisdom gained. Note: This feat can only be taken at 1 <sup>st</sup> level.

Non-Specific Racial Feats

Non-Specific Racial Feats	Source	Prerequisite	Description
Improved Weapon Familiarity [General, Fighter]	(CWar p101)	Base Attack Bonus +1	All Exotic Weapons that have your race's name associated with them (i.e., Elven Thinblade) are considered Martial Weapons for you.
Innate Magic [Racial]	(DR324 p78)	1 <sup>st</sup> level only Intelligence 3 Charisma 11	Choose a 0 <sup>th</sup> level spell. You may cast this spell once per day as a 1 <sup>st</sup> level Caster. The DC (if any) is 10 + Charisma modifier.
Moonwarrior [General]	(DR313 p31)	Strength 15 Low-Light Vision racial ability	When in low-light conditions, such as starlight, torchlight, or even a <i>Light</i> spell, you gain a +1 Morale bonus on attack rolls. When in moonlight, you also gain a +1 Morale bonus on damage rolls.
Mutable Body [General]	(RoE p110)	Shagechanger subtype	Transmutation spells cast on you are at +1 Caster level at your option. By spending 2 Action Points, a Transmutation spell cast on you is treated as Empowered or Extended without adjustment to the spell's level or casting time.
Slender [Racial]	(DR324 p78)	1 <sup>st</sup> level only	+1 Racial bonus on Disable Device, Escape Artist, Move Silently, & Tumble checks. Decrease your weight by 10%.
Slow Maturation [Racial]	(DR324 p78)	1 <sup>st</sup> level only Must be younger than Middle Age	It takes you 50% longer than normal for your race to react the next age category.
Stocky [Racial]	(DR324 p78)	1 <sup>st</sup> level only	+4 bonus on ability checks to resist being Bull Rushed or Tripped when standing on the ground. Stacks with a Dwarf's Stability racial ability. Increase your weight by 10%.
Superior Hearing [Racial]	(DR324 p78)	1 <sup>st</sup> level only	+1 bonus on Listen, Perform (keyboard instruments), Perform (percussion instruments), Perform (string instruments), perform (wind instruments), and Perform (sing) checks.
Superior Sense of Smell [Racial]	(DR324 p78)	1 <sup>st</sup> level only	+1 bonus on Craft (alchemy) and Heal checks. +2 bonus on Survival checks.
Superior Taste [Racial]	(DR324 p78)	1 <sup>st</sup> level only	+3 bonus on Spellcraft checks made to identify a Potion. +3 bonus on Fortitude saves to resist the effects of an Ingested Poison.
Superior Touch [Racial]	(DR324 p78)	1 <sup>st</sup> level only	+1 bonus on Disable Device, Open Lock, and Sleight of Hand checks. +2 bonus on Spot checks made to pinpoint the location of an Invisible creature.
Superior Vision [Racial]	(DR324 p78)	1 <sup>st</sup> level only	Gain Low-Light Vision. If you already have Low-Light Vision, you can now see 3x as far as a human (instead of only 2x).

## Birthright Feats

## Native Bloodlines

Native Bloodlines	Source	Prerequisite	Description
Dwarven Ancestry [General]	(DR338 p97)	Dwarf Sorcerer level 1 <sup>st</sup> + Craft a stone masterpiece of unparalleled beauty	You are descended from a line of great Dwarven craftsmen. Add the following to your Sorcerer spell list. You must consume a Known Spell slot to learn each one. 0 <sup>th</sup> : <i>Guidance</i> (PH p238) – +1 on one attack roll, saving throw, or skill check. 1 <sup>st</sup> : <i>Shield of Faith</i> (PH p278) – Aura grants +2 (or higher) deflection bonus. 2 <sup>nd</sup> : <i>Make Whole</i> (PH p252) – Repairs an object. 3 <sup>rd</sup> : <i>Magic Vestment</i> (PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels. 4 <sup>th</sup> : <i>Spike Stones</i> (PH p283) – Creatures in area take 1d8 damage, may be slowed. 5 <sup>th</sup> : <i>Spell Resistance</i> (PH p282) – Subject gains Spell Resistance of 12 + 1 per level. 6 <sup>th</sup> : <i>Stone Tell</i> (PH p284) – Talk to natural or worked stone. 7 <sup>th</sup> : <i>Heroes' Feast</i> (PH p240) – Ford for one creature per level, cures, and grants combat bonuses. 8 <sup>th</sup> : <i>Earthquake</i> (PH p225) – Intense tremor shakes 5' per level radius. 9 <sup>th</sup> : <i>Elemental Swarm</i> (PH p226) – Summons multiple elementals. (earth only)
Orc Descent [General]	(DR338 p97)	Orc Sorcerer 1 <sup>st</sup> + Complete a quest to strengthen your tribe assigned by your Chief or Shaman	You are descended from a line of great Orc heroes. Add the following to your Sorcerer spell list. You must consume a Known Spell slot to learn each one. 0 <sup>th</sup> : <i>Virtue</i> (PH p289) – Subject gains 1 <u>Temporary HP</u> . 1 <sup>st</sup> : <i>Longstrider</i> (PH p249) – Increases your speed. 2 <sup>nd</sup> : <i>Rage</i> (PH p268) – Gives +2 to Str and Con, +1 on Will saves, –2 to AC. 3 <sup>rd</sup> : <i>Good Hope</i> (PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks. 4 <sup>th</sup> : <i>Divine Power</i> (PH p224) – You gain attack bonus, +6 to Str, and 1 hp per level. 5 <sup>th</sup> : <i>Righteous Might</i> (PH p273)(PH3.5e) – Your size increases and you gain combat bonuses. 6 <sup>th</sup> : <i>Harm</i> (PH p239) – Deals 10 hp per level to target. 7 <sup>th</sup> : <i>Destruction</i> (PH p218) – Kills subject and destroys remains. 8 <sup>th</sup> : <i>Earthquake</i> (PH p225) – Intense tremor shakes 5' per level radius. 9 <sup>th</sup> : <i>Storm of Vengeance</i> (PH p285) – Storm rains acid, lightning, and hail.

## Inner Plane Bloodlines

Inner Plane Bloodlines	Source	Prerequisite	Description
Air Bloodline [Bloodline]	(DR311 p34)	Able to cast Impromptu Arcane spells Able to summon a Familiar	You are descended from a creature of air, including an Air Elemental, a Storm Giant, Air Mephit, etc. 1. You cannot learn spells with the [earth] subtype. These spells are removed from your spell list. 2. Add the following to your <u>Known</u> spells: 1. <i>Obscuring Mist</i> 4. <i>Shout</i> 7. <i>Ethereal Jaunt</i> 2. <i>Gust of Wind</i> 5. <i>Telekinesis</i> 8. <i>Summon Monster VII</i> (air subtype only) 3. <i>Wind Wall</i> 6. <i>Control Winds</i> 9. <i>Freedom</i>
Voice of Winds [Bloodline]	(DR311 p40)	Air Bloodline Able to cast 2 <sup>nd</sup> lvl Arcane spells	+2 bonus on Diplomacy & Intimidate checks.
Earth Bloodline [Bloodline]	(DR311 p36)	Able to cast Impromptu Arcane spells Able to summon a Familiar	You are descended from a creature of earth, including an Earth Elemental, a Stone Giant, Gargoyle, etc. 1. You cannot learn spells with the [air] subtype. These spells are removed from your spell list. 2. Add the following to your <u>Known</u> spells: 1. <i>Enlarge Person</i> 4. <i>Stone Shape</i> 7. <i>Statue</i> 2. <i>Shatter</i> 5. <i>Transmute Mud to Rock</i> 8. <i>Iron Body</i> 3. <i>Keen Edge</i> 6. <i>Move Earth</i> 9. <i>Summon Monster IX</i> (earth subtype only)
Friend of the Earth [Bloodline]	(DR311 p40)	Earth Bloodline Able to cast 2 <sup>nd</sup> lvl Arcane spells	+3 Circumstance bonus on Climb & Tumble checks when in contact with stone and/or earth.
Fire Bloodline [Bloodline]	(DR311 p38)	Able to cast Impromptu Arcane spells Able to summon a Familiar	You are descended from a creature of fire, including a Fire Elemental, a Fire Giant, an Azer, etc. 1. You cannot learn spells with the [water] subtype. These spells are removed from your spell list. 2. Add the following to your <u>Known</u> spells: 1. <i>Hypnotism</i> 4. <i>Tongues</i> 7. <i>Summon Monster VII</i> (fire subtype only) 2. <i>Pyrotechnics</i> 5. <i>Fire Shield</i> 8. <i>Delayed Blast Fireball</i> 3. <i>Keen Edge</i> 6. <i>Cloud Kill</i> 9. <i>Meteor Swarm</i>
Fire Feet [Bloodline]	(DR311 p40)	Fire Bloodline Able to cast 2 <sup>nd</sup> lvl Arcane spells	+10' to movement.



Inner Plane Bloodlines	Source	Prerequisite	Description
Water Bloodline [Bloodline]	(DR311 p40)	Able to cast Impromptu Arcane spells Able to summon a Familiar	You are descended from a creature of water, including a Water Elemental, a Triton, etc. 1. You cannot learn spells with the [fire] subtype. These spells are removed from your spell list. 2. Add the following to your <b>Known</b> spells: 1. <i>Expeditious Retreat</i> 4. <i>Quench</i> 7. <i>Control Weather</i> 2. <i>Fog Cloud</i> 5. <i>Transmute Rock to Mud</i> 8. <i>Summon Monster VIII</i> (water subtype only) 3. <i>Water Breathing</i> 6. <i>Otiluke's Freezing Sphere</i> 9. <i>Elemental Swarm</i> (water elementals only)
Waterborn [Bloodline]	(DR311 p40)	Water Bloodline Able to cast 2 <sup>nd</sup> lvl Arcane spells	+4 bonus on Swim checks.
Penumbra Bloodline [Bloodline]	(DR325 p51)	Able to cast Impromptu Arcane spells Able to summon a Familiar	You are descended from a creature of the Ethereal or Shadow Plane. 1. You cannot learn spells with the [light] subtype. These spells are removed from your spell list. 2. Add the following to your <b>Known</b> spells: 1. <i>Obscuring Mist</i> 4. <i>Evard's Black Tentacles</i> 7. <i>Plane Shift</i> 2. <i>Darkness</i> 5. <i>Shadow Evocation</i> 8. <i>Greater Shadow Evocation</i> 3. <i>Nondetection</i> 6. <i>Shadow Walk</i> 9. <i>Etherealness</i>

### Outer Plane Bloodlines

Outer Plane Bloodlines	Source	Prerequisite	Description
Anarchic Bloodline [Bloodline]	(DR325 p48)	Able to cast Impromptu Arcane spells Able to summon a Familiar	You are descended from a Chaotic Outsider, possibly a Demon, an Eladrin, or even a Slaad. 1. You cannot learn spells with the [law] subtype. These spells are removed from your spell list. 2. Add the following to your <b>Known</b> spells: 1. <i>Color Spray</i> 4. <i>Confusion</i> 7. <i>Prismatic Spray</i> 2. <i>Tasha's Hideous Laughter</i> 5. <i>Mind Fog</i> 8. <i>Maze</i> 3. <i>Rage</i> 6. <i>Mislead</i> 9. <i>Weird</i>
Fickle Fate [Bloodline]	(DR325 p49)	Anarchic Bloodline Able to cast 2 <sup>nd</sup> lvl Arcane spells	Improve a single d20 roll with an additional d6. You must declare you are using this ability before rolling either die. Usable 1/day as a Supernatural Action.
Axiomatic Bloodline [Bloodline]	(DR325 p48)	Able to cast Impromptu Arcane spells Able to summon a Familiar	You are descended from a Lawful Outsider, possibly a Devil, an Archon, etc. 1. You cannot learn spells with the [chaos] subtype. These spells are removed from your spell list. 2. Add the following to your <b>Known</b> spells: 1. <i>Detect Chaos</i> 4. <i>Locate Creature</i> 7. <i>Forcecage</i> 2. <i>Locate Object</i> 5. <i>Dismissal</i> 8. <i>Discern Location</i> 3. <i>Magic Circle vs. Chaos</i> 6. <i>True Seeing</i> 9. <i>Dominate Monster</i>
Lawful Disciple [Bloodline]	(DR325 p50)	Axiomatic Bloodline Able to cast 2 <sup>nd</sup> lvl Arcane spells	+2 bonus on Will saves vs. mind-affecting effects.
Celestial Bloodline [Bloodline]	(DR311 p34)	Able to cast Impromptu Arcane spells Able to summon a Familiar	You are descended from a Good Outsider, possibly a Titan, a Deva, an Archon, etc. 1. You cannot learn spells with the [evil] subtype. These spells are removed from your spell list. 2. Add the following to your <b>Known</b> spells: 1. <i>Protection from Evil</i> 4. <i>Rainbow Pattern</i> 7. <i>Sequester</i> 2. <i>Daylight</i> 5. <i>Dismissal</i> 8. <i>Sunburst</i> 3. <i>Magic Circle against Evil</i> 6. <i>Guards and Wards</i> 9. <i>Summon Monster IX</i> (good subtype only)
Celestial Light [Bloodline]	(DR311 p35)	Celestial Bloodline Able to cast 2 <sup>nd</sup> lvl Arcane spells	<i>Light</i> , 5 times per day as a Spell-like ability.
Celestial Sorcerer Heritage [Heritage]	(PH2 p90)	Sorcerer 1 <sup>st</sup>	You are descended from a Good Outsider, possibly a Titan, a Deva, an Archon, etc. 1. Gain <i>Protection from Evil</i> as a bonus 1 <sup>st</sup> level Known spell. 2. Receive a bonus on saves vs. Electricity & Petrification equal to the number of 'Celestial Sorcerer Heritage' feats you possess.
Celestial Sorcerer Aura [Heritage]	(PH2 p90)	Sorcerer 1 <sup>st</sup> Celestial Sorcerer Heritage	'Aura of Menace' – by sacrificing a spell slot, all enemies in a 20' radius <b>Burst</b> around you receive a –2 penalty on attacks, saves, skill checks & ability checks until they damage you, up to 24 hours (WillNeg, DC = 10 + level of sacrificed spell + Charisma modifier). A creature that breaks your Aura of Menace cannot be affected by it again for 24 hours. This Supernatural ability is activated as a Standard Action.
Celestial Sorcerer Lance [Heritage]	(PH2 p90)	Sorcerer 1 <sup>st</sup> Celestial Sorcerer Heritage	By sacrificing a spell slot as a Standard Action, generate a 60' long <b>Line</b> that does (1d8 per level of sacrificed spell) to Evil creatures only (Ref½, DC = 10 + level of sacrificed spell + Charisma modifier).
Celestial Sorcerer Lore [Heritage]	(PH2 p90)	Sorcerer 1 <sup>st</sup> Celestial Sorcerer Heritage any 2 other Celestial Sorcerer feats	Add the following to your <b>Known</b> Sorcerer spells at the indicated level: 3. <i>Tongues</i> 5. <i>Teleport</i> 5. <i>Magic Circle against Evil</i>
Celestial Sorcerer Wings [Heritage]	(PH2 p91)	Sorcerer 1 <sup>st</sup> Celestial Sorcerer Heritage	By sacrificing a spell slot as a Standard Action, gain a Fly speed of (2 x land speed) with Good maneuverability. Lasts 1 round per level of sacrificed spell.

Outer Plane Bloodlines	Source	Prerequisite	Description
Fiendish Bloodline [Bloodline]	(DR311 p37)	Able to cast Impromptu Arcane spells Able to summon a Familiar	You are descended from an Evil Outsider, possibly a Demon, a Devil, etc. 1. You cannot learn spells with the [good] subtype. These spells are removed from your spell list. 2. Add the following to your <b>Known</b> spells: 1. <i>Protection from Good</i> 4. <i>Bestow Curse</i> 7. <i>Insanity</i> 2. <i>Darkness</i> 5. <i>Nightmare</i> 8. <i>Maze</i> 3. <i>Sepia Snake Sigil</i> 6. <i>Mislead</i> 9. <i>Imprisonment</i>
Infernal Sorcerer Heritage [Heritage]	(PH2 p91)	Sorcerer 1 <sup>st</sup>	You are descended from an Evil Outsider, possibly a Demon, a Devil, etc. 1. Cast Conjunction (summoning) spells at +2 Caster level when summoning Evil Outsiders. 2. Receive a bonus on saves vs. Fire & Poison equal to the number of 'Infernal Sorcerer Heritage' feats you possess.
Infernal Sorcerer Eyes [Heritage]	(PH2 p91)	Sorcerer 1 <sup>st</sup> Infernal Sorcerer Heritage	By sacrificing a spell slot as a Swift Action, gain the ability to see through natural & magical darkness, out to the limit of your sight. Lasts 10 minutes per level of sacrificed spell.
Infernal Sorcerer Howl [Heritage]	(PH2 p91)	Sorcerer 1 <sup>st</sup> Infernal Sorcerer Heritage	By sacrificing a spell slot as a Standard Action, generate a 30' long Cone that does (2d6 per level of sacrificed spell) Sonic damage (Fort½, DC = 10 + level of sacrificed spell + Charisma modifier).
Infernal Sorcerer Resistance [Heritage]	(PH2 p91)	Sorcerer 1 <sup>st</sup> Infernal Sorcerer Heritage	Receive Acid & Cold Resistance equal to the number of 'Infernal Sorcerer Heritage' feats you possess.

### Other Hereditary Bloodlines

Other Hereditary Bloodlines	Source	Prerequisite	Description
Aquatic Fey Bloodline [Bloodline]	(DR335 p93)	Able to cast Impromptu Arcane spells Able to summon a Familiar	You are descended from a Siren, Selkie, Kelpie, etc. 1. You cannot learn spells from the Conjunction (creation) or Conjunction (healing) subschools. These spells are removed from your spell list. 2. Add the following to your <b>Known</b> spells: 1. <i>Charm Person</i> 4. <i>Charm Monster</i> 7. <i>Control Weather</i> 2. <i>Alter Self</i> 5. <i>Mind Fog</i> 8. <i>Horrid Wilting</i> 3. <i>Water Breathing</i> 6. <i>Control Water</i> 9. <i>Shapechanger</i>
Fey Prescience [Bloodline]	(DR335 p93)	Aquatic Fey Bloodline Able to cast 5 <sup>th</sup> lvl Arcane spells	<i>Divination</i> , 1 time per day as a Spell-like ability. Only usable on a stormy night. Caster level is your Arcane Caster level.
Draconic Bloodline [Bloodline]	(DR311 p35)	Able to cast Impromptu Arcane spells Able to summon a Familiar	You are descended from a Dragon. 1. You cannot learn spells with a subtype specified when this feat is taken. Typically the subtype is the antithesis of the dragon from which you are descended (i.e., someone of a White Dragon Bloodline could not cast [fire] spells). These spells are removed from your spell list. 2. Add the following to your <b>Known</b> spells: 1. <i>Comprehend Languages</i> 4. <i>Fear</i> 7. <i>Vision</i> 2. <i>Darkvision</i> 5. <i>Mind Fog</i> 8. <i>Mind Blank</i> 3. <i>Protection from Elements</i> 6. <i>True Seeing</i> 9. <i>Dominate Monster</i>
Dragon Sight [Bloodline]	(DR311 p36)	Draconic Bloodline Able to cast 2 <sup>nd</sup> lvl Arcane spells	<i>Detect Magic</i> , 3 times per day as a Spell-like ability.
Fey Bloodline [Bloodline]	(DR311 p36)	Able to cast Impromptu Arcane spells Able to summon a Familiar	You are descended from a Fey creature, including a Dryad, Grig, Pixie, etc. 1. You cannot learn spells that create or control undead. These spells are removed from your spell list. 2. Add the following to your <b>Known</b> spells: 1. <i>Detect Secret Doors</i> 4. <i>Hallucinatory Terrain</i> 7. <i>Sequester</i> 2. <i>Glitterdust</i> 5. <i>Seeming</i> 8. <i>Otto's Irresistible Dance</i> 3. <i>Tongues</i> 6. <i>Mislead</i> 9. <i>Wail of the Banshee</i>
Fey's Fate [Bloodline]	(DR311 p36)	Fey Bloodline Able to cast 2 <sup>nd</sup> lvl Arcane spells	+1 bonus on all Saving Throws.
Necromatic Bloodline [Bloodline]	(DR325 p50)	Able to cast Impromptu Arcane spells Able to summon a Familiar	There was an Undead in your family line. 1. You cannot learn spells from the Conj(healing) subschool. These spells are removed from your spell list. 2. Add the following to your <b>Known</b> spells: 1. <i>Cause Fear</i> 4. <i>Contagion</i> 7. <i>Control Undead</i> 2. <i>Ghoul Touch</i> 5. <i>Dominate Person</i> 8. <i>Trap the Soul</i> 3. <i>Vampiric Touch</i> 6. <i>Eyebite</i> 9. <i>Wail of the Banshee</i>
Grave Friend [Bloodline]	(DR325 p49)	Necromatic Bloodline Able to cast 3 <sup>rd</sup> lvl Arcane spells	+2 bonus on saves to resist the extraordinary and supernatural abilities of Undead.

Other Hereditary Bloodlines	Source	Prerequisite	Description
Plant Bloodline [Bloodline]	(DR325 p51)	Able to cast Impromptu Arcane spells Able to summon a Familiar	You are descended from a Plant Creature. 1. You cannot learn spells with the [death] subtype. These spells are removed from your spell list. 2. Add the following to your <b>Known</b> spells: 1. <i>Endure Elements</i> 4. <i>Minor Creation</i> 7. <i>Control Weather</i> 2. <i>False Life</i> 5. <i>Transmute Rock to Mud</i> 8. <i>Control Plants</i> 3. <i>Water Breathing</i> 6. <i>Control Water</i> 9. <i>Imprisonment</i>
Green Heart [Bloodline]	(DR325 p49)	Plant Bloodline Able to cast 2 <sup>nd</sup> lvl Arcane spells	+2 bonus on saves to resist poisons & diseases.
Voice of the Green [Bloodline]	(DR325 p52)	Plant Bloodline Able to cast 5 <sup>th</sup> lvl Arcane spells	<i>Speak with Plants</i> , 1/day as a spell-like ability. Caster level equals your Arcane Caster level.

### Bloodlines Due to Experiments

Bloodlines Due to Experiments	Source	Prerequisite	Description
Illithid Bloodline [Bloodline]	(DR325 p49)	Able to cast Impromptu Arcane spells Able to summon a Familiar	You were part of an Illithid experiment. 1. You cannot learn spells that change a creature's size or shape. These spells are removed from your spell list. 2. Add the following to your <b>Known</b> spells: 1. <i>Hypnotism</i> 4. <i>Confusion</i> 7. <i>Insanity</i> 2. <i>Detect Thoughts</i> 5. <i>Feeblemind</i> 8. <i>Mind Blank</i> 3. <i>Suggestion</i> 6. <i>Mass Suggestion</i> 9. <i>Dominate Monster</i>
Mind Weapon [Bloodline]	(DR325 p50)	Illithid Bloodline Able to cast 2 <sup>nd</sup> lvl Arcane spells	<i>Daze</i> , 3/day as a spell-like ability. Caster level equals your Arcane Caster level.
Serpent Bloodline [Bloodline]	(DR325 p51)	Able to cast Impromptu Arcane spells Able to summon a Familiar	You were part of a Yuan-Ti experiment. 1. You cannot learn spells that allow you to fly or levitate. These spells are removed from your spell list. 2. Add the following to your <b>Known</b> spells: 1. <i>Cause Fear</i> 4. <i>Phantasmal Killer</i> 7. <i>Power Word Blind</i> 2. <i>Hypnotic Pattern</i> 5. <i>Dominate Person</i> 8. <i>Power Word Stun</i> 3. <i>Sepia Snake Sigil</i> 6. <i>Repulsion</i> 9. <i>Power Word Kill</i>
Venomless [Bloodline]	(DR325 p50)	Serpent Bloodline Able to cast 5 <sup>th</sup> lvl Arcane spells	<i>Neutralize Poison</i> , 1/day as a spell-like ability. Caster level equals your Arcane Caster level.

### Feats for any Bloodline

Feats for any Bloodline	Source	Prerequisite	Description
Arcane Kinship [Bloodline]	(DR311 p34)	Any [Bloodline] feat Able to cast 3 <sup>rd</sup> lvl Arcane spells	+4 bonus on Diplomacy & Gather Information checks with creatures that share your heritage.
Familiarity [Bloodline]	(DR325 p49)	Any [Bloodline] feat Able to cast 3 <sup>rd</sup> lvl Arcane spells	Your familiar gains abilities as if your Arcane Caster level was +2.
Kin Mastery [Bloodline]	(DR311 p40)	Any [Bloodline] feat Able to cast 3 <sup>rd</sup> lvl Arcane spells	When you take this Feat, you choose either to Turn / Destroy or Rebuke / Command creature of the same heritage as yourself. This is the same as a Cleric whose level is ½ your Arcane caster level. Usable 1/day. You may take this feat multiple times. Each grants you another use per day.
Power in the Blood [Bloodline]	(DR311 p40)	Any [Bloodline] feat Able to cast 3 <sup>rd</sup> lvl Arcane spells	You can cast one extra spell per day, but it must be a spell from your Bloodline list.

### Draconic Heritage Feats

Draconic Heritage	Source	Prerequisite	Description																																				
Draconic Heritage [Draconic]	(CArc p77)	Sorcerer level 1 <sup>st</sup>	Choose one of the following types of Dragons. 1. Gain the listed skill as an in-class skill. 2. You receive a +1 bonus per Draconic feat on save vs. <i>Sleep</i> , Paralysis, & spells of the listed Energy Type. <table border="1"> <thead> <tr> <th>Dragon</th> <th>Energy Type</th> <th>Skill</th> <th>Dragon</th> <th>Energy Type</th> <th>Skill</th> </tr> </thead> <tbody> <tr> <td>Black</td> <td>Acid</td> <td>Hide</td> <td>Brass</td> <td>Fire</td> <td>Gather Info.</td> </tr> <tr> <td>Blue</td> <td>Electricity</td> <td>Listen</td> <td>Bronze</td> <td>Electricity</td> <td>Survival</td> </tr> <tr> <td>Green</td> <td>Acid</td> <td>Move Silently</td> <td>Copper</td> <td>Acid</td> <td>Hide</td> </tr> <tr> <td>Red</td> <td>Fire</td> <td>Intimidate</td> <td>Gold</td> <td>Fire</td> <td>Heal</td> </tr> <tr> <td>White</td> <td>Cold</td> <td>Balance</td> <td>Silver</td> <td>Cold</td> <td>Disguise</td> </tr> </tbody> </table>	Dragon	Energy Type	Skill	Dragon	Energy Type	Skill	Black	Acid	Hide	Brass	Fire	Gather Info.	Blue	Electricity	Listen	Bronze	Electricity	Survival	Green	Acid	Move Silently	Copper	Acid	Hide	Red	Fire	Intimidate	Gold	Fire	Heal	White	Cold	Balance	Silver	Cold	Disguise
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Draconic Breath [Draconic]	(CArc p77)	Draconic Heritage	As a Standard Action, you may convert one of your spells into a Supernatural breath weapon that does 2d6 damage per level of the spell expended. The Energy Type of the damage is determined by your Draconic Heritage. If the damage is Fire or Cold, the breath weapon is a 30' Cone. If it is Acid or Electricity, it is a 60' Line. Subjects are allowed a Reflex save for half damage (DC = 10 + spell level expended + your Charisma modifier).																																				
Draconic Claw [Draconic]	(CArc p77)	Draconic Heritage	Gain a Natural Claw attack that does 1d6 damage if you are Medium (1d4 if you are Small). Any round that you cast a Standard Action spell, you may make a single claw attack as a <u>Swift Action</u> against a foe that you threaten.																																				
Draconic Flight [Draconic]	(CArc p77)	Draconic Heritage	Any round that you cast a Standard Action Arcane spell, you gain a Fly speed of 10' per level of the spell just cast for the remainder of your turn.																																				
Draconic Power [Draconic]	(CArc p78)	Draconic Heritage	Any Arcane spell you cast that has the same Energy Type as your Draconic Heritage (even if it is because of applying the feat Energy Substitution) is cast at +1 Caster level and has a +1 bonus to DC.																																				
Draconic Presence [Draconic]	(CArc p78)	Draconic Heritage	When you cast an Arcane spell, all opponents within 10' are Shaken for a number of rounds equal to the cast spell's level (WillNeg, DC = 10 + spell level + Charisma modifier). If the save is successful, that opponent is immune to your Draconic Presence for 24 hours. This ability does not effect Dragons, creatures with more HD than you, or creatures with Intelligence up to 3.																																				
Draconic Resistance [Draconic]	(CArc p78)	Draconic Heritage	Gain Energy Resistance to the Energy Type of your Draconic Heritage equal to 3 * your total number of Draconic feats.																																				
Draconic Skin [Draconic]	(CArc p78)	Draconic Heritage	Your Natural Armor bonus to AC increases by +1.																																				
Draconic Legacy [Draconic]	(CArc p78)	any four Draconic Feats	The following spells are added to your Known Spell list at the listed level. If you already have the listed spell, you may choose another from the Sorcerer list as a replacement. <table border="1"> <thead> <tr> <th>Dragon</th> <th>Spells</th> </tr> </thead> <tbody> <tr> <td>Black</td> <td><i>Charm Animal</i> (snakes and lizards only), <i>Deeper Darkness</i>, <i>Insect Plague</i>.</td> </tr> <tr> <td>Blue</td> <td><i>Major Image</i>, <i>Mirage Arcane</i>, <i>Ventriloquism</i>.</td> </tr> <tr> <td>Green</td> <td><i>Charm Person</i>, <i>Dominate Person</i>, <i>Plant Growth</i>.</td> </tr> <tr> <td>Red</td> <td><i>Detect Secret Doors</i>, <i>Suggestion</i>, <i>True Seeing</i>.</td> </tr> <tr> <td>White</td> <td><i>Obscuring Mist</i>, <i>Sleep Storm</i>, <i>Wall of Ice</i> (5<sup>th</sup> level)</td> </tr> <tr> <td>Brass</td> <td><i>Control Winds</i>, <i>Endure Elements</i>, <i>Tongues</i></td> </tr> <tr> <td>Bronze</td> <td><i>Control Water</i> (5<sup>th</sup> level), <i>Speak with Animals</i>, <i>Water Breathing</i></td> </tr> <tr> <td>Copper</td> <td><i>Silent Image</i>, <i>Stone Shape</i>, <i>Wall of Stone</i></td> </tr> <tr> <td>Gold</td> <td><i>Bless</i>, <i>Daylight</i>, <i>Dispel Evil</i>.</td> </tr> <tr> <td>Silver</td> <td><i>Air Walk</i> (5<sup>th</sup> level), <i>Feather Fall</i>, <i>Wind Wall</i>.</td> </tr> </tbody> </table>	Dragon	Spells	Black	<i>Charm Animal</i> (snakes and lizards only), <i>Deeper Darkness</i> , <i>Insect Plague</i> .	Blue	<i>Major Image</i> , <i>Mirage Arcane</i> , <i>Ventriloquism</i> .	Green	<i>Charm Person</i> , <i>Dominate Person</i> , <i>Plant Growth</i> .	Red	<i>Detect Secret Doors</i> , <i>Suggestion</i> , <i>True Seeing</i> .	White	<i>Obscuring Mist</i> , <i>Sleep Storm</i> , <i>Wall of Ice</i> (5 <sup>th</sup> level)	Brass	<i>Control Winds</i> , <i>Endure Elements</i> , <i>Tongues</i>	Bronze	<i>Control Water</i> (5 <sup>th</sup> level), <i>Speak with Animals</i> , <i>Water Breathing</i>	Copper	<i>Silent Image</i> , <i>Stone Shape</i> , <i>Wall of Stone</i>	Gold	<i>Bless</i> , <i>Daylight</i> , <i>Dispel Evil</i> .	Silver	<i>Air Walk</i> (5 <sup>th</sup> level), <i>Feather Fall</i> , <i>Wind Wall</i> .														
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### Abyss-Related Feats

Abyss-Related Feats	Source	Prerequisite	Description
Blood of the Witch Queen [General]	(DR359 p62)	Charisma 13	You have the blood of the Archmage Iggwilv running in your veins. Receive a +2 Circumstance bonus on all Charisma-based checks opposed by Demons (such as with <i>Planar Ally</i> ). Receive a +2 Circumstance bonus on Will saves vs. effects directed at you by a Demon.
Mark of Lemoriax [General]	(DR359 p64)	Chaotic Evil Outsider Thrall to Demon Base Fortitude Save +8	Bound to the Abyss Plane of Lemoriax, under the rulership of Demogorgon. +4 bonus on Bluff & Diplomacy checks vs. denizens of the Gaping Maw. -4 penalty on Bluff & Diplomacy checks vs. denizens of other Abyssal Layers. +4 bonus on all Intimidate checks. You can breath water and air. Natural Armor improves by +1.
Spawn of the Dark Prince [Abyssal Heritor]	(DR359 p61)	Charisma 15	You have the blood of Demon Prince Graz'zt running in your veins. Receive a +10 bonus on Bluff checks to convince others you are telling the truth. Activated as a Full Round Action. Lasts for (Charisma modifier) minutes. You have a -2 penalty on all Spot checks.

## Feats related to Time of Birth

Time of Birth Feats	Source	Prerequisite	Description
Born under a High Sun [Birth]	(DR340 p48)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Intimidate checks. +2 bonus on saves vs. Fire effects. +1 bonus on all other Fortitude saves.
Born under a Rising Sun [Birth]	(DR340 p48)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Heal checks. +2 bonus on Will saves vs. Fear. +1 bonus on all other Will saves.
Born under a Setting Sun [Birth]	(DR340 p48)	1 <sup>st</sup> level only May not have another [Birth] feat	Concentration is always an in-class skill for you. +1 bonus on any two Knowledge skills.
Born under the Crescent Moon [Birth]	(DR340 p56)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Sense Motive & Spot checks. <i>Detect Thoughts</i> , 1/day as a Spell-like Ability. DC is Charisma-based. Caster level is your Character level.
Born under the Full Moon [Birth]	(DR340 p57)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Intimidate & Use Magical Device checks. <i>Command</i> , 1/day as a Spell-like Ability. DC is Charisma-based. Caster level is your Character level.
Born under the Gibbous Moon [Birth]	(DR340 p57)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Bluff & Gather Information checks. <i>Calm Animals</i> , 1/day as a Spell-like Ability. DC is Charisma-based. Caster level is your Character level.
Born under the Half Moon [Birth]	(DR340 p56)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Balance & Concentration checks. <i>Expeditious Retreat</i> , 1/day as a Spell-like Ability. Caster level is your Character level.
Born under the New Moon [Birth]	(DR340 p56)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Hide & Sleight of Hand checks. <i>Disguise Self</i> , 1/day as a Spell-like Ability. Caster level is your Character level.
Secrets of Dusk [General]	(DR340 p48)	Character level 6 <sup>th</sup> Born under a Setting Sun Skill Focus (any Knowledge)	You may 'Take 10' on Concentration checks at any time. You may 'Take 20' with a Knowledge skill that you have Skill Focus with, usable 1/day.
Spirit of Dawn [General]	(DR340 p48)	Character level 6 <sup>th</sup> Born under a Rising Sun Diplomacy: 2 ranks	+4 bonus on Will saves vs. Fear (supersedes the bonus from Feat: <i>Born under a Rising Sun</i> ). You may encourage all allies that can hear & understand you. Each ally (and yourself) receives a +2 Moral bonus on Will saves for Charisma modifier rounds. This is a Swift Action, usable 1/day.
Vengeance of Noon [General]	(DR340 p48)	Character level 6 <sup>th</sup> Born under a High Sun Power Attack	+4 bonus on saves vs. Fire effects (supersedes the bonus from Feat: <i>Born under a High Sun</i> ). One of your weapons gains the 'Flaming' weapon quality (doing +1d6 Fire damage) for Charisma modifier rounds. This is a Swift Action, usable 1/day.

## Feats with a Skill Prerequisite

Appraise

Require Appraise	Source	Prerequisite	Description
Appraise Magic Value [General]	(CAAdv p103)	Appraise: 5 ranks Know (arcana): 5 ranks Spellcraft: 5 ranks	If you know an item is magical, you may spend 8 hours and 25 gp in special materials to make an Appraise check (DC 10 + item's caster level) to determine its exact properties.
Chronicle [General]	(DR347 p89)	Intelligence 13 Able to cast Arcane spells Appraise: 4 rank	+1 bonus on Appraise checks. By succeeding on an Appraise check vs. DC 20, you may determine a non-magical object's age. If old enough, you can bring it to a museum, university, etc. to improve your standing –or– to sell it for extra.
Relic Hunter [General]	(RoE p111)	Appraise: 1 rank Know (history): 1 rank	Gain a +5 bonus on Appraise, Knowledge, and Bardic Knowledge check involving items from the Dharaani Empire or from ancient Xen'drik.

Balance

Requires Balance	Source	Prerequisite	Description
Lightfeet [General]	(RotW p151)	Elf Dexterity 13 Balance: 2 ranks Move Silently: 2 ranks	1. When making a Move Silently check while moving through 'noisy' or 'very noisy' terrain, you do not receive a terrain penalty. 2. The DC to track you is at +5 (or +10 if you are moving at ½ speed to cover your trail).
Combat Acrobat [General, Fighter]	(PH2 p76)	Balance: 9 ranks Tumble: 2 ranks	<u>Acrobatic Recovery</u> – make a Balance check vs. DC 20 to avoid being knocked Prone. <u>Sure Footed Maneuver</u> – make a Balance check vs. DC 15 to treat up to 4 squares of Difficult Terrain as normal terrain with regards to movement.
Roofwalker [Tactical]	(RoD p156)	Dodge Mobility Balance: 5 ranks Jump: 5 ranks	You may use the following 3 tactical maneuvers: <u>Fleet of Feet</u> – You can walk across a precarious surface at full speed without a penalty on your Balance check. <u>Graceful Drop</u> – If you intentionally jump from a height, you take less damage than if you had fallen. On a successful Jump check, you take falling damage as if you had dropped 20' fewer. <u>Master of the Roof</u> – Gain a +1 Dodge bonus to AC against any opponent at a different elevation than you.
Ship Savvy [Racial]	(RoE p112)	Gnome from Zilargo Balance: 5 ranks Profession (sailor) –or– Profession (shipwright): 3 ranks	While aboard a sea or air ship, gain a +1 bonus to AC and on attack rolls.

Bluff

Requires Bluff	Source	Prerequisite	Description
Combat Panache [Tactical, Fighter]	(PH2 p93)	Bluff: 8 ranks Intimidate: 8 ranks Perform: 8 ranks	You may use the following 3 tactical maneuvers: <b>Fortuitous Tumble</b> – On the round after being struck by an opponent in melee, you may make an opposed Bluff vs. Sense Motive check as a Move Action against the opponent. If successful, you may use an Immediate Action at the start of the opponent's next round to designate a different creature he/she threatens as the target of his/her next melee attack (even if is the opponent's ally). <b>Play Dead</b> – As an Immediate Action after taking at least 10 hp of damage from a single hit, you may "play dead" by making a successful Bluff vs. Sense Motive check. If successful, you may later rise without generating an Attack of Opportunity against that foe, who also loses his/her Dexterity bonus to AC against your next attack. Only usable once per encounter. <b>Sneering Glower</b> – On the round after you do at least 1 hp of damage to an opponent, you may make an Intimidate check as a Move Action to inflict a (Charisma modifier) penalty on the opponent's attack rolls against you for the remainder of the encounter (unless you use this ability on another foe). Creatures that are Mindless or Immune to Fear effects are immune to this ability.
Disturbing Visage [Changeling, Tactical]	(RoE p117)	Changeling Quick Change Bluff: 6 ranks	You may use the following 3 tactical maneuvers (a given creature can only be effected once by each in a 24 hour period & creature immune to mind-affecting spell & effects are immune): <b>Cringe</b> – Appear weak by using your Minor Change Shape racial ability, taking a Total Defense Action, and then making a Bluff check (as a Free Action). Any foe that attacks you from the end of your turn until the beginning of your next turn must make a Sense Motives check opposed by your Bluff check. If an opponent fails, he/she receives a –5 penalty on weapon damage (min 1hp) against you for 1 minute. <b>Taunt</b> – Appear mocking by using your Minor Change Shape racial ability to mimic a Humanoid, Monstrous Humanoid, or a Giant who is within 10' & who missed you with a melee or ranged attack on the previous round. Make a Bluff check as a Free Action opposed by the target creature's Sense Motive's check. If you win the check, your target receives a –2 penalty on attack rolls against you for 1 minute. <b>Unnerve</b> – Appear hideous by using your Minor Change Shape racial ability after hitting an opponent in melee, then making a Bluff check (as a Free Action). If your opponent's Sense Motive check does not beat your Bluff check, it receives a –2 penalty to AC for 1 minute.
Fade into Violence [General]	(PH2 p79)	Bluff: 6 ranks Hide: 6 ranks	Choose an opponent as an Immediate Action. For the current encounter, if that opponent is threatening you and an ally of yours, you may make a Bluff check opposed by your opponent's Sense Motive check to make your opponent attack your ally (+4 bonus on your Bluff check if your opponent is a larger size category than you). You may only use this ability if you are wearing light armor or no armor, have nothing in your hands, have made no attacks, & have targeted no enemies with spells. Once you void any of these conditions, your opponent sees you as a threat and can attack you normally.
Improved Diversion [General, Fighter]	(CAAdv p110)	Bluff: 4 ranks	You can use Bluff to create a diversion as a Move Action. You gain a +4 bonus when doing so.
Pack Feint [General]	(DR313 p31)	Dexterity 13 Wisdom 13 Base Attack Bonus +3 Bluff: 3 ranks	When you successfully use Bluff to 'Feint in Combat', the target loses its Dexterity bonus to AC for your next attack and the next attack of any allies adjacent to the foe when you made your Bluff check. To benefit from this Feat, each ally's next attack and your next attack must be made on or before your next turn.
Tumbling Feint [General, Fighter]	(PH2 p84)	Bluff: 4 ranks Tumble: 4 ranks	Designate an opponent at the start of your turn as a Swift Action. If you avoid provoking an Attack of Opportunity against this opponent by using your Tumble skill, you receive a +5 bonus on a Bluff check to Feint in Combat against that opponent on your next turn.
Wanderer's Diplomacy [General]	(PH2 p85)	Halfling –or– Bluff: 4 ranks Diplomacy: 4 ranks Sense Motive: 4 ranks	Gain the following abilities: <b>Canny Merchant</b> – you can make a Diplomacy check to locate a desired object that is normally too expensive for the current settlement to sell. You must still purchase the object after locating it. The DC of the check is 10 + ((item's gp cost – settlement's gp limit) / 1000). <b>Intuitive Communication</b> – you may communicate in a simple way with a creature whose language you do not share by spending 1 minute interacting with it and then making a Sense Motive check vs. DC 20 if you and the creature are of the same type, otherwise DC 30. <b>Social Agility</b> – you may temporarily change a creature's Attitude towards you by using Bluff (instead of Diplomacy as usual). The attempt takes a Standard Action and its DC is the same as changing an Attitude with Diplomacy. You may not use this ability on a creature with the Attitude of 'Hostile'. If successful, the effect lasts for 1 minute, after which the creature's Attitude becomes one category worse than it started for 10 minutes.

Climb

Requires Climb	Source	Prerequisite	Description
Agile Athlete [General]	(RotW p148)	Climb: 1 rank Jump: 1 rank	When making Climb and Jump checks, add your Dexterity modifier instead of your Strength modifier.
Brachiation [General, Scout]	(CAAdv p106) (CAAdv p10)+	Climb: 4 ranks Jump: 4 ranks	You can move through medium and dense forest area at your normal land speed. You must be at least 20' from the ground to use this ability.
Steady Mountaineer [General]	(RoS p144)	Climb: 8 ranks Jump: 8 ranks –or– Goliath	You can always 'Take 10' on Climb checks.

Concentration

Requires Concentration	Source	Prerequisite	Description
Battle Casting [General]	(RotW p148)	Dexterity 13 Combat Casting Concentration: 5 ranks	When casting a spell, gain a +2 Dodge bonus to AC until the beginning of your next turn. You cannot make Attacks of Opportunity when claiming the Dodge bonus from this feat.
Chant of Fortitude [General]	(CAAdv p113)	Bardic Music class ability Concentration: 8 ranks Perform: 9 ranks	As an Immediate Action, use your Bardic Music to give all allies (and yourself) the Diehard feat for one round.
Defensive Metered Foot [General]	(DR337 p97)	Concentration: 6 ranks Improved Unarmed Strike	Choose an opponent as a Free Action. Each time this opponent misses you consecutively, you gain a cumulative +1 Dodge bonus to AC (max +5). If this opponent hits you, the bonus is lost. If this opponent misses you again, the count restarts at +1. This feat only applies on one opponent at a time.
Extraordinary Concentration [General]	(CAAdv p109)	Concentration: 10 ranks	You may maintain Concentration on a spell as a Move Action (DC 25 + spell level). If you beat the DC by 10 or more, you can maintain concentration as a Swift Action. If you fail your check, you lose concentration.
Focused Mind [General]	(RotW p151)	Elf Concentration: 2 ranks	When you 'Take 10' or 'Take 20' on an Intelligence check or an Intelligence-based skill check, you gain a +2 bonus on the check.
Focused Performance [Bardic Music]	(DR338 p89)	Bardic Music class ability Focused Performer Concentration: 1 rank Perform: 6 ranks	By spending one (or more) daily use of Bardic Music and making the indicated Perform check, you may modify your Bardic Music in any of the following ways (though only one for a given use of Bardic Music): <u>Accompaniment</u> – spend 3 uses to perform two Bardic Music abilities simultaneously. Each round you must make a Perform check vs. DC (20 + highest Perform ranks required) or both abilities end immediately. You may end one of the Bardic Music abilities at any time and continue the other without requiring any more Perform checks. Usable with all Bardic Music. <u>Dramatic Pause</u> – spend 2 uses to stop an ongoing Bardic Music ability for 1 round (in order to cast a spell, attack, etc.) and then resume it as if you had not stopped. Requires a Perform check vs. DC (20 + Perform ranks required). Usable with Fascinate, Inspire Courage, Inspire Greatness, and Inspire Heroics. <u>Harmony</u> – spend 1 uses to make a Bardic Music that normally affects one target instead affect two. Requires a Perform check vs. DC (20 + Perform ranks required). Usable with Inspire Competence, Suggestion, and Song of Freedom. <u>Individual Performance</u> – spend 1 use to make a Bardic Music that normally affects multiple targets instead only affect one (cannot be you). This target receives 2x the normal bonuses / penalties. Requires a Perform check vs. DC (15 + Perform ranks required). Usable with Fascinate, Inspire Courage, Inspire Greatness, and Inspire Heroics. <u>Projection</u> – spend 1 use to make a Bardic Music have 2x the normal area of effect. Requires a Perform check vs. DC (10 + Perform ranks required). Usable with Countersong, Fascinate, Inspire Competence, Inspire Greatness, Inspire Heroics, and Song of Freedom. <u>Rhythm</u> – spend 1 use to make a Bardic Music that you have been performing for at least 3 round last two extra rounds after you stop performing. Requires a Perform check vs. DC (10 + Perform ranks required). Usable with Fascinate, Inspire Competence, Inspire Courage, Inspire Greatness, and Inspire Heroics. <u>Riveting Performance</u> – spend 1 use to make a Bardic Music affect all target in range that can hear you, even if they cannot see you. Requires a Perform check vs. DC (15 + Perform ranks required). Usable with Fascinate and Inspire Competence.
Focused Performer [Bardic Music]	(DR338 p89)	Bardic Music class ability Concentration: 1 rank Perform: 4 ranks	You may make a Perform check in place of a Concentration check to maintain an Arcane spell with a Verbal component (not applicable to a spell with the Silent Spell metamagic applied to it).
Ironskin Chant [General]	(CAAdv p113)	Bardic Music class ability Concentration: 12 ranks Perform: 12 ranks	As a Swift Action, use your Bardic Music to provide Damage Reduction 5 / — to yourself or one ally within 30' who can hear you. Lasts until the start of your next turn.
Lyric Spell [General]	(CAAdv p113)	Bardic Music class ability Concentration: 12 ranks Ability to cast 2nd level Spontaneous Arcane spells	As a Standard Action, you may cast one of your available Spontaneous Arcane Spells by expending (1 + spell level) uses of Bardic Music. You cannot use this feat to cast a spell with the Silent Spell metamagic feat applied to it.
Magic of the Land [General]	(RotW p152)	Caster level 1 <sup>st</sup> Concentration: 5 ranks Know (nature): 5 ranks Spellcraft: 5 ranks	When casting a spell in a 'natural setting' (i.e., one without buildings and/or a community (unworked underground areas count)), you can imbue some of your spells with healing. Make a Know (nature) check vs. DC (15 + spell level) as a Free Action when casting a spell that has a 'target' entry. If the check succeeds, each target of the spell receives 2hp per spell level of Positive Energy, which heal living creatures and damages Undead (WillNeg). If the check fails, the spell is lost. This effect cannot be applies to Necromancy spells or spells with an alignment descriptor.
Mobile Spellcasting [General]	(CAAdv p111)	Concentration: 8 ranks	You can make a special Concentration check (DC 20 + spell level) to cast a spell and move as one Standard Action. You can't use this ability to cast spells that normally take longer than a Standard Action to cast. If you fail the check, you lose the spell. You may combine the effect of this feat with casting on the defensive, by raising the DC by 5.
Offensive Metered Foot [General]	(DR337 p97)	Concentration: 6 ranks Improved Unarmed Strike	Choose an opponent as a Free Action. Each time you hit this opponent consecutively, you gain a cumulative +1 Insight bonus on attacks against that opponent (max +5). If you miss this opponent, the bonus is lost. If you hit this opponent again, the count restarts at +1. This feat only applies on one opponent at a time.



Requires Concentration	Source	Prerequisite	Description
Rage Casting [General]	(DR310 p30)	Ability to Rage or Frenzy Able to cast 1st lvl spells Combat Casting Quicken Spell Concentration: 5 ranks	While Raging and/or Frenzying, you may cast spell with a casting time of 'Free Action', typically spells modified by the Quicken Spell metamagic feat. You may also use magic items activated by Spell Trigger, Spell Completion, & Command Word. Normally, you cannot cast spell & use activated magic items while Raging and/or Frenzying.
Raging Spell Penetration [General]	(DR310 p30)	Ability to Rage or Frenzy Able to cast 1st lvl spells Combat Casting Quicken Spell Spell Penetration Rage Casting Concentration: 5 ranks	By consuming one of your daily Rages or Frenzies, you gain a +2 bonus on overcoming Spell Resistance for 3 + Constitution modifier rounds. At the end of this time, you are Fatigued for the duration of the current encounter. This bonus stacks with the bonus from Spell Penetration.
Shielded Casting [General]	(RoS p144)	Combat Casting Shield Proficiency Concentration: 5 ranks	As long as you have a Light, Heavy or Tower Shield ready, you do not provoke Attacks of Opportunity for casting spells in combat.
Spellrazor [Style]	(RoS p144)	Combat Casting Exotic Weapon Proficiency (Gnome Quickrazor) Two-Weapon Fighting Concentration: 5 ranks	As a Full-Round action, you can cast a melee touch attack spell, attack with the spell, and make an off-hand attack with your Gnome Quickrazor.
Steady Concentration [General]	(RoS p144)	Concentration: 8 ranks	You can always 'Take 10' on Concentration checks.

## Craft

Requires Craft	Source	Prerequisite	Description
Mad Alchemist [Tactical]	(PH2 p94)	Craft (alchemy): 6 ranks Grenadier	You may use the following 3 tactical maneuvers: <u>Distracting Blast</u> – The target of your Thunderstone receives a –2 penalty on all attacks, skill checks, ability checks, & saving throws until the start of your next round (Will/Neg, DC = your Craft(alchemy) check) –or– if the target was casting a spell, he/she must make an opposed Craft(alchemy) vs. Concentration check to keep the spell. <u>Fiery Blast</u> – If you strike an opponent with Alchemist Fire (or lantern oil, etc.) and then on the next round you attack with a spell / weapon that does Fire damage, your opponent takes +1d6 Fire damage –and– Catches Fire. <u>Tanglefoot Defense</u> – Expend a Tanglefoot Bag to change a square of Clear Terrain to Difficult Terrain for 10 minutes.
Master Bowyer [General]	(DR350 p90)	Craft (bowyer): 6 ranks	You may create Masterwork Bows & Arrows in half the standard time & for half the standard cost.
Poison Expert [General]	(CSco p080)	Craft (poison): 8 ranks Poison Use class ability	Choose one type of poison: Contact, Ingested, Inhaled, Injury. When you use a poison of this type that you <u>also</u> created, its DC is increased by +1 (both initial & secondary). The DC does not change if someone else uses a poison you make –or– you use someone else's poison. Does not apply to poisons generated by your body. This feat may be taken multiple times, each time with a different type of poison.
Poison Master [General]	(CSco p080)	Craft (poison): 8 ranks Poison Use class ability Poison Expert	Choose one type of poison that matches your Poison Expert feat: Contact, Ingested, Inhaled, Injury. When you use a poison of this type that you <u>also</u> created, its <u>damage</u> is increased by +1 per die (both initial & secondary) (if the damage is a constant, then just +1). The damage does not change if someone else uses a poison you make –or– you use someone else's poison. Does not apply to poisons generated by your body. This feat may be taken multiple times, each time with a different type of poison.
Trophy Collector [General]	(PH2 p83)	Craft(taxidermy): 6 ranks	You may create "trophies" from creatures you defeat, which give you courage. The creature must have a CR higher than your current level –and– you must use Craft (taxidermy) to make part of the creature into a Belt, Cloak, Necklace, or pair of Boots (treat the cost as being its CR * 100 gp). When worn by you, the trophies grant the following effects: a) +2 bonus on Intimidate checks vs. creatures of the same type (multiple trophies from the same type of creature stack); b) –4 penalty on Diplomacy check vs. creatures of the same type (multiple trophies from the same type of creature stack); c) +1 bonus on saves vs. Fear effects (multiple trophies stack); d) once per day, gain a Morale bonus on a Will save equal to the number of trophies you are wearing. If the save is vs. Fear, then this bonus stacks with the bonus above.

Diplomacy

Requires Diplomacy	Source	Prerequisite	Description
High Society [General]	(DR333 p89)	Diplomacy: 4 ranks	+3 bonus on Bluff, Diplomacy, & Disguise checks made when interacting with members of the highest level of society.
Master Manipulator [General]	(PH2 p80)	Diplomacy: 9 ranks Charisma 13	Gain the following two abilities. Each cannot be used in combat & you must share a language with your target. <u>Captivating Speech</u> – you may distract (1 + Charisma modifier) creatures within 20' as long as you speak, inflicting a –4 penalty on each ones Listen, Sense Motive, & Spot checks. You must make a Diplomacy check opposed by the target's Diplomacy or Will save (whichever is better). <u>Trap of Words</u> – if a creature attempts a Bluff vs. Sense Motive check against you and you win, you lead the creature to believe his/her "lie" worked. After 1 minute, make a Diplomacy check opposed by the creature's Bluff check. If successful, you trick the creature into revealing the lie & the reason making it
Spirit of Dawn [General]	(DR340 p48)	Character level 6 <sup>th</sup> Born under a Rising Sun Diplomacy: 2 ranks	+4 bonus on Will saves vs. Fear (supersedes the bonus from Feat: <u>Born under a Rising Sun</u> ). You may encourage all allies that can hear & understand you. Each ally (and yourself) receives a +2 Moral bonus on Will saves for Charisma modifier rounds. This is a Swift Action, usable 1/day.
Wanderer's Diplomacy [General]	(PH2 p85)	Halfling –or– Bluff: 4 ranks Diplomacy: 4 ranks Sense Motive: 4 ranks	Gain the following abilities: <u>Canny Merchant</u> – you can make a Diplomacy check to locate a desired object that is normally too expensive for the current settlement to sell. You must still purchase the object after locating it. The DC of the check is 10 + ((item's gp cost – settlement's gp limit) / 1000). <u>Intuitive Communication</u> – you may communicate in a simple way with a creature whose language you do not share by spending 1 minute interacting with it and then making a Sense Motive check vs. DC 20 if you and the creature are of the same type, otherwise DC 30. <u>Social Agility</u> – you may temporarily change a creature's Attitude towards you by using Bluff (instead of Diplomacy as usual). The attempt takes a Standard Action and its DC is the same as changing an Attitude with Diplomacy. You may not use this ability on a creature with the Attitude of 'Hostile'. If successful, the effect lasts for 1 minute, after which the creature's Attitude becomes one category worse than it started for 10 minutes.

Disguise

Requires Disguise	Source	Prerequisite	Description
Improved Disguise [General]	(DR335 p92)	Charisma 13 Disguise: 7 ranks Sense Motive: 5 ranks	You do not suffer the normal –2 penalty when disguising yourself as another gender, race, or age category. You can don a disguise in half the normal time.

Escape Artist

Requires Escape Artist	Source	Prerequisite	Description
Fear No Binds [General, Fighter]	(DR355 p76)	Improved Unarmed Strike Escape Artist: 4 ranks	You are difficult to contain: <ol style="list-style-type: none"> <li>1. you do not receive penalties on attack rolls while grappling</li> <li>2. you may make Unarmed Strike attacks while bound with non-magical bindings</li> <li>3. you do not receive penalties on attack or Dexterity when Entangled</li> <li>4. if you are targeted with a Net and defeat your opponent's Strength check to "control" your movement, you may drag your opponent around instead (if he/she does not release the Net)</li> </ol>
Tunnel Rat [General]	(DR326 p55)	Escape Artist: 4 ranks	When squeezing, each space counts as 1 square of movement and you only suffer a –2 penalty on attack rolls. Normally, each space squeezed through costs 2 squares of movement and the penalty is –4.

Handle Animal

Requires Handle Animal	Source	Prerequisite	Description
Coordinated Strike [General]	(RotW p149)	Animal Companion or Special Mount class ability Handle Animal: 5 ranks	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 opponent.
Dinosaur Wrangler [Racial]	(RoE p108)	Halfling from the Talenta Plains Handle Animal: 1 rank	+4 bonus on Handle Animal, Ride, and Wild Empathy checks related to Dinosaurs.
Inspire Beast [General]	(DR339 p87)	Animal Companion class ability Handle Animal: 6 ranks	As a Standard Action, you may make a Handle Animal check vs. DC 20 to grant your Animal Companion a +3 Morale bonus on Attack and Damage for 1 round. Your Animal Companion must be within 30', have line of effect, and be able to see or hear you.
Shared Fury [General]	(RotW p152)	Rage class feature Animal Companion class feature Handle Animal: 4 ranks	When you Rage, your Animal Companion gains the same benefits and penalties from your Rage as you do, but only if it is within 5' of you. The effect ends when your Animal Companion moves more than 5' from you or when your Rage ends.

Heal

Requires Heal	Source	Prerequisite	Description
Augment Healing [General]	(CDiv p79)	Heal: 4 ranks	Any Conjuration (healing) spell you cast that heals damage heals an additional +2 hp per level.
Graft Flesh – Aboleth [Item Creation]	(LM p27)	Aboleth only Heal: 10 ranks	Create Aboleth Grafts and apply them to another living creature (including yourself).
Graft Flesh – Beholder [Item Creation]	(LM p27)	Heal: 10 ranks	Create Beholder Grafts and apply them to another living creature (including yourself).
Graft Flesh – Fiendish [Item Creation]	(LM p27)	Fiends only Heal: 10 ranks	Create Fiendish Grafts and apply them to another living creature (including yourself).
Graft Flesh – Undead [Item Creation]	(LM p27)	Heal: 10 ranks	Create Undead Grafts and apply them to another living creature (including yourself). Examples are given at LM p79.
Graft Flesh – Yuan-ti [Item Creation]	(LM p27)	Heal: 10 ranks	Create Yuan-ti Grafts and apply them to another living creature (including yourself).
Graft Flesh – Illithid [Item Creation]	(LM p27) (Und p25)	Illithids only Heal: 10 ranks	Create Illithid Grafts and apply them to another living creature (including yourself).
Sacred Healing [Divine]	(CDiv p84)	Ability to Turn Undead Heal: 8 ranks	All living creatures within a 60' radius Burst gain Fast Healing 3 for (1 + Charisma modifier) rounds. This effect requires a Full Round Action and consumes one of your Turn Undead uses for the day.

Hide

Requires Hide	Source	Prerequisite	Description
Able Sniper [General]	(RotW p148)	Dexterity 13 Hide: 5 ranks	When using at ranged attack on a flat-footed opponent who is <u>at least</u> 30' away, you gain a +2 bonus on the attack roll. Gain a +4 bonus on Hide checks to hide again after making an attack roll from hiding (PH p76).
Concealed Ambush [General]	(DR339 p87)	Point Blank Shot Precise Shot Hide: 10 ranks Move Silently: 10 ranks	When attempting a Hide check after making a ranged attack while hidden (i.e., 'Sniping'), you only receive a –10 penalty on your Hide check (instead of the standard –20).
Crowd Tactics [Tactical]	(RoD p156)	Dodge Hide: 5 ranks	You may use the following 3 tactical maneuvers when in a crowd that is Indifferent or Friendly to you: <u>Moving with the Flow</u> – Entering a crowd square does not cost you extra movement. <u>One with the Crowd</u> – +4 bonus to Hide checks while in a crowd square. <u>Master of the Mob</u> – +4 bonus to Diplomacy checks to direct a crowd.
Cunning Evasion [General]	(PH2 p78)	Evasion class ability Hide: 9 ranks	If you avoid all the damage from an Area-of-Effect attack due to your Evasion class ability, you may use an Immediate Action to make a 5' Step and a Hide check, assuming there is Cover within 5'. If you have the 'Hide in Plain Sight' class ability, you do not need Cover to make your Hide check.
Fade into Violence [General]	(PH2 p79)	Bluff: 6 ranks Hide: 6 ranks	Choose an opponent as an Immediate Action. For the current encounter, if that opponent is threatening you and an ally of yours, you may make a Bluff check opposed by your opponent's Sense Motive check to make your opponent attack your ally (+4 bonus on your Bluff check if your opponent is a larger size category than you). You may only use this ability if you are wearing light armor or no armor, have nothing in your hands, have made no attacks, & have targeted no enemies with spells. Once you void any of these conditions, your opponent sees you as a threat and can attack you normally.
Shadow Striker [Tactical, Fighter]	(PH2 p94)	Hide: 12 ranks Move Silently: 12 ranks	You may use the following 3 tactical maneuvers: <u>Evade Notice</u> – If you take no hostile action against an opponent who threatens you and another creature he/she is interested in attacking, you may make an opposed Hide vs. Spot check to make the opponent attack the other creature. You loose the benefit of this feat if you attack or the other creature is not longer threatened (due to moving, dropping, etc.). <u>Fade Away</u> – If you strike an opponent as a Standard Action, you may take a Move Action to move and then make a Hide check at +5. <u>Ghost Strike</u> – If you and an ally threaten the same opponent, you may make an opposed Move Silently vs. Listen check as a Standard Action. If successful, the opponent looses his/her Dexterity bonus to AC vs. your first attack the next round as long as your ally still threatens the opponent too.

Intimidate

Requires Intimidate	Source	Prerequisite	Description
Chaos Rage [Anarchic]	(DR326 p80)	Ability to Rage Chaotic alignment Intimidate: 4 ranks	Your effective Barbarian level for purposes of using your Barbarian Rage class ability increases by +4, up to your HD. This benefits a multi-classed Barbarian or one with Racial HD. You gain a Chaotic Aura equal to your Character level. It can discerned by Detect Chaos spell or ability.
Combat Panache [Tactical, Fighter]	(PH2 p93)	Bluff: 8 ranks Intimidate: 8 ranks Perform: 8 ranks	You may use the following 3 tactical maneuvers: <b>Fortuitous Tumble</b> – On the round after being struck by an opponent in melee, you may make an opposed Bluff vs. Sense Motive check as a Move Action against the opponent. If successful, you may use an Immediate Action at the start of the opponent's next round to designate a different creature he/she threatens as the target of his/her next melee attack (even if is the opponent's ally). <b>Play Dead</b> – As an Immediate Action after taking at least 10 hp of damage from a single hit, you may "play dead" by making a successful Bluff vs. Sense Motive check. If successful, you may later rise without generating an Attack of Opportunity against that foe, who also loses his/her Dexterity bonus to AC against your next attack. Only usable once per encounter. <b>Sneering Glower</b> – On the round after you do at least 1 hp of damage to an opponent, you may make an Intimidate check as a Move Action to inflict a (Charisma modifier) penalty on the opponent's attack rolls against you for the remainder of the encounter (unless you use this ability on another foe). Creatures that are Mindless or Immune to Fear effects are immune to this ability.
Frightful Presence [General]	(Dcn p106)	Charisma 15 Intimidate: 9 ranks	Whenever you attack or charge, all opponents within a 30' radius, who have fewer levels/HD than you do become Shaken for (1d6 + Charisma modifier) rounds (WillNeg, DC = 10 + ½ character level + Charisma modifier). On a successful save, the opponent is immune to your Frightful Presence for 24 hours. This ability cannot affect creatures with Intelligence 3 or lower, nor does it work on Dragons.
Intimidate the Enemy [General]	(DR335 p90)	At least one Favored Enemy Intimidate: 3 ranks	Choose one of your Favored Enemies when you take this feat. A Demoralize action on a member of that race is a Move Action (instead of a Standard Action) <u>and</u> receives your Favored Enemy bonus. You may take this feat multiple times, each time with a different Favored Enemy.
Intimidating Strike [General, Fighter]	(PH2 p79)	Intimidate: 4 ranks	When attacking as a Standard Action, subtract X from your attack roll, where X is from 0 to your Base Attack Bonus. If you hit, immediately make an Intimidate check with a bonus of X vs. the opponent you just hit. If successful, the opponent is Shaken for the rest of this encounter.
Quell the Profane [Exalted]	(BoED p45)	Strength 13 Base Attack Bonus +8 Power Attack Resounding Blow Intimidate: 7 ranks	On a confirmed critical hit upon an Evil creature using a melee weapon with which you are proficient, your opponent takes 1d4+1 Strength damage (FortNeg, DC is Charisma-based). This feat applies to a Monk's Unarmed Strike.
Resounding Blow [General, Fighter]	(BoED p45)	Strength 13 Power Attack Intimidate: 7 ranks	On a confirmed critical hit using a melee weapon with which you are proficient, your opponent is Covered for 1 round (WillNeg, DC is Charisma-based). This feat applies to a Monk's Unarmed Strike.
Scourge of the Seas [General]	(Storm p93)	Charisma 15 Intimidate: 5 ranks	You may use Intimidate to attempt to "daunt" an opposing captain. See (Storm p25) for details.

Jump

Requires Jump	Source	Prerequisite	Description
Agile Athlete [General]	(RotW p148)	Climb: 1 rank Jump: 1 rank	When making Climb and Jump checks, add your Dexterity modifier instead of your Strength modifier.
Brachiation [General, Scout]	(CAAdv p106) (CAAdv p10)+	Climb: 4 ranks Jump: 4 ranks	You can move through medium and dense forest area at your normal land speed. You must be at least 20' from the ground to use this ability.
Flying Fish Leap [General]	(Storm p92)	Jump: 8 ranks Swim: 4 ranks	1. When you make a High Jump out of the water, you do <u>not</u> receive the normal –10 penalty. 2. In addition, you can move as far horizontally as you “jump” vertically.
Flying Kick [General]	(CWar p99)	Strength 13 Jump: 4 ranks Improved Unarmed Strike Power Attack	You do +1d12 damage when you Charge & end with an Unarmed Strike.
Leap Attack [General]	(CAAdv p110) (CAAdvErrata)+	Power Attack Jump: 8 ranks	You can combine a jump with a charge against an opponent. If your jump covers at least 10' of horizontal distance and end in a square which threatens your opponent, you deal +100% Power Attack damage.
Leap of the Heavens [General]	(PH2 p80)	Jump: 4 ranks	If you do not get a running start, your Jump checks do <u>not</u> have their DC's doubled. If you do get a running start, you receive a +5 Competence bonus on your Jump checks
Manifest Leap [General]	(Sharn p157)	Know(planes): 4 ranks Jump: 6 ranks	When you are within a 'manifest zone' linked to Syrania (such as the city of Sharn), you gain the following: 1. +5 Competence bonus on Jump checks. 2. Only take 1d4 damage per 10' you fall. 3. If you have the Slow Fall class ability, add 10' to the distance you can fall safely.
Raptor School [Tactical]	(CWar p111)	Wisdom 13 Jump: 5 ranks Base Attack Bonus +6	You may use the following 3 tactical maneuvers: <u>Eagle's Swoop</u> – If you Charge or jump down at least 10' onto your foe, you may make a Jump check to do extra damage. You DC is 15 to do +2 damage –or– DC 25 to do +4 damage. If you fail the Jump check, you miss your foe entirely & if the check misses by 5+, you end up Prone. <u>Falcon's Feathers</u> – As a Standard Action, you may attempt a Feint action using a cloak to cause the distraction. For this maneuver, you use your Base Attack Bonus in place of your ranks in Bluff for the Feint. If successful, your opponent is Flat-Footed for the next melee attack you make against him/her. <u>Hawk's Eye</u> – As a Full Round Action, you observe your opponent (you can do this for up to 3 consecutive rounds). The next melee attack you make on that opponent receives a +2 bonus to attack & damage for each round you observed (maximum of +6). If you do not attack within 3 round of observing or your opponent attacks you first, the bonuses are lost.
Roofwalker [Tactical]	(RoD p156)	Dodge Mobility Balance: 5 ranks Jump: 5 ranks	You may use the following 3 tactical maneuvers: <u>Fleet of Feet</u> – You can walk across a precarious surface at full speed without a penalty on your Balance check. <u>Graceful Drop</u> – If you intentionally jump from a height, you take less damage than if you had fallen. On a successful Jump check, you take falling damage as if you had dropped 20' fewer. <u>Master of the Roof</u> – Gain a +1 Dodge bonus to AC against any opponent at a different elevation than you.
Steady Mountaineer [General]	(RoS p144)	Climb: 8 ranks Jump: 8 ranks -or- Goliath	You can always 'Take 10' on Climb checks.
Vault [General]	(DR331 p28)	Strength 13 Jump: 4 ranks	While wielding a Polearm during a Total Defense Action, you gain the following: a) the DC for a Long Jump is reduced by 5; and b) the DC for a High Jump is equal to 3x the distance to be cleared (instead of 4x).

Knowledge – arcana

Requires Knowledge – arcana	Source	Prerequisite	Description
Appraise Magic Value [General]	(CAAdv p103)	Appraise: 5 ranks Know (arcana): 5 ranks Spellcraft: 5 ranks	If you know an item is magical, you may spend 8 hours and 25 gp in special materials to make an Appraise check (DC 10 + item's caster level) to determine its exact properties.
Arcane Thesis [General]	(PH2 p74)	Able to cast Arcane spells Know (arcana): 9 ranks	Choose an Arcane spell you can cast. When casting this spell, you gain the following benefits: 1. effective Caster Level is +2; 2. when you apply a Metamagic to your Thesis spell, it increases the spell level by one less. You may take this feat multiple times, each time with a different spell.
Burning Link [Ambush]	(DR344 p102)	Sneak Attack / Sudden Strike class ability with at least +3d6 Know(arcana): 1 rank Know(nature): 1 rank	On a successful Sneak Attack, you may reduce the Sneak Attack dice by 2d6 to damage both your target –and– the creature with which your target has a mystic link (i.e., a Sorcerer/Wizard's Familiar, a Druid / Ranger's Animal Companion, a Paladin's Special Mount, a Blackguard's Fiendish Servant, etc.). Your target takes the damage from the weapon, your Strength modifier, etc., while the linked creature takes the remaining Sneak Attack dice (assuming it is vulnerable to Sneak Attack damage).
Dragon Song [General]	(Den p105)	Charisma 13 Know (arcana): 4 ranks Perform: 6 ranks Speak Language (Draconic)	+2 save DC to resist your mind-affecting effects based generated by your Bardic Music. +2 bonus on Perform checks involving song, poetry, or any other verbal/spoken form of performance.
Dragoncrafter [General]	(Den p105)	Know (arcana): 2 ranks	You can create Dragoncraft Items whose prerequisites you meet. See Dcn p116 for details on Dragoncrafted Items.
Eldritch Erosion [Ambush]	(CSco p077) (DR344 p103)	Sneak Attack / Sudden Strike class ability with at least +4d6 Know(arcana): 1 rank	On a successful Sneak Attack, you may reduce the Sneak Attack dice by 4d6 to reduce your foe's Spell Resistance –and– Power Resistance by 5 for 10 rounds. Multiple uses do not stack, but do reset the duration.
Elven Spell Lore [General]	(PH2 p78)	Elf –or– Intelligence 17 Know(arcana): 12 ranks	1. When using <i>Dispel Magic</i> (and its variants), you receive a +2 bonus on the Caster check. 2. Choose a single spell that you can prepare. From this point forward, you may prepare this spell to do a different type of damage. You may even memorize the spell multiple times in the same day doing different damage in each memorization. Spontaneous spellcasters do not receive this benefit. You may take this feat multiple times, each time applying it to a different spell (benefit 1. does not stack).
Energy Substitution [Metamagic]	(CArc p79) (DR325 p58)	any other Metamagic Know (arcana): 5 ranks	Choose one Energy Type when you take this feat (i.e., Acid, Cold, Electricity, or Fire). You may change any spell with a different Energy Type to this Energy Type. All other effects of the spell remain the same. You may take this feat multiple times, each with a different Energy Type. Caster level +0
Nonlethal Substitution [Metamagic]	(CArc p81) (BoED p44)	any other Metamagic Know (arcana): 5 ranks	Choose one <u>Energy Type</u> when you take this feat. You may change the damage from that spell from its energy type to Nonlethal. You may take this feat multiple times, each with a different Energy Type. Caster level +1
Obtain Familiar [General]	(CArc p81)	Arcane spellcaster 3 <sup>rd</sup> lvl Know (arcana): 4 ranks	You may obtain a Familiar as if you were a Sorcerer or a Wizard.
Occult Opportunist [General]	(DR340 p87)	Know(arcana): 5 ranks Spellcraft: 5 ranks	If an opponent you threaten does any of the following, you may make an Attack of Opportunity on him/her: Dismiss a Spell, Direct / Redirect an Active Spell, cast a Quicken or Swift Spell, makes a Turn / Rebuke attempt. If damage, your opponent loses the spell / action attempted unless he/she makes a Concentration check vs. DC (10 + damage).
Pressure Point Strike [General]	(DR336 p103)	Dexterity 13 Wisdom 13 Base Attack Bonus +8 Improved Unarmed Strike Stunning Fist Know (arcana): 5 ranks Ki Strike (magic) class ability	The following abilities must be declared before the strike is attempted and the indicated number of Stunning Fist uses are consumed even if it misses. May only be used on Humanoids, Monstrous Humanoids, and Giants. Harmful effects allow a Fortitude save vs. DC = 10 + ½ Character level + Wisdom modifier. Beneficial effects may require a Level check against the level of the detriment being overcome (if magical). #StunFist Effect 1 Target Stunned for 1 round (i.e., base Stunning Fist ability). 1 Remove Stunned, Sickened, or Fatigued. 2 Blind, Deafen, –or– Paralyze opponent for 1d4 rounds. 2 Remove Paralysis, Blindness, or Deafness 3 Lower target's Spell Resistance by 1d6 + Wisdom modifier for 1 round. 3 Increase ally's natural or magical Spell Resistance by 1d6 + Wisdom modifier for 1 round. 3 Delay Poison for 1d4 hours. 3 Foe effected by Injury Poison (1d4 Con / 1d4 Con, DC is Constitution-based). 4 Neutralize Poison. 4 Target receives a penalty of saves vs. Poison of 1 + Wisdom modifier for 1d4 rounds. 5 Target prevented from casting Spells or using Spell-Like Abilities for 1d4 rounds. 5 Target receives <i>Greater Dispel Magic</i> to remove a Spell or Spell-Like Ability effect.
Spell Graft [Item Creation]	(DR337 p101)	Craft Wondrous Item Know (arcana): 8 ranks Able to cast Impromptu Arcane spells	You may sacrifice the ability to cast one spell permanently to imbue a part of your body with a Supernatural ability. Examples are given at DR337 p101. For example, by permanently sacrificing <i>Burning Hands</i> , you gain the ability to set your hands on fire. This grants your hands (and only your hands) immunity to fire, your unarmed strikes do +1d4 Fire damage, etc. This is usable 1 round per caster level and is usable each day once per 4 caster levels. This feat may be taken multiple times.

Knowledge – architecture & engineering

Requires Knowledge – architecture & engineering	Source	Prerequisite	Description
Combat Engineer [General, Fighter]	(DR334 p88)	Strength 13 Intelligence 13 Power Attack Improved Sunder Know (architecture and engineering): 4 ranks	+2 bonus on attack & damage when making a Sunder attempt. If you attack an unattended inanimate object (including a wall or structure), you may ignore up to 10 points of its Hardness.
Trap Mastery [General]	(DR347 p88)	Investigator –or– Nimble Fingers Know (architecture and engineering): 9 ranks	+1 bonus on Disable Device & Search checks to locate & disable traps. +1 bonus on saves to avoid the effects of traps.

Knowledge – geography

Requires Knowledge – geography	Source	Prerequisite	Description
Great Captain [General]	(Storm p92)	Know(geography): 7 ranks Profession(sailor): 7 ranks Leadership	1. You may command your vessel in combat as a Move Action (normally a Standard Action). 2. You may perform an Aid Other action that applies to all on board the vessel you command. The action applies to one check, typically 'Profession (sailor)' or 'Profession (siege engineer)'.
Pathfinder [General]	(DR339 p87)	Track Know(geography): 1 rank Survival: 1 rank	You may not become lost due to poor visibility or difficult terrain. By making a Survival check vs. DC 20, you may reduce the effect of difficult terrain on movement by $\frac{1}{4}$ <sup>th</sup> (max $\frac{3}{4}$ x). By making a Survival check vs. DC 30, you may reduce the effect of difficult terrain on movement by $\frac{1}{4}$ <sup>th</sup> (max 1x).
Pilgrim [General]	(DU142 p93)	Know(geography): 5 ranks Able to speak at least 3 languages	When undertaking a pilgrimage, you receive a +1 Morale bonus on Will saves & on all Charisma-based skill checks for 1 month. After this time, you instead receive a –1 penalty on both until you reach your destination. Once at your destination & you have undertaken the appropriate rituals, you receive a +4 Competence bonus on a skill related to the destination (but lose the bonus / penalty indicated above). When you decide to undertake a new pilgrimage, you lose the skill bonus but again gain the bonus on Will saves & Charisma-based skill checks.

Knowledge – local

Requires Knowledge – local	Source	Prerequisite	Description
Urban Stealth [General]	(RoD p154)	Know (local): 4 ranks	+3 bonus to Hide and Move Silently checks in a small city (or larger) community.

Knowledge – history

Requires Knowledge – history	Source	Prerequisite	Description
Relic Hunter [General]	(RoE p111)	Appraise: 1 rank Know (history): 1 rank	Gain a +5 bonus on Appraise, Knowledge, and Bardic Knowledge check involving items from the Dharaani Empire or from ancient Xen'drik.

## Knowledge – nature

Requires Knowledge – nature	Source	Prerequisite	Description
Born of The Three Thunders [Metamagic]	(CArc p76)	Energy Substitution (electricity) Know (nature): 4 ranks	At cast time, you may declare a spell whose type is [electricity] or [sonic] to be a spell of ‘three thunders’, which does the following: 1. The spell’s type changes to [electricity][sonic]. 2. Damage done by the spell is ½ electricity and ½ sonic; 3. Any creature damaged by the spell is <b>Stunned</b> for 1 round (FortNeg); 4. Any creature Stunned by the spell is knocked <b>Prone</b> (RefNeg); 5. The caster of the spell is <b>Dazed</b> for 1 round (no save). Caster level +0
Burning Link [Ambush]	(DR344 p102)	Sneak Attack / Sudden Strike class ability with at least +3d6 Know(arcana): 1 rank Know(nature): 1 rank	On a successful Sneak Attack, you may reduce the Sneak Attack dice by 2d6 to damage both your target –and– the creature with which your target has a mystic link (i.e., a Sorcerer/Wizard’s Familiar, a Druid / Ranger’s Animal Companion, a Paladin’s Special Mount, a Blackguard’s Fiendish Servant, etc.). Your target takes the damage from the weapon, your Strength modifier, etc., while the linked creature takes the remaining Sneak Attack dice (assuming it is vulnerable to Sneak Attack damage).
Dinosaur Hunter [Racial]	(RoE p108)	Halfling from the Talenta Plains Know (nature): 1 rank Survival: 1 rank	+2 bonus on Listen, Knowledge (nature), Spot, and Survival checks related to Dinosaurs. +2 weapon damage against Dinosaurs.
Dragon Wild Shape [General]	(Dcn p105)	Wild Shape class ability Wisdom 19 Know (nature): 15 ranks	You may 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.
Magic of the Land [General]	(RotW p152)	Caster level 1 <sup>st</sup> Concentration: 5 ranks Know (nature): 5 ranks Spellcraft: 5 ranks	When casting a spell in a ‘natural setting’ (i.e., one without buildings and/or a community (unworked underground areas count)), you can imbue some of your spells with healing. Make a Know (nature) check vs. DC (15 + spell level) as a Free Action when casting a spell that has a ‘target’ entry. If the check succeeds, each target of the spell receives 2hp per spell level of Positive Energy, which heal living creatures and damages Undead (WillNeg). If the check fails, the spell is lost. This effect cannot be applies to Necromancy spells or spells with an alignment descriptor.
Mystic Companion [General]	(DR339 p87)	Animal Companion class ability Able to cast 1 <sup>st</sup> level Divine spells Know(nature): 9 ranks	As long as you have line of sight with your Animal Companion, your effective Caster level for Ranger spells is +4, up to your Ranger level. This does not grant you extra spells, just improves the ones you already can cast.
Spontaneous Summoner [General]	(CDiv p85)	Wisdom 13 Know (nature): 4 ranks any Neutral alignment Able to cast <i>Summon Nature’s Ally</i> spells	You may convert your spells into <i>Summon Nature’s Ally</i> spells of equal or lower level (as a Druid). You may do this up to Wisdom modifier times per day.

## Knowledge – religion

Requires Knowledge – religion	Source	Prerequisite	Description
Arcane Disciple [General]	(CDiv p79)	Know (religion): 4 ranks Spellcraft: 4 ranks Able to cast Arcane spells Same alignment as your Patron deity	Spells from of your Patron Deity’s Domains are added to your Arcane spell list. You may memorize or spontaneously cast one per level each day. The availability of the spell is based on your Wisdom (i.e., you must have a Wisdom of 10 + spell level to use a given spell) and all save DC’s are calculated from your Wisdom score. You may take this feat more than once. Each time, you gain a different Domain from you Patron Deity.
Aura of Life Energy [Divine]	(DR334 p86)	Ability to Turn Undead Know (religion): 7 ranks	As a Standard Action, spend one Turn Attempt to inflict 1d8 + 1 / two levels damage on all Undead within a 20’ radius Burst (no save).
Corona [Divine]	(DR334 p86)	Ability to Turn Undead Know (religion): 4 ranks	As a Standard Action, spend one Turn Attempt to create a 20’ radius Burst of light. Undead creatures in the area of effect that are susceptible to sunlight become Frightened for 1d4 rounds (WillNeg, DC is Charisma-based).
Ecclesiarch [General]	(Eb p52)	Know (religion): 6 ranks	You are respected by a church hierarchy. Add Gather Information and Know (local) to your In-Class Skill List. If you have the Leadership Feat, receive a +2 bonus on your Leadership score.
Ghost Scarred [General]	(LM p27)	Know (religion): 8 ranks	+2 Insight bonus on attack rolls and weapon damage against Incorporeal Undead. +2 bonus on all saving throws to resist the spells and abilities of Incorporeal Undead.
Haunting Weapons [Divine]	(DR334 p86)	Ability to Turn or Rebuke Undead Know (religion): 4 ranks Know (planes): 4 ranks	As a Standard Action, spend one Turn or Rebuke Attempt to grant the Ghost Touch special ability to all melee weapons (including natural weapons) of your allies within a 30’ radius burst. The effect lasts until the end of your next turn.
Mother Cyst [General]	(LM p28)	Caster level 1 <sup>st</sup> Know (religion): 2 ranks	You grow an internal cyst of Undead flesh which adds the following spells to your known list: 1 <sup>st</sup> – <i>Necrotic Awareness</i> 2 <sup>nd</sup> – <i>Necrotic Cyst</i> 3 <sup>rd</sup> – <i>Necrotic Bloat</i> , 4 <sup>th</sup> – <i>Necrotic Domination</i> 5 <sup>th</sup> – <i>Necrotic Burst</i> 6 <sup>th</sup> – <i>Necrotic Eruption</i> , 7 <sup>th</sup> – <i>Necrotic Tumor</i> 8 <sup>th</sup> – <i>Necrotic Empowerment</i> 9 <sup>th</sup> – <i>Necrotic Termination</i> If you are a caster who prepares spells, you can prepare all necrotic spells without your spellbook.



Requires Knowledge – religion	Source	Prerequisite	Description
Ritual Blessing [General]	(PH2 p86)	Good Alignment Know (religion): 4 ranks	You may use the following rituals if you have enough ranks in Knowledge (religion). <u>Anoint</u> – min ranks: 4 – Spend 2 minutes and a Vial of Holy Water to anoint a subject. For 24 hours, any Cure spell you cast on the subject heals +2 hp of damage. <u>Cleanse</u> – min ranks: 8 – Spend 10 minutes and a Vial of Holy Water to cleanse a subject. For 24 hours, the subject receives a +2 bonus on saves vs. Disease and Poison. <u>Ward</u> – min ranks: 13 – Spend 10 minutes, a Vial of Holy Water, and 30gp powdered Silver to ward a subject. For 24 hours, the subject receives a +1 bonus on saves vs. the spells and special attacks of Evil Outsiders.
Ritual Blood Bonds [General]	(PH2 p86)	Orc –or– Half-Orc Know (religion): 4 ranks	You may use the following rituals if you have enough ranks in Knowledge (religion). <u>Blood Brothers</u> – min ranks: 4 – Spend 10 minutes and a Vial of Holy/Unholy Water to join yourself and up to 6 allies. For 24 hours, each subject receives a +4 Morale bonus on saves vs. Fear as long as a subject can see at least one other subject. <u>Vengeful Bonds of Brotherhood</u> – min ranks: 8 – Spend 10 minutes, a Vial of Holy Water, and 10gp powdered Silver to join yourself and up to 6 allies. For 24 hours, each subject receives a +2 Morale bonus on attacks vs. a creature who brought another subject to 0hp (or lower). The benefit lasts for 10 rounds each time it is triggered.
Spontaneous Healer [General]	(CDiv p84)	Know (religion): 4 ranks non-Evil alignment Able to cast <i>Cure Wounds</i> spells	You may convert your spells into <i>Cure Wound</i> spells of equal or lower level (as a Cleric). You may do this up to Wisdom modifier times per day.
Spontaneous Wounder [General]	(CDiv p84)	Wisdom 13 Know (religion): 4 ranks non-Good alignment Able to cast <i>Inflict Wounds</i> spells	You may convert your spells into <i>Inflict Wound</i> spells of equal or lower level (as a Cleric). You may do this up to Wisdom modifier times per day.
Undead Leadership [General]	(LM p31)	Character level 6 <sup>th</sup> Non-Good Alignment Know (religion): 1 rank	You attract followers and a Cohort as if you had the Leadership Feat. Your Leadership score is +2 for attracting Undead, and –4 for attracting living followers. If you decide to attract an Undead Cohort, its maximum ECL is two below yours.
Vampire Hunter [General]	(LM p31)	Know (religion): 6 ranks	As a Move Action, you can unfailingly determine if a Vampire or Vampire Spawn is within 30'. You are immune to the Dominating Gaze ability of Vampires and Vampire Spawn.

## Knowledge – the planes

Requires Knowledge – the planes	Source	Prerequisite	Description
Astral Tracking [General]	(DR313 p110)	Track Know (planes): 11 ranks Spellcraft: 8 ranks Survival: 10 ranks	You may make Survival checks to track creatures through the planes. 1. Track through the featureless Astral Plane – DC 25. 2. Determine the destination of a <i>Teleport</i> spell or effect when standing at the point of departure – DC 30. If you succeed and can teleport, then you may attempt to follow as if you had viewed the destination once.
Haunting Weapons [Divine]	(DR334 p86)	Ability to Turn or Rebuke Undead Know (religion): 4 ranks Know (planes): 4 ranks	As a Standard Action, spend one Turn or Rebuke Attempt to grant the Ghost Touch special ability to all melee weapons (including natural weapons) of your allies within a 30' radius burst. The effect lasts until the end of your next turn.
Improved Flight Item [Item Creation]	(Sharn p157)	Craft Wondrous Item Know (planes): 6 ranks	You can make magic items that take advantage of a 'manifest zone' linked to Syrania (such as the city of Sharn). 1. If you create an item with a Fly speed, within the 'manifest zone', the fly speed is increased by 50%, and it can be used +2 times per day. If it normally could be used 3+ times per day, it now can be used continuously. 2. Some magic items (such as a Soarslead or a Flying Buttress) have this feat as a prerequisite. 3. Any Construct you create that has a Fly speed automatically gains the Feat: <u>Manifest Flight</u> .
Lord of the Uttercold [Metamagic]	(CArc p80)	Energy Substitution (cold) Know (planes): 9 rank	A [cold] spell can be modified to do ½ Cold damage and ½ <u>Negative Energy Damage</u> . All other aspects of the spell remain the same. Caster level +0
Manifest Flight [General]	(Sharn p157)	Fly speed Know (planes): 4 ranks	When you are within a 'manifest zone' linked to Syrania (such as the city of Sharn), your Fly speed increases by 50% and your maneuverability is increased by one step.
Manifest Leap [General]	(Sharn p157)	Know (planes): 4 ranks Jump: 6 ranks	When you are within a 'manifest zone' linked to Syrania (such as the city of Sharn), you gain the following: 1. +5 Competence bonus on Jump checks. 2. Only take 1d4 damage per 10' you fall. 3. If you have the Slow Fall class ability, add 10' to the distance you can fall safely.

Listen

Requires Listen	Source	Prerequisite	Description										
Blindsight [Wild]	(CAAdv p114)	Wild Shape class ability Listen: 4 ranks	Spend a Wild Shape use to gain Blindsight (30') for 1 minute per HD. You retain this benefit regardless of which form you are in.										
Hear the Unseen [General, Fighter, Scout]	(CAAdv p119) (CAAdv p10)+	Blind-Fight Listen: 5 ranks	As a Move Action, you can attempt a Listen check vs. DC 25 to pinpoint all foes within 30' (as long as you have line of effect on them). This benefit does not eliminate your miss chance. If an opponent is using Move Silently, it is an opposed check, with a +15 bonus for your opponent. If you are Deafened, or in an area of <i>Silence</i> , you cannot use this feat.										
Quick Reconnoiter [General, Scout]	(CAAdv p112) (CAAdv p10)+	Listen: 5 ranks Spot: 5 ranks	You can make one Spot check and one Listen check each round as a Free Action.										
Keen-Eared Scout [General]	(PH2 p80)	Listen: 6 ranks Alertness –or– Skill Focus (listen)	If your Listen check exceeds the DC by the indicated amount, you lead additional information (cumulative): <table border="0"> <tr> <td><u>Exceed DC</u></td> <td><u>Additional Information</u></td> </tr> <tr> <td>+5</td> <td>Size, Speed, &amp; Direction of noise source</td> </tr> <tr> <td>+10</td> <td>Exact current position of noise source</td> </tr> <tr> <td>+15</td> <td>Armor worn &amp; items carried by noise source (if any)</td> </tr> <tr> <td>+20</td> <td>Type &amp; Subtype of the noise source</td> </tr> </table> Also, you gain a +5 bonus to pinpoint the location of Invisible creatures.	<u>Exceed DC</u>	<u>Additional Information</u>	+5	Size, Speed, & Direction of noise source	+10	Exact current position of noise source	+15	Armor worn & items carried by noise source (if any)	+20	Type & Subtype of the noise source
<u>Exceed DC</u>	<u>Additional Information</u>												
+5	Size, Speed, & Direction of noise source												
+10	Exact current position of noise source												
+15	Armor worn & items carried by noise source (if any)												
+20	Type & Subtype of the noise source												

Move Silently

Requires Move Silently	Source	Prerequisite	Description
Concealed Ambush [General]	(DR339 p87)	Point Blank Shot Precise Shot Hide: 10 ranks Move Silently: 10 ranks	When attempting a Hide check after making a ranged attack while hidden (i.e., 'Sniping'), you only receive a –10 penalty on your Hide check (instead of the standard –20).
Lightfeet [General]	(RotW p151)	Elf Dexterity 13 Balance: 2 ranks Move Silently: 2 ranks	1. When making a Move Silently check while moving through 'noisy' or 'very noisy' terrain, you do not receive a terrain penalty. 2. The DC to track you is at +5 (or +10 if you are moving at ½ speed to cover your trail).
Shadow Striker [Tactical, Fighter]	(PH2 p94)	Hide: 12 ranks Move Silently: 12 ranks	You may use the following 3 tactical maneuvers: <u>Evade Notice</u> – If you take no hostile action against an opponent who threatens you and another creature he/she is interested in attacking, you may make an opposed Hide vs. Spot check to make the opponent attack the other creature. You lose the benefit of this feat if you attack or the other creature is no longer threatened (due to moving, dropping, etc.). <u>Fade Away</u> – If you strike an opponent as a Standard Action, you may take a Move Action to move and then make a Hide check at +5. <u>Ghost Strike</u> – If you and an ally threaten the same opponent, you may make an opposed Move Silently vs. Listen check as a Standard Action. If successful, the opponent loses his/her Dexterity bonus to AC vs. your first attack the next round as long as your ally still threatens the opponent too.

Perform – any

Requires Perform – any	Source	Prerequisite	Description
Arcane Accompaniment [General]	(PH2 p74)	Bardic Music class ability Arcane spellcaster 1 <sup>st</sup> lvl Arcane Flourish Perform (any): 4 ranks	You may expend any Arcane Prepared Spell or a Spell Slot as a Swift Action to extend the duration after you stop playing your current Bardic Music ability by 1 round per spell level expended. Can only be used once for a given use of Bardic Music and does not apply to effects that are Instantaneous or Permanent.
Arcane Flourish [General]	(PH2 p74)	Arcane spellcaster 1 <sup>st</sup> lvl Perform (any): 4 ranks	You may expend a Prepared Spell or a Spell Slot as a Swift Action to grant yourself a Competence bonus on your next Perform check equal to (1 + spell level expended). The Perform check must be made within 1 minute or the bonus is lost.
Blasphemous Utterance [Bardic Music]	(DR336 p99)	Bardic Music class ability Undertone of Heresy Perform: 9 ranks	By consuming one of your daily uses of Bardic Music, all creatures within 60' that can hear you become <u>Panicked</u> (if they have fewer HD than you), <u>Frightened</u> (if they have the same HD as you), or <u>Shaken</u> (if they have more HD than you). WillNeg, DC = 10 + ½ effective Bard level + Charisma modifier. Note: If you have used this ability on a target within the last week, it receives a +2 bonus on its save. Effect lasts (1d4 + Charisma modifier) rounds. Aberrations are immune to this Mind-Affecting ability.
Chant of Fortitude [General]	(CAAdv p113)	Bardic Music class ability Concentration: 8 ranks Perform: 9 ranks	As an Immediate Action, use your Bardic Music to give all allies (and yourself) the Diehard feat for one round.
Chant of the Long Road [Bardic Music]	(CSc0 p074)	Bardic Music class ability Perform: 6 ranks	After performing for 1 minute, expend a use of your Bardic Music to cause all allies within 60' & yourself from suffering nonlethal damage due to 'hustling' for the next hour.
Chaos Music [Anarchic]	(DR326 p80)	Chaotic alignment Bardic Music class ability Perform: 4 ranks	Your effective Bard level for purposes of using your Bard Music class ability increases by +4, up to your HD. This means that a multi-classed Bard or one with Racial HD benefits. You gain a Chaotic Aura equal to your Character level. It can discerned by <i>Detect Chaos</i> spell or ability.

Requires Perform – any	Source	Prerequisite	Description
Chord of Distraction [Bardic Music]	(CSeo p075)	Bardic Music class ability Perform: 9 ranks	As an Immediate Action, expend <u>three</u> uses of Bardic Music to render a target within 30' Flat-Footed against one of your allies. The target is allowed an opposed check (your Perform vs. his/her Sense Motive + BAB) to resist. The effect ends one the designated ally attack the target –or– the target's turn begins.
Combat Panache [Tactical, Fighter]	(PH2 p93)	Bluff: 8 ranks Intimidate: 8 ranks Perform: 8 ranks	You may use the following 3 tactical maneuvers: <u>Fortuitous Tumble</u> – On the round after being struck by an opponent in melee, you may make an opposed Bluff vs. Sense Motive check as a Move Action against the opponent. If successful, you may use an Immediate Action at the start of the opponent's next round to designate a different creature he/she threatens as the target of his/her next melee attack (even if is the opponent's ally). <u>Play Dead</u> – As an Immediate Action after taking at least 10 hp of damage from a single hit, you may "play dead" by making a successful Bluff vs. Sense Motive check. If successful, you may later rise without generating an Attack of Opportunity against that foe, who also loses his/her Dexterity bonus to AC against your next attack. Only usable once per encounter. <u>Sneering Glower</u> – On the round after you do at least 1 hp of damage to an opponent, you may make an Intimidate check as a Move Action to inflict a (Charisma modifier) penalty on the opponent's attack rolls against you for the remainder of the encounter (unless you use this ability on another foe). Creatures that are Mindless or Immune to Fear effects are immune to this ability.
Disguise Spell [General]	(CAAdv p108)	Bardic Music class ability Perform: 9 ranks	Onlookers realize you're performing, but don't realize you're casting a spell unless they make an opposed Spot check against your Perform check.
Dragon Song [General]	(Den p105)	Charisma 13 Know (arcana): 4 ranks Perform: 6 ranks Speak Language (Draconic)	+2 save DC to resist your mind-affecting effects based generated by your Bardic Music. +2 bonus on Perform checks involving song, poetry, or any other verbal/spoken form of performance.
Enchanting Song [General]	(RoS p139)	Bardic Music class ability Spell Focus(Enchantment) Perform: 6 ranks	When casting a spell from the School of Enchantment, you may expend one use of Bardic Music to increase the DC <u>and</u> your caster level by 1. This effect stacks with other feats that increase DC or caster level.
Epic of the Lost King [Bardic Music]	(CSeo p077)	Bardic Music class ability Perform: 6 ranks	As a Move Action, expend one use of Bardic Music to remove Fatigue from up to 3 allies (possibly including yourself) within 30'. As a Move Action, expend three uses of Bardic Music to remove Exhaustion from up to 3 allies (possibly including yourself) within 30'.
Focused Performance [Bardic Music]	(DR338 p89)	Bardic Music class ability Focused Performer Concentration: 1 rank Perform: 6 ranks	By spending one (or more) daily use of Bardic Music and making the indicated Perform check, you may modify your Bardic Music in any of the following ways (though only one for a given use of Bardic Music): <u>Accompaniment</u> – spend 3 uses to perform two Bardic Music abilities simultaneously. Each round you must make a Perform check vs. DC (20 + highest Perform ranks required) or both abilities end immediately. You may end one of the Bardic Music abilities at any time and continue the other without requiring any more Perform checks. Usable with all Bardic Music. <u>Dramatic Pause</u> – spend 2 uses to stop an ongoing Bardic Music ability for 1 round (in order to cast a spell, attack, etc.) and then resume it as if you had not stopped. Requires a Perform check vs. DC (20 + Perform ranks required). Usable with Fascinate, Inspire Courage, Inspire Greatness, and Inspire Heroics. <u>Harmony</u> – spend 1 uses to make a Bardic Music that normally affects one target instead affect two. Requires a Perform check vs. DC (20 + Perform ranks required). Usable with Inspire Competence, Suggestion, and Song of Freedom. <u>Individual Performance</u> – spend 1 use to make a Bardic Music that normally affects multiple targets instead only affect one (cannot be you). This target receives 2x the normal bonuses / penalties. Requires a Perform check vs. DC (15 + Perform ranks required). Usable with Fascinate, Inspire Courage, Inspire Greatness, and Inspire Heroics. <u>Projection</u> – spend 1 use to make a Bardic Music have 2x the normal area of effect. Requires a Perform check vs. DC (10 + Perform ranks required). Usable with Countersong, Fascinate, Inspire Competence, Inspire Greatness, Inspire Heroics, and Song of Freedom. <u>Rhythm</u> – spend 1 use to make a Bardic Music that you have been performing for at least 3 round last two extra rounds after you stop performing. Requires a Perform check vs. DC (10 + Perform ranks required). Usable with Fascinate, Inspire Competence, Inspire Courage, Inspire Greatness, and Inspire Heroics. <u>Riveting Performance</u> – spend 1 use to make a Bardic Music affect all target in range that can hear you, even if they cannot see you. Requires a Perform check vs. DC (15 + Perform ranks required). Usable with Fascinate and Inspire Competence.
Focused Performer [Bardic Music]	(DR338 p89)	Bardic Music class ability Concentration: 1 rank Perform: 4 ranks	You may make a Perform check in place of a Concentration check to <u>maintain</u> an Arcane spell with a Verbal component (not applicable to a spell with the Silent Spell metamagic applied to it).
Green Ear [General]	(CAAdv p110)	Bardic Music class ability Perform: 10 ranks	You may alter any of your mind-affecting Bardic Music abilities to affect Plants creatures only. Plant creatures gain a +5 bonus to saving throws against your music.
Haunting Melody [General]	(Eb p54)	Bardic Music class ability Perform: 9 ranks	By consuming one of your daily uses of Bardic Music, you can cause all enemies within 30' that hear your performance to become Shaken for 1 round per rank in Perform (WillNeg, DC = 10 + ½ Bard level + Charisma modifier). This is a [mind][fear] effect.
Inspire Spellpower [General]	(RoS p141)	Bardic Music class ability Perform: 8 ranks	As a Standard Action, you can expend one use of your Bardic Music to increase the effective caster level of allies (but not yourself) by 1. This lasts for as long as they hear your performance plus 5 rounds.
Ironskin Chant [General]	(CAAdv p113)	Bardic Music class ability Concentration: 12 ranks Perform: 12 ranks	As a Swift Action, use your Bardic Music to provide Damage Reduction 5 / — to yourself or one ally within 30' who can hear you. Lasts until the start of your next turn.
Misleading Song [General]	(RoS p142)	Bardic Music class ability Spell Focus (Illusion) Perform: 12 ranks	As you cast spell from the School of Illusion, you can spend one Bardic Music use to increase the caster level <u>and</u> saving throw DC of the spell by 1. This stacks with other feats that increase caster level and/or DC.

Requires Perform – any	Source	Prerequisite	Description
Music of Growth [General]	(Eb p57)	Bardic Music class ability Perform: 12 ranks	By consuming one of your daily uses of Bardic Music, all Animals & Plants within 30' of you gain a +4 Enhancement bonus to Strength and Constitution as long as you continue performing.
Music of Making [General]	(Eb p57)	Bardic Music class ability Perform: 9 ranks	By consuming one of your daily uses of Bardic Music, you may do one of the following: 1. The duration of a Conjunction (creation) spell you cast is doubled. 2. Gain a +4 Sacred bonus on your Craft check.
Requiem [General]	(LM p29)	Bardic Music class ability Perform: 8 ranks	Your mind-affecting Bardic Music and Virtuoso's Performance abilities can affect the Undead. All Bardic Music effects on Undead creatures have only half their normal duration.
Sickening Sonata [Bardic Music]	(DR336 p99)	Bardic Music class ability Undertone of Heresy Blasphemous Utterance Perform: 12 ranks	When you use 'Blasphemous Utterance', the following occurs: all creatures within 60' that can hear you become <u>Paralyzed</u> (if they have fewer HD than you), <u>Nauseated</u> (if they have the same HD as you), or <u>Sickened</u> (if they have up to three more HD than you). WillNeg, DC = 10 + ½ effective Bard level + Charisma modifier. Note: If you have used this ability on a target within the last week, it receives a +2 bonus on its save. Effect lasts (1d4 + Charisma modifier) rounds. Aberrations are immune to this Mind-Affecting ability.-
Song of the Heart [General]	(Eb p60)	Bardic Music class ability Perform: 6 ranks	Your Bardic Music abilities are improved: Inspire Courage, Inspire Competence, Inspire Greatness, & Inspire Heroics have their bonuses increased by 1. Fascinate, Suggestion, & Mass Suggestion have their DC increased by 1. Haunting Melody has its DC increased by 1. Music of Growth has its Enhancement bonuses increased to +6. Music of Making has its Craft bonus increased to +6. Soothe the Beast receives a +2 Circumstance bonus on Perform check to improve the attitude of an Animal or Magical Animal.
Soothe the Beast [General]	(EB p60)	Bardic Music class ability Perform: 6 ranks	By consuming one of your daily uses of Bardic Music, you may attempt to change an Animal or Magical Animal's attitude toward you. Using the Diplomacy check table, make a Perform check to change the creature's attitude. Magical Beasts with an Intelligence of 1 or 2 may be targeted, but you receive a –4 penalty to do so. The check takes at least 1 minute. Most Animals start with an attitude of Indifferent & most Magical Animals start at Unfriendly.
Sound of Silence [Bardic Music]	(CSeo p081)	Bardic Music class ability Perform: 9 ranks	As a Standard Action, expend two uses of Bardic Music to Deafen a target for 3 rounds (WillNeg, DC = your Perform check). The target must be within 30' & be able to hear you.
Speak to the Masses [General]	(DR339 p36)	Bardic Music class ability Perform: 9 ranks	1. When using your Fascinate bardic music ability, you may affect 2x the normal number of creatures. 2. +2 DC on your Fascinate & Suggestion bardic music abilities.
Subsonics [General]	(CAAdv p112)	Bardic Music class ability Perform: 10 ranks	You can produce music or poetry so subtly, others do not audibly realize you are the source – though they are still affected normally.
Undertone of Heresy [General]	(DR336 p99)	Bardic Music class ability Perform: 4 ranks	By spending two daily uses of Bardic Music (instead of one), the DC for the subject Bardic Music effect has +2 DC.
Versatile Performer [General]	(CAAdv p112)	Perform: 5 ranks	Pick a number of Perform categories equal to your Intelligence modifier (minimum 1). When making checks, treat all categories as if they had as many ranks as your highest-ranked category. You gain a +2 bonus to check when using more than one of these Performance categories together.
Warning Shout [Bardic Music]	(CSeo p082)	Bardic Music class ability Evasion class ability Perform: 9 ranks	As an Immediate Action, expend <u>two</u> uses of Bardic Music grant one ally ( <u>not</u> yourself) a +5 Morale bonus on his/her next Reflex save –and– the Evasion class ability. If not used by the start of your next turn, the ability is lost. Your ally must be within 30' and be able to see or hear you.

Perform – specific

Requires Perform – specific	Source	Prerequisite	Description
Breath Control [General, Fighter]	(DR333 p88)	Perform (wind instrument): 5 ranks	+2 bonus on Perform (wind instrument) checks. +2 bonus on saves vs. inhaled poisons and nauseating vapors. Able to hold your breath for either 2 times Constitution score –or– Perform (wind instrument) check rounds, whichever is higher
Deadly Concussion [General, Fighter]	(DR333 p88)	Strength 13 Power Attack Improved Sunder Perform (percussion): 6 ranks	When you take a Sunder action with a Bludgeoning weapon against a foe’s armor or shield –and– you destroy it in one blow, you deal the same damage to the foe that you dealt to the armor or shield.
Elusive Dance [General, Fighter]	(DR333 p88)	Perform (dance): 5 ranks	During your action, you may designate an opponent who may not make attacks of opportunity against you. If you have the feat Dodge, your designated Dodge and Elusive Dance opponent must be the same creature.
Master of Mockery [General, Fighter]	(DR333 p88)	Perform (comedy): 8 ranks	As a Standard Action, you may attempt to enrage a single melee opponent. If your opponent fails his/her Will save (DC = your Perform (comedy) check), the enraged opponent must focus all his/her attacks on you (ignoring all others). The enraged opponent gains a +2 Morale bonus on attack rolls against you, but receives a –2 penalty to AC. This is a mind-affecting, language-dependant effect.
Sunken Song [General]	(Storm p94)	Bardic Music class ability Perform (sing): 4 ranks	You may use Perform (sing) as the basis of your Bardic Music abilities while underwater.
Windsinger [General]	(Storm p94)	Bardic Music class ability Perform (sing): 5 ranks –or– Perform (wind instrument): 5 ranks	By expending one daily use of Bardic Music, you gain some control over the winds affecting your ship for the length of your performance + 10 rounds. You may adjust the winds by one compass point –and– the crew’s Profession (sailor) checks are treated as if the wind was one category less strong (see Storm p23) with no loss of speed.
Nimble Deflections [General, Fighter]	(DR335 p88)	Dexterity 13 Dodge Perform (keyboard): 7 ranks	When wielding a two-handed weapon, you receive a +2 Shield bonus to AC against your Dodge opponent.
Supremely Confident [General, Fighter]	(DR335 p88)	Perform (act): 7 ranks	When making a Demoralize actions, you may use a Perform (act) check in place of an Intimidate check. On a confirmed Critical Hit, you immediately may attempt a Demoralize action on the foe you struck as a Free Action.
War Chant [General, Fighter]	(DR335 p88)	Perform (sing): 7 ranks	By chanting for at least 3 rounds before combat begins (a Free Action each round), the following occur: 1. You gain a +2 bonus on your Initiative check. 2. Allies within 30’ who were listening to the chant receive a +1 Morale bonus on their Initiative check. The effects of multiple chanters on their allies stack (up to a max of +4).
We Few, We Happy Few [General, Fighter]	(DR335 p88)	Perform (oratory): 7 ranks	Following a 1 minute speech, you may make a Perform (oratory) check. Any ally who listened to the whole speech and understood it may use this check in place of his/her next Will save (though the subject must decide before rolling). If not used within 10 minutes, the effect dissipates.

Profession

Requires Profession	Source	Prerequisite	Description
Great Captain [General]	(Storm p92)	Know (geography): 7 ranks Profession (sailor): 7 ranks Leadership	1. You may command your vessel in combat as a Move Action (normally a Standard Action). 2. You may perform an Aid Other action that applies to all on board the vessel you command. The action applies to one check, typically ‘Profession (sailor)’ or ‘Profession (siege engineer)’.
Ship Savvy [Racial]	(RoE p112)	Gnome from Zilargo Balance: 5 ranks Profession (sailor) –or– Profession (shipwright): 3 ranks	While aboard a sea or air ship, gain a +1 bonus to AC and on attack rolls.
Old Salt [General]	(Storm p93)	Profession (sailor): 5 ranks	Gain a +1 bonus on Balance, Profession (sailor), and Use Rope checks. You may use Profession (sailor) when making a ‘Predict Weather’ check (usually uses Survival).
Sailor’s Balance [General]	(Storm p93)	Profession (sailor): 4 ranks	Gain a +5 Competence bonus on Balance checks made while on a deck or in the ship’s riggings. You may move across a slipper deck at your normal speed.
Ship’s Mage [General]	(Storm p93)	Profession (sailor): 2 ranks Spellcraft: 4 ranks	When on your ‘bonded ship’, cast your spells at +1 Caster Level & your spells do not deal damage to your ‘bonded ship’. It takes 1 week of living & working on a ship to bond with it. You may only have one ‘bonded ship’ at a time. If you spend 1 month away from your ‘bonded ship’, you lose the bond.

Ride

Requires Ride	Source	Prerequisite	Description
Dragon Steed [General]	(Den p105)	Ride: 8 ranks Charisma 13 Speak Language (Draconic)	You gain the service of a Dragonnel(Dcn p150) as a steed. It serves you loyally, like a Cohort. If you have the Special Mount class feature (i.e., a Paladin or similar), the Dragonnel replaces your special mount.
Improved Mounted Archery [General, Fighter]	(CWar p101)	Mounted Combat Mounted Archery Ride: 1 rank	If you make a ranged attack from the back of a mount making a double-move, you receive no penalty on the attack roll. If your mount is running, you receive a –2 penalty. You may attack at any point in your mount's movement.
Mounted Archery [General, Fighter]	(PH p98)	Mounted Combat Ride: 1 rank	If you make a ranged attack from the back of a mount making a double-move, you receive a –2 penalty on the attack roll (instead of the standard –4 penalty). If your mount is running, you receive a –4 penalty (instead of –8).
Mounted Casting [General]	(Mini p27)	Mounted Combat Ride: 1 rank	Receive a +10 bonus on Concentration checks to cast while mounted.
Mounted Combat [General, Fighter]	(PH p98)	Ride: 1 rank	Once per round, if your mount is hit in combat, you may make a Ride check. If this check is greater than the attack roll, you negate the hit.
Mounted Fighting [General, Fighter, Scout]	(DR346 p86)	Mounted Combat Base Attack Bonus +8 Ride: 11 ranks	+1 bonus on attack and damage while mounted.
Ride-By Attack [General, Fighter]	(PH p99)	Mounted Combat Ride: 1 rank	When doing a Charge action on your mount, you may move, attack, and then continue the movement (up to a double move). This does not provoke an Attack of Opportunity from the creature you attack.
Spirited Charge [General, Fighter]	(PH p101)	Mounted Combat Ride-By Attack Ride: 1 rank	When attacking as part of a Charge action while on a mount, you do double damage (triple with a Lance).
Talenta Dinosaur Bond [Racial]	(PGE p75)	Halfling Mounted Combat Ride: 6 ranks	Choose a Dinosaur Mount with which you are familiar. With this mount, you receive a +4 Insight bonus on Ride checks –and– when you are riding it, <u>both</u> of you receive a +1 Insight bonus to AC & Reflex saves. If the Mount is killed, you may apply this feat to a new Mount after 7 days.
Trample [General, Fighter]	(PH p101)	Mounted Combat Ride: 1 rank	When doing an Overrun action while mounted, your foe may not avoid you. If you knock the foe down, your mount may make one hoof attack (including the +4 bonus because the foe is Prone).

Sense Motive

Requires Sense Motive	Source	Prerequisite	Description
Combat Intuition [General, Fighter]	(CAAdv p106)	Base Attack Bonus +5 Sense Motive: 4 ranks	As a Free Action, you can make a Sense Motive check to assess the challenge presented by an opponent (CAAdv p102). You gain a +4 bonus to the check, and narrow the result to a single category. Whenever you make a melee attack against a creature you also attacked in melee last round, gain a +1 Insight bonus to your attack roll.
Eye for Talent [General]	(DR346 p53)	Leadership Character level 6 <sup>th</sup> Leadership score 2 higher than your level Sense Motive: 9 ranks	+1 bonus on your Leadership score. You can replace Followers in 1d4 weeks (instead of the usual 1d4 months).
Improved Disguise [General]	(DR335 p92)	Charisma 13 Disguise: 7 ranks Sense Motive: 5 ranks	You do not suffer the normal –2 penalty when disguising yourself as another gender, race, or age category. You can don a disguise in half the normal time.
Recognize Imposter [General]	(Eb p58)	Sense Motive: 3 ranks Spot: 3 ranks	+4 bonus on Spot check to oppose Disguise checks. +4 bonus on Sense Motive checks to oppose Bluff checks.
Wanderer's Diplomacy [General]	(PH2 p85)	Halfling –or– Bluff: 4 ranks Diplomacy: 4 ranks Sense Motive: 4 ranks	Gain the following abilities: <u>Canny Merchant</u> – you can make a Diplomacy check to locate a desired object that is normally too expensive for the current settlement to sell. You must still purchase the object after locating it. The DC of the check is 10 + ((item's gp cost – settlement's gp limit) / 1000). <u>Intuitive Communication</u> – you may communicate in a simple way with a creature whose language you do not share by spending 1 minute interacting with it and then making a Sense Motive check vs. DC 20 if you and the creature are of the same type, otherwise DC 30. <u>Social Agility</u> – you may temporarily change a creature's Attitude towards you by using Bluff (instead of Diplomacy as usual). The attempt takes a Standard Action and its DC is the same as changing an Attitude with Diplomacy. You may not use this ability on a creature with the Attitude of 'Hostile'. If successful, the effect lasts for 1 minute, after which the creature's Attitude becomes one category worse than it started for 10 minutes.

Sleight of Hand

Requires Sleight of Hand	Source	Prerequisite	Description
Cutpurse [General]	(DR322 p37)	Improved Unarmed Strike Sleight of Hand: 5 ranks	When in melee combat, you may attempt a Sleight of Hand check to pickpocket your opponent without generating an Attack of Opportunity. If you beat his/her Spot check, opponent thinks the attempt was some type of combat movement.
Flick of the Wrist [General]	(CWar p99) (RotW p150)	Dexterity 17 Quick Draw Sleight of Hand: 5 ranks	If you draw a Light weapon and attack with it in the same round, your opponent is Flat-Footed for the first attack. This ability can only be used once per round and only once per opponent in a given battle.

Spellcraft

Requires Spellcraft	Source	Prerequisite	Description
Appraise Magic Value [General]	(CAAdv p103)	Appraise: 5 ranks Know (arcana): 5 ranks Spellcraft: 5 ranks	If you know an item is magical, you may spend 8 hours and 25 gp in special materials to make an Appraise check (DC 10 + item's caster level) to determine its exact properties.
Arcane Disciple [General]	(CDiv p79)	Know (religion): 4 ranks Spellcraft: 4 ranks Able to cast Arcane spells Same alignment as your Patron deity	Spells from of your Patron Deity's Domains are added to your Arcane spell list. You may memorize or spontaneously cast one per level each day. The availability of the spell is based on your Wisdom (i.e., you must have a Wisdom of 10 + spell level to use a given spell) and all save DC's are calculated from your Wisdom score. You may take this feat more than once. Each time, you gain a different Domain from you Patron Deity.
Astral Tracking [General]	(DR313 p110)	Track Know (planes): 11 ranks Spellcraft: 8 ranks Survival: 10 ranks	You may make Survival checks to track creatures through the planes. 1. Track through the featureless Astral Plane – DC 25. 2. Determine the destination of a <i>Teleport</i> spell or effect when standing at the point of departure – DC 30. If you succeed and can teleport, then you may attempt to follow as if you had viewed the destination once.
Extraordinary Spell Aim [General]	(CAAdv p109)	Spellcraft: 15 ranks	With a Spellcraft check (DC 25 + spell level) you can shape an area spell so it does not affect one creature within its area. Casting a spell affected by this feat is a Full Round action, unless the spell's casting time is greater, in which case the casting time is unchanged.
Mage Slayer [General, Fighter]	(CArc p81) (Mini p27)	Base Attack Bonus +3 Spellcraft: 2 ranks	1. You receive a +1 bonus on Will saves. 2. If you threaten a spellcaster, he/her cannot take the 'cast defensively' action. 3. Your Caster level (if any) of all spell and spell-like abilities is reduced by 4.
Magic of the Land [General]	(RotW p152)	Caster level 1 <sup>st</sup> Concentration: 5 ranks Know (nature): 5 ranks Spellcraft: 5 ranks	When casting a spell in a 'natural setting' (i.e., one without buildings and/or a community (unworked underground areas count)), you can imbue some of your spells with healing. Make a Know (nature) check vs. DC (15 + spell level) as a Free Action when casting a spell that has a 'target' entry. If the check succeeds, each target of the spell receives 2hp per spell level of Positive Energy, which heal living creatures and damages Undead (WillNeg). If the check fails, the spell is lost. This effect cannot be applied to Necromancy spells or spells with an alignment descriptor.
Occult Opportunist [General]	(DR340 p87)	Know(arcana): 5 ranks Spellcraft: 5 ranks	If an opponent you threaten does any of the following, you may make an Attack of Opportunity on him/her: Dismiss a Spell, Direct / Redirect an Active Spell, cast a Quickened or Swift Spell, makes a Turn / Rebuke attempt. If damage, your opponent loses the spell / action attempted unless he/she makes a Concentration check vs. DC (10 + damage).
Practiced Spellcaster [General]	(CDiv p82) (CArc p82)	Spellcraft: 4 ranks	Choose one of your spellcasting classes. The spells you cast from this class have +4 Caster level (up to your number of HD). This feat helps multiclassed characters.
Resist Telekinesis [General]	(DR309 p110)	Intelligence 13 Combat Expertise Spellcraft: 2 ranks	You are practiced at avoiding the various effects of <i>Telekinesis</i> . 1. +8 bonus to resist the effects of <i>Telekinesis (combat maneuver)</i> (which includes Bull Rush, etc.). 2. +4 bonus on Will saves to avoid <i>Telekinesis (violent thrust)</i> .
Ship's Mage [General]	(Storm p93)	Profession(sailor):2 ranks Spellcraft: 4 ranks	When on your 'bonded ship', cast your spells at +1 Caster Level & your spells do not deal damage to your 'bonded ship'. It takes 1 week of living & working on a ship to bond with it. You may only have one 'bonded ship' at a time. If you spend 1 month away from your 'bonded ship', you lose the bond.
Steam Magic [General]	(Storm p93)	Spellcraft: 4 ranks	You do not need to make a Spellcraft check to use spells or spell-like abilities with the [fire] subtype underwater.

Spot

Requires Spot	Source	Prerequisite	Description
Deft Strike [General]	(Den p103)	Sneak Attack class ability Intelligence 13 Combat Expertise Spot: 10 ranks	As a Standard Action, you can attempt to find a weak spot in a visible target's armor with a Spot check (DC = target's AC). If you succeed, your next attack (which must be made no later than the end of your next turn) ignores the target's Armor and Natural Armor bonuses, as well as Enhancement bonuses to these. If you use a ranged attack, you must be within 30' to gain the benefit of this feat.
Quick Reconnoiter [General, Scout]	(CAAdv p112) (CAAdv p10)+	Listen: 5 ranks Spot: 5 ranks	You can make one Spot check and one Listen check each round as a Free Action.
Recognize Imposter [General]	(Eb p58)	Sense Motive: 3 ranks Spot: 3 ranks	+4 bonus on Spot check to oppose Disguise checks. +4 bonus on Sense Motive checks to oppose Bluff checks.

Survival

Requires Survival	Source	Prerequisite	Description
Astral Tracking [General]	(DR313 p110)	Track Know (planes): 11 ranks Spellcraft: 8 ranks Survival: 10 ranks	You may make Survival checks to track creatures through the planes. 1. Track through the featureless Astral Plane – DC 25. 2. Determine the destination of a <i>Teleport</i> spell or effect when standing at the point of departure – DC 30. If you succeed and can teleport, then you may attempt to follow as if you had viewed the destination once.
Dinosaur Hunter [Racial]	(RoE p108)	Halfling from the Talenta Plains Know (nature): 1 rank Survival: 1 rank	+2 bonus on Listen, Knowledge (nature), Spot, and Survival checks related to Dinosaurs. +2 weapon damage against Dinosaurs.
Efficient Hunter [General]	(DR333 p84)	Survival: 1 rank Raised in a Plains environment	+2 bonus on Survival checks. When you are “living off the land”, you may provide food for a number of people equal to your Wisdom modifier (minimum 1) without a change in the DC of your Survival check.
Mountain Warrior [General]	(RoS p142)	Base Attack Bonus +3 Survival: 5 ranks	+1 bonus to attack rolls on ranged attacks made from higher ground. +1 bonus to damage rolls on melee attacks made from higher ground. Opponents making a melee attack from higher ground do not receive the normal +1 to attack roll. +2 bonus on Balance checks made when moving on steep slopes.
Natural Dowser [General]	(DR323 p90)	Survival: 4 ranks	+4 bonus on Survival checks to get along in the wild.
Passive Reconnoiter [General, Scout]	(DR346 p87)	Survival: 4 ranks	When you spend a Full Round Action looking for opponents, you receive a +3 Circumstance bonus on Listen and Spot checks.
Pathfinder [General]	(DR339 p87)	Track Know(geography):1 rank Survival: 1 rank	You may not become lost due to poor visibility or difficult terrain. By making a Survival check vs. DC 20, you may reduce the effect of difficult terrain on movement by $\frac{1}{4}$ <sup>th</sup> (max $\frac{3}{4}$ x). By making a Survival check vs. DC 30, you may reduce the effect of difficult terrain on movement by $\frac{1}{4}$ <sup>th</sup> (max 1x).
Scout the Path [General, Scout]	(DR346 p87)	Survival: 4 ranks	+3 bonus when making a Survival check to Trailblaze (see the Skill Index for details). In addition, all allies within 20' receive a +1 bonus on their Hide and Move Silently checks.

Swim

Requires Swim	Source	Prerequisite	Description
Expert Swimmer [General]	(Storm p92)	Endurance Swim: 4 ranks	1. You may hold your breath for 3 rounds per point of Constitution (vs. the normal 1 round per Con point). 2. On a successful Swim check, you may move your Land speed as a Full Round Action & $\frac{1}{2}$ your Land speed as a Move Action. 3. If you have a racial swim speed, it increases by +10'.
Floatation [General]	(DR314 p45)	Skill Focus (Swim) Swim: 4 ranks	You may float on calm water as a Free Action. You are considered Prone, but otherwise may cast spell and/or attack. You may sleep while floating on the water.
Flow with the Current [General]	(DR314 p45)	Skill Focus (Swim) Floatation Swim: 4 ranks	While swimming, you receive a +2 bonus to Initiative checks & Reflex saving throws.
Flying Fish Leap [General]	(Storm p92)	Jump: 8 ranks Swim: 4 ranks	1. When you make a High Jump out of the water, you do <u>not</u> receive the normal –10 penalty. 2. In addition, you can move as far horizontally as you “jump” vertically.
Improved Swimming [General, Scout]	(CAAdv p110) (CAAdv p10)+	Swim: 6 ranks	You can swim half your speed as a Move Action, or your speed as a Full Round Action.
Savvy Swimmer [General]	(DR323 p90)	Swim: 4 ranks	When swimming in armor that you have proficiency with, you only receive $\frac{1}{2}$ the Armor Check Penalty (instead of 2x) on your Swim check.



## Tumble

Requires Tumble	Source	Prerequisite	Description
Acrobatic Skirmisher [General, Scout]	(DR346 p86)	Skirmish class ability Dexterity 13 Tumble: 5 ranks	If you move through an opponent's square and successfully use Tumble to avoid an Attack of Opportunity, you receive +1d6 Skirmish damage against that opponent until the start of your next turn.
Acrobatic Strike [General, Fighter]	(PH2 p71)	Tumble: 12 ranks	If you successfully use Tumble to avoid an opponent's Attack of Opportunity, you receive a +4 bonus on your next attack roll against that opponent as long as it occurs before the end of your current turn.
Combat Acrobat [General, Fighter]	(PH2 p76)	Balance: 9 ranks Tumble: 2 ranks	<u>Acrobatic Recovery</u> – make a Balance check vs. DC 20 to avoid being knocked Prone. <u>Sure Footed Maneuver</u> – make a Balance check vs. DC 15 to treat up to 4 squares of Difficult Terrain as normal terrain with regards to movement.
Confound the Big Folk [Tactical]	(RotW p153)	Small size (or smaller) Underfoot Combat Tumble: 10 ranks	You may use the following 3 tactical maneuvers: <u>Knee Striker</u> – When you occupy a square with a creature at least two size categories larger than you, the creature is considered Flat-Footed against you and you receive a +4 bonus on rolls to confirm critical hits. <u>Underfoot Defense</u> – When you occupy a square with a creature at least two size categories larger than you, and you Fight Defensively, use Total Defense, or use Combat Expertise, any melee or ranged attack on you has a 50% chance of striking the creature who shares the square with you (that creature does not have a 50% chance of striking itself). <u>Unsteady Footing</u> – When you occupy a square with a creature at least two size categories larger than you, you may initiate a Trip attack on the creature you share the square with and not provoke an Attack of Opportunity. You can add your choice of Strength or Dexterity modifier to your check (your opponent gets the better of its Strength or Dexterity as usual). Your opponent does not get to add his/her size bonus to its roll. If the Trip attempt fails, your opponent does not get to try to trip you.
Defensive Opportunist [General, Fighter]	(DR340 p87)	Intelligence 13 Combat Expertise Tumble: 5 ranks	If you make an Attack of Opportunity while Fighting Defensively, the attack does not receive the normal penalty for Fighting Defensively.
Einhander [Tactical, Fighter]	(PH2 p94)	Base Attack Bonus +6 Tumble: 6 ranks	You may use the following 3 tactical maneuvers: <u>Narrow Profile</u> – When fighting with a Light or One-Handed weapon in one hand and with nothing in the other, you receive a +2 Dodge bonus to AC when Fighting Defensively or taking a Total Defense Action. <u>Off-Hand Balance</u> – When fighting with a Light or One-Handed weapon in one hand and with nothing in the other –and– you hit your foe, you receive a +2 bonus on Tumble checks to avoid his/her Attacks of Opportunity until the start of your next turn. <u>Off-Hand Swap</u> – When fighting with a Light or One-Handed weapon in one hand and with nothing in the other –and– you hit your foe at least twice as part of a Full Round Attack, on the next round you may make a Feint in Combat as a Free Action, except it is based on Sleight of Hand (instead of Bluff). This ability may only be used against an opponent once.
Expert Tumbler [General]	(DR322 p37)	Tumble: 5 ranks	You may make Tumble checks while moving at your normal speed with only a –5 penalty (instead of the normal –10).
Giantbane [Tactical, Fighter]	(CWar p111)	Medium-size or smaller Base Attack Bonus +6 Tumble: 5 ranks	You may use the following 3 tactical maneuvers: <u>Duck Underneath</u> – If you take a Total Defense action against a foe who is at least two size categories larger than you, you gain an additional +4 bonus on your AC. If your foe misses on his/her attack, you may make a Tumble check vs. DC 15 to move to the opposite side of your foe. <u>Death from Below</u> – If you successfully performed a <u>Duck Underneath</u> maneuver the round before, you can make an immediate single attack on the foe you ducked under. Your foe is Flat-Footed & you gain a +4 bonus on your attack. <u>Climb Aboard</u> – If you are adjacent to a foe at least two size categories larger than you, you may make a Climb check vs. DC 10 to climb onto your foe. As long as you are on your foe, he/she has a –4 penalty on attack rolls to hit you & you are carried with him/her. Your foe may get you off with a Grapple check opposed by your Climb check.
Improved Acrobatic Skirmisher [General, Scout]	(DR346 p86)	Skirmish class ability Dexterity 13 Acrobatic Skirmisher Tumble: 10 ranks	If you move through an opponent's square and successfully use Tumble to avoid an Attack of Opportunity, you receive +2d6 Skirmish damage against that opponent until the start of your next turn (instead of the +1d6 from Acrobatic Skirmisher).
Sidestep [General]	(Mini p28)	Dexterity 15 Dodge Mobility Tumble: 7 ranks	After making an Attack of Opportunity, you may take a bonus 5' step.
Tumbling Feint [General, Fighter]	(PH2 p84)	Bluff: 4 ranks Tumble: 4 ranks	Designate an opponent at the start of your turn as a Swift Action. If you avoid provoking an Attack of Opportunity against this opponent by using your Tumble skill, you receive a +5 bonus on a Bluff check to Feint in Combat against that opponent on your next turn.
Underfoot Combat [General]	(RotW p152)	Small size (or smaller) Tumble: 10 ranks	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. When 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).

Use Magic Device

Requires Use Magic Device	Source	Prerequisite	Description
Reckless Wand Wielder [General]	(CArc p82)	Craft Wand Use Magic Device: 1 rank	You may increase a Wand's caster level by +2 by consuming one extra charge when using it.
Wandstrike [General]	(CArc p84)	Use Magic Device: 4 rank	You may make a Melee Touch Attack with a Wand which does 1d6 damage & consumes 1 charge. Since it is a touch attack, you may <u>not</u> apply extra damage bonuses (such as your Strength modifier) or bonus dice (such as Sneak Attack or Smite enemy). The Wand's effect automatically hits (in the case of a Ray or Touch attack) or is centered on the opponent. A Wand's spell effect that does not cover an area (such as <i>Summon Monster I</i> ) cannot be used with this feat.
Wild Touch [Anarchic]	(DR326 p80)	Chaotic alignment Use Magic Device: 8 ranks	When determining the random effect of a magic item (i.e., drawing a card from a Deck of Many Things, activating a Rod of Wonder, etc.), you may roll twice and choose the more appropriate of the two. This ability may be used once per day. You gain a Chaotic Aura equal to your Character level. It can be discerned by Detect Chaos spell or ability.

## Forgotten Realms Specific Feats

## Initiate Feats

Initiate Feats	Source	Prerequisite	Description
Initiate of Bane [Initiate]	(PGF p80)	Patron Deity: Bane. Cleric level: 5 <sup>th</sup>	Gain 'Frightful Presence' – When you attack or charge, all enemies within 30' become Shaken for 1d4 rounds (WillNeg, DC 10 + ½ Cleric level + Charisma modifier). Add the following spells to your Cleric spell list: 3 <sup>rd</sup> : <i>Mystic Lash</i> (PGF p106) – Creates energy whip that deals 1d6 Electricity damage per 3 levels (max 4d6) and Stuns for 1 round. 5 <sup>th</sup> : <i>Battle Tide</i> (PGF p99) – Targets take –2 penalty on saving throws, attack rolls, and weapon damage to grant you benefits. 6 <sup>th</sup> : <i>Stone Walk</i> (PGF p113) – Links two stones for teleportation. 7 <sup>th</sup> : <i>Undeath after Death</i> (PGF p117) – Deals 2 Constitution damage and causes subject to rise as a Crypt Spawn after death.
Initiate of Cyric [Initiate]	(PGF p80)	Patron Deity: Cyric. Cleric level: 3 <sup>rd</sup>	Become immune to normal or magical Fear effects. Add the following spells to your Cleric spell list: 2 <sup>nd</sup> : <i>Black Talon</i> (PGF p100) – Your arm becomes a claw that gives +5' reach and +1 per four levels Profane bonus on attack rolls, deals 1d6 damage +1 per level negative energy damage (max +10). 4 <sup>th</sup> : <i>Dread Blast</i> (PGF p101) – Fires a ray of negative energy that deals 4d8 damage +1 per level (max +20) and Dazes target for 1 round. 4 <sup>th</sup> : <i>Skull of Secrets</i> (PGF p111) – Creates an illusionary flaming skull that speaks a message and spits a tongue of flame that deals 1d8 Fire damage per two caster levels (max 5d8). 5 <sup>th</sup> : <i>Skull Eyes</i> (PGF p111) – Grants you a gaze attack that acts as either <i>Charm Monster</i> or <i>Confusion</i> . 7 <sup>th</sup> : <i>Triple Mask</i> (PGF p116) – Creates three shadow duplicates of you.
Initiate of Gond [Initiate]	(PGF p80)	Patron Deity: Gond. Cleric level: 1 <sup>st</sup>	Disable Device and Open Lock become Cleric Class Skills. Add the following spells to your Cleric spell list: 1 <sup>st</sup> : <i>Wieldskill</i> (PGF p118) – Grants +5 Competence bonus on a skill check, –or– proficiency with a weapon, armor, or shield. 3 <sup>rd</sup> : <i>Understand Device</i> (PGF p117) – Grants an Insight bonus equal to caster level on Disable Device or Open Lock checks. 6 <sup>th</sup> : <i>Fantastic Machine</i> (PGF p69) – Creates illusory many-armed machine that functions as a Large Animated Object.
Initiate of Helm [Initiate]	(PGF p80)	Patron Deity: Helm. Cleric or Paladin lvl: 5 <sup>th</sup>	You may make an Attack of Opportunity when you are Flat-Footed Add the following spells to your Cleric or Paladin spell list: 2 <sup>nd</sup> : <i>Warning</i> (PGF p118) – Grants 'Uncanny Dodge' and a +4 Insight bonus on Listen and Spot checks. 3 <sup>rd</sup> : <i>Forceward</i> (PGF p103) – Creates a sphere of force that prevents entry by enemies, grants a +2 Sacred bonus on saves vs. attacks by Evil creatures. 3 <sup>rd</sup> : <i>Mace of Odo</i> (PGF p106) – Creates a glowing mace that deals 1d6 Force damage per level (max 10d6) and Paralysis, more against Undead.
Initiate of Ilmater [Initiate]	(PGF p80) (PGFe)+	Patron Deity: Ilmater. Cleric or Paladin lvl: 7 <sup>th</sup>	When you cast a <i>Cure</i> spell that would result in more damage being healed than the target is missing hit-points, the excess hit-points become Temporary Hit-Points, up to a maximum of 3 x target's HD. As long as the target has the Temporary HP, he/she receives a +2 Sacred bonus on Fortitude saves & a +2 Sacred bonus to resist being Bull Rushed or Tripped. It not consumed by damage, the Temporary HP dissipate after one hour. Add the following spells to your Cleric or Paladin spell list: 4 <sup>th</sup> : <i>Favor of Ilmater</i> (PGF p102) – Subject gains <i>Feat: Endurance</i> , plus immunity to nonlethal damage, charm and compulsion effects, pain attacks, and other adverse conditions, subject can function at –1 to –9 hp. 4 <sup>th</sup> : <i>Glory of the Martyr</i> (PGF p103) – Grants each subject +1 Deflection bonus to AC and +1 Resistance bonus on saves, splits their damage with you. 4 <sup>th</sup> : <i>Pact of Martyrdom</i> (PGF p108) – You exchange hit-point totals with the target.
Initiate of Lathander [Initiate]	(PGF p80)	Patron Deity: Lathander Cleric level: 1 <sup>st</sup>	You may Spontaneously give up a prepared spell and cast a spell on your Clerical spell list that is of the [light] subtype or has Light in the title, such as <i>Searing Light</i> . Add the following spells to your Cleric spell list: 1 <sup>st</sup> : <i>Rosemantle</i> (PGF p109) – Target gains a +1 per level Sacred bonus (max +10) on saves vs. effects that cause Pain, Sickness, Nausea, or Fear. 3 <sup>rd</sup> : <i>Sunrise</i> (PGF p114) – Burst of light blinds and damages creatures. 5 <sup>th</sup> : <i>Shield of Lathander</i> (PGF p110) – Touched creature gains Damage Reduction 15 / — for 1 round. 7 <sup>th</sup> : <i>Shield of Lathander, Greater</i> (PGF p110) – As <i>Shield of Lathander</i> , except grants Damage Reduction 20 / —, immunity to negative energy and energy drain, and Acid Resistance 10, Cold Resistance 10, Electricity Resistance 10, Fire Resistance 10, & Sonic Resistance 10. 9 <sup>th</sup> : <i>Undeath's Eternal Foe</i> (PGF p117) – Grants subjects numerous combat advantages against Undead opponents.
Initiate of Malar [Initiate]	(PGF p81)	Patron Deity: Malar Cleric or Druid lvl: 3 <sup>rd</sup>	When you use <i>Summon Monster</i> or <i>Summon Nature's Ally</i> to summon a natural or Fiendish Animal, the Animal gains a +4 Enhancement bonus to its Strength and Constitution scores. Add the following spells to your Cleric spell list: 2 <sup>nd</sup> : <i>Spectral Stag</i> (PGF p112) – Conjures a phantom stag that you can ride or direct to attack a target. 3 <sup>rd</sup> : <i>Possess Animal</i> (PGF p108) – You possess a normal animal. 4 <sup>th</sup> : <i>Strength of the Beast</i> (PGF p114) – You gain benefits of your Lycanthropic animal form while in human form.

Initiate Feats	Source	Prerequisite	Description
Initiate of Mystra [Initiate]	(PGF p81)	Patron Deity: Mystra Cleric level: 3 <sup>rd</sup>	You may attempt to cast spells in Dead Magic zones or within an <i>Antimagic Field</i> . In a Dead Magic zone, you must make a Caster check vs. DC 20 + spell level. In an <i>Antimagic Field</i> , you must make a Caster check vs. DC 11 + the <i>Antimagic Field's</i> Caster level. Add the following spells to your Cleric spell list: 2 <sup>nd</sup> : <i>Spell Shield</i> (PGF p113) – Grants a +3 Resistance bonus on saving throws vs. spell and spell-like abilities. 3 <sup>rd</sup> : <i>Anyspell</i> (FR p67) – You can read and prepared up to a 2 <sup>nd</sup> level Arcane spell from a scroll or spellbook in a 3 <sup>rd</sup> level Domain spell slot. 5 <sup>th</sup> : <i>Spell Phylactery</i> (PGF p113) – Activates a spell on a scroll when a triggering condition is met. 6 <sup>th</sup> : <i>Anyspell, Greater</i> (FR p70) – As <i>Anyspell</i> , but you can read and prepare any Arcane spell up to 5 <sup>th</sup> level in a 6 <sup>th</sup> level Domain spell slot. 7 <sup>th</sup> : <i>Holy Star</i> (PGF p104) – Creates a glowing star that turns 1d6+3 spell levels as <i>Spell Turning</i> , grants a +10 Circumstance bonus to AC, or fires an energy bolt that deals 1d6 damage per two levels.
Initiate of Nature [Initiate]	(PGF p81)	Patron Deity: Eldath, Mielikki, or Silvanus. Cleric or Druid lvl: 5 <sup>th</sup>	You can Rebuke or Command Animals or Plant Creatures up to 3 + Charisma modifier times per day Add the following spells to your Cleric spell list: 3 <sup>rd</sup> : <i>Mold Touch</i> (PGF p106) – Creates a 5' patch of Brown Mold. 4 <sup>th</sup> : <i>Briar Tangle</i> (PGF p100) – As <i>Entangle</i> , except the targets take 1d8 damage + 1 per two levels. 4 <sup>th</sup> : <i>Thorn Spray</i> (PGF p115) – Your ranged attack deals 1d6 damage per level (max 20d6), divided among multiple targets, Sickens on a successful hit. 5 <sup>th</sup> : <i>Fireward</i> (PGF p102) – As <i>Quench</i> , but also suppresses Magical Fire effects in the affected area. 5 <sup>th</sup> : <i>Tree Healing</i> (PGF p116) – You enter a tree that nourishes and heals you.
Initiate of Selúne [Initiate]	(PGF p81) (PGFe)+	Patron Deity: Selúne. Cleric, Druid, Ranger, Harper Agent level: 3 <sup>rd</sup>	Cast <i>Augury</i> and <i>Divination</i> at +5 Caster level. Add the following spells to your Cleric, Druid, Ranger, and/or Harper Agent spell list: 1 <sup>st</sup> : <i>Handfire</i> (PGF p103) – Your melee touch attack deals 1d8 damage +1 per level (max +5) against a living creature or 2d6 damage + 1 per level (max +5) against Undead. 3 <sup>rd</sup> : <i>Moon Blade</i> (FR p72) – Touch attack deals 1d8 + 1 per two levels, more to Undead, plus scrambles spellcasting. 4 <sup>th</sup> : <i>Strength of the Beast</i> (PGF p114) – You gain benefits of your Lycanthropic animal form while in human form. 4 <sup>th</sup> : <i>Wall of Moonlight</i> (PGF p118) – Creates aluminous wall that deals 3d12 damage to Undead and 2d10 damage to Evil creatures and Clergy of Shar or Umberlee, illuminates area and counters / dispels darkness. 5 <sup>th</sup> : <i>Moonpath</i> (FR p72) – Grants sanctuary to 1 creature per level. 5 <sup>th</sup> : <i>Moonweb</i> (PGF p106) – Creates a glowing shield that gives +8 bonus to AC and +4 bonus on Reflex saves, plus Improved Evasion.
Initiate of Tyr [Initiate]	(PGF p81)	Patron Deity: Tyr Cleric level: 7 <sup>th</sup> Access to the War domain.	+1 bonus to damage when attacking with a Longsword. Add the following spells to your Cleric spell list: 4 <sup>th</sup> : <i>Sword and Hammer</i> (PGF p115) – As <i>Spiritual Hammer</i> , but creates a Longsword and Warhammer of Force, +1 on attack rolls, automatically Flanks opponents. 6 <sup>th</sup> : <i>Sword and Hammer, Greater</i> (PGF p115) – As <i>Sword and Hammer</i> , but each weapon has a +2 bonus on attack rolls and benefit from the Improved Critical Feat.

## Shadow Weave

Shadow Weave Feats	Source	Prerequisite	Description
Shadow Weave Magic [General]	(PGF p43)	Wisdom 15 –or– Shar is your Patron Deity	Instead of using The Weave to cast magic (like everyone else), you now use The Shadow Weave. 1. When casting a spell from school of Enchantment, Illusion, or Necromancy, gain a +1 bonus to DC and a +1 bonus for overcoming Spell Resistance. 2. When casting a spell from the school of Evocation or Transmutation that does not have the [darkness] subtype, your effective Caster level is one lower. 3. You cannot cast spells with the [light] subtype. 4. You can use magic items that are based on The Shadow Weave.
Insidious Magic [Metamagic]	(PGF p40)	Shadow Weave Magic	Attempts to use Divination spells to detect (i.e., Detect Magic) or reveal (i.e., See Invisibility) your spells by creatures without the Shadow Weave Magic feat require a Caster check to succeed. This bonus does not apply to spell of the Evocation or Transmutation schools.
Pernicious Magic [Metamagic]	(PGF p42)	Shadow Weave Magic	When casting a spell on a creature without the Shadow Weave Magic feat, receive a +4 bonus to overcome Spell Resistance. This bonus does not apply to spell of the Evocation or Transmutation schools.
Tenacious Magic [General]	(PGF p45)	Shadow Weave Magic	Attempts to dispel your spells by creatures without the Shadow Weave Magic feat are at +5. This bonus does not apply to spell of the Evocation or Transmutation schools.

## Misc. Forgotten Realms Feats

Misc. Forgotten Realms Feats	Source	Prerequisite	Description
Caver [General]	(Und p24)	—	+2 bonus on Heal and Survival checks made in the Underdark.
Metanode Spell [Metamagic]	(Und p26)	Node Spellcasting Caster level 1 <sup>st</sup>	When casting a spell improved by a metamagic feat, deduct the earth node layer's class from the increased spell level (ex: casting a maximized spell in the innermost layer of a Class 1 node (+1) would be two levels higher, instead of the normal three). This is more useful for spontaneous casters than preparation casters.
Node Defense [General]	(Und p26)	Node Spellcasting Caster level 1 <sup>st</sup>	You gain an Insight bonus to your Armor Class and saving throws equal to the class of any earth node layer you currently occupy, to a maximum of +4.
Node Sensitive [General]	(Und p26)	—	You automatically detect the presence of an Earth Node within 30'
Node Spellcasting [General]	(Und p26)	Caster level 1 <sup>st</sup>	Allows a Spellcraft check (instead of an Intelligence check) to notice nearby Nodes and manipulate their powers. Also a prerequisite for other Node-related feats.
Node Store [General]	(Und p26)	Node Spellcasting Caster level 1 <sup>st</sup>	Each time taken, allows access to two spells which you already know and can cast – as if you had two extra spell slots. These extra spells/slots are only available while in a node area.

## Regional Feats

A Regional feat may only be taken at 1<sup>st</sup> level by a character of the appropriate Race & Region. You may have only one Regional feat.<sup>2</sup>

Regional Feats	Source	Prerequisite	Description
Arcane Schooling [Regional]	(PGF p33) (PGFe)+	Must be from one of the following races & regions: Human – Chessenta, Golden Water, Halruua, Lantan, Mulhorand, Nimbral, Unther, or Wizard's Reach Planetouched – Chessenta	Choose one Arcane spell casting class (i.e., Bard, Sorcerer, or Wizard). You may activate spell trigger magic items as if you had 1 level in that class. This class is now an additional Favored Class for you. If you are a specialized Wizard who chooses Sorcerer, then you can activate magic items based on your restricted schools of magic.
Artist [Regional]	(PGF p33)	Must be from one of the following races & regions: Elf – Sidëyuir, Snow Eagle Aerie Gnome – Thesk, Western Heartlands Half-Elf – Dalelands Human – Chessenta, Waterdeep, Western Heartlands	+2 bonus on all Perform checks +2 bonus on checks with one Craft skill involving art (such as painting). If you have the Bardic Music class ability, you receive 3 extra uses of it per day.
Axethrower [Regional]	(PGF p33)	Must be from one of the following races & regions: Dwarf – Great Glacier Human – Great Glacier, Moonshae Isles, the North, Vaasa	When you make a ranged attack with a thrown weapon, you may add your Strength bonus <u>instead</u> of your Dexterity bonus wit the attack roll.
Blooded [Regional]	(PGF p35) (PGFe)+	Must be from one of the following races & regions: Dwarf – Underdark [Earthroot] Elf – Cormanthor Drow, Inner Sea, Menzoberranyr, Outer Sea Halfling – Chondalwood Human – Dalelands, Nelanther Isles, Silverymoon, Tethyr	+2 bonus on Initiative checks +2 bonus on Spot checks. Cannot be Shaken, though you can still be Frightened or Panicked.
Bloodline of Fire [Regional]	(PGF p35)	Must be from one of the following races & regions: Human – Calimshan Planetouched – Calimshan	+4 bonus on saving throws vs. Fir effects. You can cast spells with the [fire] descriptor at +2 Caster level.
Bullheaded [Regional]	(PGF p37)	Must be from one of the following races & regions: Dwarf – Underdark [Earthroot], Underdark [Northdark], Great Rift, Spine of the World Human – Altumbel, Damara, Great Dale, Rashemen, Western Heartlands	+2 bonus on all Will Saves Cannot be Shaken, though you can still be Frightened or Panicked.
Cosmopolitan [Regional]	(PGF p37)	Must be from one of the following races & regions: Dwarf – Waterdeep Elf – Waterdeep Half-Elf – Waterdeep Halfling – Amn, Waterdeep Human – Amn, Golden Water, Sword Coast, Waterdeep	+2 bonus on Bluff, Gather Information & Sense Motives checks.
Dauntless [Regional]	(PGF p37) (PGFe)+	Must be from one of the following races & regions: Dwarf – Galena Mountains, Smoking Mountains, Turmish, Underdark [Earthroot], Underdark [Old Shantar] Human – Damara, Great Dale, Impiltur, Moonshae Isles, Underdark [Old Shanatar]	+5 hit points. This feat can only be taken once. It <u>does</u> stack with Toughness.

<sup>2</sup> Editor's Note: I decided not to place the Regional Feats into the general Feats section because they have been made more powerful than standard feats. For example, the original feat 'Luck of Heroes' granted a +1 Luck bonus on all saves. The new version of the feat also grants a +1 Luck bonus to AC.

Regional Feats	Source	Prerequisite	Description
Discipline [Regional]	(PGF p38)	Must be from one of the following races & regions: Elf – Evereska, Yuirwood Gnome – Western Heartlands Halfling – Luiren Human – Aglarond, Cormyr, Shadovar, Shou Expatiate, Thay Planetouched – Mulhorand	+2 bonus on Will saves. +2 Concentration check.
Dreadful Wrath [Regional]	(PGF p38)	Must be from one of the following races & regions: Human – Rashemen Planetouched – Impiltur, Silver Marches, Thay, Western Heartlands	When you Charge, make a Full Attack, or cast a spell that targets an enemy or includes an enemy in its area of effect, you gain the Frightening Presence ability for that round. Each enemy within 20' is Shaken for 1 minute (WillNeg DC = 10 + ½ Character level + Charisma modifier). A creature may only be targeted by this Extraordinary Morale effect once per 24 hours (whether the save is successful or not).
Education [Regional]	(PGF p38)	Must be from one of the following races & regions: Elf – Evermeet, Silverymoon, Snow Eagle Aerie Gnome – Lantan Half-Elf – Silverymoon Human – Chessenta, Lantan, Silverymoon, Waterdeep	All Knowledge skills are always In-Class for you. +2 bonus on any two Knowledge skills (determined when this feat is taken).
Ethran [Regional]	(PGF p38)	Must be Female. Must be from one of the following races & regions: Human – Rasheman	+2 bonus on Handle Animal & Survival checks. +2 bonus on Charisma-based skill & ability checks when dealing with other people from Rasheman. Able to join in Circle Magic(FR p59).
Fearless [Regional]	(PGF p38)	Must be from one of the following races & regions: Elf – Elven Court, Snow Eagle Aerie Gnome – Lantan Halfling – Channath Vale, Western Heartlands Human – Anauroch, Impiltur	Immune to Fear effects, both natural & magical.
Fleet of Foot [Regional]	(PGF p38)	Must be from one of the following races & regions: Elf – Forest of Lethyr, High Forest, Wealdath Half-Elf – Dalelands, High Forest Human – Shaar, Thindol	When wearing up to Light armor and up to Medium encumbrance, your land movement rate is +10'.
Foe Hunter – Goblinoids [Regional]	(PGF p38) (PGFe)+	Must be from one of the following races & regions: Dwarf – Galena Mountains Human – Chult, Cormyr	Gain Favored Enemy (humanoids – goblinoids). This grants you a +2 bonus on Bluff, Listen, Sense Motive, Spot, & Survival checks made against your enemy. You also do +2 damage on melee attacks & ranged attacks within 30'. These bonuses stack with any Ranger bonuses.
Foe Hunter – Dragons [Regional]	(PGF p38) (PGFe)+	Must be from one of the following races & regions: Half-Elf – Dragon Coast	Gain Favored Enemy (dragons). This grants you a +2 bonus on Bluff, Listen, Sense Motive, Spot, & Survival checks made against your enemy. You also do +2 damage on melee attacks & ranged attacks within 30'. These bonuses stack with any Ranger bonuses.
Foe Hunter – Orcs [Regional]	(PGF p38) (PGFe)+	Must be from one of the following races & regions: Dwarf – Spine of the World Halfling – the North Human – Moonsea, the North	Gain Favored Enemy (humanoids – orcs). This grants you a +2 bonus on Bluff, Listen, Sense Motive, Spot, & Survival checks made against your enemy. You also do +2 damage on melee attacks & ranged attacks within 30'. These bonuses stack with any Ranger bonuses.
Foe Hunter – Demons [Regional]	(PGF p38) (PGFe)+	Must be from one of the following races & regions: Human – Impiltur	Gain Favored Enemy (demons). This grants you a +2 bonus on Bluff, Listen, Sense Motive, Spot, & Survival checks made against your enemy. You also do +2 damage on melee attacks & ranged attacks within 30'. These bonuses stack with any Ranger bonuses.
Foe Hunter – Yuan-ti [Regional]	(PGF p38) (PGFe)+	Must be from one of the following races & regions: Human – Samarach, Tashalar, Thindol	Gain Favored Enemy (yuan-ti). This grants you a +2 bonus on Bluff, Listen, Sense Motive, Spot, & Survival checks made against your enemy. You also do +2 damage on melee attacks & ranged attacks within 30'. These bonuses stack with any Ranger bonuses.
Forester [Regional]	(PGF p39)	Must be from one of the following races & regions: Elf – Chondalwood, Forest of Lethyr, High Forest, Sildëyuir Gnome – Great Dale Half-Elf – Aglarond, High Forest Halfling – Chondalwood Human – Dalelands, Great Dale	+1 bonus to Hide, Listen, Move Silently, & Spot checks. When you are within forest terrain, these bonuses increase to +3.
Forgeheart [Regional]	(PGF p39)	Must be from one of the following races & regions: Dwarf – Smoking Mountains, Sword Coast	Gain Fire Resistance 5.
Furious Charge [Regional]	(PGF p39)	Must be from one of the following races & regions: Human – Cormyr, the Ride, Tethyr, Uthgardt Tribesfolk	At the end of a Charge, your attack bonus is +4 (instead of +2).
Horse Nomad [Regional]	(PGF p39) (PGFe)+ (DR349 p58)	Must be from one of the following races & regions: Human – Hordelands, Nimbral, the Ride, the Shaar	+3 bonus on all Ride checks. You are proficient with Lance, Scimitar, & Shortbow.

Regional Feats	Source	Prerequisite	Description
Knifefighter [Regional]	(PGF p40)	Must be from one of the following races & regions: Half-Elf – Dambrath, Dragon Coast Halfling – Channath Vale Human – Anauroch, Dambrath, Lake of Steam, Sword Coast Planetouched – Chessenta	You may use a Light weapon to attack your opponent in a Grapple with no penalty on the attack roll. You do not need to make a Grapple check to draw a light weapon while Grappling (though it still costs a Move Action). If your base attack bonus is +6 or higher, you may make a Full Attack with a Light weapon while Grappling as long as it is already in your hand.
Luck of Heroes [Regional]	(PGF p40)	Must be from one of the following races & regions: Elf – Elven Court, Forest of Lethyr, Yuirwood Half-Elf – Aglarond Halfling – Channath Vale, Western Heartlands Human – Aglarond, Dalelands, Tethyr, Turmish, the Vast	+1 Luck bonus on all Saving Throws. +1 Luck bonus on AC.
Magic in the Blood [Regional]	(PGF p40)	Must be from one of the following races & regions: Dwarf – Oldonnar, Underdark [Darklands] Elf – Menzoberranyr Gnome – Great Dale, Thesk, Underdark [Northdark] Planetouched – Calimshan, Mulhorand, Unther	Racial Spell-Like abilities that your race can use once per day, you can use these abilities 3 times per day. For example, a Gnome's Dancing Lights.
Magical Training [Regional]	(PGF p41)	Intelligence 10 –or– Charisma 10 Must be from one of the following races & regions: Elf – Evereska, Evermeet Human – Halruaa, Nimbral	Choose to be trained as a Sorcerer or a Wizard when this feat is taken. Sorcerer: You may cast three 0th level spells per day. You know two 0th level spells. The saves of the spells are based on your Charisma. If you take levels in Sorcerer, you can cast three extra 0th level spells each day. Wizard: You may cast three 0th level spells per day. You receive a spellbook with three 0th level spells in it. If you take levels in Wizard, you can cast three extra 0th level spells each day.
Mercantile Background [Regional]	(PGF p41) (PGFe)+	Must be from one of the following races & regions: Dwarf – Sword Coast, Underdark [Darklands] Gnome – Lantan, Underdark [Northdark] Halfling – Amn, Calimshan Human – Amn, Lantan, Sembia, Shou Expatiate, Tashalar, Tharsult, Thesk, Turmish, Vast, Waterdeep	+300 gp at character creation. When selling weapons, magic items, & other adventuring goods, you get 75% of list price instead of 50%. Once per month, you may buy one item at 75% of its offered price.
Militia [Regional]	(PGF p41)	Must be from one of the following races & regions: Half-Elf – Aglarond Halfling – Luiren Human – Altumbel, Dalelands, Impiltur, Samarach, Thindol, Turmish	Gain proficiency with all Martial Weapons.
Mind over Body [Regional]	(PGF p41)	Must be from one of the following races & regions: Elf – Silverymoon, Snow Eagle Aerie Half-Elf – Silverymoon Human – Calimshan, Mulhorand, Shou Expatiate, Thay Planetouched – Calimshan, Thay	When determining your hit-points at first level, use your Intelligence or Charisma modifier (whichever is higher) instead of your Constitution modifier for bonus hit-points. All other level use Constitution as normal. Gain +1 hp every time you lean a Metamagic Feat. If you can cast Arcane spells, gain a +1 Insight bonus to AC.
Otherworldly [Regional]	(PGF p41)	Must be from one of the following races & regions: Elf – Evermeet, Sildëyuir	Your creature type is 'Outsider (native)' instead of 'Humanoid'. Gain Darkvision 60'. +2 bonus on Diplomacy checks.
Raumathar Heritor [Regional]	(DR349 p58)	Must be from one of the following races & regions: Human – Hordelands, Lake of Mists, Rasheman, Thay	+2 bonus on Knowledge (the planes). Your favored class becomes 'Wizard'. <i>Detect Evil Outsiders</i> , 3/day (as <i>Detect Undead</i> , but detects Evil Outsiders).
Resist Poison [Regional]	(PGF p43) (PGFe)+	Must be from one of the following races & regions: Dwarf – Underdark [Northdark] Human – Dambrath, Lapaliya, Underdark [Old Shanatar]	+4 bonus on Fortitude saves vs. poison.
Pureheart [Regional]	(DR346 p66)	Must be from one of the following races & regions: Human – Damara, Impiltur, Vaasa	+4 bonus on saves vs. attacks, spells, & special abilities of Evil Outsiders
Saddleback [Regional]	(PGF p43)	Must be from one of the following races & regions: Human – Cormyr, Dambrath, Hordelands, Narfell, Nimbral, the North, Western Heartlands	You may always 'Take 10' on Ride checks. If either you or your mount fail a Reflex save while mounted, you may make a Ride check to use instead of the saving throw roll. If both you and your mount failed, you both can use the new roll. This ability can be used once per round.
Silver Palm [Regional]	(PGF p43)	Must be from one of the following races & regions: Dwarf – Great Rift, Turmish, Waterdeep Halfling – Amn Human – Amn, Dragon Coast, Golden Water, Sembia, Tharsult, Thesk, Vilhon Reach, Waterdeep	+2 bonus on Appraise, Bluff, & Sense Motive checks.
Smooth Talk [Regional]	(PGF p43)	Must be from one of the following races & regions: Elf – Waterdeep Gnome – Thesk Half-Elf – Waterdeep Human – Silverymoon, Thesk, Waterdeep	When you make a Diplomacy check as a Full Round Action, you only receive a –5 penalty (instead of –10).

Regional Feats	Source	Prerequisite	Description
Snake Blood [Regional]	(PGF p43)	Must be from one of the following races & regions: Human – Chult, Lake of Steam, Lapaliya, Samarach, Tashalar, Tharsult, Thindol, Vilhon Reach, Western Heartlands	+2 bonus on all Reflex saves. +2 bonus on Fortitude saves vs. Poison.
Spellwise [Regional]	(PGF p44) (PGFe)+	Must be from one of the following races & regions: Elf – Evermeet Human – Calimshan, Halruaa, Nimbral, Shadovar, Wizards' Reach	+2 bonus on Knowledge (arcana) checks. +2 bonus on Spellcraft checks. +2 bonus on saving throws vs. Illusions.
Stormheart [Regional]	(PGF p44)	Must be from one of the following races & regions: Human – Altumbel, Dragon Coast, Lake of Steam, Lapaliya, Nelanther Isles, Sword Coast, Tharsult	+2 bonus on Balance checks. + bonus on Profession (sailor) checks. You may ignore any hampered movement penalties for fighting on pitching or slippery decks. You gain a +1 Dodge bonus to AC during any fight that takes place on a ship.
Street Smart [Regional]	(PGF p44)	Must be from one of the following races & regions: Halfling – Amn, Calimshan Human – Amn, Calimshan, Chessenta, Moonsea, Unther, Wizards' Reach Planetouched – Chessenta, Western Heartlands	+2 bonus on Gather Information checks. +2 bonus on Intimidate checks. +2 bonus on Sense Motive checks.
Strong Soul [Regional]	(PGF p44)	Must be from one of the following races & regions: Dwarf – Oldonnar Elf – Elven Court, Silverymoon Gnome – Underdark [Northdark], Western Heartlands Half-Elf – Dalelands, Dambrath, Silverymoon Halfling – Channath Vale, Luiren Human – Moonshae Isles	+1 bonus on all Fortitude & Will saves. Against death effects, energy drain, & ability drain attacks, this bonus increase to +3.
Surefooted [Regional]	(PGF p45)	Must be from one of the following races & regions: Human – Great Glacier, Uthgardt Tribesfolk	+2 bonus on Climb checks. +2 bonus on Jump checks. You ignore hampered movement penalties for ice & steep slopes. If the surface is both steep and icy, you treat it as a x2 movement (instead of x4).
Survivor [Regional]	(PGF p45)	Must be from one of the following races & regions: Dwarf – Chult, Great Glacier Elf – Chondalwood, Inner Sea, Outer Sea Human – Anauroch, Chult, Great Glacier, Narfell, Shaar	+2 bonus on Fortitude saves. +2 bonus on Survival checks.
Swift and Silent [Regional]	(PGF p45) (PGFe)+	Must be from one of the following races & regions: Elf – Cormanthor Drow, Wealdath Halfling – Chondalwood, the North Human – Underdark [Old Shanatar], Uthgardt Tribesfolk	You can move up to your normal speed while using Hide or Move silently skill at no penalty (instead of a –5 penalty).
Tattoo Focus [Regional]	(PGF p45)	Must be specialized in a school of magic. Must be from one of the following races & regions: Human – Thay Planetouched – Thay	When casting a spell from your specialized school, its DC is increased by 1 & you receive a +1 bonus to overcome Spell Resistance. You may participate in Red Wizard Circle Magic.
Thug [Regional]	(PGF p45)	Must be from one of the following races & regions: Dwarf – Underdark [Northdark], Waterdeep Human – Dragon Coast, Moonsea, Nelanther Isles, Unther, Vast, Vilhon Reach Planetouched – Impiltur, Silver Marches, Unther, Western Heartlands	+2 bonus on Initiative checks. +2 bonus on Appraise checks. +2 bonus on Intimidate checks.
Thunder Twin [Regional]	(PGF p46)	Must be from one of the following races & regions: Dwarf – Galena Mountains, Great Rift, Smoking Mountains, Spine of the World, Sword Coast, Turmish, Underdark [Old Shanatar], Waterdeep	+2 bonus on Diplomacy checks. +2 bonus on Intimidate checks. You have a twin brother or sister (with fraternal or identical). You may determine the direction towards your twin as long as he/she is alive by making a Wisdom check vs. DC 12 (repeat each hour)
Tireless [Regional]	(PGF p46)	Must be from one of the following races & regions: Dwarf – Galena Mountains, Sword Coast, Underdark [Old Shanatar] Human – Hordelands, the Ride, Thindol, Vassa	You cannot become Exhausted (instead you become Fatigued). If something normally would make you Fatigued, there is no effect.
Treetopper [Regional]	(PGF p46)	Must be from one of the following races & regions: Elf – Chondalwood, High Forest, Yuirwood Half-Elf – Aglarond, High Forest Halfling – Chondalwood Human – Aglarond	+2 bonus on Balance checks. +2 bonus on Climb checks. You do not lose your Dexterity bonus to AC while climbing. Your opponents do not get a bonus to hit you when you are climbing.
Twin-Sword Style [Regional]	(PGF p46)	Proficiency with all Martial Weapons. Must be from one of the following races & regions: Elf – Menzoberranyr, Waterdeep Half-Elf – Waterdeep Human – Sembia, Waterdeep	When fighting with two blades (i.e., 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 AC against that opponent. This bonus stacks with a Buckler. You lose this bonus if you are Flat-Footed or do not receive your Dexterity bonus to AC.



## Regional Feats of the Forgotten Realms Cross-reference by Race &amp; Region

Region	Dwarf	Elf	Gnome	Half-Elf	Halfling	Human	Planetouched
Aglarond				Luck of Heroes Militia Treetopper		Discipline Luck of Heroes Treetopper	
Altumbel						Bullheaded Militia Stormheart	
Amn					Cosmopolitan Mercantile Background Silver Palm Street Smart	Cosmopolitan Mercantile Background Silver Palm Street Smart	
Anauroch						Fearless Knifefighter Survivor	
Calimshan					Mercantile Background Street Smart	Bloodline of Fire Mind over Body Spellwise Street Smart	Bloodline of Fire Magic in the Blood Mind over Body
Channath Vale					Fearless Knifefighter Luck of Heroes Strong Soul		
Chessenta						Arcane Schooling Artist Education Street Smart	Arcane Schooling Knifefighter Street Smart
Chondalwood		Forester Survivor Treetopper			Blooded Forester Swift and Silent Treetopper		
Chult	Survivor					Foe Hunter – Goblins Snake Blood Survivor	
Cormanthor Drow		Blooded Swift and Silent					
Cormyr						Discipline Foe Hunter – Goblins Furious Charge Saddleback	
Dalelands				Artist Fleet of Foot Strong Soul		Blooded Forester Luck of Heroes Militia	
Dambrath				Knifefighter Strong Soul		Knifefighter Resist Poison Saddleback	
Darmara						Bullheaded Dauntless Pureheart	
Dragon Coast				Foe Hunter – Dragons Knifefighter		Silver Palm Stormheart Thug	
Elven Court		Fearless Luck of Heroes Strong Soul					
Evereska		Discipline Magical Training					
Evermeet		Education Magical Training Mind over Body Otherworldly Spellwise					
Forest of Lethyr		Fleet of Foot Forester Luck of Heroes					
Galena Mountains	Dauntless Foe Hunter – Goblins Thunder Twin Tireless						
Golden Water						Arcane Schooling Cosmopolitan Silver Palm	
Great Dale			Forester Magic in the Blood			Bullheaded Dauntless Forester	

Region	Dwarf	Elf	Gnome	Half-Elf	Halfling	Human	Planetouched
Great Glacier	Axethrower Survivor					Axethrower Surefooted Survivor	
Great Rift	Bullheaded Silver Palm Thunder Twin						
Halruaa						Arcane Schooling Magical Training Spellwise	
High Forest		Fleet of Foot Forester Treetopper		Fleet of Foot Forester Treetopper			
Hordelands						Horse Nomad Raumathar Heritor Saddleback Tireless	
Impiltur						Dauntless Fearless Foe Hunter – Demons Militia Pureheart	Dreadful Wrath Thug
Inner Sea		Blooded Survivor					
Lake of Mists						Raumathar Heritor	
Lake of Steam						Knifefighter Snake Blood Stormheart	
Lantan			Education Fearless Mercantile Background			Arcane Schooling Education Mercantile Background	
Lapaliiya						Resist Poison Snake Blood Stormheart	
Luiren					Discipline Militia Strong Soul		
Menzoberranyr		Blooded Magic in the Blood Two Sword Style					
Moonshae Isles						Axethrower Dauntless Strong Soul	
Moonsea						Foe Hunter – Orcs Street Smart Thug	
Mulhorand						Arcane Schooling Mind over Body	Discipline Magic in the Blood
Narfell						Saddleback Survivor	
Nelanther Isles						Blooded Stormheart Thug	
Nimbral						Arcane Schooling Magical Training Horse Nomad Saddleback Spellwise	
Oldonnar	Magic in the Blood Strong Soul						
Outer Sea		Blooded Survivor					
Rashemen						Bullheaded Dreadful Wrath Ethran Raumathar Heritor	
Samarach						Foe Hunter – Yuan-ti Militia Snake Blood	
Sembia						Silver Palm Two Sword Style	
Shaar						Fleet of Foot Horse Nomad Survivor	
Shadovar						Discipline Spellwise	

Region	Dwarf	Elf	Gnome	Half-Elf	Halfling	Human	Planetouched
Shou Expatiate						Discipline Mercantile Background Mind over Body	
Sidēyuir		Artist Forester Mind over Body Otherworldly					
Silver Marches							Dreadful Wrath Thug
Silverymoon		Education Mind over Body Strong Soul		Education Mind over Body Strong Soul		Blooded Education Smooth Talk	
Smoking Mountains	Dauntless Forgeheart Thunder Twin						
Snow Eagle Aerie		Artist Education Fearless Mind over Body					
Spine of the World	Bullheaded Foe Hunter – Orcs Thunder Twin						
Sword Coast	Forgeheart Mercantile Background Thunder Twin Tireless					Cosmopolitan Knifefighter Stormheart	
Tashalar						Foe Hunter – Yuan-ti Mercantile Background Snake Blood	
Tethyr						Blooded Furious Charge Luck of Heroes	
Tharsult						Mercantile Background Silver Palm Snake Blood Stormheart	
Thay						Discipline Mind over Body Raumathar Heritor Tattoo Focus	Dreadful Wrath Mind over Body Tattoo Focus
The North					Foe Hunter – Orcs Swift and Silent	Axethrower Foe Hunter – Orcs Saddleback	
The Ride						Furious Charge Horse Nomad Tireless	
The Vast						Luck of Heroes	
Thesk			Artist Magic in the Blood Smooth Talk			Mercantile Background Silver Palm Smooth Talk	
Thindol						Fleet of Foot Foe Hunter – Yuan-ti Militia Snake Blood Tireless	
Turmish	Silver Palm Thunder Twin					Luck of Heroes Mercantile Background Militia	
Underdark [Darklands]	Mercantile Background						
Underdark [Earthroot]	Blooded Bullheaded Dauntless						
Underdark [Northdark]	Bullheaded Resist Poison Thug		Magic in the Blood Mercantile Background Strong Soul				
Underdark [Old Shanatar]	Dauntless Thunder Twin Tireless					Dauntless Resist Poison Swift and Silent	

Region	Dwarf	Elf	Gnome	Half-Elf	Halfling	Human	Planetouched
Unther						Arcane Schooling Street Smart Thug	Magic in the Blood Thug
Uthgardt Tribefolk						Furious Charge Surefooted Swift and Silent	
Vaasa						Axethrower Pureheart Tireless	
Vast						Mercantile Background Thug	
Vilhon Reach						Silver Palm Snake Blood Thug	
Waterdeep	Cosmopolitan Silver Palm Thug Thunder Twin	Cosmopolitan Smooth Talk Two Sword Style		Cosmopolitan Two Sword Style	Cosmopolitan Smooth Talk	Artist Cosmopolitan Education Mercantile Background Silver Palm Smooth Talk Two Sword Style	
Wealdath		Fleet of Foot Swift and Silent					
Western Heartlands			Artist Discipline Strong Soul		Fearless	Artist Bullheaded Saddleback Snake Blood Street Smart	Dreadful Wrath Street Smart Thug
Wizards' Reach						Arcane Schooling Spellwise Street Smart	
Yuirwood		Discipline Luck of Heroes Treetopper					

## Eberron Specific Feats

## Action Point Feats

Action Point Feats	Source	Prerequisite	Description
Action Boost [General]	(Eb p47)	—	Trade in 1 Action Point to add <u>1d8</u> to an Attack roll, a Skill check, an Ability check, a Level check, or a Saving Throw. You must spend the Action Point before knowing if the check succeeded. At 8 <sup>th</sup> level, you receive <u>2d8</u> . At 15 <sup>th</sup> level, you receive <u>3d8</u> .
Action Healing [General]	(FoE p145)	Lay on Hands class ability	By expending 1 Action point, you may apply any <u>one</u> of the following to your use of 'Lay on Hands': Empower – heal 3 hp for every 2 'Lay on Hands' points spent. Quicken – use 'Lay on Hands' as a Swift Action. Reach – use 'Lay on Hands' with a range of 30'.
Action Surge [General]	(Eb p50)	—	Trade in 2 Action Points to gain an extra Move Action or Standard Action either before or after your normal action.
Aerenal Half-Life [General]	(PGE p20)	Elf from Aerenal	1. Your skin becomes sallow & pinched, making you look like a Lich or Zombie. 2. +1 Caster level when casting a Necromancy spell. 3. When you spend an Action point to Turn/Rebuke Undead, the result applies to your Turning Check –and– the Turning Damage.
Ancestral Guidance [Racial]	(RoE p105)	Elf from Valenar	When you use an Action Point to modify a d20 roll, you have the option of rerolling a single die. You must keep the new value. You must be in good standing with your ancestral spirits to make use of this ability.
Battleshifter Training [Shifter, Tactical]	(RoE p116)	Shifter Base Attack Bonus +6 You may <u>not</u> have Feat: Ragemwild Fighting.	You may use the following 3 tactical maneuvers: <u>Tiring Defense</u> – If an opponent attacks and misses you in melee on two consecutive round while you are either Fighting Defensively or using Combat Expertise (minimum –2 on your attack) and you hit him/her at least once, your opponent becomes Fatigued for as long as you continue Fighting Defensively or using Combat Expertise as above. If already Fatigued, your opponent becomes Exhausted. <u>Exploit Weakness</u> – If you hit an opponent in melee who is suffering from being Fatigued, Exhausted, Dazed, or Dazzled, you do +1d6 damage. You may <u>not</u> be using Combat Expertise or Fighting Defensively. <u>Riposte</u> – If an opponent attacks and misses you with a Full Round Attack while you are either Fighting Defensively or using Combat Expertise (minimum –2 on your attack), you may spend 1 Action Point to make an extra melee attack against this opponent as an Immediate Action.
Bladebearer of the Valenar [Racial]	(RoE p107)	Elf from Valenar Proficient with Scimitar and/or Falchion	Treat a Valenar Double Scimitar as a Martial Weapon. Gain +1 bonus on damage when making a melee attack with a Scimitar, Falchion, or a Valenar Double Scimitar while mounted. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with a Scimitar, Falchion, or Valenar Double Scimitar, the feats apply to all three weapons. If you use an Action Point to improve an attack roll made with Scimitar, Falchion, or Valenar Double Scimitar, add the result of the Action Point roll to the weapon's damage too.
Construct Lock [Warforged]	(RoE p119)	Warforged Base Attack Bonus +2	Receive a +2 bonus on damage vs. Constructs. If you threaten a critical on a Construct, you have the option of skipping the confirmation roll (i.e., no critical) in exchange for a second attack roll at the same bonus. If this deals at least one point of damage, your opponent is rendered immobile (i.e., Construct equivalent of Paralyzed) for 1 round (FortNeg, DC is Constitution based). If you use an Action Point to improve your attack roll vs. a Construct and it hits, the attack automatically triggers the special ability above as if the roll had threatened a critical.
Darguun Mauler [Racial]	(RoE p108)	Humanoid (goblinoid) from Darguun Proficient with Flail or Heavy Flail.	Treat Dire Flail and Spiked Chain as Martial Weapons. Gain +1 bonus on damage when making a melee attack with a Light Flail, a Heavy Flail, a Dire Flail, or a Spiked Chain as long as you have <u>not</u> moved this round. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with any of the above, the feats apply to all four weapons. If you use an Action Point to improve an attack roll made with the weapons listed above, add the result of the Action Point roll to the weapon's damage too.
Drow Skirmisher [Racial]	(RoE p109)	Drow from Xen'drik	Treat Xen'drik Boomerang, Drow Scorpion Chain, and Drow Long Knife as Martial Weapons. Gain +1 bonus on damage when making a melee attack with a Drow Scorpion Chain or Drow Long Knife as long as you have moved at least 5' this round. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with Daggers or Short Swords, these feats also apply to your Drow Long Knife. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with Spiked Chain, these feats also apply to your Drow Scorpion Chain. If you use an Action Point to improve an attack roll made with a Xen'drik Boomerang, Drow Scorpion Chain, or Drow Long Knife, add the result of the Action Point roll to the weapon's damage too.
Heroic Channeling [Divine]	(FoE p147)	Ability to Turn or Rebuke Undead	You may expend an Action Point in place of a Turn / Rebuke use. This lets you power other Divine feats, even if you have no Turn / Rebuke uses left for the day. It can be combined with other Turn / Rebuke uses for abilities that take multiple Turn / Rebuke uses, though only 1 Action Point may be spent in this way each round.
Heroic Metamagic [General]	(RoE p111)	any Metamagic feat Able to cast spell of at least 2 <sup>nd</sup> level	You may spend 1 or more Action points to spontaneously apply a Metamagic you know to a spell you are casting without increasing its spell level. Instead, you consume 1 Action point for each level increase that would have been applied to the spell (minimum 1).

Action Point Feats	Source	Prerequisite	Description
Mror Stalwart [Racial]	(RoE p109)	Dwarf from the Mror Holds Proficiency with Battleaxe, Warhammer, Dwarven Warhammer, or Dwarven Urgrosh	Gain +1 bonus on damage when making a melee attack with a Battleaxe, Warhammer, Dwarven Warhammer, or Dwarven Urgrosh as long as you have <u>not</u> moved this round. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with Battleaxe, Warhammer, Dwarven Warhammer, or Dwarven Urgrosh, these feats also apply to the other weapons listed. If you use an Action Point to improve an attack roll made with a Battleaxe, Warhammer, Dwarven Warhammer, or Dwarven Urgrosh, add the result of the Action Point roll to the weapon's damage too.
Mutable Body [General]	(RoE p110)	Shagechanger subtype	Transmutation spells cast on you are at +1 Caster level at your option. By spending 2 Action Points, a Transmutation spell cast on you is treated as Empowered or Extended without adjustment to the spell's level or casting time.
Pursue [General]	(Eb p58)	Combat Reflexes	When an opponent in an adjacent square takes a single 5' step into a square that you do not threaten, you can spend 1 Action Point to move into the square the opponent just left. This movement occurs after the 5' step but before any other actions, and it does not provoke attacks of opportunity.
Ragewild Fighter [Shifter, Tactical]	(RoE p118)	Shifter Power Attack Base Attack Bonus +6 You may <u>not</u> have Feat: <u>Battleshifter Training</u> .	You may use the following 3 tactical maneuvers: <b>Instinctive Strike</b> – If you fail a Will save against a non-harmless spell, you may make a single melee attack as an Immediate Action before the spell takes effect. <b>Rattle the Weakling</b> – If you hit an opponent of your size or smaller, and then in the following round hit the opponent again while using Power Attack (minimum –5 penalty on the attack), your opponent is Dazed (FortNeg, DC is Strength-based). <b>Brutal Charge</b> – If you hit an opponent at the end of a Charge, you may spend 1 Action Point to do bonus damage equal to your Strength modifier (1 ½ Strength modifier if it was a Two-Handed Weapon).
Raging Luck [General]	(Eb p58)	Rage or Frenzy class ability	You gain 1 temporary Action Point each time you Rage / Frenzy. If it has not been used when your Rage / Frenzy ends, the point is lost.
Shadow Marches Warmonger [Racial]	(RoE p111)	Orc or Half-Orc from the Shadow Marches	Treat Orc Double Axe as a Martial Weapon. Gain +1 bonus on damage when making a melee attack with a Battleaxe, Great Axe, or Orc Double Axe as part of a Charge. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with Battleaxe, Great Axe, or Orc Double Axe, these feats also apply to the other weapons listed. If you use an Action Point to improve an attack roll made with a Battleaxe, Great Axe, or Orc Double Axe, add the result of the Action Point roll to the weapon's damage too.
Spontaneous Casting [General]	(Eb p61)	Caster level 5 <sup>th</sup>	Trade in 1 Action Point to swap out one prepared spell for another of the same level.
Talenta Warrior [Racial]	(RoE p112)	Halfling from the Talenta Plains	Treat Talenta Sharrash, Talenta Tangat, and the Talenta Boomerang as Martial Weapons. Gain +1 bonus on damage when making an attack with a Talenta Sharrash, Talenta Tangat, and the Talenta Boomerang while mounted. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with Talenta Sharrash, Talenta Tangat, or the Talenta Boomerang, these feats also apply to the other weapons listed. If you use an Action Point to improve an attack roll made with a Talenta Sharrash, Talenta Tangat, or the Talenta Boomerang, add the result of the Action Point roll to the weapon's damage too.

Dragonmark Feats

Dragonmark Feats	Source	Prerequisite	Description												
Dragon's Insight [General]	(PGE p48)	Least Dragonmark –or– Siberys Dragonmark class ability	Expend one of your Daily Uses of your Dragonmark power as a Free Action to gain a +4 Insight bonus on the Skill associated with the Least Dragonmark (e.g., Sense Motive check for the Mark of Sentinel). The bonus applies to a single use of the skill that <u>begins</u> within the following amount of time of the activation. <table border="0"> <tr> <td><u>Mark</u></td> <td><u>Time</u></td> <td><u>Mark</u></td> <td><u>Time</u></td> </tr> <tr> <td>Least</td> <td>1 minute</td> <td>Greater</td> <td>1 hour</td> </tr> <tr> <td>Lesser</td> <td>10 minutes</td> <td>Siberys</td> <td>24 hours</td> </tr> </table>	<u>Mark</u>	<u>Time</u>	<u>Mark</u>	<u>Time</u>	Least	1 minute	Greater	1 hour	Lesser	10 minutes	Siberys	24 hours
<u>Mark</u>	<u>Time</u>	<u>Mark</u>	<u>Time</u>												
Least	1 minute	Greater	1 hour												
Lesser	10 minutes	Siberys	24 hours												
Dragonmarked Sorcerer [General]	(DR351 p77)	Sorcerer level 1 <sup>st</sup> Member of a Dragonmarked race & house Does not have a Dragonmark	1. Gain the Dragonmark of your House. It initially is the Least Dragonmark. 2. Add all Sorcerer spells that are spell-like abilities of the Least, Lesser, & Greater Dragonmarks of your House to your Known Sorcerer spell list. Naturally, you cannot cast a spell until you are high enough level. 3. When you can cast the first spell from the Lesser Dragonmark spell list, your Dragonmark changes to the Lesser Dragonmark. It changes again when you start casting Greater Dragonmark spells. Note: Once you take this feat, you may <u>not</u> take Least Dragonmark –or– Aberrant Dragonmark.												
Favored in House [General]	(Eb p53)	Member of a Dragonmarked race & house	May try to “call in favors” from other house members ½ Character level times per week. You must make a d20 roll + a modifier based on your level. The DC is determined by the difficulty & danger of the favor.												
Greater Dragonmark [General]	(Eb p54)	Least Dragonmark Lesser Dragonmark Member of a Dragonmarked race & house any two skills with 12 ranks	Gain use of one of the Greater Dragonmark ability of your Dragonmark. You may use the abilities of your Least and Lesser Dragonmarks one extra time per day. DC for your Dragonmark abilities is 10 + spell level + your Charisma modifier. Caster level is 10 + your level in the Dragonmark Heir prestige class (if any).												
Least Dragonmark [General]	(Eb p56)	Member of a Dragonmarked race & house	Gain use of one of the Least Dragonmark abilities of your Dragonmark. DC for your Dragonmark abilities is 10 + spell level + your Charisma modifier. Caster level is 1 + your level in the Dragonmark Heir prestige class (if any).												
Lesser Dragonmark [General]	(Eb p56)	Least Dragonmark Member of a Dragonmarked race & house any two skills with 9 ranks	Gain use of one of the Lesser Dragonmark abilities of your Dragonmark. You may use the abilities of your Least Dragonmarks one extra time per day. DC for your Dragonmark abilities is 10 + spell level + your Charisma modifier. Caster level is 6 + your level in the Dragonmark Heir prestige class (if any).												
Shield of Deneith [General]	(PGE p48)	Least or Siberys Dragonmark of Sentinel	Expend one of your Daily Uses of your Dragonmark power as an Immediate Action to gain the indicated Dodge bonus to AC. The bonus lasts for (Wisdom modifier + ½ Character level) rounds. <table border="0"> <tr> <td><u>Mark</u></td> <td><u>Bonus</u></td> <td><u>Mark</u></td> <td><u>Bonus</u></td> </tr> <tr> <td>Least</td> <td>+1</td> <td>Greater</td> <td>+3</td> </tr> <tr> <td>Lesser</td> <td>+2</td> <td>Siberys</td> <td>+4</td> </tr> </table>	<u>Mark</u>	<u>Bonus</u>	<u>Mark</u>	<u>Bonus</u>	Least	+1	Greater	+3	Lesser	+2	Siberys	+4
<u>Mark</u>	<u>Bonus</u>	<u>Mark</u>	<u>Bonus</u>												
Least	+1	Greater	+3												
Lesser	+2	Siberys	+4												
Swiftness of Orient [General]	(PGE p48)	Least or Siberys Dragonmark of Passage	Expend one of your Daily Uses of your Dragonmark power as a Swift Action to grant an Enhancement bonus to movement to yourself or a creature you are riding. The bonus lasts for 1 round. <table border="0"> <tr> <td><u>Mark</u></td> <td><u>Bonus</u></td> <td><u>Mark</u></td> <td><u>Bonus</u></td> </tr> <tr> <td>Least</td> <td>+20'</td> <td>Greater</td> <td>+60'</td> </tr> <tr> <td>Lesser</td> <td>+40'</td> <td>Siberys</td> <td>+90'</td> </tr> </table>	<u>Mark</u>	<u>Bonus</u>	<u>Mark</u>	<u>Bonus</u>	Least	+20'	Greater	+60'	Lesser	+40'	Siberys	+90'
<u>Mark</u>	<u>Bonus</u>	<u>Mark</u>	<u>Bonus</u>												
Least	+20'	Greater	+60'												
Lesser	+40'	Siberys	+90'												

Dragon Mark Houses

Ability to use Dragon Marks improves by taking levels in the ‘Dragon Mark Heir’ Prestige Class. The Siberys Dragon Mark is only available to those who take the ‘Heir of Siberys’ Prestige Class.

Family	Page	Race	Guild	Mark of...	Least	Lesser	Greater	Siberys
Cannith	(EB p65) (EB p80)+	Human	Tinkers Guild Fabricators Guild	Making	+2 on Craft checks Make Whole (1), or Mending (2), or Repair Light Damage (1)	Minor Creation (1) or Repair Serious Damage (1)	Fabricate (1) or Major Creation (1)	True Creation (1)
Deneith	(EB p66) (EB p80)+	Human	Blademakers Guild Defenders Guild	Sentinel	+2 on Sense Motive checks Mage Armor (1) or Shield of Faith (1) or Shield Other (1) or Protection from Arrows (1)	Protection from Energy (1) or Lesser Globe of Invulnerability (1)	Globe of Invulnerability (1)	Mind Blank (1)
Ghallanda	(EB p64) (EB p80)+	Halfling	Hostellers Guild	Hospitality	+2 on Diplomacy checks Purify Food and Drink (2) or Prestidigitation (2) or Unseen Servant (1)	Create Food and Water (1) or Leomund's Secure Shelter (1)	Heroes' Feast (1) or Mordenkainen's Magnificent Mansion (1)	Refuge (1)
Jorasco	(EB p64) (EB p80)+	Halfling	Healers Guild	Healing	+2 on Heal checks Cure Light Wounds (1) or Lesser Restoration (1)	Cure Serious Wounds (1) or Remove Disease (1) or Restoration (1)	Heal (1)	Mass Heal (1)

Family	Page	Race	Guild	Mark of...	Least	Lesser	Greater	Siberys
Kundarak	(EB p67) (EB p80)+	Dwarf	Banking Guild Warding Guild	Warding	+2 on Search checks <i>Alarm</i> (1) or <i>Arcane Lock</i> (1) or <i>Fire Trap</i> (1) or <i>Misdirection</i> (1)	<i>Explosive Runes</i> (1) or <i>Glyph of Warding</i> (1) or <i>Nondetection</i> (1)	<i>Mordenkainen's Faithful Hound</i> (1) or <i>Greater Glyph of Warding</i> (1) or <i>Guards and Wards</i> (1)	<i>Prismatic Wall</i> (1)
Lyrandar	(EB p66) (EB p80)+	Half-Elf	Windwrights Guild Raincallers Guild	Storm	+2 on Balance checks <i>Endure Elements</i> (1) or <i>Fog Cloud</i> (1) or <i>Gust of Wind</i> (1)	<i>Sleet Storm</i> <sup>3</sup> (1) or <i>Wind's Favor</i> <sup>4</sup> (1) or <i>Wind Wall</i> (1)	<i>Control Winds</i> (1) or <i>Control Weather</i> (1)	<i>Storm of Vengeance</i> (1)
Medani	(EB p63) (EB p80)+	Half-Elf	Warning Guild	Detection	+2 on Spot checks <i>Detect Magic</i> (2) or <i>Detect Poison</i> (2)	<i>Detect Scrying</i> (1) or <i>See Invisibility</i> (1)	<i>True Seeing</i> (1)	<i>Moment of Prescience</i> (1)
Orien	(EB p65) (EB p80)+	Human	Couriers Guild Transportation Guild	Passage	+2 on Survival checks <i>Expeditious Retreat</i> (1), or <i>Mount</i> (1), or <i>Dimensional Leap</i> (1) <sup>5</sup>	<i>Dimension Door</i> (1) or <i>Phantom Steed</i> (1)	<i>Overland Flight</i> (1) or <i>Teleport</i> (1)	<i>Greater Teleport</i> (1)
Phiarlan	(EB p66) (EB p80)+	Elf	Entertainers & Artisans Guild	Shadow	+2 on Gather Information <i>Darkness</i> (1) or <i>Disguise Self</i> (1) or <i>Minor Image</i> (1)	<i>Clairaudience / Clairvoyance</i> (1) or <i>Scrying</i> (1) or <i>Shadow Conjunction</i> (1)	<i>Mislead</i> (1) or <i>Prying Eyes</i> (1) or <i>Shadow Walk</i> (1)	<i>Greater Prying Eyes</i> (1) or <i>Greater Scrying</i> (1)
Sivis	(EB p65) (EB p80)+	Gnome	Notaries Guild Speakers Guild	Scribing	+2 on Decipher Script checks <i>Arcane Mark</i> (2) or <i>Whispering Wind</i> (1) or <i>Comprehend Languages</i> (1)	<i>Illusory Script</i> (1) or <i>Secret Page</i> (1) or <i>Tongues</i> (1)	<i>Sending</i> (1)	<i>Symbol of Death</i> (1)
Tharashk	(EB p64) (EB p80)+	Half-Orc Human	Finders Guild	Finding	+2 on Search checks <i>Identify</i> (1) or <i>Know Direction</i> (2) or <i>Locate Object</i> (1)	<i>Helping Hand</i> (1) or <i>Locate Creature</i> (1)	<i>Find the Path</i> (2)	<i>Discern Location</i> (1)
Thuranni	(EB p66) (EB p80)+	Elf	Shadow Network	Shadow	+2 on Gather Information <i>Darkness</i> (1) or <i>Disguise Self</i> (1) or <i>Minor Image</i> (1)	<i>Clairaudience / Clairvoyance</i> (1) or <i>Scrying</i> (1) or <i>Shadow Conjunction</i> (1)	<i>Mislead</i> (1) or <i>Prying Eyes</i> (1) or <i>Shadow Walk</i> (1)	<i>Greater Prying Eyes</i> (1) or <i>Greater Scrying</i> (1)
Vadalis	(EB p64) (EB p80)+	Human	Handlers Guild	Handling	+2 on Handle Animal checks <i>Calm Animals</i> (1) or <i>Charm Animal</i> (1) or <i>Speak with Animals</i> (1)	<i>Dominate Animal</i> (1) or <i>Greater Magic Fang</i> (1)	<i>Animal Growth</i> (1) or <i>Summon Nature's Ally V</i> (1)	<i>Awaken</i> (1) or <i>Summon Nature's Ally VI</i> (1)

**Aberrant Dragonmark Feats**

Aberrant Dragonmark Feats	Source	Prerequisite	Description
Aberrant Dragonmark [General]	(Eb p47)	Human, Dwarf, Elf, Gnome, Halfling, Half-Elf, or Half-Orc May not have Least Dragonmark or any levels in Heir of Siberys	Gain a spell-like ability that you can use once per day. The chosen spell cannot be changed and is chosen from the following list: <i>Burning Hands, Cause Fear, Charm Person, Chill Touch, Detect Secret Doors, Feather Fall, Inflect Light Wounds, Jump, Light, Pass without Trace, Produce Flame, Shield, Tenser's Floating Disk</i> . DC for your Dragonmark abilities is 11 + your Charisma modifier. Spell level is always treated as 1 <sup>st</sup> . Caster level is ½ Character level.
Aberrant Dragonmark Gift [General]	(PGE p49)	Aberrant Dragonmark	You may use the spell-like ability granted by your Aberrant Dragonmark three times per day.
Aberrant Dragonmark Mystery [General]	(PGE p49)	Aberrant Dragonmark Concentration: 6 ranks	You may expend one of your daily uses of the spell-like ability granted by your Aberrant Dragonmark as a Free Action to increase the Caster level by +1 of any of the following: Spell, Artificer Infusion, Psionic Power, or Warlock Invocation.
Aberrant Dragonmark Vigor [General]	(PGE p49)	Aberrant Dragonmark	You may expend one of your daily uses of the spell-like ability granted by your Aberrant Dragonmark as a Free Action to gain Temporary Hit-Point equal to your number of Hit-Dice. Last a maximum of 1 hour.

<sup>3</sup> *Sleet Storm*(EB p66) – May be warm rain (good for farming) or freezing sleet.

<sup>4</sup> *Wind's Favor*(EB p66) – Creates a 30 mph wind for 1 hour per Caster level (good for moving boats).

<sup>5</sup> *Dimensional Leap*(EB p65) – Teleport up to 10' per Character level per day as a Spell-Like ability as a Standard Action.



Eberron Elf Feats

Eberron Elf Feats	Source	Prerequisite	Description
Aerenal Beastmaster [Racial]	(RoE p105)	Elf from Aerenal Able to acquire a new Animal Companion	You may choose a Baboon as a possible Animal Companion. Treat your effective Druid level as being +3 when determining its abilities. You may add Baboon to your list of <i>Summon Nature's Ally I</i> creatures (instead of a Monkey).
Ancestral Guidance [Racial]	(RoE p105)	Elf from Valenar	When you use an Action Point to modify a d20 roll, you have the option of rerolling a single die. You must keep the new value. You must be in good standing with your ancestral spirits to make use of this ability.
Bladebearer of the Valenar [Racial]	(RoE p107)	Elf from Valenar Proficient with Scimitar and/or Falchion	Treat a Valenar Double Scimitar as a Martial Weapon. Gain +1 bonus on damage when making a melee attack with a Scimitar, Falchion, or a Valenar Double Scimitar while mounted. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with a Scimitar, Falchion, or Valenar Double Scimitar, the feats apply to all three weapons. If you use an Action Point to improve an attack roll made with Scimitar, Falchion, or Valenar Double Scimitar, add the result of the Action Point roll to the weapon's damage too.
Call of the Undying [Racial]	(RoE p108)	Elf from Aerenal Access to the Deathless Domain	Instead of the standard granted power of the Deathless Domain, you may recall one previously prepared spell per day as a Swift Action. The spell may not be from the highest level you can cast.
Right of Counsel [General]	(Eb p59)	Elf	You may enter the City of the Dead and get help from one of your Deathless Ancestors. This is typically advice, a curative spell (such as Remove Curse), or a Divination spell. Overuse will annoy the dead.
Aereni Focus [General]	(PGE p20)	Elf from Aerenal 1 <sup>st</sup> level only	Choose one Skill. This skill is always a Class Skill for you –and– you gain a +3 bonus with it. Counts as ‘Skill Focus’ with the indicated skill for purposes of meeting requirements or prerequisites.
Aerenal Arcanist [General]	(PGE p20)	Elf from Aerenal	1. Gain a +2 bonus on Knowledge (arcana) checks. 2. Each time you take a level in Wizard, receive one extra spell in your spellbook.
Aerenal Half-Life [General]	(PGE p20)	Elf from Aerenal	1. Your skin becomes sallow & pinched, making you look like a Lich or Zombie. 2. +1 Caster level when casting a Necromancy spell. 3. When you spend an Action point to Turn/Rebuke Undead, the result applies to your Turning Check –and– the Turning Damage.

Druidic Sect Feats

Druidic Sect Feats	Source	Prerequisite	Description												
Ashbound [General]	(Eb p50)	Ability to spontaneously cast <i>Summon Nature's Ally</i>	Member of the Ashbound Druidic Sect, who believe Arcane Magic is vile & unnatural. Duration of <i>Summon Nature's Ally</i> spells is doubled. Creatures summoned by <i>Summon Nature's Ally</i> spells receive a +3 Luck bonus on attack rolls.												
Child of Winter [General]	(Eb p51)	Ability to spontaneously cast <i>Summon Nature's Ally</i> Non-Good alignment	Member of the Child of Winter Druidic Sect, who embrace death & decay, and focus on Vermin. You may target Vermin with spells that usually only target Animal, such as <i>Calm Animal</i> . You may use Wild Empathy on Vermin. You may summon Vermin with your <i>Summon Nature's Ally</i> spells.												
Vermin Companion [General]	(Eb p62)	Child of Winter Druid level 3 <sup>rd</sup> Non-Good Alignment Ability to acquire a new Animal Companion Appropriate minimum level	You may take a Vermin as an ‘Animal Companion’. Any spell you normally could cast on an Animal can be cast on your new companion. Your companion gains Animal Companion abilities based on the number of level you are above the minimum needed to summon the creature. As always, a Ranger's effective level is ½ his Ranger level. <table border="0"> <tr> <td><u>Min. Lvl.</u></td> <td><u>Vermin</u></td> </tr> <tr> <td>3<sup>rd</sup></td> <td>Giant Ant, Worker; Giant Ant, Soldier; Giant Bee; Giant Bombardier Beetle; Giant Fire Beetle; Monstrous Centipede, Medium; Monstrous Scorpion, Small; Monstrous Spider, Small.</td> </tr> <tr> <td>4<sup>th</sup></td> <td>Giant Praying Mantis; Giant Wasp</td> </tr> <tr> <td>7<sup>th</sup></td> <td>Giant Stag Beetle</td> </tr> </table>	<u>Min. Lvl.</u>	<u>Vermin</u>	3 <sup>rd</sup>	Giant Ant, Worker; Giant Ant, Soldier; Giant Bee; Giant Bombardier Beetle; Giant Fire Beetle; Monstrous Centipede, Medium; Monstrous Scorpion, Small; Monstrous Spider, Small.	4 <sup>th</sup>	Giant Praying Mantis; Giant Wasp	7 <sup>th</sup>	Giant Stag Beetle				
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4 <sup>th</sup>	Giant Praying Mantis; Giant Wasp														
7 <sup>th</sup>	Giant Stag Beetle														
Swarm's Embrace [General]	(Sharn p158)	Child of Winter	You are immune to the Distraction effect of a swarm and receive Damage Reduction 6 / — vs. swarm attacks.												
Vermin Shape [General]	(Eb p62)	Child of Winter Druid level 3 <sup>rd</sup> Non-Good Alignment	Replace your ability to turn into an Animal with Wild Shape with the ability to turn into a Vermin with Wild Shape. The Vermin's HD may not exceed your Druid level. The Vermin's size is determined by your Druid level. <table border="0"> <tr> <td><u>Level</u></td> <td><u>Size</u></td> <td><u>Level</u></td> <td><u>Size</u></td> </tr> <tr> <td>1<sup>st</sup></td> <td>Small or Medium</td> <td>11<sup>th</sup></td> <td>Tiny</td> </tr> <tr> <td>8<sup>th</sup></td> <td>Large</td> <td>15<sup>th</sup></td> <td>Huge</td> </tr> </table>	<u>Level</u>	<u>Size</u>	<u>Level</u>	<u>Size</u>	1 <sup>st</sup>	Small or Medium	11 <sup>th</sup>	Tiny	8 <sup>th</sup>	Large	15 <sup>th</sup>	Huge
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8 <sup>th</sup>	Large	15 <sup>th</sup>	Huge												

Druidic Sect Feats	Source	Prerequisite	Description
Gatekeeper Initiate [General]	(Eb p54)	Ability to spontaneously cast <i>Summon Nature's Ally</i>	Member of the Gatekeeper Druidic Sect, who are trained to ward off extra-dimensional attacks by Aberrations. +2 bonus on saves vs. the supernatural & spell-like abilities of Aberrations. Add Knowledge (the planes) to your Druid Skill List. You can make Knowledge (the planes) checks to learn details about Aberrations (instead of Know (dungeoneering)). Add the following spells to your Druidic spell list: 1 <sup>st</sup> : <i>Protection from Evil</i> (PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders. 2 <sup>nd</sup> : <i>Zone of Natural Purity</i> (Eb p117) – Aberrations in area become weaker, fey & plants become stronger. 3 <sup>rd</sup> : <i>Dimensional Anchor</i> (PH p221)(PH p250)+ – Bars extradimensional movement. 4 <sup>th</sup> : <i>Nature's Wrath</i> (Eb p114) – Damages & dazes aberrations, damages other creatures. 5 <sup>th</sup> : <i>Banishment</i> (PH p202) – Banishes 2 HD per level of extraplanar creatures. 6 <sup>th</sup> : <i>Dimensional Lock</i> (PH p221) – Teleportation and interplanar travel are blocked for 1 day per level. 7 <sup>th</sup> : <i>Return to Nature</i> (Eb p114) – Reduces Intelligence and magical abilities of target. 8 <sup>th</sup> : <i>Mind Blank</i> (PH p253) – Subject is immune to mental/emotional magic and scrying.
Repel Aberration [General]	(Eb p58)	Gatekeeper Initiate Druid level 3 <sup>rd</sup>	You may keep Aberrations from approaching in the same way that Clerics can turn Undead. As a Standard Action, make a Turn check to determine the greatest number of HD of Aberration that you can effect. Only targets within 60' are effected. An effected Aberration cannot approach you, though it still may use spells, attack with ranged weapons, etc. You may use this ability 3 + Charisma modifier times per day. You may take the feat Extra Turning to increase this number.
Greensinger Initiate [General]	(Eb p54)	Ability to spontaneously cast <i>Summon Nature's Ally</i>	Member of the Greensinger Druidic Sect, who have close ties to the Fey. Add Bluff, Hide, & Perform to your Druid Skill List. Add the following spells to your Druidic spell list: 1 <sup>st</sup> : <i>Charm Person</i> (PH p209) – Make one person your friend. 2 <sup>nd</sup> : <i>Daze Monster</i> (PH3.5 217) – Living creature up to 6HD or less loses next action. 3 <sup>rd</sup> : <i>Displacement</i> (PH p223) – Attacks miss subject 50% of the time. 4 <sup>th</sup> : <i>Charm Monster</i> (PH p209) – Makes monster believe it is your ally. 5 <sup>th</sup> : <i>Hold Monster</i> (PH p241) – As <i>Hold Person</i> , but can effect any creature. 6 <sup>th</sup> : <i>Cat's Grace, Mass</i> (PH p208) – As <i>Cat's Grace</i> , affects one subject per level. 7 <sup>th</sup> : <i>Ethereal Jaunt</i> (PH p227) – You become ethereal for 1 round per level. 8 <sup>th</sup> : <i>Charm Monster, Mass</i> (PH p206) – As <i>Charm Monster</i> , but all within 30'. 9 <sup>th</sup> : <i>Etherealness</i> (PH p228) – Travel to Ethereal Plane with companions.
Warden Initiate [General]	(Eb p62)	Ability to spontaneously cast <i>Summon Nature's Ally</i>	Member of the Warden of the Wood Druidic Sect, who protect the Great Woods. Gain +2 Deflection bonus to AC when fighting in a forest. Add the following spells to your Druidic spell list: 1 <sup>st</sup> : <i>Protection from Evil</i> (PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders. 2 <sup>nd</sup> : <i>Detect Thoughts</i> (PH p220) – Allows "listening" to surface thoughts. 3 <sup>rd</sup> : <i>Displacement</i> (PH p223) – Attacks miss subject 50% of the time. 4 <sup>th</sup> : <i>Locate Creature</i> (PH p249) – Indicates direction to familiar creature. 5 <sup>th</sup> : <i>Hold Monster</i> (PH p241) – As <i>Hold Person</i> , but can effect any creature. 6 <sup>th</sup> : <i>Repulsion</i> (PH p271) – Creatures can't approach you. 7 <sup>th</sup> : <i>Banishment</i> (PH p202) – Banishes 2 HD per level of extraplanar creatures. 8 <sup>th</sup> : <i>Screen</i> (PH p274) – Illusion hides area from vision, scrying. 9 <sup>th</sup> : <i>Hold Monster, Mass</i> (PH p241) – As <i>Hold Monster</i> , but all within 30'.
Nightbringer Initiate [General]	(FoE p147)	Ability to spontaneously cast <i>Summon Nature's Ally</i> Non-Good alignment	Member of the Nightbringer Druidic Sect, who are connected with darkness, undead, & the plane of Mabar. Hide & Move Silently become Druid class skills for you. Add the following spells to your Druidic spell list: 1 <sup>st</sup> : <i>Inflict Light Wounds</i> (PH p244) – Touch deals 1d8 damage +1 per level (max +5). 2 <sup>nd</sup> : <i>Darkness</i> (PH p216) – 20' radius of supernatural shadow. 3 <sup>rd</sup> : <i>Deeper Darkness</i> (PH p217) – Object sheds supernatural shadow in 60' radius. 4 <sup>th</sup> : <i>Enervation</i> (PH p226) – Subject gains 1d4 negative levels. 5 <sup>th</sup> : <i>Summon Monster V</i> (PH p287) – Summons an extraplanar creature to fight for you (Shadow Mastiff only) 6 <sup>th</sup> : <i>Planar Ally</i> (PH p261) – As <i>Planar Ally, Lesser</i> , but up to 12 HD. (native of Mabar only) 7 <sup>th</sup> : <i>Control Undead</i> (PH p214) – Undead don't attack you while under your command. 8 <sup>th</sup> : <i>Create Greater Undead</i> (PH p215) – Creates shadows, wraiths, spectres, or devourers (Shadows only). 9 <sup>th</sup> : <i>Gate</i> (PH p234) – Connects two planes for travel or summoning (Mabar only)

Religion-Specific Feats

Religion-Specific Feats	Source	Prerequisite	Description
Ancestral Whispers [Divine]	(FoE p145)	Ability to Turn Undead Worshiper of the Undying Court	As a Standard Action, expend one of your Turn Undead uses to give yourself a +4 Sacred bonus on one skill of your choice. The bonus lasts for 1 + Charisma modifier rounds. You are treated as 'trained' with the designated skill and are able to 'Take 10' with it no matter what the circumstances.
Divine Alacrity [Divine]	(FoE p145)	Ability to Turn or Rebuke Undead Must have the Travel Domain	As a Swift Action, expend one of your Turn / Rebuke Undead uses to give yourself +30' Enhancement bonus to Land movement for 1 round.
Divine Countermagic [Divine]	(FoE p146)	Ability to Turn or Rebuke Undead Must have the Magic or Spell Domain	When Counterspelling, you may expend (1 + target spell level) Turn / Rebuke Undead uses <u>instead of</u> <i>Dispel Magic</i> or your copy of the target spell.
Divine Warrior [Divine]	(FoE p146)	Ability to Turn or Rebuke Undead Base Attack Bonus +6 Proficiency with Deity's Favored Weapon	As a Swift Action, expend one of your Turn / Rebuke Undead uses to give the copy of your Deity's Favored Weapon you are holding the 'Holy' special ability (if you Turn Undead) or the 'Unholy' special ability (if you Rebuke Undead). The effect applies to the next attack you make, which must be within one turn. Holy – +2d6 vs. Evil creatures & weapon damage is considered 'good' for purposes of overcoming DR. Unholy – +2d6 vs. Good creatures & weapon damage is considered 'evil' for purposes of overcoming DR.
Worldly Focus [General]	(FoE p147)	Worshiper of the Sovereign Host	You can cast Cleric spells without a Divine Focus

Sharn-Specific Feats

Sharn-Specific Feats	Source	Prerequisite	Description
Improved Flight Item [Item Creation]	(Sharn p157)	Craft Wondrous Item Know(planes): 6 ranks	You can make magic items that take advantage of a 'manifest zone' linked to Syrania (such as the city of Sharn). 1. If you create an item with a Fly speed, within the 'manifest zone', the fly speed is increased by 50%, and it can be used +2 times per day. If it normally could be used 3+ times per day, it now can be used continuously. 2. Some magic items (such as a Soarslead or a Flying Buttress) have this feat as a prerequisite. 3. Any Construct you create that has a Fly speed automatically gains the <u>Feat: Manifest Flight</u> .
Manifest Flight [General]	(Sharn p157)	Fly speed Know(planes): 4 ranks	When you are within a 'manifest zone' linked to Syrania (such as the city of Sharn), your Fly speed increases by 50% and your maneuverability is increased by one step.
Manifest Leap [General]	(Sharn p157)	Know(planes): 4 ranks Jump: 6 ranks	When you are within a 'manifest zone' linked to Syrania (such as the city of Sharn), you gain the following: 1. +5 Competence bonus on Jump checks. 2. Only take 1d4 damage per 10' you fall. 3. If you have the Slow Fall class ability, add 10' to the distance you can fall safely.

Eberron Region-Specific Feats

Region-Specific Feats	Source	Prerequisite	Description																
Binding Brand [General]	(PGE p36)	—	You have the mark of the Binding Brand, a stylized flame. Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer: <i>Guidance, Protection from Evil, Resistance.</i> DC is Charisma-based.																
Child of the Swamps [General]	(PGE p119)	From the Shadow Marches region of Eberron	1. +2 bonus on Spot and Survival checks while in marsh regions. 2. You can take a 5' step while in Shallow Bog or Light Undergrowth in a Marsh.																
Mourning Mutate [Aberrant]	(DR359 p110)	From the Mournlands Must be 1 <sup>st</sup> level	You survived the Mourning. You look warped and unusual (maybe even monstrous). Choose one of the following: <table border="0"> <tr> <td><u>Feature</u></td> <td><u>Benefit</u></td> </tr> <tr> <td>Disturbing Sores</td> <td>+3 on saves vs. Poison &amp; Disease (if you make your save by 3 or less, you avoid the disease entirely).</td> </tr> <tr> <td>Hideous Features</td> <td>+3 on Intimidate checks.</td> </tr> <tr> <td>Spongy Flesh</td> <td>DR 3 / — vs. nonlethal damage.</td> </tr> <tr> <td>Unnaturally Flexible</td> <td>+3 on Escape Artist checks.</td> </tr> <tr> <td>Warped Ears</td> <td>+3 on Listen checks.</td> </tr> <tr> <td>Warped Eyes</td> <td>+3 on Spot checks.</td> </tr> <tr> <td>Warped Limb</td> <td>That limb does +2 damage with Unarmed Strikes</td> </tr> </table>	<u>Feature</u>	<u>Benefit</u>	Disturbing Sores	+3 on saves vs. Poison & Disease (if you make your save by 3 or less, you avoid the disease entirely).	Hideous Features	+3 on Intimidate checks.	Spongy Flesh	DR 3 / — vs. nonlethal damage.	Unnaturally Flexible	+3 on Escape Artist checks.	Warped Ears	+3 on Listen checks.	Warped Eyes	+3 on Spot checks.	Warped Limb	That limb does +2 damage with Unarmed Strikes
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Touch of Captivation [General]	(PGE p35)	From the Demon Wastes region of Eberron	Your eyes look unnatural, such as being slitted or having strangely colored pupils. Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer: <i>Charm Person, Daze, Prestidigitation.</i> DC is Charisma-based.																
Touch of Deception [General]	(PGE p35)	From the Demon Wastes region of Eberron	When not disguised, your hair looks unusual, such as a strange color or unusual pattern. Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer: <i>Disguise Self, Ghost Sound, Open/Close.</i> DC is Charisma-based.																
Touch of Summoning [General]	(PGE p35)	From the Demon Wastes region of Eberron	Your facial features look unusual, such as a heavy brow ridge, deeply sunken eyes, etc. Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer: <i>Acid Splash, Mage Hand, Summon Monster I</i> (fiendish creatures only). DC is Charisma-based.																

## Dragon Below Feats

Dragon Below Feats	Source	Prerequisite	Description
Comforting Madness [General]	(DR332 p44)	Devotion to the Cult of the Dragon Below	You are immune to any spell or effect that causes confusion or insanity. You are immune to <i>Feeblemind</i> .
Compelling Madness [General]	(DR332 p44)	Devotion to the Cult of the Dragon Below	Any Mind-Affecting Spell or Power you cast or manifest has its DC increased by +1. You receive a –2 penalty on all Will saves.
Disturbing Spell [General]	(DR332 p44)	Devotion to the Cult of the Dragon Below Able to cast Spontaneous spells	When you apply a Metamagic to a Spontaneous spell, you may reduce the level increase by 1 for each point of Wisdom damage you take. For example, an Empowered <i>Fireball</i> could be cast as a 3 <sup>rd</sup> level spell (instead of a 5 <sup>th</sup> level spell) in exchange for 2 points of Wisdom damage. The lowest you may reduce your Wisdom with this feat is 1. This damage may <u>not</u> be magically healed. Instead, it must heal naturally at the rate of 1 point per day.
Gift of the Xoriat [General]	(DR332 p45)	Devotion to the Cult of the Dragon Below	Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer: <i>Daze</i> , <i>Lesser Confusion</i> , <i>Lullaby</i> . DC is Charisma-based.
Khyber's Fury [General]	(DR332 p45)	Devotion to the Cult of the Dragon Below Able to Rage or Frenzy	Your Rage or Frenzy is changed as follows: 1. the bonus to your Strength increases by +2; 2. the penalty to your AC increases to –4; 3. you <u>cannot</u> voluntarily end your Rage or Frenzy
Touch of Madness [General]	(DR332 p45)	Devotion to the Cult of the Dragon Below Able to use a spell, psionic power, etc., that confuses its target	When you use your ability that confuses a target, you may deliver it as a Touch attack instead of a Ranged attack. If you do so, its DC is increased by +2.

## Other Eberron Feats

Other Eberron Feats	Source	Prerequisite	Description
Boomerang Daze [General]	(RoE p108)	Base Attack Bonus +5 Proficiency with Talenta Boomerang –or– Xen'drik Boomerang	Any creature taking damage from your Boomerang attack is Dazed for 1 round (FortNeg, DC = 10 + damage dealt). Can apply to both targets in the case of a Boomerang Ricochet. Halfling Fighters from the Talenta Plains and Drow Fighters from Xen'drik treat this as a [Fighter] feat too.
Boomerang Ricochet [General]	(RoE p108)	Dexterity 13 Base Attack Bonus +4 Proficiency with Talenta Boomerang –or– Xen'drik Boomerang	If you successfully hit your first target, you may make an attack against one foe adjacent to your target with a –2 penalty. The second attack does not gain the benefit of a Sneak Attack, even if the first attack did. Halfling Fighters from the Talenta Plains and Drow Fighters from Xen'drik treat this as a [Fighter] feat too.
Darguun Mauler [Racial]	(RoE p108)	Humanoid (goblinoid) from Darguun Proficient with Flail or Heavy Flail.	Treat Dire Flail and Spiked Chain as Martial Weapons. Gain +1 bonus on damage when making a melee attack with a Light Flail, a Heavy Flail, a Dire Flail, or a Spiked Chain as long as you have <u>not</u> moved this round. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with any of the above, the feats apply to all four weapons. If you use an Action Point to improve an attack roll made with the weapons listed above, add the result of the Action Point roll to the weapon's damage too.
Dinosaur Hunter [Racial]	(RoE p108)	Halfling from the Talenta Plains Know (nature): 1 rank Survival: 1 rank	+2 bonus on Listen, Knowledge (nature), Spot, and Survival checks related to Dinosaurs. +2 weapon damage against Dinosaurs.
Dinosaur Wrangler [Racial]	(RoE p108)	Halfling from the Talenta Plains Handle Animal: 1 rank	+4 bonus on Handle Animal, Ride, and Wild Empathy checks related to Dinosaurs.
Drow Skirmisher [Racial]	(RoE p109)	Drow from Xen'drik	Treat Xen'drik Boomerang, Drow Scorpion Chain, and Drow Long Knife as Martial Weapons. Gain +1 bonus on damage when making a melee attack with a Drow Scorpion Chain or Drow Long Knife as long as you have moved at least 5' this round. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with Daggers or Short Swords, these feats also apply to your Drow Long Knife. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with Spiked Chain, these feats also apply to your Drow Scorpion Chain. If you use an Action Point to improve an attack roll made with a Xen'drik Boomerang, Drow Scorpion Chain, or Drow Long Knife, add the result of the Action Point roll to the weapon's damage too.
Friend of the Tribes [General]	(PGE p75)	—	+2 bonus on Diplomacy, Gather Information, & Sense Motive checks when dealing with a Halfling. When you first meet a given Halfling, you may make a Sense Motive check vs. DC 15 as a Full Round Action to identify which tribe he/she is from. If this fails, you may make one more check after 10 minutes.
Galifaran Scholar [Racial]	(PGE p77)	Knowledge (history): 4 ranks	+4 Insight bonus on Knowledge check pertaining to events associated w/it ht he Last War & the Royal Family of Galifar. You may make Untrained Knowledge checks on these topics untrained.
Heroic Metamagic [General]	(RoE p111)	any Metamagic feat Able to cast spell of at least 2 <sup>nd</sup> level	You may spend 1 or more Action points to spontaneously apply a Metamagic you know to a spell you are casting without increasing its spell level. Instead, you consume 1 Action point for each level increase that would have been applied to the spell (minimum 1).
Lucid Channeling [General]	(FoE p147)	Intelligence 13 Wisdom 13 Charisma 13 Good Alignment	When "channeling" (Eb p102) a Celestial, the Celestial uses its own Int, Wis, & Cha scores, you and the Celestial have full access to each other's thoughts, & all spells are shared.

Other Eberron Feats	Source	Prerequisite	Description
Master Linguist [General]	(RoE p111)	Able to speak four (or more) languages	Each time you gain a level (including the level you gained to take this feat), you learn an additional language.
Mror Stalwart [Racial]	(RoE p109)	Dwarf from the Mror Holds Proficiency with Battleaxe, Warhammer, Dwarven Warhammer, or Dwarven Ugrush	Gain +1 bonus on damage when making a melee attack with a Battleaxe, Warhammer, Dwarven Warhammer, or Dwarven Ugrush as long as you have <u>not</u> moved this round. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with Battleaxe, Warhammer, Dwarven Warhammer, or Dwarven Ugrush, these feats also apply to the other weapons listed. If you use an Action Point to improve an attack roll made with a Battleaxe, Warhammer, Dwarven Warhammer, or Dwarven Ugrush, add the result of the Action Point roll to the weapon's damage too.
Relic Hunter [General]	(RoE p111)	Appraise: 1 rank Know (history): 1 rank	Gain a +5 bonus on Appraise, Knowledge, and Bardic Knowledge check involving items from the Dharaani Empire or from ancient Xen'drik.
Shadow Marches Warmonger [Racial]	(RoE p111)	Orc or Half-Orc from the Shadow Marches	Treat Orc Double Axe as a Martial Weapon. Gain +1 bonus on damage when making a melee attack with a Battleaxe, Great Axe, or Orc Double Axe as part of a Charge. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with Battleaxe, Great Axe, or Orc Double Axe, these feats also apply to the other weapons listed. If you use an Action Point to improve an attack roll made with a Battleaxe, Great Axe, or Orc Double Axe, add the result of the Action Point roll to the weapon's damage too.
Shaped Splash [Racial]	(RoE p111)	Halfling Dexterity 13 Base Attack Bonus +1	If you hit a target with a thrown splash weapon, you may make a second attack roll on another target that is adjacent to the first. If successful, that target takes damage as if it received a direct hit too. In addition, you may choose not to deal splash damage to one (or more) targets adjacent to a target that takes a direct hit.
Ship Savvy [Racial]	(RoE p112)	Gnome from Zilargo Balance: 5 ranks Profession (sailor) –or– Profession (shipwright): 3 ranks	While aboard a sea or air ship, gain a +1 bonus to AC and on attack rolls.
Talenta Dinosaur Bond [Racial]	(PGE p75)	Halfling Mounted Combat Ride: 6 ranks	Choose a Dinosaur Mount with which you are familiar. With this mount, you receive a +4 Insight bonus on Ride checks –and– when you are riding it, both of you receive a +1 Insight bonus to AC & Reflex saves. If the Mount is killed, you may apply this feat to a new Mount after 7 days.
Talenta Drifter [Racial]	(PGE p75)	Halfling	+2 bonus on Hide, Spot, & Survival checks while on the Talenta Plains.
Talenta Warrior [Racial]	(RoE p112)	Halfling from the Talenta Plains	Treat Talenta Sharrash, Talenta Tangat, and the Talenta Boomerang as Martial Weapons. Gain +1 bonus on damage when making an attack with a Talenta Sharrash, Talenta Tangat, and the Talenta Boomerang while mounted. If you have Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and/or Greater Weapon Specialization with Talenta Sharrash, Talenta Tangat, or the Talenta Boomerang, these feats also apply to the other weapons listed. If you use an Action Point to improve an attack roll made with a Talenta Sharrash, Talenta Tangat, or the Talenta Boomerang, add the result of the Action Point roll to the weapon's damage too.
White Scorpion Strike [Racial]	(RoE p112)	Drow Class Ability: <i>Ki</i> Strike (magic)	Your Unarmed Strikes gain the 'Ghost Touch' ability (allowing them to ignore Miss Chance due to Incorporeality) and does +1d6 damage to Undead.
Wrest Possession [General]	(FoE p148)	Charisma 15 Non-Good Alignment	When being possessed by a Fiend (EB p100), you can attempt to take control of its abilities instead. See the description of the feat for more details

## Greyhawk Specific Feats

## Regional Feats

The following feats require that the character be from the indicated area –or– have at least 2 ranks of Knowledge (local) for that locality.

Greyhawk Feats	Reference	Prerequisite	Description
Atlan's Mark [General]	(DR315 p51)	Must be from one of the following races & regions: Olman	Your skin is covered with tattoos that indicate you are a follower of Chitza-Atlan, an evil Deity of the Underworld. +1 bonus on saves vs. energy draining & death effects. You have a 50% chance of Stabilizing (instead of the normal 10%).
Badge of Bondage [General]	(DR315 p51)	Must be from one of the following races & regions: Ahlissa, Bandit Kingdoms, Flan, Half-Orc, Ket, Lordship of the Isles, North Kingdom, Olman, Onnwal, Pomarj, Scarlet Brotherhood, Sea Barons, Sea Princes, Tiger Nomads, Wild Coast, Yomanry, Zeif	Your body shows you were a slave (e.g., whip scars, owner's brand, etc.). +1 Insight bonus on <u>all</u> Fortitude & Will saves. +2 Competence bonus on Bluff checks.
Bareback Soul [General]	(DR315 p51)	Ride: 1 rank Must be from one of the following races & regions: Paynims, Rovers of the Barrens, Tiger Nomads, Ull, Wolf Nomads	You receive no penalty when making Ride checks without a saddle. You automatically succeed when making a Ride check to guide your mount with your knees. +1 Competence bonus on ranged attacks while riding bareback.
Blackmoorian Rhymes [General]	(DR315 p51)	Must be from one of the following races & regions: Blackmoor	+2 bonus on all Knowledge (arcana) checks. When making a Bardic Knowledge check, roll twice and keep the best
Blessed of Osprem [Regional]	(DR350 p69)	Endurance Swim: 5 ranks Must be from one of the following races & regions: Vouhoun Sea	+2 Competence bonus on Swim checks to resist nonlethal damage & to hold your breath. May always 'Take 10' on Swim checks.
Blood of Kord [General]	(DR315 p51)	Rage class ability Must be from one of the following races & regions: Suel	Each time you Rage, you receive a pool of 2 points per Character level. After you hit with a Melee weapon, but before damage is rolled, you may remove points from the pool to be added to your damage. Up to ½ Character level points may be removed at a time. This extra damage is <u>not</u> multiplied in the case of a Critical Hit. Any unused points in the pool are lost when your Rage ends.
Blooded? [General]	(DR315 p51)	Must be from one of the following races & regions: Bandit Kingdoms, Bissel, Bone March, Bright Lands, Furyondy, Geoff, Gran March, Iuz, Ket, Nyrond, Oeridian, Onnwal, Paynims, Pomarj, Rovers of the Barrens, Scarlet Brotherhood, Sea Princes, Shield Lands, Sterich, Stonehold, Tenh, Wild Coast, Wolf Nomads, Yeomanry	+2 bonus on Initiative checks +2 bonus on Spot checks.
Border Watch [General]	(DR315 p51)	Must be from one of the following races & regions: Bissel, Furyondy, Geoff, Gran March, Highfolk, Irongate Ket, Nyrond, Ratik, Shield Lands, Sterich, Sunndi	+2 bonus on Spot checks. +5 bonus on Profession (soldier) checks.
Born Follower [General]	(DR315 p52)	1 <sup>st</sup> Level only Must be from one of the following races & regions: Gran March, Oeridian, Pale	+2 Morale bonus on attacks & saves vs. fear when you are within 30' of an ally with <u>Feat: Leadership</u> .
Celestial Scion – Cranden [General]	(DR315 p52)	1 <sup>st</sup> Level only Must be from one of the following races & regions: Ahlissa, North Kingdom, Solnor Compact	Member of the Cranden Noble family of the former Great Kingdom. Receive maximum starting gold at 1 <sup>st</sup> level. +3 bonus on Diplomacy checks. Citizens of the former Great Kingdom typically have an initial attitude of Friendly towards you.
Celestial Scion – Darmen [General]	(DR315 p52)	1 <sup>st</sup> Level only Must be from one of the following races & regions: Ahlissa, North Kingdom, Solnor Compact	Member of the Darmen Noble family of the former Great Kingdom. If you are caught in a lie due to a failed Bluff check, you may make a second check immediately to cover up the error. If successful, the initial failure is ignored. Middle & Upper Class citizens of the former Great Kingdom typically have an initial attitude of Friendly towards you. Lower Class citizens of the former Great Kingdom typically have an initial attitude of Unfriendly towards you.
Celestial Scion – Garasteth [General]	(DR315 p52)	1 <sup>st</sup> Level only Must be from one of the following races & regions: Ahlissa, North Kingdom, Solnor Compact	Member of the Garasteth Noble family of the former Great Kingdom. +2 bonus on Spellcraft checks. Wizard becomes your favored class. Citizens of the former Great Kingdom typically have an initial attitude of Friendly towards you.
Celestial Scion – Naelax [General]	(DR315 p52)	1 <sup>st</sup> Level only Must be from one of the following races & regions: Ahlissa, North Kingdom, Solnor Compact	Member of the Naelax Noble family of the former Great Kingdom. +2 bonus on Intimidate checks. <i>True Seeing</i> vs. the cloaking spells of Demons & Devils only, always on as a Supernatural ability (effective caster level 16 <sup>th</sup> ). Citizens of the former Great Kingdom typically have an initial attitude of Unfriendly towards you.
Celestial Scion – Rax-Nyrond [General]	(DR315 p52)	1 <sup>st</sup> Level only Must be from one of the following races & regions: Ahlissa, North Kingdom, Solnor Compact	Member of the Rax-Nyrond Noble family of former Great Kingdom. +3 bonus on Gather Information checks & they only take 1d2 hours. Citizens of the former Great Kingdom typically have an initial attitude of Friendly towards you.

Greyhawk Feats	Reference	Prerequisite	Description
Celestial Scion – Torquaan [General]	(DR315 p52)	1 <sup>st</sup> Level only Must be from one of the following races & regions: Ahlissa, North Kingdom, Solnor Compact	Member of the Torquaan Noble family of the former Great Kingdom. 10% discount on all purchases anywhere House Torquaan has influence. Citizens of the former Great Kingdom typically have an initial attitude of Unfriendly towards you.
Companion Guard Style [General, Fighter]	(DR315 p52)	Base Attack Bonus +4 Proficient with Longsword, Longspear, & Bow Must be from one of the following races & regions: Celene, Gray Elf	You may use your Dexterity modifier instead of your Strength modifier on attacks rolls with Longswords & Longspears, though Armor Check penalties due to a Shield are applied to these attack rolls. +2 bonus on rolls to Confirm a critical hit with any Bow.
Deepseer [General]	(DR319 p56)	Must be from one of the following races & regions: Deep Gnome, Stout Halfling, Mountain Dwarf	Darkvision +30'.
Defensive Expert [General, Fighter]	(DR315 p52)	Must be from one of the following races & regions: Irongate, Shield Lands, Sunndi, Valley Elf, Valley of the Mage, Yeomanry	Your bonus to AC due to Cover is +2 better than for others. When Fighting Defensively, your Dodge bonus to AC is always +1 better than for others.
Desert Fighter [General]	(DR319 p56)	Must be from one of the following races & regions: Bright Lands	+2 Dodge bonus to AC when fighting in dessert terrain.
Driftwalker [General]	(DR315 p52)	Must be from one of the following races & regions: Frost Barbarians, Ice Barbarians, Perrenland, Snow Barbarians, Stonehold, Wild Elf, Wood Elf	You only leave tracks in the snow if you want to. Moving through Snow Covered & Heavy Snow Covered squares is not slower than normal squares (instead of 2 & 4 respectively).
Dwarf Lore [General]	(DR315 p53)	Must be from one of the following races & regions: Hill Dwarf, Irongate, Mountain Dwarf, Ulek States	+1 bonus on <u>all</u> Knowledge checks. +1 bonus on one Craft skill of your choice.
Ehlonna's Way [General]	(DR315 p53)	Must be from one of the following races & regions: Celene, High Elf, Highfolk, Wild Elf, Wood Elf	+3 bonus on Hide & Survival checks made in woodland areas. +4 bonus on attack rolls vs. enemies who have Cover from trees & plants.
Elemental Focus [General]	(DR319 p56)	Must be from one of the following races & regions: Baklunish	+1 DC to all [air], [earth], [fire], [water] spells you cast.
Elf Lore [General]	(DR315 p53)	Must be from one of the following races & regions: Celene, Gray Elf, Half-Elf, High Elf, Highfolk, Lendore Isles, Sunndi, Tallfellow Halfling, Ulek States, Valley Elf, Verbobonc	+1 bonus on <u>all</u> Knowledge checks. +1 bonus on Spellcraft checks.
Exercises of Arn [General, Fighter]	(DR319 p56)	Toughness Must be from one of the following races & regions: Furyondy, Nyronnd, Oeridian, Ratik	After 8 hours of sleep/rest, you can do one of the following sets of exercises & receive the listed benefit until you do another one of the exercises (though only one exercise can be done per day). Rite of Battle – +1 Morale bonus on attacks with the weapon you practiced with. Rite of Calm – +1 Resistance bonus to all saving throws. Right of Fitness – +6 Temporary Hit-Points.
Expert Dungeoneer [General]	(DR315 p53)	Must be from one of the following races & regions: Blackmoor, Deep Gnome, Greyhawk, Hill Dwarf, Mountain Dwarf	+4 Competence bonus on saves vs. Mechanical Traps.
Faerie Mysteries Initiate [General]	(DR319 p58)	Must be from one of the following races & regions: Celene, Gray Elf, High Elf, Lendore Isles, Tallfellow Halfling, Verbobonc, Wild Elf, Wood Elf	After 4 hours of a restful trance, you and another creature with this Feat spend 15 minutes doing cultural rituals, which grants you both one of the following bonuses until you and other do a different set of cultural rituals (though only once per day). Carols – when fighting Orcs and/or Goblins, you receive a +1 Competence bonus on damage rolls with Melee weapons & Ranged weapons within 30' –and– are treated as having Feat: <u>Improved Critical</u> with the weapon you are wielding. Frolics – +4 Insight bonus on Perform (dance) & Tumble checks. Gyres – +1 resistance bonus on all saving throws. Passions – use your Intelligence modifier instead of your Constitution modifier to determine your hit-points.
Fiendsign [General]	(DR315 p53)	Must be from one of the following races & regions: Greyhawk, Iuz, North Kingdom, Perrenland, Solnor Compact, Sterich, UII	You have a birthmark that identifies you as “trafficking with fiends”. Your spells have +2 DC & +2 bonus to overcome Spell Resistance vs. Outsiders with the ‘Evil’ subtype.
Giantkiller [General, Fighter]	(DR315 p53)	Must be from one of the following races & regions: Geoff, Keoland, Sterich	+2 Dodge bonus to AC vs. Giant attacks. +4 bonus on rolls to Confirm a critical hit vs. a Giant.
Gnome Lore [General]	(DR315 p53)	Must be from one of the following races & regions: Rock Gnome, Ulek States, Valley Elf	+1 bonus on <u>all</u> Knowledge checks. +1 bonus on <u>all</u> Perform checks.
Great Fervor [General]	(DR315 p53)	Must be from one of the following races & regions: Ekbir, Pale, Scarlet Brotherhood, Tusmit, Veluna, Verbobonc	You may reroll a failed saving throw once per day. Add your Wisdom modifier as a bonus to the new roll. You must use the new roll.
Greyhawk Method [General]	(DR315 p53)	Able to prepare & cast Arcane spells Must be from one of the following races & regions: Greyhawk	Trained with Greyhawk's School of Wizardry. You gain 4 new spell per level (instead of 3). If you are a Specialized Wizard, 2 of them must be in your Specialized School. The following feats are possible Bonus Wizard feats for you: Combat Casting, Greater Spell Focus, Greater Spell Penetration, Magical Aptitude, Spell Focus, Spell Penetration.
Halfling Lore [General]	(DR315 p53)	Must be from one of the following races & regions: Lightfoot Halfling, Stout Halfling, Tallfellow Halfling, Ulek States	+2 bonus on Know (local) checks. +2 bonus on Know (history) checks. +4 bonus on Profession (cook) checks.

Greyhawk Feats	Reference	Prerequisite	Description
Heir of Lendore [General]	(DR319 p59)	1 <sup>st</sup> Level only. Must be from one of the following races & regions: Suel	Your eyes are all-white, though you can see normally. Divination spells you cast receive a +2 DC.
Horse Lore [General]	(DR315 p53)	Must be from one of the following races & regions: Baklunish, Flan, Paynims, Rovers of the Barrens, Tiger Nomads, Wolf Nomads	+3 bonus on Ride checks & Handle Animal checks when dealing with horses. Horses have an initial attitude of Friendly towards you.
Jinnbound – Dao [General]	(DR319 p60)	1 <sup>st</sup> Level only. Must be from one of the following races & regions: Baklunish	Descended from a Dao, which is a Genie of Earth. +4 bonus on saves vs. [earth] spells & effects. +4 bonus on saves vs. Petrification. Sorcerers only: Spells you cast with the [earth] subtype have a +2 DC.
Jinnbound – Djinni [General]	(DR319 p60)	1 <sup>st</sup> Level only. Must be from one of the following races & regions: Baklunish	Descended from a Djinn, which is a Genie of Air. +4 bonus on saves vs. [air] spells & effects. +4 bonus on saves vs. the following spells: <i>Acid Fog, Call Lightning, Cloudkill, Stinking Cloud, and Storm of Vengeance.</i> Sorcerers only: Spells you cast with the [air] subtype have a +2 DC.
Jinnbound – Efreeti [General]	(DR319 p60)	1 <sup>st</sup> Level only. Must be from one of the following races & regions: Baklunish	Descended from a Efreet, which is a Genie of Fire. +4 bonus on saves vs. [fire] spells & effects. Sorcerers only: Spells you cast with the [fire] subtype have a +2 DC.
Jinnbound – Marid [General]	(DR319 p60)	1 <sup>st</sup> Level only. Must be from one of the following races & regions: Baklunish	Descended from a Marid, which is a Genie of Water. +4 bonus on saves vs. [water] spells & effects. +4 bonus on saves vs. the following spells: <i>Acid Fog, Cone of Cold, Horrid Wilting, Ice Storm, and Sleet Storm.</i> +2 bonus on Constitution checks to resist drowning. Sorcerers only: Spells you cast with the [water] subtype have a +2 DC.
Jungle Fighter [General, Fighter]	(DR315 p53)	Must be from one of the following races & regions: Bandit Kingdoms, Lordship of the Isles, Olman, Scarlet Brotherhood, Sea Princes	+2 Dodge bonus to AC when fighting in jungle terrain.
Landless Nobility [General]	(DR315 p53)	Must be from one of the following races & regions: Bone March, Geoff, Sea Prince, Shield Lands, Sterich, Tenh, Ulek States (Principality only)	Receive maximum starting gold at 1 <sup>st</sup> level. +4 bonus on Charisma-based skill check against people from your homeland (wherever they now live).
Last Survivor [Regional]	(DR350 p69)	Survival: 5 ranks Sole survivor of a deadly encounter in the Amedio Jungle Must be from one of the following races & regions: Amedio Jungle	+2 Circumstance bonus on Hide, Listen, & Spot checks made vs. predators & natural hazards in jungle & forest environments.
Lays of the Northern Adepts [General]	(DR315 p54)	Must be from one of the following races & regions: Blackmoor, Flan	In order for someone to dispel an <u>Abjuration</u> spell cast by you, he/she must make a Dispel Check vs. DC 13 + Caster level (instead of 11 + Caster level).
Lore of the Ur-Flan [General]	(DR315 p54)	Must be from one of the following races & regions: Bright Lands, Flan	+2 bonus to the DC of Necromancy spells with the 'Evil' subtype that you cast.
Mercantile Background [General]	(DR315 p54)	Must be from one of the following races & regions: Bissel, Deep Gnome, Dyvers, Ekbir, Gran March, Greyhawk, Highfolk, Hill Dwarf, Irongate, Ket, Lightfoot Halfling, Lordship of the Isles, Mountain Dwarf, Onnwal, Rock Gnome, Sea Barons, Solnor Compact, Stout Halfling, Tusmit, Ulek States, Urnst States, Verbobonc.	+2 bonus on Appraise checks. +2 bonus on a Craft or Profession skill of your choice.
Mercenary Background [General]	(DR315 p54)	Must be from one of the following races & regions: Bissel, Half-Orc, Hill Dwarf, Paynims, Perrenland, Stonehold, Tenh, Tusmit, Ull	Speak Language is always a class skill for you. +2 bonus on <u>all</u> Knowledge (local) checks.
Mountain Fighter [General, Fighter]	(DR315 p54)	Must be from one of the following races & regions: Frost Barbarians, Geoff, Hill Dwarf, Ice Barbarians, Irongate, Mountain Dwarf, Perrenland, Pomarj, Ratic, Snow Barbarians, Sterich, Stonehold, Tusmit, Ulek States, Ull, Urnst States (Duchy only), Valley Elf, Valley of the Mage, Yeomanry	+2 Dodge bonus to AC when fighting in mountain terrain.
Nexus Method [General]	(DR319 p60)	Able to prepare and cast Arcane spells. Must be from one of the following races & regions: Solnor Compact	Trained with the Sorcerers' Nexus of Rel Astra, who specialize in summoning. You may expend a prepared non-Conjuration spell to cast the <i>Summon Monster</i> spell of the same level (i.e., you can lose a <i>Fireball</i> to cast <i>Summon Monster III</i> ). The following feats are possible Bonus Wizard feats for you: Augment Summoning, Fiendsign, Greater Spell Focus, Greater Spell Penetration, Spell Focus, Spell Penetration.
Noble Soul [General]	(DR315 p54)	Must be from one of the following races & regions: Deep Gnome, Furyondy, Half-Elf, Lightfoot Halfling, Oeridian, Pale, Shield Lands, Ulek States, Veluna, Yeomanry	+1 bonus on Will saves. +2 bonus on Diplomacy checks
Orc Blooded [General]	(DR315 p54)	1 <sup>st</sup> Level only. Must be from one of the following races & regions: Bandit Kingdoms, Bone March, Iuz, North Kingdom, Pomarj, Stonehold, Ull, Zeif	Darkvision 30' Barbarian is your favored class You do <u>not</u> count as an Orc for effects related to race.



Greyhawk Feats	Reference	Prerequisite	Description
Pureblooded Suel [General]	(DR319 p60)	1 <sup>st</sup> Level only. Must be from one of the following races & regions: Suel	+1 bonus on Intimidate checks. +1 bonus on all saves vs. Spells & Spell-like effects. +2 bonus on Charisma-based skill checks made against members of the Scarlet Brotherhood.
Raider's Spirit [General]	(DR315 p54)	Must be from one of the following races & regions: Bone March, Frost Barbarians, Half-Orc, Ice Barbarians, Iuz, Olman, Paynims, Pomarj, Rovers of the Barren, Snow Barbarians, Stonehold, Tiger Nomads, Ull, Wolf Nomads	+4 bonus on save vs. Fear effects. +2 bonus on Intimidate checks.
Rapsallion [General]	(DR315 p54)	Intelligence 13 Must be from one of the following races & regions: Bandit Kingdoms, Dyvers, Half-Elf, Half-Orc, Rhennee, Rock Gnome, Sea Barons, Urnst States (Country only), Wild Coast	Add your Intelligence modifier ( <u>in addition</u> to your Charisma modifier) to Bluff checks.
Rhenn Lore [General]	(DR315 p54)	Must be from one of the following races & regions: Dyvers, Greyhawk, Rhennee	+1 bonus on all Knowledge checks. +1 bonus on Tumble checks.
Rustic Charm [General]	(DR319 p60)	Must be from one of the following races & regions: Ahlissa, Furyondy, Keoland, Nyrond, Rock Gnome, Sunndi, Urnst States, Veluna	You suffer no penalties on Diplomacy checks related to social class. People who are not part of the upper class receive a –2 penalty when they make a Sense Motive check on you.
Sagacious Method [General]	(DR319 p60)	Able to prepare and cast Arcane spells. Must be from one of the following races & regions: Nyrond	Trained with the Sagacious Society of Nyrond. +4 bonus on Spellcraft checks to decipher a Scroll. +4 bonus on Caster level checks to cast a spell from a Scroll that has a higher Caster level than you. The following feats are possible Bonus Wizard feats for you: Eschew Materials, Greater Spell Focus, Greater Spell Penetration, Magical Aptitude, Spell Focus, Spell Penetration.
Second Sight [General]	(DR319 p60)	Must be from one of the following races & regions: Rhennee	<i>Augury</i> as a 3 <sup>rd</sup> level Cleric, usable 1/day as a Spell-like ability.
Shadowbound [General]	(DR319 p60)	Must be from one of the following races & regions: Valley of the Mage	+2 bonus on Hide checks. Once per day, you may cast a spell with the (shadow) descriptor as if it had Feat: <i>Embower Spell</i> applied to it without raising its level.
Silent Method [General]	(DR319 p60)	Must be from one of the following races & regions: Keoland	Trained with at the Lonely Tower of the Silent Ones of Keoland. +2 bonus on all Dispel checks and on <i>Break Enchantment's</i> Caster level checks. The following feats are possible Bonus Wizard feats for you: Combat Casting, Greater Spell Focus, Greater Spell Penetration, Magical Aptitude, Spell Focus, Spell Penetration.
Spirit of the Sea [General]	(DR319 p60)	Must be from one of the following races & regions: Ekbir, Lendore Isles, Lordship of the Isles, Scarlet Brotherhood, Sea Barons, Sea Princes, Wild Coast, Zeif	+8 bonus on all Survival checks made while on board a boat or ship.
Stowaway [Regional]	(DR350 p69)	Hide: 5 ranks Move Silently: 5 ranks Profession(sailor): 1 rank Must be from one of the following races & regions: Jeklea Bay, Azure Sea	+2 Circumstance bonus on Disguise, Hide, & Move Silently checks on Large Sailing Vessels.
Tested – Gift of Prophecy [General]	(DR319 p61)	Faerie Mysteries Initiate Character Level 10 <sup>th</sup> Must be from one of the following races & regions: Gray Elf, High Elf, Wild Elf, Wood Elf	+2 bonus on Charisma-based skill checks made against Elves. +4 bonus on Charisma-based skill checks made against creatures that have any of the Tested Feats. <i>Commune</i> as a 10 <sup>th</sup> level Cleric, usable 1/day as a Supernatural ability.
Tested – Gift of Sight [General]	(DR319 p61)	Faerie Mysteries Initiate Character Level 10 <sup>th</sup> Must be from one of the following races & regions: Gray Elf, High Elf, Wild Elf, Wood Elf	+2 bonus on Charisma-based skill checks made against Elves. +4 bonus on Charisma-based skill checks made against creatures that have any of the Tested Feats. <i>True Seeing</i> as a 10 <sup>th</sup> level Cleric, usable 1/day as a Spell-like ability.
Tested – Ye'Cind's Ear [General]	(DR319 p61)	Faerie Mysteries Initiate Character Level 10 <sup>th</sup> Must be from one of the following races & regions: Gray Elf, High Elf, Wild Elf, Wood Elf	+2 bonus on Charisma-based skill checks made against Elves. +4 bonus on Charisma-based skill checks made against creatures that have any of the Tested Feats. +6 on your effective Bard level for purposes of Bardic Music effects, usable 1/day as a Supernatural ability.
Tongue of Mouqol [General]	(DR315 p54)	Must be from one of the following races & regions: Baklunish, Bissel, Ket	+3 bonus on Bluff check & Diplomacy checks related to business dealings.
Troll Blooded [General]	(DR319 p61)	1 <sup>st</sup> Level only. Toughness Must be from one of the following races & regions: Frost Barbarians, Ice Barbarians, Pale, Snow Barbarians	Gain Regeneration 1 as an Extraordinary ability. Fire and Acid deal normal damage to you. Removed body parts reattached after being held to the stump for 1 Full Round. Otherwise, they regrow in 3d6 days. If exposed to Sunlight, you become Fatigued.
Vathrin Stigmata [General]	(DR319 p61)	Must be a follower of Vathris. Must be from one of the following races & regions: Bright Lands	Once per day, you can generate a substance that, if consumed within 1 hour, acts as <i>Neutralize Poison</i> and <i>Remove Disease</i> . The substance's level for Dispel Checks is 5. Generating the substance leaves you Exhausted.
Vatun's Touch [General]	(DR319 p61)	Must be from one of the following races & regions: Frost Barbarians, Ice Barbarians, Ratik, Snow Barbarians, Stonehold	Automatically make your saves to avoid nonlethal dmg due to cold. You do not add a cumulative +1 to the DC of checks to resist cold weather effects.

Greyhawk Feats	Reference	Prerequisite	Description
Vohoun Eye [Regional]	(DR350 p69)	Sense Motive: 5 ranks Must be from one of the following races & regions: Pirate Isles	When you observe someone casting a spell, you may identify the spell's school of magic as a Free Action by making a Sense Motive check (DC = 20 + spell level). If successful, you receive a +2 Circumstance bonus on your save vs. that spell.
Wastri's Blessing [General]	(DR315 p54)	Must be from one of the following races & regions: Blackmoor, Keoland, Sea Princes, Sunndi	You only leave tracks in the swamp if you want to. You can hold your breath 3x Constitution score rounds (instead of 2x).
Well Read [General]	(DR315 p54)	Must be from one of the following races & regions: Ahlissa, Celene, Dyvers, Ekbir, Furyondy, Gray Elf, Greyhawk, High Elf, Irongate, Keoland, Lendore Isles, Lordship of the Isles, Yrond, Solnor Compact, Suel, Urnst States, Valley of the Mage, Veluna, Verbobonc, Zeif	All Knowledge skills are considered class skills for you.
Well Traveled [General]	(DR319 p61)	Must be from one of the following races & regions: Half-Elf, Lightfoot Halfling, Rhennee, Stout Halfling, Tallfellow Halfling	Receive 2 ranks in Knowledge (local). When dealing with a non-hostile creature with which you can speak, you may use your Knowledge (local) skill in place of Diplomacy.
World Weary [General]	(DR319 p61)	Must be from one of the following races & regions: Ahlissa, Bandit Kingdoms, Bone March, Geoff, Iuz, North Kingdom, Pomarj, Rovers of the Barrens, Scarlet Brotherhood, Sea Princes, Shield Lands, Sterich, Tenh	+4 Competence bonus on saves vs. Fear. A Fear effect that would make you Panicked leaves you Frightened. A Fear effect that would make you Frightened leaves you Shaken.
Zagy's Favor [General]	(DR319 p61)	Must be from one of the following races & regions: Greyhawk	+4 bonus on saves vs. Compulsion effects, such as <i>Confusion</i> , <i>Dominate Person</i> , & <i>Insanity</i> .

## Regional Feats of Greyhawk Cross-reference by Race &amp; Region

Race / Region	Feats
Ahlissa	Badge of Bondage, Celestial Scion, Rustic Charm, Well Read, World Weary
Baklunish	Elemental Focus, Horse Lore, Jinnbound, Tongue of Mouqol
Bandit Kingdoms	Badge of Bondage, Blooded, Jungle Fighter, Orc Blooded Rapscaillon, World Weary
Bissel	Blooded, Border Watch, Mercantile Background, Mercenary Background, Tongue of Mouqol
Blackmoor	Blackmoorian Rhymes, Expert Dungeoneer, Lays of the Northern Adepts, Wastri's Blessing
Bone March	Blooded, Landless Nobility, Orc Blooded, Raider's Spirit, World Weary
Bright Lands	Blooded, Desert Fighter, Lore of the Ur-Flan, Vathrin Stigmata
Celene	Companion Guard Style, Ehlonna's Way, Faerie Mysteries Initiate, Well Read
Dwarf, Hill	Dwarf Lore, Expert Dungeoneer, Mercantile Background, Mercenary Background, Mountain Fighter
Dwarf Mountain	Deepseer, Dwarf Lore, Expert Dungeoneer, Mercantile Background, Mountain Fighter
Dyvers	Mercantile Background, Rapscaillon, Rhenn Lore, Well Read
Ekbir	Great Fervor, Mercantile Background, Spirit of the Sea, Well Read
Elf, Gray	Companion Guard Style, Elf Lore, Faerie Mysteries Initiate, Tested, Well Read
Elf, High	Ehlonna's Way, Elf Lore, Faerie Mysteries Initiate, Tested, Well Read
Elf, Valley	Elf Lore, Defensive Expert, Gnome Lore, Mountain Fighter
Elf, Wild	Driftwalker, Ehlonna's Way, Faerie Mysteries Initiate, Tested
Elf, Wood	Driftwalker, Ehlonna's Way, Faerie Mysteries Initiate, Tested
Flan	Badge of Bondage, Horse Lore, Lays of the Northern Adepts, Lore of the Ur-Flan
Frost Barbarians	Driftwalker, Mountain Fighter, Raider's Spirit, Troll Blooded, Vatun's Touch
Furyondy	Blooded, Border Watch, Exercises of Arn, Noble soul, Rustic Charm, Well Read
Geoff	Blooded, Border Watch, Giantkiller, Landless Nobility, Mountain Fighter, World Weary
Gnome, Deep	Deepseer, Expert Dungeoneer, Mercantile Background, Noble Soul
Gnome, Rock	Gnome Lore, Mercantile Background, Rapscaillon, Rustic Charm
Gran March	Blooded, Border Watch, Born Follower, Mercantile Background
Greyhawk	Expert Dungeoneer, Fiendsign, Greyhawk Method, Mercantile Background, Rhenn Lore, Well Read, Zagyg's Favor
Half-Elf	Elf Lore, Noble Soul, Rapscaillon, Well Traveled
Half-Orc	Badge of Bondage, Mercenary Background, Raider's Spirit, Rapscaillon
Halfling, Lightfoot	Halfling Lore, Mercantile Background, Noble Soul, Well Traveled
Halfling, Stout	Deepseer, Halfling Lore, Mercantile Background, Well Traveled
Halfling, Tallfellow	Elf Lore, Faerie Mysteries Initiate, Halfling Lore, Well Traveled
Highfolk	Border Watch, Ehlonna's Way Elf Lore, Mercantile Background
Ice Barbarians	Driftwalker, Mountain Fighter, Raider's Spirit, Troll Blooded, Vatun's Touch
Irongate	Border Watch, Defensive Expert, Dwarf Lore, Mercantile Background, Mountain Fighter, Well Read
Iuz	Blooded, Fiendsign, Orc Blooded, Raider's Spirit, Would Weary
Ket	Badge of Bondage, Blooded, Border Watch, Mercantile Background, Tongue of Mouqol
Lendore Isles	Elf Lore, Faerie Mysteries, Initiate, Spirit of the Sea, Well Read

Race / Region	Feats
Lordship of the Isles	Badge of Bondage, Jungle Fighter, Mercantile Background, Spirit of the Sea, Well Read
North Kingdom	Badge of Bondage, Celestial Scion, Fiendsign, Orc Blooded, World Weary
Nyronnd	Blooded, Border Watch, Exercises of Arn, Rustic Charm, Sagacious Method, Well Read
Oeridian	Blooded, Born Follower, Exercises of Arn, Noble Soul
Olman	Atlan's Mark, Badge of Bondage, Jungle Fighter, Raider's Spirit
Onnwal	Badge of Bondage, Blooded, Mercantile Background, World Weary
Pale	Born Follower, Great Fervor, Noble Soul, Troll Blooded
Paynims	Bareback Soul, Blooded, Horse Lore, Mercenary Background, Raider's Spirit
Pearl Sea	Blessed of Osprem, Last Survivor, Stowaway, Vohoun Eye
Perrenland	Driftwalker, Fiendsign, Mercenary Background, Mountain Fighter
Pomarj	Badge of Bondage, Blooded, Mountain Fighter, Orc Blooded, Raider's Spirit, World Weary
Ratik	Border Watch, Exercises of Arn, Mountain Fighter, Vatun's Touch
Rhennee	Rapscaillon, Rhenn Lore, Second Sight, Well Traveled
Rovers of the Barrens	Bareback Soul, Blooded, Horse Lore, Raider's Spirit, World Weary
Scarlet Brotherhood	Badge of Bondage, Blooded, Great Fervor, Jungle Fighter, Spirit of the Sea, World Weary
Sea Barons	Badge of Bondage, Mercantile Background, Rapscaillon, Spirit of the Sea
Sea Princes	Badge of Bondage, Blooded, Jungle Fighter, Landless Nobility, Spirit of the Sea, Wastri's Blessing, World Weary
Shield Lands	Blooded, Border Watch, Defensive Expert, Noble Soul, World Weary
Snow Barbarians	Driftwalker, Mountain Fighter, Raider's Spirit, Troll Blooded, Vatun's Touch
Solnor Compact	Celestial Scion, Fiendsign, Mercantile Background, Nexus Method, Well Read
Sterich	Blooded, Border Watch, Fiendsign, Giantkiller, Landless Nobility, Mountain Fighter, World Weary
Stonehold	Blooded, Driftwalker, Mercenary Background, Mountain Fighter, Orc Blooded, Raider's Spirit, Vatun's Touch
Suel	Blood of Kord, Heir of Lendore, Pureblooded Suel, Well Read
Sunndi	Border Watch, Defensive Expert, Elf Lore, Rustic Charm, Wastri's Blessing
Tenh	Blooded, Landless Nobility, Mercenary Background, World Weary
Tiger Nomads	Badge of Bondage, Bareback Soul, Horse Lore, Raider's Spirit
Tusmit	Great Fervor, Mercantile Background, Mercenary Background, Mountain Fighter
Ulek States	Dwarf Lore, Elf Lore, Gnome Lore, Halfling Lore, Landless Nobility (Principality only), Mercantile Background, Mountain Fighter, Noble Soul
Ull	Bareback Soul, Fiendsign, Mercenary background, Mountain Fighter, Orc Blooded, Raider's Spirit
Urnst States	Mercantile Background, Mountain Fighter (Duchy only), Rapscaillon (Country only), Rustic Charm, Well Read
Valley of the Mage	Defensive Expert, Mountain Fighter, Shadowbound, Well Read
Veluna	Great Fervor, Noble soul, Rustic Charm, Well Read
Verbobonc	Great Fervor, Elf Lore, Faerie Mysteries Initiate, Mercantile Background, Well Read
Wild Coast	Badge of Bondage, Blooded, Rapscaillon, Spirit of the Sea
Wolf Nomads	Bareback Soul, Blooded, Horse Lore, Raider's Spirit
Yeomanry	Badge of Bondage, Blooded, Defensive Expert, Mountain Fighter, Noble Soul
Zeif	Badge of Bondage, Orc Blooded, Spirit of the Sea, Well Read

## Selected Feats by Category

Feats for 1<sup>st</sup> level Characters

Feats for 1 <sup>st</sup> Level	Source	Prerequisite	Description
Able Learner [General]	(RoD p150)	Human or Doppelganger 1 <sup>st</sup> level only	All skills are “in-class” and only cost 1 skill point. Does not effect the cost of learning a language or gaining literacy.
Adamantine Body [Warforged]	(Eb p50)	Warforged 1 <sup>st</sup> level only	Your body is effectively wearing Heavy Armor at all times. +8 Armor bonus to AC. Damage Reduction 2 / adamantine; Base Speed is 20’; Max Dexterity bonus to AC is +1. –5 Armor check penalty. 35% Arcane Spell Failure chance.
Aereni Focus [General]	(PGE p20)	Elf from Aerenal 1 <sup>st</sup> level only	Choose one Skill. This skill is always a Class Skill for you –and– you gain a +3 bonus with it. Counts as ‘Skill Focus’ with the indicated skill for purposes of meeting requirements or prerequisites.
Born under a High Sun [Birth]	(DR340 p48)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Intimidate checks. +2 bonus on saves vs. Fire effects. +1 bonus on all other Fortitude saves.
Born under a Rising Sun [Birth]	(DR340 p48)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Heal checks. +2 bonus on Will saves vs. Fear. +1 bonus on all other Will saves.
Born under a Setting Sun [Birth]	(DR340 p48)	1 <sup>st</sup> level only May not have another [Birth] feat	Concentration is always an in-class skill for you. +1 bonus on any two Knowledge skills.
Born under the Crescent Moon [Birth]	(DR340 p56)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Sense Motive & Spot checks. <i>Detect Thoughts</i> , 1/day as a Spell-like Ability. DC is Charisma-based. Caster level is your Character level.
Born under the Full Moon [Birth]	(DR340 p57)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Intimidate & Use Magical Device checks. <i>Command</i> , 1/day as a Spell-like Ability. DC is Charisma-based. Caster level is your Character level.
Born under the Gibbous Moon [Birth]	(DR340 p57)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Bluff & Gather Information checks. <i>Calm Animals</i> , 1/day as a Spell-like Ability. DC is Charisma-based. Caster level is your Character level.
Born under the Half Moon [Birth]	(DR340 p56)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Balance & Concentration checks. <i>Expeditious Retreat</i> , 1/day as a Spell-like Ability. Caster level is your Character level.
Born under the New Moon [Birth]	(DR340 p56)	1 <sup>st</sup> level only May not have another [Birth] feat	+1 bonus on Hide & Sleight of Hand checks. <i>Disguise Self</i> , 1/day as a Spell-like Ability. Caster level is your Character level.
Bronze Solaris Member [General]	(DR334 p93)	Sorcerer level 1 <sup>st</sup> 1 <sup>st</sup> Level only	You descended from an Ancient Deity and are a member of The Order of the Bronze Solaris. 1. Knowledge (religion) is a Sorcerer class skill for you. Receive a +3 bonus on Knowledge (religion) checks related to your Ancestor Deity. 2. You are proficient with the Favored Weapon of your Ancestor Deity.
City Slicker [General]	(RoD p150)	1 <sup>st</sup> level only	Disguise, Forgery, Gather Information, and Knowledge (local) are always class skills for you.
Collegiate Wizard [General]	(CArc p181)	Wizard level 1 <sup>st</sup> Intelligence 13 1 <sup>st</sup> level only	+2 bonus on Knowledge (arcana) checks. As a 1st level Wizard, you gain six 1 <sup>st</sup> level spells (instead of 4). At each level after 1 <sup>st</sup> , you gain 4 new spell (instead of 2).
Diverse Background [General]	(RoD p150)	Half-Human only 1 <sup>st</sup> level only	Choose one class. This class is a Favored Class for you.
Education [General]	(Eb p52)	1 <sup>st</sup> level only	All Knowledge skills are added to your In-Class Skill List. +1 bonus on two specific Knowledge skills of your choice.
Human Blood [Racial]	(DR324 p78)	1 <sup>st</sup> level only Partial Human ancestry (i.e., Half-Elf, etc)	Gain +1 Skill point at 1 <sup>st</sup> level and every level afterwards. For all effects related to race, you are ‘human’.
Human Heritage [General]	(RoD p152)	1 <sup>st</sup> level only Half-Human or Human- descended(RoD p150)	You are considered Humanoid(human) for the purpose of adjudicating all effects. You retain any other subtypes you had (such as orc or extraplanar). You gain 4 additional skill points.
Innate Magic [Racial]	(DR324 p78)	1 <sup>st</sup> level only Intelligence 3 Charisma 11	Choose a 0th level spell. You may cast this spell once per day as a 1st level Caster. The DC (if any) is 10 + Charisma modifier.
Mithral Body [Warforged]	(Eb p57)	Warforged 1 <sup>st</sup> level only	Your body is effectively wearing Light Armor at all times. +5 Armor bonus to AC. Max Dexterity bonus to AC is +5. –2 Armor check penalty. 15% Arcane Spell Failure chance.
Noble Born [General]	(DR333 p45)	1 <sup>st</sup> Level only	Diplomacy & Knowledge (nobility & royalty) are always class skills for you. If you take the feat Leadership, receive +2 bonus on your Leadership score.

Feats for 1 <sup>st</sup> Level	Source	Prerequisite	Description
Precocious Apprentice [General]	(CArc p181)	Arcane spellcaster 1 <sup>st</sup> lvl Spellcasting Ability score (Int or Cha) 15+ 1 <sup>st</sup> level only	+2 bonus on Spellcraft checks. Choose a 2nd level spell from a school of magic to which you have access. You may cast this spell once per day by making a Caster level check vs. DC 8 (failure means the spell is depleted for the day). When you gain 2nd level spells, you continue to have an extra spell slot, though it no longer has to be dedicated to the originally chosen spell.
Slender [Racial]	(DR324 p78)	1 <sup>st</sup> level only	+1 Racial bonus on Disable Device, Escape Artist, Move Silently, & Tumble checks. Decrease your weight by 10%.
Slow Maturation [Racial]	(DR324 p78)	1 <sup>st</sup> level only Must be younger than Middle Age	It takes you 50% longer than normal for your race to react the next age category.
Spellcasting Prodigy [General]	(PGF p44)	1 <sup>st</sup> level only	For purposes of determining bonus spells, treat your primary spellcasting ability score (i.e., Intelligence for Wizards, Wisdom for Clerics, Druids, Paladins, & Rangers, etc.) as 2 higher. You may take this feat multiple times, each time applying to a different ability score. Note: you do not need to be able to cast spell yet when you take this feat.
Startouched [General]	(DR340 p26)	1 <sup>st</sup> level only	Gain the Startouched bonus (see page 195) that matches the Astrological Sign that was in ascendance on the day of your birth. You are able to use & create magic items tuned only to your 'sign'.
Stocky [Racial]	(DR324 p78)	1 <sup>st</sup> level only	+4 bonus on ability checks to resist being Bull Rushed or Tripped when standing on the ground. Stacks with a Dwarf's Stability racial ability. Increase your weight by 10%.
Superior Hearing [Racial]	(DR324 p78)	1 <sup>st</sup> level only	+1 bonus on Listen, Perform (keyboard instruments), Perform (percussion instruments), Perform (string instruments), Perform (wind instruments), and Perform (sing) checks.
Superior Sense of Smell [Racial]	(DR324 p78)	1 <sup>st</sup> level only	+1 bonus on Craft (alchemy) and Heal checks. +2 bonus on Survival checks.
Superior Taste [Racial]	(DR324 p78)	1 <sup>st</sup> level only	+3 bonus on Spellcraft checks made to identify a Potion. +3 bonus on Fortitude saves to resist the effects of an Ingested Poison.
Superior Touch [Racial]	(DR324 p78)	1 <sup>st</sup> level only	+1 bonus on Disable Device, Open Lock, and Sleight of Hand checks. +2 bonus on Spot checks made to pinpoint the location of an Invisible creature.
Superior Vision [Racial]	(DR324 p78)	1 <sup>st</sup> level only	Gain Low-Light Vision. If you already have Low-Light Vision, you can now see 3x as far as a human (instead of only 2x).

## Anarchic Feats

Must has a Chaotic alignment and must fully live a chaotic lifestyle.

Feats for the Chaotic	Source	Prerequisite	Description
Chaos Music [Anarchic]	(DR326 p80)	Chaotic alignment Bardic Music class ability Perform: 4 ranks	Your effective Bard level for purposes of using your Bard Music class ability increases by +4, up to your HD. This means that a multi-classed Bard or one with Racial HD benefits. You gain a Chaotic Aura equal to your Character level. It can discerned by Detect Chaos spell or ability.
Chaos Rage [Anarchic]	(DR326 p80)	Chaotic alignment Ability to Rage Intimidate: 4 ranks	Your effective Barbarian level for purposes of using your Barbarian Rage class ability increases by +4, up to your HD. This benefits a multi-classed Barbarian or one with Racial HD. You gain a Chaotic Aura equal to your Character level. It can discerned by Detect Chaos spell or ability.
Flexible Mind [Anarchic]	(DR326 p80)	Chaotic alignment	Choose two skills that you have ranks in. These skills are always in-class for you from now on. Both skills receive a +1 bonus. You gain a Chaotic Aura equal to your Character level. It can discerned by Detect Chaos spell or ability.
Wild Touch [Anarchic]	(DR326 p80)	Chaotic alignment Use Magic Device: 8 ranks	When determining the random effect of a magic item (i.e., drawing a card from a Deck of Many Things, activating a Rod of Wonder, etc.), you may roll twice and choose the more appropriate of the two. This ability may be used once per day. You gain a Chaotic Aura equal to your Character level. It can discerned by Detect Chaos spell or ability.

## Exalted Feats

To take an Exalted Feat, you must have a Good alignment and live by the highest moral standards.

Feats for the Good	Source	Prerequisite	Description
Animal Friend [Exalted]	(BoED p41)	Charisma 15 Wild Empathy class ability	Gain a +4 Exalted bonus on Wild Empathy checks to change the attitudes of animals and Good-aligned Magical Beasts.
Celestial Familiar [Exalted]	(BoED p41)	Able to acquire a new Familiar	Get access to a Good Outsider as your familiar. 3 <sup>rd</sup> : Celestial Animal 7 <sup>th</sup> : Coure Eladrin (CG), Lantern Archon (LG), Musteval Guardinal (NG)
Celestial Mount [Exalted]	(BoED p42)	Paladin level 4 <sup>th</sup>	Your Special Mount gains the Celestial template.
Consecrate Spell Trigger [Exalted]	(BoED p42)	Craft Wand –or– Craft Staff Able to Turn Undead	When using a Wand or Staff, you can consume one of your Turns per day to apply the Consecrate Spell feat to the item's effect. Charges are still used up as normal.
Exalted Companion [Exalted]	(BoED p42)	Able to acquire a new Animal Companion	Instead of gaining an Animal as your companion, you get a Magical Beast. See (BoED p42) for a full list.
Exalted Smite [Exalted]	(BoED p42)	Smite Evil class ability	When you use your Smite Evil ability, your weapon is considered 'good' for purposes of bypassing Damage Reduction.
Exalted Turning [Exalted]	(BoED p42)	Ability to Turn Undead	Any Undead you successfully Turn also takes 3d6 damage.
Exalted Wild Shape [Exalted]	(BoED p42)	Wild Shape class ability Wild Shape Class lvl 8	In addition to the normal forms you can take with Wild Shape, you can also take the form of a Blink Dog, Giant Eagle, Giant Owl, Pegasus, Unicorn, or the Celestial version of an Animal that you can normally take the shape of.
Favored of the Companions [Exalted]	(BoED p43)	Pledged fealty to one of the Paragon of the Guardinals (NG)	Once per day, you receive a +1 Luck bonus on any one roll or check. You must be performing a good act. You may not take 'Knight of Stars' or 'Servant of the Heavens' after taking this feat.
Gift of Faith [Exalted]	(BoED p43)	Wisdom 13	+2 bonus on saving throws to resist [fear], despair effects, or similar mind-affecting conditions (but not charms or compulsions).
Gift of Grace [Exalted]	(BoED p43)	Divine Grace class ability	You may distribute the bonus you receive from Divine Grace (i.e., a bonus on saving throws equal to your Charisma modifier) to your allies by touch. You may break up the bonus as you wish, keeping some for yourself if you wish. You may not transfer any more points than your Character level. The effect lasts until revoked (a Free Action), up to 24 hours.
Hands of the Healer [Exalted]	(BoED p43)	Charisma 13 Lay on Hands class ability	When calculating the number of hit-points you can heal each day, treat your Charisma as being +2.
Holy Ki Strike [Exalted]	(BoED p43)	Charisma 15 Improved Unarmed Strike Ki Strike (holy) class ability Sanctified Ki Strike	Evil creatures hit by your Unarmed Strike take +2d6 damage (does <u>not</u> stack with Sanctified Ki Strike) and all of the strike's damage is considered Holy for purposes of overcoming Damage Reduction.
Holy Radiance [Exalted]	(BoED p44)	Charisma 15 Nimbus of Light	You may create bright light in a 10' radius and shadowy illumination out to 20' as a Free Action. Any Undead within 10' of you when this power is in effect take 1d4 damage per round.
Knight of Stars [Exalted]	(BoED p44)	Pledged fealty to a member of the Court of Stars (CG)	Once per day, you receive a +1 Luck bonus on any one roll or check. You must be performing a good act. You may not take 'Favored of the Companions' or 'Servant of the Heavens' after taking this feat.
Nemesis [Exalted]	(BoED p44)	At least one Favored Enemy	Choose one of your Favored Enemies when you take this feat. You may detect creatures of that race within 60' (even through walls). Also, you do +1d6 damage to an Evil member of your enemy race.
Nimbus of Light [Exalted]	(BoED p44)	—	You may create bright light in a 5' radius and shadowy illumination out to 10' as a Free Action. You receive a +2 Circumstance bonus on Diplomacy & Sense Motive checks with Good creatures.
Nymph's Kiss [Exalted]	(BoED p44)	—	1. +2 bonus on all Charisma-based skill checks. 2. +1 bonus on saving throws against spells & spell-like abilities. 3. +1 skill point per level, starting at this level.
Purify Spell Trigger [Exalted]	(BoED p45)	Craft Wand –or– Craft Staff Able to Turn Undead	When using a Wand or Staff, you can consume one of your Turns per day to apply the Purify Spell feat to the item's effect. Charges are still used up as normal.
Quell the Profane [Exalted]	(BoED p45)	Strength 13 Base Attack Bonus +8 Power Attack Resounding Blow Intimidate: 7 ranks	On a confirmed Critical Hit upon an Evil creature using a melee weapon with which you are proficient, your opponent takes 1d4+1 Strength damage (FortNeg, DC is Charisma-based). This feat applies to a Monk's Unarmed Strike.
Ranged Smite Evil [Exalted]	(BoED p45)	Smite Evil class ability	You may apply your Smite Evil ability to your missile weapons.
Righteous Wrath [Exalted]	(BoED p45)	Ability to Rage	1. You maintain your mental abilities while Raging, allowing you to deal nonlethal damage (if desired), stop attacking, etc. 2. The first time you hit a foe while Raging, your foe is Shaken until you leave the combat (or are defeated) WillNeg (DC 10 + ½ Raging ability class levels + Charisma modifier).
Sacred Strike [Exalted]	(BoED p45)	Sneak Attack +1d6	If you deal damage with a melee Sneak Attack, your opponent is Staggered for one round (FortNeg DC = damage dealt). If the target is treated with the Heal skill (DC 15) or any spell that heals at least one hit point, the effect is also removed. This feat has no effect on creatures immune to Sneak Attacks.
Sacred Vow [Exalted]	(BoED p45)	Willingly give yourself into the service of a Good deity or cause.	+2 Perfection bonus on Diplomacy checks.

Feats for the Good	Source	Prerequisite	Description
Sanctify Ki Strike [Exalted]	(BoED p46)	Charisma 15 Improved Unarmed Strike Ki Strike (lawful) class ability	Your Unarmed Strike is considered 'good' for purposes of overcoming Damage Reduction. In addition, it does +1 hp of damage to Evil creatures and +1d4 damage to Evil Outsiders & Evil Undead.
Sanctify Martial Strike [Exalted]	(BoED p46)	Charisma 15 Weapon Focus	Damage done by chosen weapon is considered 'good' for the purposes of overcoming Damage Reduction. In addition, the chosen does +1 hp of damage to Evil creatures and +1d4 damage to Evil Outsiders & Evil Undead.
Sanctify Weapon [Exalted]	(BoED p46)	Able to cast Align Weapon	When you cast Align Weapon, the target weapon also becomes 'sanctified', which results in +1 hp of Holy damage to Evil creatures & +1d4 Holy damage to Evil Outsiders & Evil Undead. In addition, creatures with the Corrupted Template(BoVD p186) do not heal damage done by the Sanctified weapon through Natural or Fast Healing.
Servant of the Heavens [Exalted]	(BoED p46)	Pledged fealty to one of the rulers of the Seven Heavens (LG)	Once per day, you receive a +1 Luck bonus on any one roll or check. You must be performing a good act. You may not take 'Favored of the Companions' or 'Knight of Stars' after taking this feat.
Stigmata [Exalted]	(BoED p46)	Nimbus of Light	As a Free Action, take N points of Constitution damage (minimum of 2) that still keeps you conscious. For one hour, the following apply: 1. You may touch up to N allies. Each ally heals ((N / 2) * <u>their</u> Character level) hit points <u>and</u> gets a new saving through against any disease he/she is suffering from with a +N Sacred bonus. If the save is successful, the ally is free of the disease. A single creature can only benefit once per an activation of this ability. 2. Until the hour ends, you cannot heal the Constitution damage in any way. 3. Once the hour is over, you may activate the ability again (as long as you remain conscious).
Touch of Golden Ice [Exalted]	(BoED p47)	Constitution 13	When you touch an Evil creature with your hand, with an unarmed strike, or with a natural weapon, it is ravaged by Golden Ice(BoED p35).
Vow of Abstinence [Exalted]	(BoED p47)	Sacred Vow Pledge to avoid alcohol, drugs, caffeine, etc.	+4 Perfection bonus on Fortitude saves vs. poison & drugs. If you intentionally consume alcohol, caffeine, stimulants, etc., you lose the benefit of this Feat. If you were magically forced to break your vow, you can regain the benefit after atoning.
Vow of Chastity [Exalted]	(BoED p47)	Sacred Vow Pledge to refrain from marriage / intercourse	+4 Perfection bonus on Will saves vs. charm & phantasm spells & effects. If you intentionally have any sexual contact with another creature, you lose the benefit of this Feat. If you were magically forced to break your vow, you can regain the benefit after atoning.
Vow of Nonviolence [Exalted]	(BoED p47)	Sacred Vow Pledge to avoid violence against Humanoids and Monstrous Humanoids	+4 DC on spells & special abilities used on Humanoids & Monstrous Humanoids that do not cause lethal damage, ability damage, negative levels, automatic death, etc. If any of your allies slay a helpless / defenseless foe within 120' of you, <u>your ally</u> receives a cumulative -1 Morale penalty for 1 hour per your Character level (max penalty is equal to your Character level). You may ask the helpless foe to make an oath of surrender. If it makes the oath and then breaks it, your allies may slay it without any negative effect.
Vow of Obedience [Exalted]	(BoED p48)	Sacred Vow Follow the dictates of your religious superior	+4 Perfection bonus on Will saves vs. compulsion spells & effects. If you intentionally do not obey your superior, you lose the benefit of this Feat. If you were magically forced to break your vow, you can regain the benefit after atoning.
Vow of Peace [Exalted]	(BoED p48)	Sacred Vow Pledge to not harm any living creature (Undead and Constructs are fair game)	1. <i>Calm Emotion</i> , in a 20' radius around you, always on (DC is Charisma-based). 2. +2 Natural Armor bonus to your AC. 3. +2 Deflection bonus to your AC. 4. +2 Exalted bonus to your AC (does not stack with Armor bonuses, but applies to incorporeal attacks). 5. If you are struck by a manufactured weapon, the weapon must make Fortitude save (DC is Constitution-based) to avoid shattering and doing no damage. 6. +4 Exalted bonus on Diplomacy checks. You may not cause lethal damage, ability damage, pain effect, death effects, etc., to any living creature, including magic & weapons. Incapacitated foes must be taken prisoner. If you intentionally harm a living creature or help your allies harm a living creature, you lose the benefit of this Feat. If you were magically forced to break your vow, you can regain the benefit after atoning.
Vow of Poverty [Exalted]	(BoED p48) (DR324 p103)+	Sacred Vow Pledge to only own a simple, non-magical, non-masterwork weapon, one set of non-magical cloths, one day worth of food, and a pouch of spell components.	You gain level-based bonuses and abilities, such as being able to do 'good' damage with your attacks. The specifics are listed at BoED p29. If you intentionally use a magic item or claim excess possessions, you lose the benefit of this Feat. If you were magically forced to break your vow, you can regain the benefit after atoning.
Vow of Purity [Exalted]	(BoED p48)	Sacred Vow Pledge to avoid dead flesh, including meat (even if cooked).	+4 Perfection bonus on Fortitude saves vs. disease & death-effects. If you touch an Undead in the process of fighting it, you must spend 1 hour afterwards purifying yourself. You may only touch a dead body if you are casting a spell to bring it back to life. If you intentionally touch something dead (beside what is listed above), you lose the benefit of this Feat. If you were magically forced to break your vow, you can regain the benefit after atoning.
Words of Creation [Exalted]	(BoED p48)	Intelligence 15 Charisma 15 Base Will save bonus +5	You know one or two Words of Creation(BoED p31), which were used to form the cosmos. These words can be used to enhance the following effects: 1. Bardic Music – the benefits of most Bardic Music abilities are improved (often doubled). 2. Conjuraton (creation) spells have their duration doubled. 3. +4 Sacred bonus on Craft checks. 4. +1 Caster level when casting [good] spells 5. +1 Caster level when creating a magic item without extra cost. 6. Able to research a creature's True Name. This effect is combined with a <i>Commune</i> or <i>Contact Other Plane</i> spell and a Knowledge check. If successful, you gain advantages against the creature, such as gaining a +6 bonus when using <i>Planar Binding</i> upon it, decreasing its Spell Resistance for 1 min, etc. Most of the listed uses cause nonlethal damage to you.

Tactical Feats

Tactical Feats	Source	Prerequisite	Description																		
Battleshifter Training [Tactical, Shifter]	(RoE p116)	Shifter Base Attack Bonus +6 You may not have Feat: Ragewild Fighting.	You may use the following 3 tactical maneuvers: <u>Tiring Defense</u> – If an opponent attacks and misses you in melee on two consecutive round while you are either Fighting Defensively or using Combat Expertise (minimum –2 on your attack) and you hit him/her at least once, your opponent becomes Fatigued for as long as you continue Fighting Defensively or using Combat Expertise as above. If already Fatigued, your opponent becomes Exhausted. <u>Exploit Weakness</u> – If you hit an opponent in melee who is suffering from being Fatigued, Exhausted, Dazed, or Dazzled, you do +1d6 damage. You may not be using Combat Expertise or Fighting Defensively. <u>Riposte</u> – If an opponent attacks and misses you with a Full Round Attack while you are either Fighting Defensively or using Combat Expertise (minimum –2 on your attack), you may spend 1 Action Point to make an extra melee attack against this opponent as an Immediate Action.																		
Blinding Strike [Tactical, Fighter]	(DR345 p90)	Base Attack Bonus +5 Strength 13 Dexterity 13 Power Attack	You may use the following 3 tactical maneuvers: <u>Blind the Foe</u> – If you use a Full Round Action to make one melee attack with a Power Attack of at least –5, your foe takes no damage, but becomes Blind for 1d4 rounds (FortNeg, DC = 10 + Power Attack value). <u>Weaken Gaze</u> – If you use a Full Round Action to make one melee attack with a Power Attack of at least –5, your foe takes normal damage and the DC of one of the creature’s Gaze Attacks has its DC reduced by 2 for 10 rounds. Multiple uses of this maneuver stack. <u>Eye Gouge</u> – If you use a Full Round Action to make one melee attack with a Power Attack of at least –5, your foe takes normal damage and loses the use of one of its Gaze Attacks for 1d4 rounds (FortNeg, DC = 10 + Power Attack value). Unlike the other two maneuvers, ‘Eye Gouge’ generates an Attack of Opportunity. If you take damage from the attack, the maneuver is negated.																		
Blood-Spiked Charger [Tactical, Fighter]	(PH2 p92)	Base Attack Bonus +6 Strength 13 Power Attack Weapon Focus (spiked armor) Weapon Focus (spiked shield)	You may use the following 3 tactical maneuvers: <u>Spiked Avalanche</u> – If you make a Charge while wearing Spiked Armor and using a Spiked Shield (or with your hands empty), you may make a single attack with the Spiked Armor or the Spiked Shield that receives a 2x Strength modifier bonus to damage –or– attacks with both your Spiked Armor and your Spiked Shield that each receive a 1x Strength modifier bonus to damage (two weapon penalties apply). <u>Spiked Rebuke</u> – When you Fight Defensively with a Spiked Shield and an opponent missed your AC but would have hit if not for your Shield, your next attack against that opponent with your Spiked Shield (if in the next round) receives a +2 bonus on its attack roll. <u>Spiked Slam</u> – As a Full Round Action, you may make a single attack with your Spiked Shield that generates an Attack of Opportunity, has a 2x Strength modifier bonus to damage in addition to the damage below. You do not threaten adjacent squares until the start of your next round. <table border="1" style="margin-left: auto; margin-right: auto;"><thead><tr><th>Size</th><th>Bonus Dmg</th><th>Size</th><th>Bonus Dmg</th><th>Size</th><th>Bonus Dmg</th></tr></thead><tbody><tr><td>Small</td><td>+1d4</td><td>Large</td><td>+1d8</td><td>Gargantuan</td><td>+2d8</td></tr><tr><td>Medium</td><td>+1d6</td><td>Huge</td><td>+2d6</td><td>Colossal</td><td>+3d6</td></tr></tbody></table>	Size	Bonus Dmg	Size	Bonus Dmg	Size	Bonus Dmg	Small	+1d4	Large	+1d8	Gargantuan	+2d8	Medium	+1d6	Huge	+2d6	Colossal	+3d6
Size	Bonus Dmg	Size	Bonus Dmg	Size	Bonus Dmg																
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Brute Fighting [Tactical, Warforged]	(RoE p118)	Warforged Power Attack Base Attack Bonus +3 Strength 13	You may use the following 3 tactical maneuvers: <u>Combat Momentum</u> – If you hit your opponent at the end of a Charge with a Two-Handed Weapon, and your opponent doesn’t hit you on the following round, you receive a +1 bonus on attacks against that opponent during your next round. <u>Dispatch the Fallen</u> – If you successfully Bull Rush or Overrun an opponent, you receive +4 damage on the next round against that opponent if you attack with a Two-Handed Weapon. <u>Frenzied Attack</u> – While using Power Attack (minimum –2 on attack rolls), if you hit your opponent on two consecutive rounds with a Two-Handed Weapon, you gain +2 bonus on all attacks against that opponent with that weapon for the rest of the round.																		
Cavalry Charger [Tactical, Fighter]	(CWar p108)	Base Attack Bonus +7 Mounted Combat Spirited Charge Trample	You may use the following 3 tactical maneuvers: <u>Unhorse</u> – While mounted, if you Charge and successfully hit a mounted opponent, you may make an immediate Bull Rush attempt. If successful, your opponent moves back but his/her mount does not. <u>Leaping Charge</u> – While mounted, if you Charge a foe at least one size category smaller than you, you may choose to make a Ride check at the end of movement to do extra damage (either DC 10 for +2 damage or DC 20 for +4 damage). If you fail, you do not get an attack. If you fail by 5+, you also fall off your mount. <u>Fell Trample</u> – While mounted, you may Overrun more than one foe. Each successfully Overrun foe receives an attack (typically a hoof).																		
Combat Brute [Tactical, Fighter]	(CWar p110)	Base Attack Bonus +6 Improved Sunder Power Attack	You may use the following 3 tactical maneuvers: <u>Advancing Blows</u> – If you successfully Bull Rush an opponent, you receive a +1 bonus per 5’ you moved the opponent on attack & damage rolls against that opponent on the next round only. <u>Sundering Cleave</u> – If you destroy an opponent’s weapon or shield with a Sunder action, you receive an immediate melee attack on the opponent at the same attack bonus which the Sunder used. <u>Momentum Swing</u> – If you successfully Charge an opponent, and then on the following round use Power Attack with at least a –5 penalty, the bonus damage for the power attack is x1½ for a One-Handed weapon or x3 for a Two-Handed weapon.																		
Combat Cloak Expert [Tactical, Fighter]	(PH2 p93)	Base Attack Bonus +6 Dexterity 15 Intelligence 13 Combat Expertise Dodge	You may use the following 3 tactical maneuvers: <u>Cloak Defense</u> – When Fighting Defensively while wearing a cloak, receive a +1 Shield bonus to AC. If you take a Total Defense Action, you receive a +2 Shield bonus to AC. <u>Cloaked Strike</u> – In the first round, advance without wielding a weapon until you are adjacent to your opponent. On the next round, make an opposed Bluff vs. Sense Motive check as a Move Action while you draw your Light weapon. If successful, your opponent loses his/her Dexterity bonus to AC –or– his/her Shield bonus to AC (your choice) until the end of your round. <u>Whirling Cloak</u> – After striking an opponent in melee, you may spend a Move Action to make a melee touch attack against the same opponent. If successful, the opponent may not make Attacks of Opportunity against an ally of your choice until the start of your opponent’s next round.																		



Tactical Feats	Source	Prerequisite	Description
Combat Panache [Tactical, Fighter]	(PH2 p93)	Bluff: 8 ranks Intimidate: 8 ranks Perform: 8 ranks	You may use the following 3 tactical maneuvers: <b>Fortuitous Tumble</b> – On the round after being struck by an opponent in melee, you may make an opposed Bluff vs. Sense Motive check as a Move Action against the opponent. If successful, you may use an Immediate Action at the start of the opponent's next round to designate a different creature he/she threatens as the target of his/her next melee attack (even if is the opponent's ally). <b>Play Dead</b> – As an Immediate Action after taking at least 10 hp of damage from a single hit, you may "play dead" by making a successful Bluff vs. Sense Motive check. If successful, you may later rise without generating an Attack of Opportunity against that foe, who also loses his/her Dexterity bonus to AC against your next attack. Only usable once per encounter. <b>Sneering Glower</b> – On the round after you do at least 1 hp of damage to an opponent, you may make an Intimidate check as a Move Action to inflict a (Charisma modifier) penalty on the opponent's attack rolls against you for the remainder of the encounter (unless you use this ability on another foe). Creatures that are Mindless or immune to Fear effects are immune to this ability.
Confound the Big Folk [Tactical]	(RotW p153)	Small size (or smaller) Underfoot Combat Tumble: 10 ranks	You may use the following 3 tactical maneuvers: <b>Knee Striker</b> – When you occupy a square with a creature at least two size categories larger than you, the creature is considered Flat-Footed against you and you receive a +4 bonus on rolls to confirm critical hits. <b>Underfoot Defense</b> – When you occupy a square with a creature at least two size categories larger than you, and you Fight Defensively, use Total Defense, or use Combat Expertise, any melee or ranged attack on you has a 50% chance of striking the creature who shares the square with you (that creature does not have a 50% chance of striking itself). <b>Unsteady Footing</b> – When you occupy a square with a creature at least two size categories larger than you, you may initiate a Trip attack on the creature you share the square with and not provoke an Attack of Opportunity. You can add your choice of Strength or Dexterity modifier to your check (your opponent gets the better of its Strength or Dexterity as usual). Your opponent does not get to add his/her size bonus to its roll. If the Trip attempt fails, your opponent does not get to try to trip you.
Crowd Tactics [Tactical]	(RoD p156)	Dodge Hide: 5 ranks	You may use the following 3 tactical maneuvers when in a crowd that is Indifferent or Friendly to you: <b>Moving with the Flow</b> – Entering a crowd square does not cost you extra movement. <b>One with the Crowd</b> – +4 bonus to Hide checks while in a crowd square. <b>Master of the Mob</b> – +4 bonus to Diplomacy checks to direct a crowd.
Deafening Blow [Tactical, Fighter]	(DR345 p91)	Base Attack Bonus +4 Strength 13 Power Attack	You may use the following 3 tactical maneuvers: <b>Battle Clangor</b> – If you succeed on a bludgeoning melee attack with a Power Attack of at least –4, your foe takes no damage, but receives a –4 penalty on saves vs. sonic & language-dependent effects for 1 minute. <b>Disorienting Blow</b> – If you succeed on a bludgeoning melee attack with a Power Attack of at least –4, your foe takes no damage, but becomes Shaken for 1d4 rounds (FortNeg, DC = 10 + Power Attack value). Note: the bludgeoning weapon must weigh at least 4 pounds. <b>Deafen Foe</b> – If you use a Full Round Action to make one bludgeoning melee attack with a Power Attack of at least –4, your foe takes normal damage and becomes Deaf for 1d4 rounds (FortNeg, DC = 10 + Power Attack value).
Disturbing Visage [Tactical, Changeling]	(RoE p117)	Changeling Quick Change Bluff: 6 ranks	You may use the following 3 tactical maneuvers (a given creature can only be effected once by each in a 24 hour period & creature immune to mind-affecting spell & effects are immune): <b>Cringe</b> – Appear weak by using your Minor Change Shape racial ability, taking a Total Defense Action, and then making a Bluff check (as a Free Action). Any foe that attacks you from the end of your turn until the beginning of your next turn must make a Sense Motives check opposed by your Bluff check. If an opponent fails, he/she receives a –5 penalty on weapon damage (min 1hp) against you for 1 minute. <b>Taunt</b> – Appear mocking by using your Minor Change Shape racial ability to mimic a Humanoid, Monstrous Humanoid, or a Giant who is within 10' & who missed you with a melee or ranged attack on the previous round. Make a Bluff check as a Free Action opposed by the target creature's Sense Motive's check. If you win the check, your target receives a –2 penalty on attack rolls against you for 1 minute. <b>Unnerve</b> – Appear hideous by using your Minor Change Shape racial ability after hitting an opponent in melee, then making a Bluff check (as a Free Action). If your opponent's Sense Motive check does not beat your Bluff check, it receives a –2 penalty to AC for 1 minute.
Einhander [Tactical, Fighter]	(PH2 p94)	Base Attack Bonus +6 Tumble: 6 ranks	You may use the following 3 tactical maneuvers: <b>Narrow Profile</b> – When fighting with a Light or One-Handed weapon in one hand and with nothing in the other, you receive a +2 Dodge bonus to AC when Fighting Defensively or taking a Total Defense Action. <b>Off-Hand Balance</b> – When fighting with a Light or One-Handed weapon in one hand and with nothing in the other –and– you hit your foe, you receive a +2 bonus on Tumble checks to avoid his/her Attacks of Opportunity until the start of your next turn. <b>Off-Hand Swap</b> – When fighting with a Light or One-Handed weapon in one hand and with nothing in the other –and– you hit your foe at least twice as part of a Full Round Attack, on the next round you may make a Feint in Combat as a Free Action, except it is based on Sleight of Hand (instead of Bluff). This ability may only be used against an opponent once.
Elusive Target [Tactical]	(CWar p110)	Base Attack Bonus +6 Dodge Mobility	You may use the following 3 tactical maneuvers: <b>Negate Power Attack</b> – If the opponent that you have chosen to use your Dodge against uses Power Attack on you, he/she still takes the penalty on the attack, but does not gain the bonus on the damage. <b>Diverting Defense</b> – If you are flanked and have chosen one of the flankers as your Dodge opponent, that opponent's first attack on you each round actually target's the other flanker, who is considered Flat-Footed. Any additional attacks that round are treated normally. <b>Cause Overreach</b> – If you provoke an Attack of Opportunity by moving out of a threatened hex and your opponent misses, you receive an automatic Trip attempt against the foe. If the Trip attempt misses, your opponent does not get an attempt to trip you.

Tactical Feats	Source	Prerequisite	Description
Exhausting Defense [Tactical, Fighter]	(DR345 p91)	Base Attack Bonus +5 Dexterity 13 Intelligence 13 Combat Expertise Dodge	You may use the following 3 tactical maneuvers: <u>Fatigue the Foe</u> – If you fight the same foe for 3 consecutive rounds with Combat Expertise of at least –2 <u>and</u> the foe is your Dodge target, then on each consecutive round, the foe must make a Fortitude save vs. DC 15 or become Fatigued until the end of the encounter. <u>Exhaust the Foe</u> – If you fight the same foe who is <u>already Fatigued</u> for 3 consecutive rounds with Combat Expertise of at least –4 <u>and</u> the foe is your Dodge target, then on each consecutive round, the foe must make a Fortitude save vs. DC 15 or become Exhausted until the end of the encounter (at which point he/she becomes Fatigued). <u>The Best Offense</u> – If you fight a foe who is <u>already Fatigued</u> or <u>Exhausted</u> for 1 round using the All-Out Defense Action and then on the following round attack without using Combat Expertise, the foe is considered Flat-Footed against your attacks <u>and</u> you receive a +2 bonus on attacks vs. that foe for 1 round.
Formation Expert [Tactical, Fighter]	(CWar p110)	Base Attack Bonus +5	You may use the following 3 tactical maneuvers, even if your allies do not have the feat too: <u>Lock Shield</u> – If you and the two allies on either side of you are wielding shield, you gain a +1 bonus to AC. <u>Step into the Breach</u> – If there is a line of adjacent allies and one ally within a single move falls, you may make a single move to that ally's location as if you had a Readied Action. <u>Wall of Polearms</u> – Gain a +2 attack bonus if you and your adjacent allies are each wielding the same weapon, which must be off the following list: Shortspear, Longspear, Trident, Glaive, Gisarme, Halberd, or Ranseur.
Giantbane [Tactical, Fighter]	(CWar p111)	Medium-size or smaller Base Attack Bonus +6 Tumble: 5 ranks	You may use the following 3 tactical maneuvers: <u>Duck Underneath</u> – If you take a Total Defense action against a foe who is at least two size categories larger than you, you gain an additional +4 bonus on your AC. If your foe misses on his/her attack, you may make a Tumble check vs. DC 15 to move to the opposite side of your foe. <u>Death from Below</u> – If you successfully performed a Duck Underneath maneuver the round before, you can make an immediate single attack on the foe you ducked under. Your foe is Flat-Footed & you gain a +4 bonus on your attack. <u>Climb Aboard</u> – If you are adjacent to a foe at least two size categories larger than you, you may make a Climb check vs. DC 10 to climb onto your foe. As long as you are on your foe, he/she has a –4 penalty on attack rolls to hit you & you are carried with him/her. Your foe may get you off with a Grapple check opposed by your Climb check.
Mad Alchemist [Tactical]	(PH2 p94)	Grenadier Craft(alchemy): 6 ranks	You may use the following 3 tactical maneuvers: <u>Distracting Blast</u> – The target of your Thunderstone receives a –2 penalty on all attacks, skill checks, ability checks, & saving throws until the start of your next round (WillNeg, DC = your Craft(alchemy) check) –or– if the target was casting a spell, he/she must make an opposed Craft(alchemy) vs. Concentration check to keep the spell. <u>Fiery Blast</u> – If you strike an opponent with Alchemist Fire (or lantern oil, etc.) and then on the next round you attack with a spell / weapon that does Fire damage, your opponent takes +1d6 Fire damage –and– Catches Fire. <u>Tanglefoot Defense</u> – Expend a Tanglefoot Bag to change a square of Clear Terrain to Difficult Terrain for 10 minutes.
Ragewild Fighter [Tactical, Shifter]	(RoE p118)	Shifter Power Attack Base Attack Bonus +6 You may not have Feat: Battleshifter Training.	You may use the following 3 tactical maneuvers: <u>Instinctive Strike</u> – If you fail a Will save against a non-harmless spell, you may make a single melee attack as an Immediate Action before the spell takes effect. <u>Rattle the Weakling</u> – If you hit an opponent of your size or smaller, and then in the following round hit the opponent again while using Power Attack (minimum –5 penalty on the attack), your opponent is Dazed (FortNeg, DC is Strength-based). <u>Brutal Charge</u> – If you hit an opponent at the end of a Charge, you may spend 1 Action Point to do bonus damage equal to your Strength modifier (1 ½ Strength modifier if it was a Two-Handed Weapon).
Raptor School [Tactical]	(CWar p111)	Wisdom 13 Base Attack Bonus +6 Jump: 5 ranks	You may use the following 3 tactical maneuvers: <u>Eagle's Swoop</u> – If you Charge or jump down at least 10' onto your foe, you may make a Jump check to do extra damage. You DC is 15 to do +2 damage –or– DC 25 to do +4 damage. If you fail the Jump check, you miss your foe entirely & if the check misses by 5+, you end up Prone. <u>Falcon's Feathers</u> – As a Standard Action, you may attempt a Feint action using a cloak to cause the distraction. For this maneuver, you use your Base Attack Bonus in place of your ranks in Bluff for the Feint. If successful, your opponent is Flat-Footed for the next melee attack you make against him/her. <u>Hawk's Eye</u> – As a Full Round Action, you observe your opponent (you can do this for up to 3 consecutive rounds). The next melee attack you make on that opponent receives a +2 bonus to attack & damage for each round you observed (maximum of +6). If you do not attack within 3 round of observing or your opponent attacks you first, the bonuses are lost.
Roofwalker [Tactical]	(RoD p156)	Dodge Mobility Balance: 5 ranks Jump: 5 ranks	You may use the following 3 tactical maneuvers: <u>Fleet of Feet</u> – You can walk across a precarious surface at full speed without a penalty on your Balance check. <u>Graceful Drop</u> – If you intentionally jump from a height, you take less damage than if you had fallen. On a successful Jump check, you take falling damage as if you had dropped 20' fewer. <u>Master of the Roof</u> – Gain a +1 Dodge bonus to AC against any opponent at a different elevation than you.
Shadow Striker [Tactical, Fighter]	(PH2 p94)	Hide: 12 ranks Move Silently: 12 ranks	You may use the following 3 tactical maneuvers: <u>Evade Notice</u> – If you take no hostile action against an opponent who threatens you and another creature he/she is interested in attacking, you may make an opposed Hide vs. Spot check to make the opponent attack the other creature. You lose the benefit of this feat if you attack or the other creature is not longer threatened (due to moving, dropping, etc.). <u>Fade Away</u> – If you strike an opponent as a Standard Action, you may take a Move Action to move and then make a Hide check at +5. <u>Ghost Strike</u> – If you and an ally threaten the same opponent, you may make an opposed Move Silently vs. Listen check as a Standard Action. If successful, the opponent loses his/her Dexterity bonus to AC vs. your first attack the next round as long as your ally still threatens the opponent too.

Tactical Feats	Source	Prerequisite	Description
Shock Trooper [Tactical, Fighter]	(CWar p112)	Base Attack Bonus +6 Improved Bull Rush Power Attack	You may use the following 3 tactical maneuvers: <u>Directed Bull Rush</u> – On a successful Bull Rush at the end of a Charge, you may move your opponent one hex to the left or right for each hex you move him/her backwards. <u>Domino Rush</u> – On a successful Bull Rush that pushes your opponent into the same hex as another opponent, you may attempt to Trip both opponents & they cannot attempt to trip you if you fail. <u>Heedless Charge</u> – If you make a Charge that ends in an attack that uses Power Attack (at least a –5 to your attack roll), you may transfer part or all of the attack roll penalty to your AC as a penalty. This is in addition to the –2 AC due to the Charge.
Sun School [Tactical]	(CWar p112)	Flurry of Blows class ability Base Attack Bonus +4	You may use the following 3 tactical maneuvers: <u>Inexorable Progress of Dawn</u> – If you hit an opponent with the first two attacks from a Flurry of Blows, your opponent must move back 5' and you may move forward 5'. Neither movement provokes an Attack of Opportunity. <u>Blinding Sun of Noon</u> – If you successfully Stun an opponent on two consecutive rounds, your opponent is Confused for 1d4 rounds after recovering from the Stun. <u>Flash of Sunset</u> – If you move next to an opponent using the Monk class ability 'Abundant Step' or Dimensional Door, you may make one attack at your highest bonus at the end of your action.
Winged Warrior [Tactical, Fighter]	(RotW p153)	Must have Wings Hover Base Attack Bonus +4	You may use the following 3 tactical maneuvers: <u>Dustup</u> – If you are standing in or flying no more than 10' above an area of lots of loose debris, you can use a Move Action to create a 20' radius hemispherical cloud. Creatures looking through 10' of the cloud have Concealment, while 20' grants Total Concealment & any within the cloud must make a Concentration check vs. DC 10 + ½ your character level to cast a spell. <u>Flying Leap</u> – If you move greater than your base Land speed, you get a +4 bonus on Jump, Balance, and Climb checks due to the lift and stabilization effects of your wings. <u>Shroud of Feathers</u> – By spending a Move Action to surround your body with your wings, you can make a Feint in combat as part of an attack. You cannot be flying to use this maneuver. You can only use this maneuver once per foe per combat.
Wolfpack [Tactical]	(RotW p153)	Dexterity 15 Dodge Mobility Spring Attack Base Attack Bonus +6	You may use the following 3 tactical maneuvers: <u>Distract Foe</u> – You and an ally must have Flanked your foe for at least one round to use this ability. As a Full Round Action, make a single melee attack. If it hits, make a Bluff check with the damage as a bonus vs. your foe's Sense Motive check with his/her BAB as a bonus. If you are successful, all of your allies that give you a Flanking bonus receive an Attack of Opportunity on the foe. <u>Drive Back</u> – You and at least one ally must Threaten the same foe and an ally must perform an Aid Other action to help your attack on that foe. As a Full Round Action, make a melee attack. If you hit, you do damage and initiate a Bull Rush that does not provoke an Attack of Opportunity or move you into your foe's square. Resolve the Bull Rush normally, except the damage you did is a bonus on your Strength check and your foe cannot be moved back more than 5'. <u>Gang Dodge</u> – You and at least one ally must Threaten the same foe. Perform an Aid Other action to give every one of your allies that threaten the same foe a +2 bonus to AC. This bonus lasts until your next turn, provided you still threaten the same foe.
Woodland Archer [Tactical, Fighter]	(RotW p154)	Point Blank Shot Base Attack Bonus +6	You may use the following 3 tactical maneuvers: <u>Adjust for Range</u> – If you miss a foe with a projectile weapon, you gain a +4 bonus on all other attacks in the same round to hit the same foe. <u>Pierce the Foliage</u> – If you hit a foe with a Miss Chance due to Concealment with a ranged attack, you can ignore the Miss Chance against the same foe in the following round. <u>Moving Sniper</u> – If you succeed in a Sniping Attack (i.e., hit your foe and make a Hide check to remain hidden), the following round you can make a single attack, take a Move Action (normally not allowed), and then make a Hide check to remain hidden. As long as you remain unseen, you can continue making Sniping Attacks.

## Fighter Feats

Fighter Feats	Source	Prerequisite	Description
Acrobatic Strike [General, Fighter]	(PH2 p71)	Tumble: 12 ranks	If you successfully use Tumble to avoid an opponent's Attack of Opportunity, you receive a +4 bonus on your next attack roll against that opponent as long as it occurs before the end of your current turn.
Active Shield Defense [General, Fighter]	(PH2 p71)	Shield Proficiency Shield Specialization	When Fighting Defensively while using a Shield, you do not take the normal -4 penalty on attack when you make an Attack of Opportunity. When using an All Out Defense action using a Shield, you still threaten the area around you as normal and can make Attacks of Opportunity at a -4 penalty on the attack roll.
Adaptable Flanker [General, Fighter]	(PH2 p71)	Base Attack Bonus +4 Combat Reflexes Vexing Flanker	Designate an opponent as a Swift Action. When adjacent to that opponent, your current hex and one other you threaten count as being occupied by you for purposes of determining whether you and your allies gain Flanking bonuses.
Agile Shield Fighter [General, Fighter]	(PH2 p74)	Shield Proficiency Improved Shield Bash Shield Specialization	When making a Full Round Attack with a weapon and a Shield Bash, the penalty is -2 on each, instead of whatever the penalty would have been (i.e., due to not having Two-Weapon Fighting, etc.).
Aid Giver [General, Fighter]	(DR343 p92)	Combat Expertise Dodge Power Attack	As a Full Round Action, you may use an Aid Other action to benefit every adjacent ally, granting either a +2 bonus on Attack rolls or a +2 bonus to AC.
Aquatic Shot [General, Fighter]	(Storm p90)	Point Blank Shot	1. Water does not provide Cover when making a ranged attack into the water. 2. You may make an attack with a Thrown Piercing Weapon underwater with a -2 penalty per 5' of water, plus the normal range penalty (normally, thrown weapons cannot be used underwater). 3. You may make an attack with a Bow or Crossbow underwater with a -2 penalty per 10' of water, plus the normal range penalty. 4. You may make an attack with an Aquatic Longbow with a range increment of 30'
Armor Specialization [General, Fighter]	(PH2 p75)	Armor Proficiency (appropriate type) Base Attack Bonus +12	Choose a type of Medium or Heavy Armor that you are proficient with. When wearing a Masterwork (including Magical) version of this armor, you gain Damage Reduction 2 / —. Does not apply when you lose your Dexterity bonus to AC. May be taken multiple times, each time with a different type of armor.
Axeshield [General, Fighter]	(Und p24)	Grimlock	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 action.
Backstab [General, Fighter]	(DR340 p86)	Combat Reflexes	You may make an Attack of Opportunity against an opponent that you flank who attacks a target other than you.
Battle Dancer [Bardic Music, Fighter]	(PH2 p75)	Bardic Music class ability Base Attack Bonus +2	Gain a +2 Morale bonus on your attack roll if the following are true: a) you are granting an ally a bonus on attack, damage or saves with one your Bardic Music abilities; b) you move at least 1 square; and c) you attack. If you attack but don't move, you lose the benefit for the current round. If you move but don't attack, you lose the benefit for the current round. If you neither move nor attack, you lose the benefit for the remainder of the current use of your Bardic Music.
Battle Hardened [General, Fighter]	(DR343 p93)	Base Attack Bonus +4	You gain a +1 Circumstance bonus to your AC if two (or more) opponents who threaten you.
Beast Strike [General, Fighter]	(DR355 p76)	Improved Unarmed Strike Base Attack Bonus +5 Claw or Slam attack	When making an Unarmed Strike or Grapple check to deal damage, add your Claw or Slam damage.
Blind-Fight [General, Fighter, Scout]	(PH p89) (CAAdv p10)+	—	If you miss a melee attack due to Concealment, you may reroll the miss chance to see if you can attempt to hit. You keep your Dexterity bonus to AC when attacked in melee by an invisible attacker. Also, your attacker does not get a +2 bonus due to being invisible. Darkness & poor lighting only reduce your movement to 75%, instead of 50%.
Blinding Strike [Tactical, Fighter]	(DR345 p90)	Base Attack Bonus +5 Strength 13 Dexterity 13 Power Attack	You may use the following 3 tactical maneuvers: <b>Blind the Foe</b> – If you use a Full Round Action to make one melee attack with a Power Attack of at least -5, your foe takes no damage, but becomes Blind for 1d4 rounds (FortNeg, DC = 10 + Power Attack value). <b>Weaken Gaze</b> – If you use a Full Round Action to make one melee attack with a Power Attack of at least -5, your foe takes normal damage and the DC of one of the creature's Gaze Attacks has its DC reduced by 2 for 10 rounds. Multiple uses of this maneuver stack. <b>Eye Gouge</b> – If you use a Full Round Action to make one melee attack with a Power Attack of at least -5, your foe takes normal damage and loses the use of one of its Gaze Attacks for 1d4 rounds (FortNeg, DC = 10 + Power Attack value). Unlike the other two maneuvers, 'Eye Gouge' generates an Attack of Opportunity. If you take damage from the attack, the maneuver is negated.

Fighter Feats	Source	Prerequisite	Description																		
Blood-Spiked Charger [Tactical, Fighter]	(PH2 p92)	Base Attack Bonus +6 Strength 13 Power Attack Weapon Focus (spiked armor) Weapon Focus (spiked shield)	You may use the following 3 tactical maneuvers: <b>Spiked Avalanche</b> – If you make a Charge while wearing Spiked Armor and using a Spiked Shield (or with your hands empty), you may make a single attack with the Spiked Armor or the Spiked Shield that receives a 2x Strength modifier bonus to damage –or– attacks with <u>both</u> your Spiked Armor and your Spiked Shield that each receive a 1x Strength modifier bonus to damage (two weapon penalties apply). <b>Spiked Rebuke</b> – When you Fight Defensively with a Spiked Shield and an opponent missed your AC but would have hit if not for your Shield, your next attack against that opponent with your Spiked Shield (if in the next round) receives a +2 bonus on its attack roll. <b>Spiked Slam</b> – As a Full Round Action, you may make a single attack with your Spiked Shield that generates an Attack of Opportunity, has a 2x Strength modifier bonus to damage in addition to the damage below. You do not threaten adjacent squares until the start of your next round. <table style="margin-left: auto; margin-right: auto;"><thead><tr><th>Size</th><th>Bonus Dmg</th><th>Size</th><th>Bonus Dmg</th><th>Size</th><th>Bonus Dmg</th></tr></thead><tbody><tr><td>Small</td><td>+1d4</td><td>Large</td><td>+1d8</td><td>Gargantuan</td><td>+2d8</td></tr><tr><td>Medium</td><td>+1d6</td><td>Huge</td><td>+2d6</td><td>Colossal</td><td>+3d6</td></tr></tbody></table>	Size	Bonus Dmg	Size	Bonus Dmg	Size	Bonus Dmg	Small	+1d4	Large	+1d8	Gargantuan	+2d8	Medium	+1d6	Huge	+2d6	Colossal	+3d6
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Boomerang Daze [General]	(RoE p108)	Base Attack Bonus +5 Proficiency with Talenta Boomerang –or– Xen'drik Boomerang	Any creature taking damage from your Boomerang attack is Dazed for 1 round (FortNeg, DC = 10 + damage dealt). Can apply to both targets in the case of a Boomerang Ricochet. Halfling Fighters from the Talenta Plains and Drow Fighters from Xen'drik treat this as a [Fighter] feat too.																		
Boomerang Ricochet [General]	(RoE p108)	Dexterity 13 Base Attack Bonus +4 Proficiency with Talenta Boomerang –or– Xen'drik Boomerang	If you successfully hit your first target, you may make an attack against one foe adjacent to your target with a –2 penalty. The second attack does not gain the benefit of a Sneak Attack, even if the first attack did. Halfling Fighters from the Talenta Plains and Drow Fighters from Xen'drik treat this as a [Fighter] feat too.																		
Bow Feint [General, Fighter]	(DR350 p90)	Intelligence 13 Point Blank Shot	You may make a 'Feint in Combat' action with a ranged weapon (this feat is <u>not</u> bow-specific). Your target must be within 30' and be able to see you. This action requires a Standard Action with a loaded weapon. Normally, you may only 'Feint in Combat' with a melee weapon.																		
Bowslinger [General, Fighter]	(Und p24)	Base Attack Bonus +1	+2 bonus on your attack roll when you fire or throw a ranged weapon at a Flat Footed opponent.																		
Breath Control [General, Fighter]	(DR333 p88)	Perform (wind instrument): 5 ranks	+2 bonus on Perform (wind instrument) checks. +2 bonus on saves vs. inhaled poisons and nauseating vapors. Able to hold your breath for either 2 times Constitution score –or– Perform (wind instrument) check rounds, whichever is higher																		
Brutal Strike [General, Fighter]	(PH2 p76)	Base Attack Bonus +6 Strength 13 Power Attack	You must declare you are attempting a 'Brutal Strike' before attacking with a Bludgeoning weapon & only one 'Brutal Strike' can be attempted each round. If your 'Brutal Strike' hits, your foe is Sickened for 1 round (FortNeg, DC is 10 + the number you subtracted from your attack roll). Creatures not vulnerable to Critical Hits are immune.																		
Brutal Throw [General, Fighter]	(CAAdv p106)	—	Use your Strength modifier instead of your Dexterity modifier as a bonus to attack rolls with thrown weapons.																		
Canny Opportunist [General, Fighter]	(DR340 p86)	Dexterity 13 Intelligence 13 Combat Expertise	If an opponent you threaten does any of the following, you may make an Attack of Opportunity on him/her, even if you are Flat-Footed: Draw a Weapon, Ready / Loosen a Shield, or Attempts a Feint in Combat.																		
Catfolk Pounce [General, Fighter]	(RotW p148)	Catfolk Dexterity 13	If you Charge a Flat-Footed opponent, you can make a Full Attack at the end of the charge.																		
Cavalry Charger [Tactical, Fighter]	(CWar p108)	Base Attack Bonus +7 Mounted Combat Spirited Charge Trample	You may use the following 3 tactical maneuvers: <b>Unhorse</b> – While mounted, if you Charge and successfully hit a mounted opponent, you may make an immediate Bull Rush attempt. If successful, your opponent moves back but his/her mount does not. <b>Leaping Charge</b> – While mounted, if you Charge a foe at least one size category smaller than you, you may choose to make a Ride check at the end of movement to do extra damage (either DC 10 for +2 damage or DC 20 for +4 damage). If you fail, you do not get an attack. If you fail by 5+, you also fall off your mount. <b>Fell Trample</b> – While mounted, you may Overrun more than one foe. Each successfully Overrun foe receives an attack (typically a hoof).																		
Centaur Trample [General, Fighter]	(RotW p148)	Centaur Dexterity 15	When you make take Overrun action, your opponent may not choose to avoid you. If you knock your opponent prone, you may make one Hoof attack on him/her.																		
Cleave [General, Fighter]	(PH p92)	Strength 13 Power Attack	If you drop a creature (i.e., put it to 0 hp or below, or simply kill it) in melee, you can immediately make a melee attack with the same weapon and at the same attack bonus against a creature within reach. You may not take a 5' step. This ability may be used once per round.																		
Close-Quarter Defense [General, Fighter]	(DR309 p110)	Combat Reflexes	You gain a +2 bonus on attack rolls for an Attack of Opportunity generated by any of the following actions: an opponent entering your hex, making an unarmed attack, starting a grapple, bull rushing you, sundering your weapon or armor, etc. If your opponent has a Feat that allows them to do one of the above actions without generating an Attack of Opportunity, you may still take an Attack of Opportunity with a –10 penalty to your attack roll (instead of a +2).																		
Close-Quarters Fighting [General, Fighter]	(CWar p97)	Base Attack Bonus +3	You receive an Attack of Opportunity when a creature attempts to Grapple you, even if the creature has Improved Grapple or an ability that lets its start a Grapple without an Attack of Opportunity. If you cause damage on your Attack of Opportunity, the Grapple attempt automatically fails unless the attacker has Improved Grapple or a similar ability. In this case, add you damage to the initial Grapple check to see if the creature starts its Grapple. This Feat does not grant an extra Attack of Opportunity.																		
Combat Acrobat [General, Fighter]	(PH2 p76)	Balance: 9 ranks Tumble: 2 ranks	<b>Acrobatic Recovery</b> – make a Balance check vs. DC 20 to avoid being knocked Prone. <b>Sure Footed Maneuver</b> – make a Balance check vs. DC 15 to treat up to 4 squares of Difficult Terrain as normal terrain with regards to movement.																		

Fighter Feats	Source	Prerequisite	Description
Combat Awareness [Combat Focus, Fighter]	(PH2 p86)	Base Attack Bonus +12 Wisdom 13 Combat Focus Blind-Fight	While in 'Combat Focus', you know the number of hit-points of each adjacent creature. If you have 3+ Combat Focus feats, you also gain Blindsight 5'.
Combat Brute [Tactical, Fighter]	(CWar p110)	Base Attack Bonus +6 Improved Sunder Power Attack	You may use the following 3 tactical maneuvers: <b>Advancing Blows</b> – If you successfully Bull Rush an opponent, you receive a +1 bonus per 5' you moved the opponent on attack & damage rolls against that opponent on the next round only. <b>Sundering Cleave</b> – If you destroy an opponent's weapon or shield with a Sunder action, you receive an immediate melee attack on the opponent at the same attack bonus which the Sunder used. <b>Momentum Swing</b> – If you successfully Charge an opponent, and then on the following round use Power Attack with at least a –5 penalty, the bonus damage for the power attack is x1½ for a One-Handed weapon or x3 for a Two-Handed weapon.
Combat Cloak Expert [Tactical, Fighter]	(PH2 p93)	Base Attack Bonus +6 Dexterity 15 Intelligence 13 Combat Expertise Dodge	You may use the following 3 tactical maneuvers: <b>Cloak Defense</b> – When Fighting Defensively while wearing a cloak, receive a +1 Shield bonus to AC. If you take a Total Defense Action, you receive a +2 Shield bonus to AC. <b>Cloaked Strike</b> – In the first round, advance without wielding a weapon until you are adjacent to your opponent. On the next round, make an opposed Bluff vs. Sense Motive check as a Move Action while you draw your Light weapon. If successful, your opponent loses his/her Dexterity bonus to AC –or– his/her Shield bonus to AC (your choice) until the end of your round. <b>Whirling Cloak</b> – After striking an opponent in melee, you may spend a Move Action to make a melee touch attack against the same opponent. If successful, the opponent may <u>not</u> make Attacks of Opportunity against an ally of your choice until the start of your opponent's next round.
Combat Defense [Combat Focus, Fighter]	(PH2 p87)	Base Attack Bonus +6 Dexterity 13 Wisdom 13 Combat Focus Dodge	While in 'Combat Focus', you can change your Dodge opponent as an Immediate Action. If you have 3+ Combat Focus feats, you receive an extra +1 Dodge bonus to AC vs. your Dodge opponent.
Combat Engineer [General, Fighter]	(DR334 p88)	Strength 13 Intelligence 13 Power Attack Improved Sunder Know (architecture and engineering): 4 ranks	+2 bonus on attack & damage when making a Sunder attempt. If you attack an unattended inanimate object (including a wall or structure), you may ignore up to 10 points of its Hardness.
Combat Expertise [General, Fighter, Scout]	(PH p92) (CAAdv p10)+	Intelligence 13	When you take an Attack action or a Full Attack action, you may take –X to hit and get +X to your AC until your next action. X can be up to your base attack bonus, with a maximum of 5.
Combat Focus [Combat Focus, Fighter]	(PH2 p87)	Wisdom 13 Combat Focus	The first time you successfully hit an opponent in an encounter, you enter 'Combat Focus', which lasts for 10 round + 1 per 'Combat Focus' feat. You may only enter 'Combat Focus' once per encounter. While in 'Combat Focus', you receive a +2 bonus on Will saves. If you have 3+ Combat Focus feats, the bonus improves to +4.
Combat Intuition [General, Fighter]	(CAAdv p106)	Base Attack Bonus +5 Sense Motive: 4 ranks	As a Free Action, you can make a Sense Motive check to assess the challenge presented by an opponent (CAAdv p102). You gain a +4 bonus to the check, and narrow the result to a single category. Whenever you make a melee attack against a creature you also attacked in melee last round, gain a +1 Insight bonus to your attack roll.
Combat Panache [Tactical, Fighter]	(PH2 p93)	Bluff: 8 ranks Intimidate: 8 ranks Perform: 8 ranks	You may use the following 3 tactical maneuvers: <b>Fortuitous Tumble</b> – On the round after being struck by an opponent in melee, you may make an opposed Bluff vs. Sense Motive check as a Move Action against the opponent. If successful, you may use an Immediate Action at the start of the opponent's next round to designate a different creature he/she threatens as the target of his/her next melee attack (even if is the opponent's ally). <b>Play Dead</b> – As an Immediate Action after taking at least 10 hp of damage from a single hit, you may "play dead" by making a successful Bluff vs. Sense Motive check. If successful, you may later rise without generating an Attack of Opportunity against that foe, who also loses his/her Dexterity bonus to AC against your next attack. Only usable once per encounter. <b>Sneering Glower</b> – On the round after you do at least 1 hp of damage to an opponent, you may make an Intimidate check as a Move Action to inflict a (Charisma modifier) penalty on the opponent's attack rolls against you for the remainder of the encounter (unless you use this ability on another foe). Creatures that are Mindless or Immune to Fear effects are immune to this ability.
Combat Reflexes [General, Fighter]	(PH p92)		<i>Monk 2<sup>nd</sup></i> 1. You may make Attacks of Opportunity while Flat-Footed. 2. You may make up to your Dexterity modifier in extra Attacks of Opportunity per round (instead of the normal limit of 1), but only one such attack per creature each round.
Combat Stability [Combat Focus, Fighter]	(PH2 p87)	Base Attack Bonus +3 Wisdom 13 Combat Focus	While in 'Combat Focus', you receive a +4 bonus on checks to resist Bull Rush, Disarm, Grapple, Overrun, & Trip actions. If you have 3+ Combat Focus feats, the bonus improves to +8.
Combat Strike [Combat Focus, Fighter]	(PH2 p87)	Base Attack Bonus +15 Wisdom 13 Combat Focus any two other Combat Focus feats	By ending 'Combat Focus' early as a Swift Action, you receive a bonus on all attack and damage rolls equal to your number of 'Combat Focus' feats for the remainder of the current round.
Combat Vigor [Combat Focus, Fighter]	(PH2 p88)	Base Attack Bonus +9 Wisdom 13 Combat Focus	While in 'Combat Focus', you gain Fast Healing 2. If you have 3+ Combat Focus feats, you gain Fast Healing 4.

Fighter Feats	Source	Prerequisite	Description
Cometary Collision [General, Fighter]	(PH2 p77)	Strength 13 Power Attack Improved Bull Rush	This feat is used to derail an opponent in the process of a charge. To use it, you must Ready an Action to Charge an opponent who is charging you or an ally. When an opponent charges, it triggers your Readied Action. If you can Charge a minimum of 10' to meet the foe, the following occurs: a) the foe's Charge ends at the point where your two paths cross; b) in addition to the normal benefits / penalties of a Charge, you receive a +4 bonus on damage; c) your foe does not receive the benefits of a Charge, but retains the penalties. He/she may switch the target of the charge attack to you.
Crossbow Sniper [General, Fighter]	(PH2 p77)	Base Attack Bonus +1 Weapon Focus (any crossbow)	When firing a Crossbow with which you have Weapon Focus, you receive the following: 1. +½ Dexterity modifier damage; 2. Sneak Attack & Skirmish class abilities may be used at a range of 60' (instead of 30').
Curling Wave Strike [General, Fighter]	(Storm p92)	Intelligence 13 Combat Expertise Improved Trip	If you successfully trip an opponent in melee, you may forgo your free follow-up attack to instead attempt to trip another opponent within reach at the same attack bonus total as the previous attack. You may only use this feat once per round (i.e., if you trip the second opponent, you <u>don't</u> get to try to trip a third).
Daring Warrior [General, Fighter]	(CSco p76)	Swashbuckler Grace +1 class feature Weapon Specialization	Add your Fighter and Swashbuckler levels together to determine the size of your Grace class feature bonus –and– your Fighter level for determining which Fighter only feats you qualify for.
Daunting Nuisance [General, Fighter]	(DR343 p93)	Intelligence 13 Combat Expertise Base Attack Bonus +4	By making a successful Touch Attack, your opponent is treated as being Flat-Footed by all creatures adjacent to it, except for you. This is a Mind-Affecting Extraordinary effect.
Daunting Presence [General, Fighter]	(LM p25) (Mini p25)	Charisma 13 Base Attack Bonus +1	You may take a Standard Action to 'Awe' an opponent with 30', who can see you, and who has an Intelligence score. If the opponent fails a Will saving throw (DC 10 + ½ your character level + your Charisma modifier) it is Shaken for 10 minutes. This fear has no effect on a creature that is already Shaken.
Deadeye Shot [General, Fighter]	(PH2 p78)	Base Attack Bonus +4 Point Blank Shot Precise Shot Skirmish or Sneak Attack class ability	Follow these steps to use this feat: 1) Ready an Action to make a Ranged Attack on an opponent when any of your allies hit it in melee. 2) If the Action is triggered, the opponent loses its Dexterity bonus to AC against your attack <u>only</u> .
Deadly Concussion [General, Fighter]	(DR333 p88)	Strength 13 Power Attack Improved Sunder Perform (percussion): 6 ranks	When you take a Sunder action with a Bludgeoning weapon against a foe's armor or shield –and– you destroy it in one blow, you deal the same damage to the foe that you dealt to the armor or shield.
Deadly Defense [General, Fighter]	(CSco p076)	—	When 'Fighting Defensively' or using Combat Expertise with at least a –2 penalty, you do +1d6 damage with a Light or Finesse melee weapon. You may only use this feat if you are wearing Light Armor or less.
Deafening Blow [Tactical, Fighter]	(DR345 p91)	Base Attack Bonus +4 Strength 13 Power Attack	You may use the following 3 tactical maneuvers: <b>Battle Clangor</b> – If you succeed on a bludgeoning melee attack with a Power Attack of at least –4, your foe takes no damage, but receives a –4 penalty on saves vs. sonic & language-dependent effects for 1 minute. <b>Disorienting Blow</b> – If you succeed on a bludgeoning melee attack with a Power Attack of at least –4, your foe takes no damage, but becomes Shaken for 1d4 rounds (FortNeg, DC = 10 + Power Attack value). Note: the bludgeoning weapon must weigh at least 4 pounds. <b>Deafen Foe</b> – If you use a Full Round Action to make one bludgeoning melee attack with a Power Attack of at least –4, your foe takes normal damage <u>and</u> becomes <u>Deaf</u> for 1d4 rounds (FortNeg, DC = 10 + Power Attack value).
Defensive Archery [General, Fighter]	(RotW p148)	Point Blank Shot	+4 bonus to AC vs. Attacks of Opportunity provoked when you make a ranged attack.
Defensive Opportunist [General, Fighter]	(DR340 p87)	Intelligence 13 Combat Expertise Tumble: 5 ranks	If you make an Attack of Opportunity while Fighting Defensively, the attack does not receive the normal penalty for Fighting Defensively.
Defensive Strike [General, Fighter]	(CWar p97)	Dexterity 13 Intelligence 13 Dodge Combat Expertise	If you take a Total Defense action and an opponent attacks & misses you, on your next turn, you receive a +4 bonus to attack that opponent.
Defensive Sweep [General, Fighter]	(PH2 p78)	Base Attack Bonus +15	If an opponent begins his/her round adjacent to you and does not move for the entire round (including a 5' Step), he/she generates an Attack of Opportunity for you just after his/her round ends.
Deflect Arrows [General, Fighter]	(PH p93)	Dexterity 13 Improved Unarmed Strike	<i>Monk 2<sup>nd</sup></i> You may deflect one projectile per round that would have hit you, but only if the following are true: 1. you are not Flat-Footed and aware of the attack. 2. one of your hands is free. 3. the projectile is not purely magic (such as <i>Melf's Acid Arrow</i> ) or massive (such as a giant's boulder).
Disrupting Strike [Shifter, Fighter]	(DR355 p76)	Shifter Improved Unarmed Strike Stunning Fist	You must declare you are using this ability before you make an Attack with your Unarmed Strike. If your foe is damaged by the attack, he/she must make a Fortitude save vs. DC (10 + ½ Character level + Wisdom modifier). If your foe fails –and– is a shapechanger, he/she reverts immediately to his/her natural form. This also ends a Shifter's 'Shifting' racial ability. Creature immune to critical hits are immune to being Stunned. You may use this ability once per four non-Monk levels + once per Monk levels each day. You may use this ability only once per round.
Distraction Attack [General, Fighter]	(Mini p25)	Base Attack Bonus +1	Any creature who attacks an opponent you attacked in the last round (even if you missed), receives a +1 Circumstance bonus on attack rolls against the opponent.
Dodge [General, Fighter, Scout]	(PH p93) (CAAdv p10)+	Dexterity 13	During your action, you may specify one opponent against which you gain a +1 Dodge bonus to AC until your next action. If you lose your Dex bonus to AC for any reason, you also lose your Dodge bonus.

Fighter Feats	Source	Prerequisite	Description
Double Weapon Disarm [General, Fighter]	(DR309 p110)	Intelligence 13 Combat Expertise Improved Disarm	When you attempt to disarm an opponent wielding a double weapon, you gain a +4 bonus on the check (in addition to the bonus from Improved Disarm).
Dual Strike [General, Fighter]	(CAAdv p108)	Two-Weapon Fighting Improved Two-Weapon Fighting	As a Standard Action, you can make a melee attack with your primary and off-hand weapon. Both attacks use the same attack roll and the worse of the two weapon's attack modifier. If you are using a one-handed or light weapon in your off-hand, you take a –4 penalty; otherwise the penalty is –10. Each weapon deals its damage normally and reduction/resistance is applied separately. Precision damage (such as sneak attack) is only applied once. A critical hit only deals critical damage from the primary.
Dwarven Armor Proficiency [General, Fighter]	(RoS p138)	Dwarf only Armor Proficiency (heavy)	You are proficient with Battle Plate, Interlocking Plate, Interlocking Scale, and Mountain Plate.
Earth Fist [General, Fighter]	(RoS p138)	Dwarf, Gnome, or Goliath Constitution 13 Wisdom 13 Improved Unarmed Strike Earth Sense	As long as you are touching the ground, your unarmed attacks are treated as Cold Iron weapons for the purpose of overcoming Damage Reduction.
Efficient Pull [General, Fighter]	(DR350 p90)	Point Blank Shot	Treat your Strength as being +2 when wielding a Strength-rated (i.e., Mighty) Longbow.
Einhander [Tactical, Fighter]	(PH2 p94)	Base Attack Bonus +6 Tumble: 6 ranks	You may use the following 3 tactical maneuvers: <b>Narrow Profile</b> – When fighting with a Light or One-Handed weapon in one hand and with nothing in the other, you receive a +2 Dodge bonus to AC when Fighting Defensively or taking a Total Defense Action. <b>Off-Hand Balance</b> – When fighting with a Light or One-Handed weapon in one hand and with nothing in the other –and– you hit your foe, you receive a +2 bonus on Tumble checks to avoid his/her Attacks of Opportunity until the start of your next turn. <b>Off-Hand Swap</b> – When fighting with a Light or One-Handed weapon in one hand and with nothing in the other –and– you hit your foe at least twice as part of a Full Round Attack, on the next round you may make a Feint in Combat as a Free Action, except it is based on Sleight of Hand (instead of Bluff). This ability may only be used against an opponent once.
Elusive Dance [General, Fighter]	(DR333 p88)	Perform (dance): 5 ranks	During your action, you may designate an opponent who may not make Attacks of Opportunity against you. If you have the feat Dodge, your designated Dodge and Elusive Dance opponent <u>must</u> be the same creature.
Exhausting Defense [Tactical, Fighter]	(DR345 p91)	Base Attack Bonus +5 Dexterity 13 Intelligence 13 Combat Expertise Dodge	You may use the following 3 tactical maneuvers: <b>Fatigue the Foe</b> – If you fight the same foe for 3 consecutive rounds with Combat Expertise of at least –2 <u>and</u> the foe is your Dodge target, then on each consecutive round, the foe must make a Fortitude save vs. DC 15 or become Fatigued until the end of the encounter. <b>Exhaust the Foe</b> – If you fight the same foe who is <u>already Fatigued</u> for 3 consecutive rounds with Combat Expertise of at least –4 <u>and</u> the foe is your Dodge target, then on each consecutive round, the foe must make a Fortitude save vs. DC 15 or become Exhausted until the end of the encounter (at which point he/she becomes Fatigued). <b>The Best Offense</b> – If you fight a foe who is <u>already Fatigued or Exhausted</u> for 1 round using the All-Out Defense Action and then on the following round attack without using Combat Expertise, the foe is considered Flat-Footed against your attacks <u>and</u> you receive a +2 bonus on attacks vs. that foe for 1 round.
Exotic Armor Proficiency [General, Fighter]	(Und p25) (RoS p139)	Armor Proficiency (appropriate type)	You are proficient with a specific type of Exotic Armor.
Exotic Shield Proficiency [General, Fighter]	(RoS p139)	Shield Proficiency Base Attack Bonus +1	You are proficient with a specific type of Exotic Shield.
Exotic Weapon Proficiency [General, Fighter]	(PH p94)	Base Attack Bonus +1 For Dwarven Waraxe or Bastard Sword, Str 13	Become proficient in chosen exotic weapon (i.e., Exotic Weapon Proficiency (spiked chain)) grants proficiency with a Spiked Chain.
Expeditious Dodge [General, Fighter]	(RotW p150)	Dexterity 13	Gain a +2 Dodge bonus to AC when you move 40' or more in a single turn. Lasts until your next turn. Note: This feat counts as 'Dodge' for purposes of qualifying for other feats, prestige classes, etc.
Exploit Adjustment [General, Fighter]	(DR340 p87)	Dexterity 13 Intelligence 13 Combat Expertise Canny Opportunist	You may make an Attack of Opportunity on an opponent you threaten who takes a 5' step from one square adjacent to you to another square adjacent to you.
Far Shot [General, Fighter, Scout]	(PH p94) (CAAdv p10)+	Point Blank Shot	Range increment of projectile weapons you use is multiplied by 1.5. Range increment for thrown weapons is multiplied by 2.
Fear No Binds [General, Fighter]	(DR355 p76)	Improved Unarmed Strike Escape Artist: 4 ranks	You are difficult to contain: 1. you do not receive penalties on attack rolls while grappling 2. you may make Unarmed Strike attacks while bound with non-magical bindings 3. you do not receive penalties on attack or Dexterity when Entangled 4. if you are targeted with a Net and defeat your opponent's Strength check to "control" your movement, you may drag your opponent around instead (if he/she does not release the Net)
Fierce Mind [Shifter, Fighter]	(DR355 p76)	Shifter	You may expend a daily use of our Shifting ability to negate any Fear effect that is affecting you.
Fiery Fist [General, Fighter]	(PH2 p79)	Dexterity 13 Wisdom 13 Base Attack Bonus +8 Improved Unarmed Strike Stunning Fist	<i>Monk 2<sup>nd</sup></i> 1. By using up one of your daily Stunning Fist attacks as a Swift Action, your Unarmed Strikes do +1d6 Fire damage for the rest of your turn. 2. You receive +1 Stunning Fist use per day.



Fighter Feats	Source	Prerequisite	Description
Fiery <i>Ki</i> Defense [General, Fighter]	(PH2 p79)	Dexterity 13 Wisdom 13 Base Attack Bonus +8 Improved Unarmed Strike Stunning Fist Fiery Fist	<i>Monk 6<sup>th</sup></i> By using up one of your daily Stunning Fist attacks as a Swift Action, your body is covered in flames, cause 1d6 Fire damage to anyone to hits you in melee for the rest of your turn.
Find Flaw [General, Fighter]	(DR359 p123)	Base Attack Bonus +6 Strength 13 Power Attack	When you use Power Attack while attacking an object, reduce the Hardness of the target by 1 for each point of Power Attack you do.
Fist of the Heavens [Exalted, Fighter]	(BoED p43)	Wisdom 15 Charisma 15 Improved Unarmed Strike <i>Ki</i> Strike (lawful) class ability Sanctify <i>Ki</i> Strike Stunning Fist	If you use your Stunning Fist on an Evil Creature, its DC is +2 –and–the target is Staggered for 1 round following being Stunned.
Flay [General, Fighter]	(PH2 p79)	Strength 13 Power Attack	When you hit a creature without a Natural Armor bonus to AC with a Slashing or Piercing weapon while doing a Power Attack, the creature receives a –2 penalty on attacks for 1 round (FortNeg, DC = 10 + the Power Attack amount). This ability may only be used on a given creature once per round.
Formation Expert [Tactical, Fighter]	(CWar p110)	Base Attack Bonus +5	You may use the following 3 tactical maneuvers, even if your allies do not have the feat too: <u>Lock Shield</u> – If you and the two allies on either side of you are wielding shield, you gain a +1 bonus to AC. <u>Step into the Breach</u> – If there is a line of adjacent allies and one ally within a single move falls, you may make a single move to that ally's location as if you had a Readied Action. <u>Wall of Polearms</u> – Gain a +2 attack bonus if you and your adjacent allies are each wielding the same weapon, which must be off the following list: Shortspear, Longspear, Trident, Glaive, Gisarme, Halberd, or Ranseur.
Freezing the Lifeblood [General, Fighter]	(CWar p99)	Wisdom 17 Base Attack Bonus +10 Improved Unarmed Strike Stunning Fist	You must declare that you are using this ability before you attack. If it hits, you do no damage, but your Humanoid opponent is Paralyzed for 1d4+1 rounds unless it makes a Fortitude save (DC = 10 + Character level + Wisdom modifier). Does not effect non-Humanoids & opponents immune to Stunning. Depletes one use of Stunning Fist even if the attack misses.
Giantbane [Tactical, Fighter]	(CWar p111)	Medium-size or smaller Base Attack Bonus +6 Tumble: 5 ranks	You may use the following 3 tactical maneuvers: <u>Duck Underneath</u> – If you take a Total Defense action against a foe who is at least two size categories larger than you, you gain an additional +4 bonus on your AC. If your foe misses on his/her attack, you may make a Tumble check vs. DC 15 to move to the opposite side of your foe. <u>Death from Below</u> – If you successfully performed a Duck Underneath maneuver the round before, you can make an immediate single attack on the foe you ducked under. Your foe is Flat-Footed & you gain a +4 bonus on your attack. <u>Climb Aboard</u> – If you are adjacent to a foe at least two size categories larger than you, you may make a Climb check vs. DC 10 to climb onto your foe. As long as you are on your foe, he/she has a –4 penalty on attack rolls to hit you & you are carried with him/her. Your foe may get you off with a Grapple check opposed by your Climb check.
Goad [General, Fighter]	(CAAdv p109) (Mini p26)	Charisma 13 Base Attack Bonus +1	As a Move Action, you can goad an opponent who threatens you, has line of sight on you, can hear you, and has an Intelligence of 3 or higher (Goad is mind-affecting). On the goaded opponent's next turn, if the above still applies, it cannot make melee attacks against anyone but you (WillNeg, DC = 10+ ½ character level + Charisma modifier). The opponent may still move, cast spells, and use ranged attacks normally.
Graceful Edge [General, Fighter]	(DU128 p44)	Base Attack Bonus +1 Weapon Finesse Weapon Focus with the chosen One-Handed Slashing weapon	When fighting with the chosen weapon in your primary hand and no weapon or shield in your off-hand, receive the following benefits: a) treat the chosen weapon as 'Light' (i.e., Weapon Finesse applies to it); b) receive a +1 Shield bonus to AC; and c) if Fighting Defensively or using Total Defense, receive a +2 Shield bonus to AC.
Great Cleave [General, Fighter]	(PH p94)	Strength 13 Base Attack Bonus +4 Cleave Power Attack	As 'Cleave', but you may use the ability as many times per round as you are able to drop creatures.
Greater Combat Reflexes [General, Fighter]	(DR340 p87)	Dexterity 15 Base Attack Bonus +11 Combat Reflexes Improved Combat Reflexes	When you make an Attack of Opportunity, you are allowed three attacks. The first is at your normal attack bonus, the second is at –5, and the third is at –10. This counts as three of your Attacks of Opportunity per round and your maximum is not increased.
Greater Heavy Armor Optimization [General, Fighter]	(RoS p141)	Armor Proficiency (heavy) Heavy Armor Optimization Base Attack Bonus +8	When wearing Heavy Armor, increase the AC by 1 and reduce the Armor Check penalty by 2. These benefits stack with those of Heavy Armor Optimization, for a total increase in AC of 2 and a total reduction of Armor Check penalty of 3.
Greater Powerful Charge [General, Fighter]	(Eb p54) (Mini p27)	Medium-size or larger Base Attack Bonus +4 Powerful Charge	As Powerful Charge, but treat yourself as one size category larger.
Greater Two-Weapon Defense [General, Fighter]	(CWar p100)	Dexterity 19 Base Attack Bonus +11 Improved Two-Weapon Defense Two-Weapon Defense Two-Weapon Fighting	When wielding two weapons (but not when using Unarmed Strikes or Natural Weapons), you gain a +3 Shield bonus to AC. If Fighting Defensively or using Total Defense, you gain a +6 Shield bonus to AC.

Fighter Feats	Source	Prerequisite	Description
Greater Two-Weapon Fighting [General, Fighter]	(PH p95)	Dexterity 19 Base Attack Bonus +11 Improved Two-Weapon Fighting	Ranger 11th As part of a Full Round Attack, you may make an attack with your secondary weapon at –2, a second attack at –7, and a third attack at –12.
Greater Weapon Focus [General, Fighter]	(PH p95)	Fighter 8th Weapon Focus with the chosen weapon	Gain an additional +1 bonus to attack rolls with the chosen weapon.
Greater Weapon Specialization [General, Fighter]	(PH p95)	Fighter 12th Weapon Focus with the chosen weapon Greater Weapon Focus with the chosen weapon Weapon Specialization with the chosen weapon	Gain an additional +2 bonus on damage rolls with the chosen weapon.
Grenadier [General, Fighter]	(PH2 p79)	—	You receive a +1 bonus to hit with ‘splash’ weapons and do +1 damage with them (including those only subjected to the splash).
Hear the Unseen [General, Fighter, Scout]	(CAAdv p119) (CAAdv p10)+	Blind-Fight Listen: 5 ranks	As a Move Action, you can attempt a Listen check vs. DC 25 to pinpoint all foes within 30’ (as long as you have line of effect on them). This benefit does not eliminate your miss chance. If an opponent is using Move Silently, it is an opposed check, with a +15 bonus for your opponent. If you are Deafened, or in an area of <i>Silence</i> , you cannot use this feat.
Heavy Armor Optimization [General, Fighter]	(RoS p141)	Armor Proficiency (heavy) Base Attack Bonus +4	When wearing Heavy Armor, increase the AC by 1 and reduce the Armor Check penalty by 1.
Holy Subdual [Exalted, Fighter]	(BoED p44)	Stunning Strike	If you cause your weapon to do nonlethal damage, you have the option of making the following do nonlethal damage too: bonus damage from a Holy Sword, Smite Evil class ability, or any other Smite ability.
Improved Buckler Defense [General, Fighter]	(CWar p100)	Shield Proficiency	When you attack with a weapon in your off-hand, you may still apply your Buckler’s Shield bonus to your AC.
Improved Combat Expertise [General, Fighter]	(CWar p100)	Intelligence 13 Base Attack Bonus +6 Combat Expertise	When you take an Attack action or a Full Attack action, you may take –X to hit and get +X to your AC until your next action. X can be up to your base attack bonus, with a maximum of your Base Attack Bonus (instead of +5).
Improved Combat Reflexes [General, Fighter]	(DR340 p87)	Dexterity 13 Base Attack Bonus +6 Combat Reflexes	When you make an Attack of Opportunity, you are allowed two attacks. The first is at your normal attack bonus, while the second is at –5. This counts as two of your Attacks of Opportunity per round and your maximum is not increased.
Improved Critical [General, Fighter]	(PH p95)	Base Attack Bonus +8 Proficiency with the chosen weapon	The threat range for the chosen weapon is doubled (20 becomes 19-20, 19-20 becomes 17-20, 18-20 becomes 15-20). Does not stack with Keen Edge or any other effect which also improves threat range.
Improved Disarm [General, Fighter]	(PH p95)	Intelligence 13 Combat Expertise	Monk 6th When you do a Disarm Action, the following apply: Your opponent does not get an Attack of Opportunity against you. You receive a +4 bonus on the Disarm check. If your Disarm attempt fails, your opponent does not get a chance to try to disarm you.
Improved Diversion [General, Fighter]	(CAAdv p110)	Bluff: 4 ranks	You can use Bluff to create a diversion as a Move Action. You gain a +4 bonus when doing so.
Improved Feint [General, Fighter]	(PH p95)	Intelligence 13 Combat Expertise	You may make a Feint in Combat as a Move Action (instead of a Full Round Action).
Improved Grapple [General, Fighter]	(PH p95)	Dexterity 13 Improved Unarmed Strike	Monk 1st When you make a Grapple action, the following apply: Your opponent does not get an Attack of Opportunity against you when you make the touch attack to being a Grapple. You receive a +4 bonus on all Grapple checks, no matter who began the Grapple.
Improved Initiative [General, Fighter, Scout]	(PH p96) (CAAdv p10)+	—	Gain a +4 bonus on Initiative checks.
Improved Mounted Archery [General, Fighter]	(CWar p101)	Mounted Combat Mounted Archery Ride: 1 rank	If you make a ranged attack from the back of a mount making a double-move, you receive no penalty on the attack roll. If your mount is running, you receive a –2 penalty. You may attack at any point in your mount’s movement.
Improved Overrun [General, Fighter]	(PH p96)	Strength 13 Power Attack	When you do an Overrun Action, the following apply: Your opponent does not have the option of avoiding being Overrun. You receive a +4 bonus on the Overrun check to knock your opponent prone.
Improved Precise Shot [General, Fighter]	(PH p96)	Dexterity 19 Base Attack Bonus +11 Point Blank Shot Precise Shot	<i>Ranger 11<sup>th</sup></i> When you are making a ranged attack, the following apply: Ignore the AC bonus granted by <u>Cover</u> (but <u>Total Cover</u> still applies). Ignore the miss chance granted by <u>Concealment</u> (but <u>Total Concealment</u> still applies). When attacking an opponent that is being Grappled, you have no chance of hitting the wrong target.
Improved Rapid Shot [General, Fighter]	(CWar p101)	Point Blank Shot Rapid Shot Manyshot	When making a Full Attack action with a ranged weapon, you may take one extra attack (at your highest base attack bonus) without the standard –2 penalty.
Improved Shield Bash [General, Fighter]	(PH p96)	Shield Proficiency	You may attack with your shield and still keep your Shield bonus to AC.

Fighter Feats	Source	Prerequisite	Description
Improved Shield Snare [General, Fighter]	(DR309 p110)	Shield Proficiency Combat Reflexes Improved Shield Bash Shield Snare	If your opponent is disarmed due to the use of your Shield Snare feat, you can make an Attack of Opportunity against your opponent immediately. You gain a +2 bonus on your attacks against this opponent as long as he/she remains disarmed.
Improved Shieldmate [General, Fighter]	(Mini p27)	Base Attack Bonus +4 Shieldmate	Adjacent allies receive a +2 Shield bonus to AC when you are using a Shield with which you are proficient and can take actions. The bonus increases to +3 if you are using a Tower Shield.
Improved Sunder [General, Fighter]	(PH p96)	Strength 13 Power Attack	When you strike at an object held or carried by an opponent, the following apply: Your opponent does not get an Attack of Opportunity against you. You gain a +4 bonus on the attack roll.
Improved Toughness [General, Fighter]	(CWar p101) (MM3 p207)	Base Fortitude Save +2	Gain 1hp per hit-die. This applies to future hit-dice too. If a hit-die is permanently lost, you lose the bonus hp.
Improved Trip [General, Fighter]	(PH p96)	Intelligence 13 Combat Expertise	<i>Monk 6<sup>th</sup></i> When you do a Trip Action, the following apply: 1. Your opponent does not get an Attack of Opportunity against you. 2. You gain a +4 bonus on the Strength roll to knock your opponent prone. 3. If you succeed in tripping your opponent in melee combat, you may immediately make a follow-up attack on him/her at the same attack bonus of the action you used to make the trip.
Improved Two-Weapon Defense [General, Fighter]	(CWar p101)	Dexterity 17 Base Attack Bonus +6 Two-Weapon Defense Two-Weapon Fighting	When wielding two weapons (but not when using Unarmed Strikes or Natural Weapons), you gain a +2 Shield bonus to AC. If Fighting Defensively or using Total Defense, you gain a +4 Shield bonus to AC.
Improved Two-Weapon Fighting [General, Fighter]	(PH p96)	Dexterity 17 Base Attack Bonus +6 Two-Weapon Fighting	<i>Ranger 6<sup>th</sup></i> As part of a Full Round Attack, you may make an attack with your secondary weapon at –2, a second attack at –7.
Improved Unarmed Strike [General, Fighter]	(PH p96)	—	<i>Monk 1<sup>st</sup></i> You are considered ‘armed’ when not using a weapon (i.e., an armed opponent does not get an Attack of Opportunity against you when you attack). Your Unarmed Strike does Lethal or Nonlethal damage, as you desire.
Improved Weapon Familiarity [General, Fighter]	(CWar p101)	Base Attack Bonus +1	All Exotic Weapons that have your race’s name associated with them (i.e., Elven Thinblade) are considered Martial Weapons for you.
Improved Whirlwind Attack [General, Fighter]	(DR343 p93)	Intelligence 13 Dexterity 13 Base Attack Bonus +4 Combat Expertise Dodge Mobility Spring Attack Whirlwind Attack	When making a Full Round Attack, you get one attack on each opponent within your reach at your best attack bonus, plus a single attack at each of your other attack bonuses vs. a legal target of your choice. For example, an 11 <sup>th</sup> level Fighter has a Base Attack Bonus of +11 / +6 / +1. He/she would take an attack at +11 (plus modifiers) against all opponents within reach, plus <u>one</u> attack at +6 and one attack at +1. Using this feat means you forfeit all bonus attacks, such as those from Cleave, <i>Haste</i> , etc.
Intimidating Strike [General, Fighter]	(PH2 p79)	Intimidate: 4 ranks	When attacking as a Standard Action, subtract X from your attack roll, where X is from 0 to your Base Attack Bonus. If you hit, immediately make an Intimidate check with a bonus of X vs. the opponent you just hit. If successful, the opponent is Shaken for the rest of this encounter.
Intuitive Attack [Exalted, Fighter]	(BoED p44)	Base Attack Bonus +1	When fighting with a Simple Weapon appropriate for your size, or a natural attack, you have the option of using your Wisdom modifier in place of your Strength modifier as a bonus on your attacks.
<i>Ki</i> Blast [General, Fighter]	(PH2 p80)	Dexterity 13 Wisdom 13 Base Attack Bonus +8 Improved Unarmed Strike Stunning Fist Fiery Fist	<i>Monk 6<sup>th</sup></i> 1. By using up <u>two</u> of your daily Stunning Fist attacks as a Move Action, you may form an orb of force energy in your hand. As a Standard Action, you may throw the orb up to 60’. If you hit on a Ranged Touch attack, you do (3d6 + Wisdom modifier) Force damage. If not thrown by the end of your round, the orb dissipates. 2. You receive +1 Stunning Fist use per day.
Knockback [General, Fighter]	(RoS p142)	Goliath –or– Large size Improved Bull Rush Power Attack	If you hit while using Power Attack, you may make a free Bull Rush, with a bonus equal to your Power Attack damage bonus. This does not provoke an Attack of Opportunity, nor may you move with the enemy you knock backwards.
Lunging Strike [General, Fighter]	(PH2 p80)	Base Attack Bonus +6	As a Full Round Attack, you may make one attack with +5’ reach. May be used with armed, unarmed, & touch attacks.
Mage Slayer [General, Fighter]	(CArc p81) (Mini p27)	Base Attack Bonus +3 Spellcraft: 2 ranks	1. You receive a +1 bonus on Will saves. 2. If you threaten a spellcaster, he/her cannot take the ‘cast defensively’ action. 3. Your Caster level (if any) of all spell and spell-like abilities is reduced by 4.
Manyshot [General, Fighter]	(PH p97)	Dexterity 17 Base Attack Bonus +6 Point Blank Shot Rapid Shot	<i>Ranger 6<sup>th</sup></i> As part of a Standard Action, you may fire two arrows at a single opponent within 30’. You make a single attack roll with a –4 penalty. If it hits, then the opponent takes the damage from both arrows, but only takes “precision based” damage once (this includes Sneak Attack, Ranger Favored Enemy, Critical hits, etc.). Damage Reduction applies to each arrow separately. If your Base Attack Bonus is +11 or higher, you may shoot 3 arrows at once at a penalty of –6. If your Base Attack Bonus is +16 or higher, you may shoot 4 arrows at once at a penalty of –8.
Martial Stalker [General, Fighter]	(CSc0 p79)	Proficiency with all martial weapons <i>Ki</i> Power class ability	Add your Fighter and Ninja levels together to determine the size of your <i>Ki</i> Pool, the AC Bonus granted as a class ability of a Ninja, –and– your Fighter level for determining which Fighter only feats you qualify for.
Martial Throw [General, Fighter]	(Mini p27)	Dexterity 17 Improved Unarmed Strike	If you hit an opponent up to your size with an Unarmed Strike, you may initiate a Dexterity-based Grapple check. If you win, you and your opponent swap positions. This does <u>not</u> generate Attacks of Opportunity. Usable once per round.

Fighter Feats	Source	Prerequisite	Description
Master of Mockery [General, Fighter]	(DR333 p88)	Perform(Comedy): 8 ranks	As a Standard Action, you may attempt to enrage a single melee opponent. If your opponent fails his/her Will save (DC = your Perform (Comedy) check), the enraged opponent must focus all his/her attacks on you (ignoring all others). The enraged opponent gains a +2 Morale bonus on attack rolls against you, but receives a -2 penalty to AC. This is a mind-affecting, language-dependant effect.
Melee Evasion [General, Fighter]	(PH2 p81)	Dexterity 13 Intelligence 13 Combat Expertise Dodge	When Fighting Defensively, you may use an Immediate Action to improve your AC against <u>one</u> attack made by the creature that is your designated 'dodge' target. Against this attack only, your Normal & Touch AC is (d20 + your Base Attack Bonus). Note: Your Dexterity bonus to AC must apply to the designated attack.
Melee Weapon Mastery – Bludgeoning [General, Fighter]	(PH2 p81)	Base Attack Bonus +8 Weapon Focus (any bludgeoning melee) Weapon Specialization (any bludgeoning melee)	<u>Any</u> Melee Bludgeoning weapon you wield has a +2 bonus on attack & damage rolls.
Melee Weapon Mastery – Piercing [General, Fighter]	(PH2 p81)	Base Attack Bonus +8 Weapon Focus (any piercing melee) Weapon Specialization (any piercing melee)	<u>Any</u> Melee Piercing weapon you wield has a +2 bonus on attack & damage rolls.
Melee Weapon Mastery – Slashing [General, Fighter]	(PH2 p81)	Base Attack Bonus +8 Weapon Focus (any slashing melee) Weapon Specialization (any slashing melee)	<u>Any</u> Melee Slashing weapon you wield has a +2 bonus on attack & damage rolls.
Mighty Are Fallen [General, Fighter]	(DR309 p110)	Intelligence 13 Dexterity 13 Combat Expertise Dodge Mobility	You receive a +4 bonus to AC when your opponent is using Power Attack on his/her attack.
Mobility [General, Fighter, Scout]	(PH p98) (CAAdv p10)+	Dexterity 13 Dodge	+4 Dodge bonus to AC vs. Attacks of Opportunity due to moving out of or within a threatened area. Any condition that could cause you to lose your Dexterity bonus to AC against an attack causes you to lose this bonus too.
Mounted Archery [General, Fighter]	(PH p98)	Mounted Combat Ride: 1 rank	If you make a ranged attack from the back of a mount making a double-move, you receive a -2 penalty on the attack roll (instead of the standard -4 penalty). If your mount is running, you receive a -4 penalty (instead of -8).
Mounted Combat [General, Fighter]	(PH p98)	Ride: 1 rank	Once per round, if your mount is hit in combat, you may make a Ride check. If this check is greater than the attack roll, you negate the hit.
Mounted Fighting [General, Fighter, Scout]	(DR346 p86)	Mounted Combat Base Attack Bonus +8 Ride: 11 ranks	+1 bonus on attack and damage while mounted.
Necropotent [General, Fighter]	(LM p29)	Fighter 4 <sup>th</sup> Weapon Focus with the chosen weapon Weapon Specialization with the chosen weapon	You gain a +4 bonus on all damage rolls you make using the chosen weapon against Undead.
Nimble Deflections [General, Fighter]	(DR335 p88)	Dexterity 13 Dodge Perform (Keyboard): 7 ranks	When wielding a two-handed weapon, you receive a +2 Shield bonus to AC against your Dodge opponent.
Opportunistic Tactician [General, Fighter]	(DR340 p87)	Combat Reflexes Dodge Mobility	After making an Attack of Opportunity, you may take a bonus 5' step.
Oversized Two- Weapon Fighting [General, Fighter]	(CAAdv p111)	Strength 13 Two-Weapon Fighting	When wielding a one-handed weapon in your off hand, you only take penalties as if it were a Light weapon.
Penetrating Shot [General, Fighter]	(PH2 p81)	Strength 15 Base Attack Bonus +10 Point Blank Shot	As a Standard Action, you may attack all creatures in a 60' Line with a single projectile weapon attack. Roll separately for each creature and special damage (i.e., Sneak Attack, Flaming weapon, etc.) only applies to the first.
Phalanx Fighting [General, Fighter]	(CWar p103)	Base Attack Bonus +1 Shield Proficiency	1. If you are fighting with a Light Weapon and a Heavy Shield, you gain a +1 bonus to AC. 2. If you are fighting as above and within 5' of an ally who is also fighting with a Light Weapon and a Heavy Shield, you may form a Shield Wall, which grants an additional +2 bonus to AC & a +1 bonus on Reflex saves to all members of the Shield Wall.
Pierce Magical Concealment [General, Fighter]	(CArc p81)	Constitution 13 Mage Slayer Blind-Fight	1. You may disregard a Miss Chance that results from a spell or spell-like abilities, such as from Blur, Darkness, Invisibility, Obscuring Mist, etc. You can not ignore non-magical Concealment (such as fog). 2. When fighting a creature under the effect of Mirror Image, you automatically know which image is real. 3. Your Caster level (if any) of all spell and spell-like abilities is reduced by 4.
Pierce Magical Protection [General, Fighter]	(CArc p82)	Constitution 13 Mage Slayer	1. As a Standard Action, you may make a melee attack that ignores bonuses to AC granted by spells. If this attack deals damage, all spells and spell effects that grant a bonus to AC are immediately dispelled. 2. Your Caster level (if any) of all spell and spell-like abilities is reduced by 4.
Pike Hedge [General, Fighter]	(DR317 p83)	Base Attack Bonus +2 Combat Reflexes Hold the Line	When readying an action to receive a charge, weapons that normally do 2x vs. a charge (such as a Spear, Halberd, etc.) do 3x, while all other melee weapons do 2x.

Fighter Feats	Source	Prerequisite	Description																
Point Blank Shot [General, Fighter, Scout]	(PH p98) (CAdv p10)+	—	+1 bonus on attack & damage rolls with ranged weapons when used within 30' of their target. A spellcaster receives this bonus when using a Ray or Energy Missile spell.																
Power Attack [General, Fighter]	(PH p98)	Strength 13	On your round before making an attack, you may choose a number X to subtract from all melee attacks and add it to your damage (as indicated below) until your next round. The number X may be no more than your Base Attack Bonus. Damage bonus: No damage bonus – Light Weapon; secondary end of a Double-Weapon +X damage bonus – One-Handed Weapon used in one hand; primary end of a Double-Weapon +2X damage bonus – Two-Handed Weapon; One-Handed Weapon used in two hands; Double-Weapon when only one end is being used for an attack.																
Power Critical [General, Fighter]	(CWar p103)	Weapon Focus Base Attack Bonus +4	Gain a +4 bonus to confirm a threatened critical with your chosen weapon.																
Power Throw [General, Fighter]	(CAdv p111)	Strength 13 Brutal Throw Power Attack	On your round before making an attack, you may choose a number X to subtract from all thrown weapon attacks and add it to your damage until your next round. The number X may be no more than your base attack bonus.																
Powerful Charge [General, Fighter]	(Eb p57) (MM3 p207) (Mini p27)	Medium-size or larger Base Attack Bonus +1	If the melee attack you make at the end of a Charge hits, you do extra damage. If you have multiple attacks at the end of a Charge, the bonus damage only applies to one of them. <table border="1"> <thead> <tr> <th>Size</th> <th>Bonus Damage</th> <th>Size</th> <th>Bonus Damage</th> </tr> </thead> <tbody> <tr> <td>Medium</td> <td>+1d8</td> <td>Gargantuan</td> <td>+4d6</td> </tr> <tr> <td>Large</td> <td>+2d6</td> <td>Colossal</td> <td>+6d6</td> </tr> <tr> <td>Huge</td> <td>+3d6</td> <td></td> <td></td> </tr> </tbody> </table>	Size	Bonus Damage	Size	Bonus Damage	Medium	+1d8	Gargantuan	+4d6	Large	+2d6	Colossal	+6d6	Huge	+3d6		
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Precise Shot [General, Fighter, Scout]	(PH p98) (CAdv p10)+	Point Blank Shot	You can use ranged weapons into melee without taking a –4 penalty on your attack. A spellcaster receives this bonus when using a Ray or Energy Missile spell.																
Prone Attack [General, Fighter]	(CWar p103)	Dexterity 15 Base Attack Bonus +2 Lightning Reflexes	1. Opponents do not receive a bonus on their melee attack roll when you are Prone. 2. If you attack while Prone, you receive no penalty on the attack roll. If it is successful, you regain your feet as a Free Action.																
Pushback [General, Fighter]	(Mini p27)	Strength 13 Power Attack Improved Bull Rush	If you hit an opponent of up to your size with a Melee attack, you may initiate a special Bull Rush against that opponent. If successful, you force your opponent back 5' (straight or diagonally) and you move into the square he/she previously occupied. Neither movement generates Attacks of Opportunity. Usable once per round.																
Quick Cleave [General, Fighter]	(DR343 p93)	Strength 13 Dexterity 13 Power Attack Cleave	Receive a +2 Circumstance bonus on attacks made because of Cleave and/or Great Cleave.																
Quick Draw [General, Fighter, Scout]	(PH p98) (CAdv p10)+	Base Attack Bonus +1	You may draw a weapon as a Free Action. You may draw a hidden weapon as a Move Action. You may draw thrown weapons as Free Actions, which allows you to make multiple attacks as part of a Full Round Attack (if your BAB is high enough).																
Ranged Disarm [General, Fighter]	(CWar p103)	Dexterity 15 Base Attack Bonus +5 Point Blank Shot Precise Shot	This feat applies to one ranged weapon with which you are proficient. You may make a Disarm Attempt with the chosen weapon as long as you are within 30' of your opponent. This feat does not stack with Improved Disarm. This feat may be taken multiple times, each with a different weapon.																
Ranged Pin [General, Fighter]	(CWar p104)	Dexterity 15 Base Attack Bonus +5 Point Blank Shot Precise Shot	You may pin your opponent's clothes / armor to a wall, tree, etc., that is within 5'. You must succeed on a Ranged Attack and then win an Opposed Grapple Check (size modifier still apply). If successful, you opponent must make an Escape Artist check vs. DC 15 as a Standard Action to become free. This feat does not stack with Improved Grapple.																
Ranged Sunder [General, Fighter]	(CWar p104)	Strength 13 Base Attack Bonus +5 Point Blank Shot Precise Shot	When attacking an object, you deal full damage (instead of ½ damage) with Slashing or Bludgeoning Ranged Weapons –or– ½ damage (instead of no damage) with Piercing Ranged Weapons. You must be within 30' of your target to use this feat. This feat does not stack with Improved Sunder.																
Ranged Threat [General, Fighter]	(DR350 p90)	Base Attack Bonus +6 Combat Reflexes Point Blank Shot Precise Shot	If a creature within 15' of you takes an action that provokes an Attack of Opportunity, you may make a single ranged attack against him/her/it at your highest attack bonus. This consumes <u>all</u> of your remaining Attacks of Opportunity for the round.																
Ranged Weapon Mastery – Bludgeoning [General, Fighter]	(PH2 p82)	Base Attack Bonus +8 Weapon Focus (any bludgeoning ranged) Weapon Specialization (any bludgeoning ranged)	<u>Any</u> Ranged Bludgeoning weapon you wield has a +2 bonus on attack & damage –and– +20' range increment.																
Ranged Weapon Mastery – Piercing [General, Fighter]	(PH2 p82)	Base Attack Bonus +8 Weapon Focus (any piercing ranged) Weapon Specialization (any piercing ranged)	<u>Any</u> Ranged Piercing weapon you wield has a +2 bonus on attack & damage rolls –and– +20' range increment.																
Ranged Weapon Mastery – Slashing [General, Fighter]	(PH2 p82)	Base Attack Bonus +8 Weapon Focus (any slashing ranged) Weapon Specialization (any slashing ranged)	<u>Any</u> Ranged Slashing weapon you wield has a +2 bonus on attack & damage rolls –and– +20' range increment.																

Fighter Feats	Source	Prerequisite	Description
Rapid Reload [General, Fighter, Scout]	(PH p99) (CAAdv p10)+	Weapon Proficiency with a Crossbow	You may reload a specific type of Crossbow more quickly than is standard. A Hand Crossbow or a Light Crossbow may be reloaded as a Free Action (which allows you to make multiple attacks as part of a Full Round Attack (if your BAB is high enough)). A Heavy Crossbow may be reloaded as a Move Action. Note: You may take this feat multiple times. Each time it applies to a different type of crossbow.
Rapid Shot [General, Fighter]	(PH p99)	Dexterity 13 Point Blank Shot	Ranger 2nd When making a Full Attack action with a ranged weapon, you may take one extra attack (at your highest base attack bonus), but all your attacks are at –2.
Rapid Stunning [General, Fighter]	(CWar p104)	Combat Reflexes Base Attack Bonus +6 Stunning Fist	You may make one extra Stunning Fist-based attack in a round (normally you can only make one such attack each round). This feat does not grant extra uses overall, just the ability to try more than once in a single round. You may take this feat multiple times. Their effects stack.
Reckless Charge [General, Fighter]	(Mini p27)	—	When you Charge, you may increase the penalty to your AC to –4 and increase your attack bonus to +4.
Resounding Blow [General, Fighter]	(BoED p45)	Strength 13 Power Attack Intimidate: 7 ranks	On a confirmed critical hit using a melee weapon with which you are proficient, your opponent is Covered for 1 round (WillNeg, DC is Charisma-based). This feat applies to a Monk's Unarmed Strike.
Ricochet [General, Fighter]	(DR343 p93)	Dexterity 19 Blind-Fight Point Blank Shot Precise Shot Improved Precise Shot Base Attack Bonus +15	When you hit a creature with a thrown weapon that does Bludgeoning damage, you may make an additional attack at a creature adjacent to your initial target. The second attack roll receives a –5 penalty to hit. If successful, the second target takes ½ * (weapon damage + Strength modifier), and cannot be used for a Sneak Attack. Usable once per round. Only one additional target can be struck by a ricochet.
Ride-By Attack [General, Fighter]	(PH p99)	Mounted Combat Ride: 1 rank	When doing a Charge action on your mount, you may move, attack, and then continue the movement (up to a double move). This does not provoke an Attack of Opportunity from the creature you attack.
Robilar's Gambit [General, Fighter]	(PH2 p82)	Base Attack Bonus +12 Combat Reflexes	If you activate this ability at the start of your turn, you gain the following: a) foes receive a +4 bonus on their attack & damage rolls against you; b) after a foe strikes you, you receive an Attack of Opportunity against that foe which is resolved <u>after</u> his/her attack.
Sahuagin Flip [General, Fighter]	(Storm p93)	Racial Swim speed Dodge	After making a Standard Action melee attack, you may 'withdraw' (i.e., 2x movement) as a Move Action as long as you are swimming away.
Sanctify Martial Strike [Exalted]	(BoED p46)	Charisma 15 Weapon Focus	Damage done by chosen weapon is considered 'Good' for the purposes of overcoming Damage Reduction. In addition, the chosen weapon does +1 hp of damage to Evil creatures and +1d4 damage to Evil Outsiders & Evil Undead.
Shadow Striker [Tactical, Fighter]	(PH2 p94)	Hide: 12 ranks Move Silently: 12 ranks	You may use the following 3 tactical maneuvers: <u>Evade Notice</u> – If you take no hostile action against an opponent who threatens you and another creature he/she is interested in attacking, you may make an opposed Hide vs. Spot check to make the opponent attack the other creature. You lose the benefit of this feat if you attack or the other creature is no longer threatened (due to moving, dropping, etc.). <u>Fade Away</u> – If you strike an opponent as a Standard Action, you may take a Move Action to move and then make a Hide check at +5. <u>Ghost Strike</u> – If you and an ally threaten the same opponent, you may make an opposed Move Silently vs. Listen check as a Standard Action. If successful, the opponent loses his/her Dexterity bonus to AC vs. your first attack the next round as long as your ally still threatens the opponent too.
Sharp-Shooting [General, Fighter]	(CWar p105)	Base Attack Bonus +3 Point Blank Shot Precise Shot	If your target has <u>Cover</u> (but not <u>Total Cover</u> ), he/she only gain a +2 bonus to AC (instead of the standard +4 bonus to AC).
Shield and Pike Style [General, Fighter]	(DR338 p92)	Proficient with Light Shields	When wielding a Piercing Two-Handed Polearm with Reach with which you have proficiency, you receive the full Shield bonus to AC of a Light Shield you are wearing. Note: Normally, you cannot wield a Two-Handed weapon and use a Light Shield simultaneously.
Shield Charge [General, Fighter]	(CWar p105)	Base Attack Bonus +3 Improved Shield Bash	If you successfully hit your opponent with your Shield at the end of a Charge, you may make a Trip attack immediately without provoking an Attack of Opportunity. If it fails, your opponent does not get an attempt to trip you.
Shield Proficiency [General, Fighter]	(PH p100)	—	You are proficient with all shields (except Tower Shields).
Shield Slam [General, Fighter]	(CWar p105)	Base Attack Bonus +6 Improved Shield Bash Shield Charge	You may make a 'Shield Slam' as a Full Attack or at the end of a Charge. If it hits, your opponent takes normal damage and is Dazed for 1 round (FortNeg, DC is Strength-based).
Shield Sling [General, Fighter]	(PH2 p82)	Shield Proficiency Base Attack Bonus +9 Improved Shield Bash Shield Specialization	You can use your Light Shield or Heavy Shield as a Thrown Weapon. It does its normal bashing damage plus your Strength modifier. The Shield can also be used to make a Ranged Trip, though the Size modifier on the attempt can be no more than +0 (though it can be lower for a Small sized creature).
Shield Snare [General, Fighter]	(DR309 p110)	Shield Proficiency Improved Shield Bash	To use this Feat, you must ready a Shield Snare action in response to an opponent's melee attack. When your opponent attacks, you immediately make a Disarm attempt with your shield that does not generate an Attack of Opportunity. If you fail, your opponent cannot attempt to disarm you in response. When making the disarm check, treat a Buckler as a Light weapon, a Light Shield as a One-Handed weapon, and a Heavy or Tower Shield as a Two-Handed weapon. If you attempt a Shield Snare action, you lose your Shield Bonus to AC until the start of your next turn.
Shield Ward [General, Fighter]	(PH2 p 82)	Shield Proficiency Shield Specialization	Add your Shield bonus to AC to the following: a) Touch AC; and b) resisting Bull Rush, Disarm, Grapple, Overrun, & Trip attempts.

Fighter Feats	Source	Prerequisite	Description
Shieldmate [General, Fighter]	(Mini p28)	Base Attack Bonus +1	Adjacent allies receive a +1 Shield bonus to AC when you are using a Shield with which you are proficient and can take actions. The bonus increases to +2 if you are using a Tower Shield.
Shiftsilver Mastery [Shifter]	(DR355 p76)	Shifter Base Attack Bonus +8 any 2 [Shifter] feats Must have crafted a 'Shiftsilver' weapon	If you confirm a Critical Hit on a creature with Damage Reduction vs. Silver with a weapon you crafted out of 'Shiftsilver', it does a bonus +2d4 Constitution damage.
Shock Trooper [Tactical, Fighter]	(CWar p112)	Base Attack Bonus +6 Improved Bull Rush Power Attack	You may use the following 3 tactical maneuvers: <u>Directed Bull Rush</u> – On a successful Bull Rush at the end of a Charge, you may move your opponent one hex to the left or right for each hex you move him/her backwards. <u>Domino Rush</u> – On a successful Bull Rush that pushes your opponent into the same hex as another opponent, you may attempt to Trip both opponents & they cannot attempt to trip you if you fail. <u>Heedless Charge</u> – If you make a Charge that ends in an attack that uses Power Attack (at least a –5 to your attack roll), you may transfer part or all of the attack roll penalty to your AC as a penalty. This is in addition to the –2 AC due to the Charge.
Short Haft [General, Fighter]	(PH2 p82)	Base Attack Bonus +3 Weapon Focus (reach weapon)	As a Swift Action, you may reduce the Reach of any reach weapon (other than Spiked Chain & Whip) by 5'. This changed the squares that you 'threaten'. Returning the weapon to its normal reach is also a Swift Action.
Snatch Arrows [General, Fighter]	(PH p100)	Dexterity 15 Improved Unarmed Strike Deflect Arrows	You may catch one projectile per round that would have hit you, but only if the following are true: 1. you are not Flat-Footed and aware of the attack. 2. one of your hands is free. 3. the projectile is not magic (such as Melf's Acid Arrow) or massive (such as a Giant's boulder). If you catch a thrown weapon (such as a Spear), you may throw it immediately at the person who threw it at you, even though it is not your turn.
Spear Master [General, Fighter]	(DR30 p89)	—	You may choose to wield a spear or Shortspear as a Double Weapon. The blunt end does Bludgeoning damage in the same amount as the Piercing end. Each end must be Enchanted separately.
Spectral Skirmisher [General, Fighter]	(PH2 p83)	Base Attack Bonus +6	When you are Invisible, you gain the following benefits: a) creatures who cannot see you receive a –5 penalty on Listen checks to hear you. b) a creature attempting a melee attack against the square you are in generates an Attack of Opportunity. If you attack the creature, then he/she automatically knows where you are (assuming you are still Invisible).
Spirited Charge [General, Fighter]	(PH p101)	Mounted Combat Ride-By Attack Ride: 1 rank	When attacking as part of a Charge action while on a mount, you do double damage (triple with a Lance).
Spring Attack [General, Fighter, Scout]	(PH p101) (CAAdv p10)+	Dexterity 13 Base Attack Bonus +4 Dodge Mobility	When doing an Attack Action with a melee weapon, you may move, attack, and then continue the movement (up to your speed). This does not provoke an Attack of Opportunity from the person you are attacking. You must move at least 5' before and after the attack to make use of this feat.
Stoneback [General, Fighter]	(RoS p144)	Shield Proficiency Tunnel Fighting	If you have a ready Shield (with which you are proficient) and one side of your space is entirely in contact with a solid wall, you cannot be Flanked.
Stunning Fist [General, Fighter]	(PH p101)	Dexterity 13 Wisdom 13 Base Attack Bonus +8 Improved Unarmed Strike	<i>Monk 1<sup>st</sup></i> You must declare you are using this ability before you make an Attack with your Unarmed Strike. If your foe is damaged by the attack, he/she must make a Fortitude save vs. DC (10 + ½ Character level + Wisdom modifier). If your foe fails, he/she is Stunned for 1 round (i.e., until your next action). A Stunned creature cannot take any Action, loses any Dexterity bonus to AC, & has an additional –2 penalty to AC. Creature immune to critical hits are immune to being Stunned. You may use this ability once per four non-Monk levels + one per Monk levels each day.
Subduing Strike [General, Fighter]	(BoED p46)	—	You may deal nonlethal damage with a melee weapon without taking a –4 penalty on the attack roll. If you have Sneak Attack dice, you may do nonlethal Sneak Attack damage with any weapon.
Supremely Confident [General, Fighter]	(DR335 p88)	Perform (act): 7 ranks	When making a Demoralize actions, you may use a Perform (act) check in place of an Intimidate check. On a confirmed Critical Hit, you immediately may attempt a Demoralize action on the foe you struck as a Free Action.
Sweeping Trip [General, Fighter]	(PH p96)	Intelligence 13 Combat Expertise Improved Trip	When you successfully Trip an opponent, you may forgo the "follow-up" attack and instead make a Trip attack against a new opponent that is adjacent to both you and the tripped opponent (i.e., you are trying to knock the first opponent into the second). This action does <u>not</u> provoke an Attack of Opportunity, but if it fails, the second opponent may attempt to Trip you. You may only use this ability once per round.
Terrifying Warrior [General, Fighter]	(DR343 p93)	Strength 13 Power Attack Cleave Base Attack Bonus +3	If you drop a creature with a Cleave attack (i.e., you dropped two creatures in a row), all opponents within your reach are Panicked for 1d4 rounds (WillNeg, DC is Charisma-based). Creatures with HD equal or greater than you are not effected. This is an Extraordinary Mind-Affecting Fear Effect.
Throw Anything [General, Fighter]	(CWar p105)	Dexterity 15 Base Attack Bonus +2	You may throw a melee weapon with which you are proficient as if it were a ranged weapon with a range increment of 10' with no penalty on the attack roll.
Titan Fighting [General, Fighter]	(RoS p145)	Racial Dodge bonus against Giants Dodge	Against your Dodge-designated Giant-type opponent, you gain your Racial Dodge bonus, instead of the usual +1 for Dodge (e.g. a typical Dwarf would gain a +4 Dodge bonus from this feat against one giant, which stacks with his usual +4 Dodge bonus – so +8 AC against one Giant, and +4 AC against all others).
Tower Shield Proficiency [General, Fighter]	(PH p101)	Shield Proficiency	You are proficient with Tower Shields.
Trample [General, Fighter]	(PH p101)	Mounted Combat Ride: 1 rank	When doing an Overrun action while mounted, your foe may not avoid you. If you knock the foe down, your mount may make one hoof attack (including the +4 bonus because the foe is Prone).
Tumbling Feint [General, Fighter]	(PH2 p84)	Bluff: 4 ranks Tumble: 4 ranks	Designate an opponent at the start of your turn as a Swift Action. If you avoid provoking an Attack of Opportunity against this opponent by using your Tumble skill, you receive a +5 bonus on a Bluff check to Feint in Combat against that opponent on your next turn.

Fighter Feats	Source	Prerequisite	Description
Tunnel Fighting [General, Fighter]	(RoS p145)	Base Attack Bonus +1	You do not take a penalty on your attack rolls or to your AC when squeezing into or through a tight space.
Two-Weapon Attack of Opportunity [General, Fighter]	(DR340 p87)	Dexterity 17 Combat Reflexes Two-Weapon Fighting	When you make an Attack of Opportunity, you are allowed an attack with each of your weapons, with the normal penalties for doing so. This counts as two of your Attacks of Opportunity per round and your maximum is not increased.
Two-Weapon Defense [General, Fighter]	(PH p102)	Dexterity 15 Two-Weapon Fighting	When wielding two weapons or a double weapon (but not when using Unarmed Strikes or Natural Weapons), you gain a +1 Shield bonus to AC. If Fighting Defensively or using Total Defense, you gain a +2 Shield bonus to AC.
Two-Weapon Fighting [General, Fighter]	(PH p102)	Dexterity 15	<i>Ranger 2<sup>nd</sup></i> Your penalty for fighting with two weapons simultaneously (or with a double weapon) is reduced by –2 on your primary hand & –6 on your secondary hand. This works out to –2 on both hands when wielding a Light or One-Handed weapon in your primary hand and a Light weapon in your secondary hand. As part of a Full Round Attack, you may make a single attack with your secondary weapon.
Two-Weapon Pounce [General, Fighter]	(PH2 p84)	Dexterity 15 Base Attack Bonus +6 Two-Weapon Fighting	<i>Ranger 6<sup>th</sup></i> At the end of a Charge, you may attack with both your primary & off-hand weapons. The +2 attack bonus for the Charge and the –2 penalty for fighting with two weapons cancel out. You still receive the –2 penalty to AC for the Charge.
Two-Weapon Rend [General, Fighter]	(PH2 p84)	Dexterity 15 Base Attack Bonus +11 Two-Weapon Fighting	<i>Ranger 11<sup>th</sup></i> If you damage an opponent with each of your weapons in a given round, you do extra damage equal to 1d6 + 1 ½ Strength modifier. With regards to Damage Reduction, use the off-hand weapon's characteristics. A given creature may only take this rending damage once per round.
Versatile Unarmed Strike [General, Fighter]	(PH2 p85)	Improved Unarmed Strike	As a Swift Action, you may change the damage type of your Unarmed Strikes to 'bludgeoning' (default), 'piercing', or 'slashing'. The damage type remains until you use this ability again to change it.
Vexing Flanker [General, Fighter]	(PH2 p85)	Combat Reflexes	You receive a +4 bonus on attack rolls to hit a Flanked opponent (instead of the normal +2).
War Chant [General, Fighter]	(DR335 p88)	Perform (sing): 7 ranks	By chanting for at least 3 rounds before combat begins (a Free Action each round), the following occur: 1. You gain a +2 bonus on your Initiative check. 2. Allies within 30' who were listening to the chant receive a +1 Morale bonus on their Initiative check. The effects of multiple chanters on their allies stack (up to a max of +4).
Water Splitting Stone [General, Fighter]	(PH2 p85)	Dexterity 13 Wisdom 13 Base Attack Bonus +9 Improved Unarmed Strike Stunning Fist	<i>Monk 6<sup>th</sup></i> If you hit with an Unarmed Strike and its damage would be reduced due to Damage Reduction, receive a +4 bonus to damage (i.e., ignore 4 points of Damage Reduction).
We Few, We Happy Few [General, Fighter]	(DR335 p88)	Perform (oratory): 7 ranks	Following a 1 minute speech, you may make a Perform (oratory) check. Any ally who listened to the whole speech and understood it may use this check in place of his/her next Will save (though the subject must decide before rolling). If not used within 10 minutes, the effect dissipates.
Weakening Touch [General, Fighter]	(CWar p106)	Wisdom 17 Base Attack Bonus +2 Improved Unarmed Strike Stunning Fist	On a successful Unarmed Strike, you cause no damage, but your opponent receives a –6 penalty to his/her Strength for 1 minute. Multiple uses do not stack. Depletes one use of Stunning Fist even if the attack misses.
Weapon Finesse [General, Fighter]	(PH p102)	Base Attack Bonus +1	Use your Dexterity modifier instead of your Strength modifier as the bonus to your melee attacks when using any Light Weapon, a Rapier, a Spiked Chain, or a Whip. (note: this feat now applies to all appropriate weapons).
Weapon Focus [General, Fighter]	(PH p102)	Base Attack Bonus +1 Proficiency with the chosen weapon	Gain a +1 bonus to attack rolls with the chosen weapon. You may take this feat with Unarmed Attacks, Rays, Grapple, or even a Natural Attack.
Weapon Specialization [General, Fighter]	(PH p102)	Fighter 4th Weapon Focus	Gain a +2 bonus on damage rolls with the chosen weapon.
Whirlwind Attack [General, Fighter]	(PH p102)	Intelligence 13 Dexterity 13 Base Attack Bonus +4 Combat Expertise Dodge Mobility Spring Attack	When making a Full Round Attack, you get one attack on each opponent within your reach at your best attack bonus. Using this feat means you forfeit all bonus attacks, such as those from Cleave, Haste, etc.
Winged Warrior [Tactical, Fighter]	(RotW p153)	Must have Wings Hover Base Attack Bonus +4	You may use the following 3 tactical maneuvers: <u>Dustup</u> – If you are standing in or flying no more than 10' above an area of lots of loose debris, you can use a Move Action to create a 20' radius hemispherical cloud. Creatures looking through 10' of the cloud have Concealment, while 20' grants Total Concealment & any within the cloud must make a Concentration check vs. DC 10 + ½ your character level to cast a spell. <u>Flying Leap</u> – If you move greater than your base Land speed, you a +4 bonus on Jump, Balance, and Climb checks due to the lift and stabilization effects of your wings. <u>Shroud of Feathers</u> – By spending a Move Action to surround your body with your wings, you can make a Feint in combat as part of an attack. You cannot be flying to use this maneuver. You can only use this maneuver once per foe per combat.



Fighter Feats	Source	Prerequisite	Description
Woodland Archer [Tactical, Fighter]	(RotW p154)	Point Blank Shot Base Attack Bonus +6	You may use the following 3 tactical maneuvers: <u>Adjust for Range</u> – If you miss a foe with a projectile weapon, you gain a +4 bonus on all other attacks in the same round to hit the same foe. <u>Pierce the Foliage</u> – If you hit a foe with a Miss Chance due to Concealment with a ranged attack, you can ignore the Miss Chance against the same foe in the following round. <u>Moving Sniper</u> – If you succeed in a Sniping Attack (i.e., hit your foe and make a Hide check to remain hidden), the following round you can make a single attack, take a Move Action, and then make a Hide check to remain hidden). As long as you remain unseen, you can continue making Sniping Attacks.

## Scout Feats

The following may be taken as bonus Scout feats (available at 4<sup>th</sup>, 8<sup>th</sup>, etc., levels).

Scout Feats	Source	Prerequisite	Description
Acrobatic [General, Scout]	(PH p89) (CAAdv p10)+	—	+2 bonus to Jump & Tumble checks.
Acrobatic Skirmisher [General, Scout]	(DR346 p86)	Skirmish class ability Dexterity 13 Tumble: 5 ranks	If you move through an opponent's square and successfully use Tumble to avoid an Attack of Opportunity, you receive +1d6 Skirmish damage against that opponent until the start of your next turn.
Agile [General, Scout]	(PH p89) (CAAdv p10)+	—	+2 bonus to Balance & Escape Artist checks.
Alertness [General, Scout]	(PH p89) (CAAdv p10)+	—	+2 bonus to Listen & Spot checks.
Athletic [General, Scout]	(PH p89) (CAAdv p10)+	—	+2 bonus to Climb & Swim checks.
Blind-Fight [General, Fighter, Scout]	(PH p89) (CAAdv p10)+	—	If you miss a melee attack due to Concealment, you may reroll the miss chance to see if you can attempt to hit. You keep your Dexterity bonus to AC when attacked in melee by an invisible attacker. Also, your attacker does not get a +2 bonus due to being invisible. Darkness & poor lighting only reduce your movement to 75%, instead of 50%.
Brachiation [General, Scout]	(CAAdv p106) (CAAdv p10)+	Climb: 4 ranks Jump: 4 ranks	You can move through medium and dense forest area at your normal land speed. You must be at least 20' from the ground to use this ability.
Combat Expertise [General, Fighter, Scout]	(PH p92) (CAAdv p10)+	Intelligence 13	When you take an Attack action or a Full Attack action, you may take -X to hit and get +X to your AC until your next action. X can be up to your base attack bonus, with a maximum of 5.
Danger Sense [General, Scout]	(CAAdv p106) (CAAdv p10)+ (Mini p25)	Improved Initiative	You may roll two dice when making your Initiative check and take the better roll. Usable 1/day.
Dodge [General, Fighter, Scout]	(PH p93) (CAAdv p10)+	Dexterity 13	During your action, you may specify one opponent against which you gain a +1 Dodge bonus to AC until your next action. If you lose your Dex bonus to AC for any reason, you also lose your Dodge bonus.
Endurance [General, Scout]	(PH p93) (CAAdv p10)+	—	<i>Ranger 3<sup>rd</sup></i> 1. +4 bonus on checks for performing a physical action over a period of time, such as swimming or running. 2. +4 bonus on Constitution checks to avoid damage from starvation or thirst. 3. +4 bonus on Fortitude checks to avoid damage from hot or cold weather or from oxygen deprivation.
Far Shot [General, Fighter, Scout]	(PH p94) (CAAdv p10)+	Point Blank Shot	Range increment of projectile weapons you use is multiplied by 1.5. Range increment for thrown weapons is multiplied by 2.
Great Fortitude [General, Scout]	(PH p94) (CAAdv p10)+	—	+2 bonus to all Fortitude saving throws.
Hear the Unseen [General, Fighter, Scout]	(CAAdv p119) (CAAdv p10)+	Blind-Fight Listen: 5 ranks	As a Move Action, you can attempt a Listen check vs. DC 25 to pinpoint all foes within 30' (as long as you have line of effect on them). This benefit does not eliminate your miss chance. If an opponent is using Move Silently, it is an opposed check, with a +15 bonus for your opponent. If you are Deafened, or in an area of <i>Silence</i> , you cannot use this feat.
Hinder [Ambush, Scout]	(DR344 p103)	Skirmish class ability with at least +2d6 Improved Initiative	On a successful Skirmish Attack, you may reduce the Skirmish dice by 1d6 to reduce your foe's base land movement by 10' for 1 minute. Multiple 'Hinder' attacks stack, though a foe cannot be reduced to slower than 5'. Does not affect foe other forms of movement.
Improved Acrobatic Skirmisher [General, Scout]	(DR346 p86)	Skirmish class ability Dexterity 13 Acrobatic Skirmisher Tumble: 10 ranks	If you move through an opponent's square and successfully use Tumble to avoid an Attack of Opportunity, you receive +2d6 Skirmish damage against that opponent until the start of your next turn (instead of the +1d6 from Acrobatic Skirmisher).
Improved Initiative [General, Fighter, Scout]	(PH p96) (CAAdv p10)+	—	Gain a +4 bonus on Initiative checks.
Improved Skirmish [Scout]	(CSc0 p078)	Skirmish class ability with at least +2d6 / +1	If you move at least 20' are part of a Skirmish attack, your damage improves by +2d6 and your Competence bonus to AC improves by +2.
Improved Swimming [General, Scout]	(CAAdv p110) (CAAdv p10)+	Swim: 6 ranks	You can swim half your speed as a Move Action, or your speed as a Full Round Action.
Iron Will [General, Scout]	(PH p97) (CAAdv p10)+	—	+2 bonus to all Will saving throws.

Scout Feats	Source	Prerequisite	Description
Lightning Reflexes [General, Scout]	(PH p97) (CAAdv p10)+	—	+2 bonus to all Reflex saving throws.
Mobility [General, Fighter, Scout]	(PH p98) (CAAdv p10)+	Dexterity 13 Dodge	+4 Dodge bonus to AC vs. Attacks of Opportunity due to moving out of or within a threatened area. Any condition that could cause you to lose your Dexterity bonus to AC against an attack causes you to lose this bonus too.
Mounted Fighting [General, Fighter, Scout]	(DR346 p86)	Mounted Combat Base Attack Bonus +8 Ride: 11 ranks	+1 bonus on attack and damage while mounted.
Passive Reconnoiter [General, Scout]	(DR346 p87)	Survival: 4 ranks	When you spend a Full Round Action looking for opponents, you receive a +3 Circumstance bonus on Listen and Spot checks.
Point Blank Shot [General, Fighter, Scout]	(PH p98) (CAAdv p10)+	—	+1 bonus on attack & damage rolls with ranged weapons when used within 30' of their target. A spellcaster receives this bonus when using a Ray or Energy Missile spell.
Precise Shot [General, Fighter, Scout]	(PH p98) (CAAdv p10)+	Point Blank Shot	You can use ranged weapons into melee without taking a –4 penalty on your attack. A spellcaster receives this bonus when using a Ray or Energy Missile spell.
Quick Draw [General, Fighter, Scout]	(PH p98) (CAAdv p10)+	Base Attack Bonus +1	You may draw a weapon as a Free Action. You may draw a hidden weapon as a Move Action. You may draw thrown weapons as Free Actions, which allows you to make multiple attacks as part of a Full Round Attack (if your BAB is high enough).
Quick Reconnoiter [General, Scout]	(CAAdv p112) (CAAdv p10)+	Listen: 5 ranks Spot: 5 ranks	You can make one Spot check and one Listen check each round as a Free Action.
Ranged Skirmisher [General, Scout]	(DR346 p87)	Skirmish class ability Dexterity 13 Wisdom 13 Point Blank Shot Far Shot	You apply your Skirmish damage to ranged attack made on opponents within 60' (instead of the normal 30').
Rapid Reload [General, Fighter, Scout]	(PH p99) (CAAdv p10)+	Weapon Proficiency with a Crossbow	You may reload a specific type of Crossbow more quickly than is standard. A Hand Crossbow or a Light Crossbow may be reloaded as a Free Action (which allows you to make multiple attacks as part of a Full Round Attack (if your BAB is high enough)). A Heavy Crossbow may be reloaded as a Move Action. Note: You may take this feat multiple times. Each time it applies to a different type of crossbow.
Scout the Path [General, Scout]	(DR346 p87)	Survival: 4 ranks	+3 bonus when making a Survival check to Trailblaze (see the Skill Index for details). In addition, all allies within 20' receive a +1 bonus on their Hide and Move Silently checks.
Shot on the Run [General, Fighter, Scout]	(PH p100) (CAAdv p10)+	Dexterity 13 Base Attack Bonus +4 Point Blank Shot Dodge Mobility	When making a Standard Action attack with a ranged weapon, you can move before and after the attack, up to your base movement.
Skill Focus [General, Scout]	(PH p100) (CAAdv p10)+	—	+3 bonus to all checks involving one skill. This feat may be taken multiple times, once per skill.
Spring Attack [General, Fighter, Scout]	(PH p101) (CAAdv p10)+	Dexterity 13 Base Attack Bonus +4 Dodge Mobility	When doing an Attack Action with a melee weapon, you may move, attack, and then continue the movement (up to your speed). This does not provoke an Attack of Opportunity from the person you are attacking. You must move at least 5' before and after the attack to make use of this feat.
Swift Ambusher [General, Scout]	(CSco p81)	Skirmish +1d6 / +1 AC class feature Sneak Attack +1d6	Add your Rogue and Scout levels together to determine the value of your Skirmish bonuses. Also, you qualify for [Ambush] feats as if your Sneak Attack dice were the total of your Sneak Attack dice and your Skirmish dice (though you may not use Skirmish dice to "activate" [Ambush] feats).
Swift Avenger [General, Scout]	(DR357 p87)	Nature Sense class ability Skirmish +1d6	1. Add your Druid level to your Scout level to determine your Skirmish damage and AC bonus. 2. Add your Druid level to your Scout level to determine how many uses of Wild Shape you get each day.
Track [General, Scout]	(PH p101) (CAAdv p10)+	—	<i>Ranger 1<sup>st</sup></i> You may attempt to follow tracks by making a Survival check each mile. The DC of the check is determined by the factors listed at PH p101.

## Wizard Feats

The following may be taken as bonus Wizard feats (available at 5<sup>th</sup>, 10<sup>th</sup>, etc., levels). These are in addition to Metamagic and Item Creation feats.

Wizard Feats	Source	Prerequisite	Description
Arcane Focus [General, Wizard]	(DR351 p88)	Able to cast 1 <sup>st</sup> level Arcane spells	If you have at least one prepared Arcane spell—or one Arcane spell slot remaining, you may spend a Full Round action to attempt a Concentration check vs. DC 20. If successful, you enter the 'Arcane Focus' state. Once in 'Arcane Focus', you remain in it until you expend it, become unconscious, go to sleep, or use your last Arcane spell. As a Swift Action, you may expend your 'Arcane Focus' to 'Take 15' on a Concentration check. This option is available even if you are in combat, etc.
Arcane Watchfulness [Arcane, Wizard]	(DR351 p88)	Wisdom 13 Arcane Focus	As a Swift Action, you may expend your 'Arcane Focus' to do <u>one</u> of the following: Danger Sense – gain a +4 Circumstance bonus on Spot checks for 1 minute. Empathic Potential – gain a +4 Circumstance bonus on Sense Motive checks for 1 minute. Spatial Awareness – gain a +4 Circumstance bonus on Search checks for 1 minute.
Betrayal of the Spirit Linked [General, Wizard]	(DR336 p108)	Having a current Familiar Able to cast <i>Animate Dead</i> as a Prepared spell	You sacrifice your Familiar and turn it into a Skeleton or a Zombie. You lose the bonus it proved to you (such as +3 to Climb for a Lizard) and it will never learn to speak to you or other creatures of its type, but you gain Damage Reduction 5 / slashing if your Familiar is now a Skeleton, or DR 5 / bludgeoning if your Familiar is now a Zombie.
Body Awareness [Arcane, Wizard]	(DR351 p89)	Wisdom 13 Arcane Focus	As a Swift Action, you may expend your 'Arcane Focus' to do <u>one</u> of the following: Overcome Distraction – you may do <u>one</u> of the following for (Wisdom modifier) round (min 1): ignore Fatigue, treat Exhaustion as Fatigue, ignore Nausea, ignore being Shaken, treat being Frightened as being Shaken, ignore being Sickened. Slowed Breathing – you receive a +4 Circumstance bonus on Fortitude saves to resist toxic fumes & inhaled poisons, holding your breath for 1 minute only counts as 5 round, and (assuming you don't move) you can appear dead (Heal check vs. DC 20 to realize the deception). Sudden Effort – +4 Circumstance bonus on your Strength, Dexterity, or Constitution until your next turn. Using this ability a second (or further) time each day results in you becoming Fatigued. If you used this ability while Fatigued, you become Exhausted.
Defensive Magic [Arcane, Wizard]	(DR351 p89)	Arcane Focus	You may expend your 'Arcane Focus' to do <u>one</u> of the following: Absorb Damage – as an Immediate Action, you may expend an Arcane spell / spell slot along with your 'Arcane Focus' to gain Damage Reduction (level of expended spell) / — until the start of your next turn Iron Magic – as a Swift Action, each spell that grants you an Armor or Shield bonus to AC improves by +2 until the start of your next turn. Protective Aura – as an Immediate Action, you may expend one spell that you cast upon yourself along with your 'Arcane Focus' to gain a +(level of expended spell) bonus on your next saving throw. If not used within 1 minute, the bonus fades.
Excised from the Web of Life [General, Wizard]	(DR336 p108)	Able to cast <i>Blight</i> as a Prepared spell	Any spell you cast on an Animal, Fey, or Plant does damage equal to the Caster level (at your option) in addition to its normal effect. If the spell allows a save, then success means the creature does not take the extra damage. If it does not normally allow a save, then the target(s) receive a Fortitude save for ½ dmg. When dealing with an Animal, Fey, Plant or anyone who has Wild Empathy, you receive a penalty on all Charisma-based skills and checks equal to your Character level.
Focused Specialist [Arcane, Wizard]	(DR351 p89)	Arcane Focus Specialized Wizard	As a Swift Action, you may expend your 'Arcane Focus' to do <u>one</u> of the following: Spell Boost – +1 Caster level on the next spell you cast from your specialized school within 1 round. Spell Endowment – +1 DC on the next spell you cast from your specialized school within 1 round. Spell Intensity – +2 bonus to overcome Spell Resistance on the next spell you cast from your specialized school within 1 round.
Magical Insight [Arcane, Wizard]	(DR351 p89)	Intelligence 13 Arcane Focus	As a Swift Action, you may expend your 'Arcane Focus' to do <u>one</u> of the following: Detection Enhancement – one Divination spell that you are using which gives information over the course of round (e.g., <i>Detect Magic</i> , <i>Detect Thoughts</i> , etc.) give you information on all targets as if you had been using it for an extra round. Spell Interpretation – +4 Insight bonus on Spellcraft checks for 1 minute. Spell Intensity – +4 Insight bonus on Knowledge(arcana) checks for 1 minute.
Potent Dweomercraft [Arcane, Wizard]	(DR351 p89)	Wisdom 13 Arcane Focus Able to cast 2 <sup>nd</sup> level Arcane spells	As a Swift Action, you may expend your 'Arcane Focus' to do <u>one</u> of the following: Damaging Spell – the next melee touch attack spell you cast does +25% damage. Must be used within 1 round. Spell Critical – the threat range of the next melee touch attack spell you cast is 19-20 for 1 round. Weaving Strike – receive a +2 Competence bonus on your next melee touch attack spell to-hit roll.
Spell Mastery [General, Wizard]	(PH p100)	Wizard level 1 <sup>st</sup>	Choose a number of spells equal to your Int modifier. You may prepare these spells without a spellbook. You may take this feat multiple times, each time with different spells. Note: All Wizards have Spell Mastery of <i>Read Magic</i> .
Verminous Graft [General, Wizard]	(DR336 p108)	Able to cast <i>Contagion</i> as a Prepared spell	Loose the use of one hand by transforming it into the nest for a colony of insects. As a Standard Action, you may make a Touch attack that does 1d6 + Intelligence modifier damage. You are always treated as being 'armed' for purposes of not generating Attacks of Opportunity. You may no longer use Two-Handed weapons, equipment, or skills (such as Climb). You also receive a –4 penalty on all Charisma-base skills or checks, except for Intimidate which receives a +2.

## Initiate Feats

Follower of a Specific Deity or Druidic Sect.

Initiate Feats	Source	Prerequisite	Description
Arcane Insight [Initiate]	(RoD p154)	Patron Deity: Boccob Cleric level: 3 <sup>rd</sup>	Add Knowledge (arcana) to your Cleric class skills. Gain +2 Insight bonus on Spellcraft checks. Add the following to your Cleric spell list: 1 <sup>st</sup> : <i>True Strike</i> (PH p296) – Add +20 insight bonus to your next attack roll. 3 <sup>rd</sup> : <i>Arcane Sight</i> (PH p201) – Magical auras become visible to you. 5 <sup>th</sup> : <i>Rary's Telepathic Bond</i> (PH p268) – Link lets allies communicate. 7 <sup>th</sup> : <i>Arcane Sight, Greater</i> (PH p201) – As <i>Arcane Sight</i> , but also reveals magic effects on creatures and objects. 8 <sup>th</sup> : <i>Moment of Prescience</i> (PH p255) – You gain insight bonus on a single attack roll, check, or save.
Ashbound [General]	(Eb p50)	Ability to spontaneously cast <i>Summon Nature's Ally</i>	Member of the Ashbound Druidic Sect, who believe Arcane Magic is vile & unnatural. Duration of <i>Summon Nature's Ally</i> spells is doubled. Creatures summoned by <i>Summon Nature's Ally</i> spells receive a +3 Luck bonus on attack rolls.
Child of Winter [General]	(Eb p51)	Ability to spontaneously cast <i>Summon Nature's Ally</i> Non-Good alignment	Member of the Child of Winter Druidic Sect, who embrace death & decay, and focus on Vermin. You may target Vermin with spells that usually only target Animal, such as <i>Calm Animal</i> . You may use Wild Empathy on Vermin. You may summon Vermin with your <i>Summon Nature's Ally</i> spells.
Dderwydd Chymdeithas Initiate [General]	(DR332 p87)	Ability to spontaneously cast <i>Summon Nature's Ally</i>	Member of the Dderwydd Chymdeithas Druidic Sect, who have been in hiding and are spread out. Choose one of the following: Knowledge (geography), Know (local), Knowledge (religion), Knowledge (the planes). Add this skill to your Druid Skill List. Add the following spells to your Druidic spell list: 1 <sup>st</sup> : <i>Disguise Self</i> (PH p222) – Changes our appearance. 2 <sup>nd</sup> : <i>Undetectable Alignment</i> (PH p297) – Conceals alignment for 24 hours. 3 <sup>rd</sup> : <i>Helping Hand</i> (PH p239) – Ghostly hand leads subject to you. 4 <sup>th</sup> : <i>Sending</i> (PH p275) – Delivers a short message anywhere, instantly. 5 <sup>th</sup> : <i>Teleport</i> (PH p292) – Instantly transports you as far as 100 miles per level. 6 <sup>th</sup> : <i>Shadow Walk</i> (PH p277) – Step into shadow to travel rapidly. 7 <sup>th</sup> : <i>Sequester</i> (PH p276) – Subject is invisible to sight and scrying. 8 <sup>th</sup> : <i>Discern Location</i> (PH p222) – Reveals the exact location of a creature or object. 9 <sup>th</sup> : <i>Etherealness</i> (PH p228) – Travel to Ethereal Plane with companions.
Dread Tyranny [Initiate]	(RoD p154)	Patron Deity: Hextor Cleric level: 3 <sup>rd</sup> Strength 13	Add Intimidate to your Cleric class skills. Add your Strength and Charisma modifiers to Intimidate checks. When you use a lethal weapon to deal nonlethal damage, you reduce the attack roll penalty to –2. Add the following to your Cleric spells list: 2 <sup>nd</sup> : <i>Scare</i> (PH p274) – Panics creatures of less than 6HD. 4 <sup>th</sup> : <i>Evard's Black Tentacles</i> (PH p228) – Tentacles grapple all within a 15' spread. 5 <sup>th</sup> : <i>Dominate Person</i> (PH p224) – Controls humanoid telepathically. 6 <sup>th</sup> : <i>Eyebite</i> (PH p228) – Target becomes panics, sickened, and comatose. 8 <sup>th</sup> : <i>Demand</i> (PH p217) – As <i>Sending</i> , plus you can send <i>Suggestion</i> . 9 <sup>th</sup> : <i>Dominate Monster</i> (PH p224) – As <i>Dominate Person</i> , but any creature.
Eternal Strength [Initiate]	(RoD p155)	Patron Deity: Kord Cleric level: 5 <sup>th</sup> Strength 13	+4 bonus on saves against Strength damage or drain. Add the following to your Cleric spell list: 3 <sup>rd</sup> : <i>Heroism</i> (PH p240) – Gives a +2 on attack rolls, saves, & skill checks. 5 <sup>th</sup> : <i>Waves of Fatigue</i> (PH p301) – Several targets become fatigued. 6 <sup>th</sup> : <i>Heroism, Greater</i> (PH p285) – Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp. 7 <sup>th</sup> : <i>Waves of Exhaustion</i> (PH p301) – Several targets become exhausted.
Far Horizons [Initiate]	(RoD p155)	Patron Deity: Fharlanghn Cleric level: 1 <sup>st</sup>	Add Climb, Jump, and Swim to your Cleric class skills. You always know which direction is North. Add the following to your Cleric spells list: 1 <sup>st</sup> : <i>Expedition's Retreat</i> (PH p228) – Your land speed increases by 30'. 3 <sup>rd</sup> : <i>Leomund's Tiny Hut</i> (PH p247) – Creates shelter for ten creatures. 5 <sup>th</sup> : <i>Overland Flight</i> (PH p259) – You fly at a speed of 40' and can 'hustle' over long distances. 6 <sup>th</sup> : <i>Shadow Walk</i> (PH p277) – Step into shadow to travel rapidly.
Gatekeeper Initiate [General]	(Eb p54)	Ability to spontaneously cast <i>Summon Nature's Ally</i>	Member of the Gatekeeper Druidic Sect, who are trained to ward off extra-dimensional attacks by Aberrations. +2 bonus on saves vs. the supernatural & spell-like abilities of Aberrations. Add Knowledge (the planes) to your Druid Skill List. You can make Knowledge (the planes) checks to learn details about Aberrations (instead of Know (dungeoneering)). Add the following spells to your Druidic spell list: 1 <sup>st</sup> : <i>Protection from Evil</i> (PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders. 2 <sup>nd</sup> : <i>Zone of Natural Purity</i> (Eb p117) – Aberrations in area become weaker, fey & plants become stronger. 3 <sup>rd</sup> : <i>Dimensional Anchor</i> (PH p221)(PH p250) – Bars extradimensional movement. 4 <sup>th</sup> : <i>Nature's Wrath</i> (Eb p114) – Damages & dazes aberrations, damages other creatures. 5 <sup>th</sup> : <i>Banishment</i> (PH p202) – Banishes 2 HD per level of extraplanar creatures. 6 <sup>th</sup> : <i>Dimensional Lock</i> (PH p221) – Teleportation and interplanar travel are blocked for 1 day per level. 7 <sup>th</sup> : <i>Return to Nature</i> (Eb p114) – Reduces Intelligence and magical abilities of target. 8 <sup>th</sup> : <i>Mind Blank</i> (PH p253) – Subject is immune to mental/emotional magic and scrying.

Initiate Feats	Source	Prerequisite	Description
Greensinger Initiate [General]	(Eb p54)	Ability to spontaneously cast <i>Summon Nature's Ally</i>	Member of the Greensinger Druidic Sect, who have close ties to the Fey. Add Bluff, Hide, & Perform to your Druid Skill List. Add the following spells to your Druidic spell list: 1 <sup>st</sup> : <i>Charm Person</i> (PH p209) – Make one person your friend. 2 <sup>nd</sup> : <i>Daze Monster</i> (PH3.5 217) – Living creature up to 6HD or less loses next action. 3 <sup>rd</sup> : <i>Displacement</i> (PH p223) – Attacks miss subject 50% of the time. 4 <sup>th</sup> : <i>Charm Monster</i> (PH p209) – Makes monster believe it is your ally. 5 <sup>th</sup> : <i>Hold Monster</i> (PH p241) – As <i>Hold Person</i> , but can effect any creature. 6 <sup>th</sup> : <i>Cat's Grace, Mass</i> (PH p208) – As <i>Cat's Grace</i> , affects one subject per level. 7 <sup>th</sup> : <i>Ethereal Jaunt</i> (PH p227) – You become ethereal for 1 round per level. 8 <sup>th</sup> : <i>Charm Monster, Mass</i> (PH p206) – As <i>Charm Monster</i> , but all within 30'. 9 <sup>th</sup> : <i>Etherealness</i> (PH p228) – Travel to Ethereal Plane with companions.
Initiate of Bane [Initiate]	(PGF p80)	Patron Deity: Bane Cleric level: 5 <sup>th</sup>	Gain 'Frightful Presence' – When you attack or charge, all enemies within 30' become Shaken for 1d4 rounds (WillNeg, DC 10 + ½ Cleric level + Charisma modifier). Add the following spells to your Cleric spell list: 3 <sup>rd</sup> : <i>Mystic Lash</i> (PGF p106) – Creates energy whip that deals 1d6 Electricity damage per 3 levels (max 4d6) and Stuns for 1 round. 5 <sup>th</sup> : <i>Battle Tide</i> (PGF p99) – Targets take –2 penalty on saving throws, attack rolls, and weapon damage to grant you benefits. 6 <sup>th</sup> : <i>Stone Walk</i> (PGF p113) – Links two stones for teleportation. 7 <sup>th</sup> : <i>Undeath after Death</i> (PGF p117) – Deals 2 Constitution damage and causes subject to rise as a Crypt Spawn after death.
Initiate of Boccob [Initiate]	(DR342 p49)	Patron Deity: Boccob Able to cast 3 <sup>rd</sup> level Divine spells	You can make all Knowledge checks Untrained. +1 caster level on Divination spells. Add the following to one of your Divine spells list: 1 <sup>st</sup> : <i>Memory Jar</i> (DR342 p54) – The target gains a bonus on Knowledge checks. 2 <sup>nd</sup> : <i>Identify</i> (PH p243) – Determines properties of a magic item. 4 <sup>th</sup> : <i>Research Aid</i> (DR342 p55) – Get assistance when performing research.
Initiate of Cyric [Initiate]	(PGF p80)	Patron Deity: Cyric Cleric level: 3 <sup>rd</sup>	Become immune to normal or magical Fear effects. Add the following spells to your Cleric spell list: 2 <sup>nd</sup> : <i>Black Talon</i> (PGF p100) – Your arm becomes a claw that gives +5' reach and +1 per four levels Profane bonus on attack rolls, deals 1d6 damage +1 per level negative energy damage (max +10). 4 <sup>th</sup> : <i>Dread Blast</i> (PGF p101) – Fires a ray of negative energy that deals 4d8 damage +1 per level (max +20) and Dazes target for 1 round. 4 <sup>th</sup> : <i>Skull of Secrets</i> (PGF p111) – Creates an illusionary flaming skull that speaks a message and spits a tongue of flame that deals 1d8 Fire damage per two caster levels (max 5d8). 5 <sup>th</sup> : <i>Skull Eyes</i> (PGF p111) – Grants you a gaze attack that acts as either <i>Charm Monster</i> or <i>Confusion</i> . 7 <sup>th</sup> : <i>Triple Mask</i> (PGF p116) – Creates three shadow duplicates of you.
Initiate of Ehlonna [Initiate]	(DR342 p50)	Patron Deity: Ehlonna Able to cast 3 <sup>rd</sup> level Divine spells	<i>Pass without Trace</i> (self only), 1/day as a Spell-like ability. Add Handle Animal and Survival to the skill list of one of your Divine spellcasting classes. Add the following to one of your Divine spells list: 1 <sup>st</sup> : <i>Longstrider</i> (PH p249) – Increases your speed. 2 <sup>nd</sup> : <i>Snares</i> (PH p280) – Creates a magical booby trap. 4 <sup>th</sup> : <i>Commune with Nature</i> (PH p211) – Learn about terrain for one mile per level. 8 <sup>th</sup> : <i>Animal Shapes</i> (PH p198) – One ally per level polymorphs into chosen animal.
Initiate of Erythnul [Initiate]	(DR342 p50)	Patron Deity: Erythnul Able to cast 4 <sup>th</sup> level Divine spells	When you bring a creature to –10 hp (i.e., kill it) with a Critical Hit, you automatically receive a <i>Death Knell</i> . Does <u>not</u> apply to the Coup de Grace action. Add the following to one of your Divine spells list: 2 <sup>nd</sup> : <i>Cause Fear, Greater</i> (DR342 p52) – As <i>Cause Fear</i> , but affects creatures up to 15 HD. 5 <sup>th</sup> : <i>Erythnul's Slaughter</i> (DR342 p53) – Doubles critical threat ranges and prevents stabilization. 6 <sup>th</sup> : <i>Rage, Mass</i> (DR342 p55) – As <i>Rage</i> , but affects one subject per level.
Initiate of Fharlanghn [Initiate]	(DR342 p51)	Patron Deity: Fharlanghn Able to cast 3 <sup>rd</sup> level Divine spells	Your land speed improves by +10'. Add the following to one of your Divine spells list: 1 <sup>st</sup> : <i>Alarm</i> (PH p197) – Wards an area for 2 hours per level. 1 <sup>st</sup> : <i>Expeditious Retreat</i> (PH p228) – Your land speed increases by 30' 4 <sup>th</sup> : <i>Dimension Door</i> (PH p221) – Teleports you a short distance. 7 <sup>th</sup> : <i>Phase Door</i> (PH p261) – Invisible passage through wood or stone.
Initiate of Gond [Initiate]	(PGF p80)	Patron Deity: Gond Cleric level: 1 <sup>st</sup>	Disable Device and Open Lock become Cleric Class Skills. Add the following spells to your Cleric spell list: 1 <sup>st</sup> : <i>Wieldskill</i> (PGF p118) – Grants +5 Competence bonus on a skill check, –or– proficiency with a weapon, armor, or shield. 3 <sup>rd</sup> : <i>Understand Device</i> (PGF p117) – Grants an Insight bonus equal to caster level on Disable Device or Open Lock checks. 6 <sup>th</sup> : <i>Fantastic Machine</i> (PGF p69) – Creates illusory many-armed machine that functions as a Large Animated Object.
Initiate of Heironeous [Initiate]	(DR342 p51)	Patron Deity: Heironeous Able to cast 3 <sup>rd</sup> level Divine spells	You do the following bonus damage when wielding a Longsword – against an Evil-aligned Outsider, +1d6; against a creature with an Aura of Evil (such as a Cleric of an Evil Deity), +1d4. Add the following to one of your Divine spells list: 2 <sup>nd</sup> : <i>Mark of Justice, Lesser</i> (DR342 p54) – Designates action that will trigger curse on subject. 3 <sup>rd</sup> : <i>Bless, Greater</i> (DR342 p52) – Allies gain +1 per 4 levels on attack rolls and saves against fear. 4 <sup>th</sup> : <i>Righteousness of Heironeous</i> (DR342 p55) – You deal extra damage against evil targets.

Initiate Feats	Source	Prerequisite	Description
Initiate of Helm [Initiate]	(PGF p80)	Patron Deity: Helm Cleric or Paladin lvl: 5 <sup>th</sup>	You may make an Attack of Opportunity when you are Flat-Footed Add the following spells to your Cleric or Paladin spell list: 2 <sup>nd</sup> : <i>Warning</i> (PGF p118) – Grants ‘Uncanny Dodge’ and a +4 Insight bonus on Listen and Spot checks. 3 <sup>rd</sup> : <i>Forceward</i> (PGF p103) – Creates a sphere of force that prevents entry by enemies, grants a +2 Sacred bonus on saves vs. attacks by Evil creatures. 3 <sup>rd</sup> : <i>Mace of Odo</i> (PGF p106) – Creates a glowing mace that deals 1d6 Force damage per level (max 10d6) and Paralysis, more against Undead.
Initiate of Hextor [Initiate]	(DR342 p51)	Patron Deity: Hextor Able to cast 3 <sup>rd</sup> level Divine spells	You do the following bonus damage when wielding a Flail – against an Good-aligned Outsider, +1d6; against a creature with an Aura of Good (such as a Cleric of a Good Deity), +1d4. Add the following to one of your Divine spells list: 2 <sup>nd</sup> : <i>Scare</i> (PH p274) – Panics creatures up to 5HD. 4 <sup>th</sup> : <i>Bane, Greater</i> (DR342 p52) – Enemies gain –1 per 4 levels on attack rolls and saves against fear. 4 <sup>th</sup> : <i>Wrath of Hextor</i> (DR342 p56) – You deal extra damage against good.
Initiate of Ilmater [Initiate]	(PGF p80) (PGFe)+	Patron Deity: Ilmater Cleric or Paladin lvl: 7 <sup>th</sup>	When you cast a <i>Cure</i> spell that would result in more damage being healed than the target is missing hit-points, the excess hit-points become Temporary Hit-Points, up to a maximum of 3 x target’s HD. As long as the target has the Temporary HP, he/she receives a +2 Sacred bonus on Fortitude saves & a +2 Sacred bonus to resist being Bull Rushed or Tripped. It not consumed by damage, the Temporary HP dissipate after one hour. Add the following spells to your Cleric or Paladin spell list: 4 <sup>th</sup> : <i>Favor of Ilmater</i> (PGF p102) – Subject gains <b>Feat: Endurance</b> , plus immunity to nonlethal damage, charm and compulsion effects, pain attacks, and other adverse conditions, subject can function at –1 to –9 hp. 4 <sup>th</sup> : <i>Glory of the Martyr</i> (PGF p103) – Grants each subject +1 Deflection bonus to AC and +1 Resistance bonus on saves, splits their damage with you. 4 <sup>th</sup> : <i>Pact of Martyrdom</i> (PGF p108) – You exchange hit-point totals with the target.
Initiate of Kord [Initiate]	(DR342 p51)	Patron Deity: Kord Able to cast 2 <sup>nd</sup> level Divine spells	You receive a +4 Size bonus on all Bull Rush, Disarm, Grapple, Overrun, Sunder, & Trip attempts. Add the following to one of your Divine spells list: 1 <sup>st</sup> : <i>Kord’s Power Surge</i> (DR342 p54) – Receive a bonus on Strength-based ability checks and skills. 2 <sup>nd</sup> : <i>Kord’s Greeting</i> (DR342 p54) – Bonuses for charging double and penalties reduce to half. 4 <sup>th</sup> : <i>Champion of Kord</i> (DR342 p53) – Receive bonuses on acts of strength.
Initiate of Lathander [Initiate]	(PGF p80)	Patron Deity: Lathander Cleric level: 1 <sup>st</sup>	You may Spontaneously give up a prepared spell and cast a spell on your Clerical spell list that is of the [light] subtype or has Light in the title, such as <i>Searing Light</i> . Add the following spells to your Cleric spell list: 1 <sup>st</sup> : <i>Rosemantle</i> (PGF p109) – Target gains a +1 per level Sacred bonus (max +10) on saves vs. effects that cause Pain, Sickness, Nausea, or Fear. 3 <sup>rd</sup> : <i>Sunrise</i> (PGF p114) – Burst of light blinds and damages creatures. 5 <sup>th</sup> : <i>Shield of Lathander</i> (PGF p110) – Touched creature gains Damage Reduction 15 / — for 1 round. 7 <sup>th</sup> : <i>Shield of Lathander, Greater</i> (PGF p110) – As <i>Shield of Lathander</i> , except grants Damage Reduction 20 / —, immunity to negative energy and energy drain, and Acid Resistance 10, Cold Resistance 10, Electricity Resistance 10, Fire Resistance 10, & Sonic Resistance 10. 9 <sup>th</sup> : <i>Undeath’s Eternal Foe</i> (PGF p117) – Grants subjects numerous combat advantages against Undead opponents.
Initiate of Malar [Initiate]	(PGF p81)	Patron Deity: Malar Cleric or Druid level: 3 <sup>rd</sup>	When you use <i>Summon Monster</i> or <i>Summon Nature’s Ally</i> to summon a natural or Fiendish Animal, the Animal gains a +4 Enhancement bonus to its Strength and Constitution scores. Add the following spells to your Cleric spell list: 2 <sup>nd</sup> : <i>Spectral Stag</i> (PGF p112) – Conjures a phantom stag that you can ride or direct to attack a target. 3 <sup>rd</sup> : <i>Possess Animal</i> (PGF p108) – You possess a normal animal. 4 <sup>th</sup> : <i>Strength of the Beast</i> (PGF p114) – You gain benefits of your Lycanthropic animal form while in human form.
Initiate of Mystra [Initiate]	(PGF p81)	Patron Deity: Mystra Cleric level: 3 <sup>rd</sup>	You may attempt to cast spells in Dead Magic zones or within an <i>Antimagic Field</i> . In a Dead Magic zone, you must make a Caster check vs. DC 20 + spell level. In an <i>Antimagic Field</i> , you must make a Caster check vs. DC 11 + the <i>Antimagic Field’s</i> Caster level. Add the following spells to your Cleric spell list: 2 <sup>nd</sup> : <i>Spell Shield</i> (PGF p113) – Grants a +3 Resistance bonus on saving throws vs. spell and spell-like abilities. 3 <sup>rd</sup> : <i>Anyspell</i> (FR p67) – You can read and prepared up to a 2 <sup>nd</sup> level Arcane spell from a scroll or spellbook in a 3 <sup>rd</sup> level Domain spell slot. 5 <sup>th</sup> : <i>Spell Phylactery</i> (PGF p113) – Activates a spell on a scroll when a triggering condition is met. 6 <sup>th</sup> : <i>Anyspell, Greater</i> (FR p70) – As <i>Anyspell</i> , but you can read and prepare any Arcane spell up to 5 <sup>th</sup> level in a 6 <sup>th</sup> level Domain spell slot. 7 <sup>th</sup> : <i>Holy Star</i> (PGF p104) – Creates a glowing star that turns 1d6+3 spell levels as <i>Spell Turning</i> , grants a +10 Circumstance bonus to AC, or fires an energy bolt that deals 1d6 damage per two levels.
Initiate of Nature [Initiate]	(PGF p81)	Patron Deity: Eldath, Mielikki, or Silvanus. Cleric or Druid lvl: 5 <sup>th</sup>	You can Rebuke or Command Animals or Plant Creatures up to 3 + Charisma modifier times per day Add the following spells to your Cleric spell list: 3 <sup>rd</sup> : <i>Mold Touch</i> (PGF p106) – Creates a 5’ patch of Brown Mold. 4 <sup>th</sup> : <i>Briar Tangle</i> (PGF p100) – As <i>Entangle</i> , except the targets take 1d8 damage + 1 per two levels. 4 <sup>th</sup> : <i>Thorn Spray</i> (PGF p115) – Your ranged attack deals 1d6 damage per level (max 20d6), divided among multiple targets, Sickens on a successful hit. 5 <sup>th</sup> : <i>Fireward</i> (PGF p102) – As <i>Quench</i> , but also suppresses Magical Fire effects in the affected area. 5 <sup>th</sup> : <i>Tree Healing</i> (PGF p116) – You enter a tree that nourishes and heals you.
Initiate of Nerull [Initiate]	(DR342 p51)	Patron Deity: Nerull Able to cast 4 <sup>th</sup> level Divine spells	When using the Death Touch ability granted by the Death Domain, use d8’s (instead of d6’s) for damage. Add the following to one of your Divine spells list: 2 <sup>nd</sup> : <i>Cause Fear, Greater</i> (DR342 p52) – As <i>Cause Fear</i> , but affects creatures up to 15 HD. 3 <sup>rd</sup> : <i>Nerull’s Scythe</i> (DR342 p54) – You bring a magical scythe into existence. 9 <sup>th</sup> : <i>Wail of the Banshee</i> (PH p298) – Kills one creature per level.

Initiate Feats	Source	Prerequisite	Description
Initiate of Obad-Hai [Initiate]	(DR342 p51)	Patron Deity: Obad-Hai Able to cast 3 <sup>rd</sup> level Divine spells	In addition to being able to convert your Prepared Divine spells spontaneously into healing spells, you may also convert them into <i>Summon Nature's Ally</i> spells (as a Druid does). Add the following to one of your Divine spells list: 1 <sup>st</sup> : <i>Summer Breezes</i> (DR342 p56) – Cools you in uncomfortable environments. 2 <sup>nd</sup> : <i>Spontaneous Combustion</i> (DR342 p56) – Target touched catches fire. 3 <sup>rd</sup> : <i>Quicksand</i> (DR342 p54) – Creates an area of quicksand. 5 <sup>th</sup> : <i>Waves of Destruction</i> (DR342 p56) – Seawater crashes down upon your targets.
Initiate of Olidammara [Initiate]	(DR342 p51)	Patron Deity: Olidammara Able to cast 2 <sup>nd</sup> level Divine spells	Add Gather Information, Sleight of Hand, and Tumble to the skill list of one of your Divine spellcasting classes. Add the following to one of your Divine spells list: 2 <sup>nd</sup> : <i>Festival Feast</i> (DR342 p41) – Creates delicious food for 3 humans per level. 4 <sup>th</sup> : <i>Olidammara's Bard Spell</i> (DR342 p42) – You can prepare spell from the Bard spell list. 5 <sup>th</sup> : <i>Olidammara's Carapace</i> (DR342 p42) – Creates a protective shell around you, which you can teleport out of secretly.
Initiate of Pelor [Initiate]	(DR342 p52)	Patron Deity: Pelor Able to cast 3 <sup>rd</sup> level Divine spells	You receive a +2 Sacred bonus on Turning Checks and Turning Damage rolls. Add the following to one of your Divine spells list: 1 <sup>st</sup> : <i>True Turning</i> (DR342 p56) – You gain bonuses on your next Turn Undead attempt. 3 <sup>rd</sup> : <i>Bless, Greater</i> (DR342 p52) – Allies gain +1 per 4 levels on attack rolls and saves against fear. 4 <sup>th</sup> : <i>Immolate the Wicked</i> (DR342 p54) – Undead you have turned burst into flames.
Initiate of Selûne [Initiate]	(PGF p81) (PGF)+	Patron Deity: Selûne Cleric, Druid, Ranger, Harper Agent level: 3 <sup>rd</sup>	Cast <i>Augury</i> and <i>Divination</i> at +5 Caster level. Add the following spells to your Cleric, Druid, Ranger, and/or Harper Agent spell list: 1 <sup>st</sup> : <i>Handfire</i> (PGF p103) – Your melee touch attack deals 1d8 damage +1 per level (max +5) against a living creature or 2d6 damage + 1 per level (max +5) against Undead. 3 <sup>rd</sup> : <i>Moon Blade</i> (FR p72) – Touch attack deals 1d8 + 1 per two levels, more to Undead, plus scrambles spellcasting. 4 <sup>th</sup> : <i>Strength of the Beast</i> (PGF p114) – You gain benefits of your Lycanthropic animal form while in human form. 4 <sup>th</sup> : <i>Wall of Moonlight</i> (PGF p118) – Creates aluminous wall that deals 3d12 damage to Undead and 2d10 damage to Evil creatures and Clergy of Shar or Umberlee, illuminates area and counters / dispels darkness. 5 <sup>th</sup> : <i>Moonpath</i> (FR p72) – Grants sanctuary to 1 creature per level. 5 <sup>th</sup> : <i>Moonweb</i> (PGF p106) – Creates a glowing shield that gives +8 bonus to AC and +4 bonus on Reflex saves, plus Improved Evasion.
Initiate of St. Cuthbert [Initiate]	(DR342 p52)	Patron Deity: St. Cuthbert Able to cast 3 <sup>rd</sup> level Divine spells	'Protective Ward' once per day per 4 Divine caster levels – The touched target gets a Resistance bonus on his/her next saving throw equal to your Divine caster level. If not used in one hour, the ward dissipates. Activation is a Standard Action. Add the following to one of your Divine spells list: 2 <sup>nd</sup> : <i>Mark of Justice, Lesser</i> (DR342 p54) – Designates action that will trigger curse on subject. 3 <sup>rd</sup> : <i>Retributive Strike</i> (DR342 p55) – You gain an attack of opportunity when attacked. 7 <sup>th</sup> : <i>Spell Turning</i> (PH p282)(PH3.5e)+ – Reflects 1d4+6 spell levels back at caster.
Initiate of Tyr [Initiate]	(PGF p81)	Patron Deity: Tyr Cleric level: 7 <sup>th</sup> Access to the War domain.	+1 bonus to damage when attacking with a Longsword. Add the following spells to your Cleric spell list: 4 <sup>th</sup> : <i>Sword and Hammer</i> (PGF p115) – As <i>Spiritual Hammer</i> , but creates a Longsword and Warhammer of Force, +1 on attack rolls, automatically Flanks opponents. 6 <sup>th</sup> : <i>Sword and Hammer, Greater</i> (PGF p115) – As <i>Sword and Hammer</i> , but each weapon has a +2 bonus on attack rolls and benefit from the Improved Critical Feat.
Initiate of Vecna [Initiate]	(DR342 p52)	Patron Deity: Vecna Able to cast 3 <sup>rd</sup> level Divine spells	You may use Scrolls, Wands, and other Spell Completion / Spell Trigger items as a Wizard whose level is equal to your Divine Caster level (plus your Wizard level, if any). Add the following to one of your Divine spells list: 3 <sup>rd</sup> : <i>Vecna's Courier</i> (DR342 p56) – Deliver secrets without fear of having them revealed. 4 <sup>th</sup> : <i>Arcane Eye</i> (PH p200) – Invisible floating eye moves 30' per round. 6 <sup>th</sup> : <i>Eyebite</i> (PH p228) – Target becomes panics, sickened, and comatose.
Initiate of Wee Jas [Initiate]	(DR342 p52)	Patron Deity: Wee Jas Able to cast 3 <sup>rd</sup> level Divine spells	By expending one of your Turning / Rebuking Attempts, you release a wave of Positive or Negative energy in a 20' radius Burst. If you channel Positive Energy, all Undead in the area of effect take 1d6 per two Divine Caster levels (Will½, DC is Charisma-based). If you channel Negative energy, all Undead in the area of effect are cured 1d6 per two Divine Caster levels (up to their maximum, extra hp are lost). Add the following to one of your Divine spells list: 2 <sup>nd</sup> : <i>Disguise Undead</i> (Spell p66) – Change appearance of one corporeal undead for 10 minutes per level. 4 <sup>th</sup> : <i>Magic Jar</i> (PH p250) – Enables possession of another creature. 6 <sup>th</sup> : <i>Circle of Death</i> (PH p209) – Kills 1d4 HD per level of creatures.
Law Inviolat [Initiate]	(RoD p155)	Patron Deity: St. Cuthbert Cleric level: 1 <sup>st</sup> Lawful alignment	Any weapons you wield (including natural) are considered Lawful-aligned for overcoming DR. Add the following to your Cleric spell list: 1 <sup>st</sup> : <i>Color Spray</i> (PH p210) – Knocks unconscious, blinds, or stuns weak creatures. 2 <sup>nd</sup> : <i>Daze Monster</i> (PH3.5 217) – Living creature up to 6HD or less loses next action. 3 <sup>rd</sup> : <i>Suggestion</i> (PH p285) – Compels subject to follow stated course of action. 5 <sup>th</sup> : <i>Passwall</i> (PH p259) – Creates a passage through wood or stone walls. 6 <sup>th</sup> : <i>Suggestion, Mass</i> (PH p285) – As <i>Suggestion</i> , plus one subject per level. 8 <sup>th</sup> : <i>Power Word Stun</i> (PH p263) – Stuns creatures with 150 hp or less

Initiate Feats	Source	Prerequisite	Description
Nightbringer Initiate [General]	(FoE p147)	Ability to spontaneously cast <i>Summon Nature's Ally</i> Non-Good alignment	Member of the Nightbringer Druidic Sect, who are connected with darkness, undead, & the plane of Mabar. Hide & Move Silently become Druid class skills for you. Add the following spells to your Druidic spell list: 1 <sup>st</sup> : <i>Inflict Light Wounds</i> (PH p244) – Touch deals 1d8 damage +1 per level (max +5). 2 <sup>nd</sup> : <i>Darkness</i> (PH p216) – 20' radius of supernatural shadow. 3 <sup>rd</sup> : <i>Deeper Darkness</i> (PH p217) – Object sheds supernatural shadow in 60' radius. 4 <sup>th</sup> : <i>Enervation</i> (PH p226) – Subject gains 1d4 negative levels. 5 <sup>th</sup> : <i>Summon Monster V</i> (PH p287) – Summons an extraplanar creature to fight for you. (shadow mastiff only) 6 <sup>th</sup> : <i>Planar Ally</i> (PH p261) – As <i>Planar Ally, Lesser</i> , but up to 12 HD. (native of Mabar only) 7 <sup>th</sup> : <i>Control Undead</i> (PH p214) – Undead don't attack you while under your command. 8 <sup>th</sup> : <i>Create Greater Undead</i> (PH p215) – Creates shadows, wraiths, spectres, or devourers. (shadows only) 9 <sup>th</sup> : <i>Gate</i> (PH p234) – Connects two planes for travel or summoning (Mabar only)
Radiant Fire [Initiate]	(RoD p155)	Patron Deity: Pelor Cleric level: 3 <sup>rd</sup>	+2 Insight bonus to damage rolls against Evil creatures. Add the following to your Cleric spell list: 2 <sup>nd</sup> : <i>Scorching Ray</i> (PH p274) – Ranged touch attack, deals 4d6 fire damage, +1 ray/4 levels (max 3). 3 <sup>rd</sup> : <i>Summon Monster III</i> (PH p286) – Summons an extraplanar creature to fight for you.* <sup>6</sup> 5 <sup>th</sup> : <i>Summon Monster V</i> (PH p287) – Summons an extraplanar creature to fight for you. * 6 <sup>th</sup> : <i>Summon Monster VI</i> (PH p287) – Summons an extraplanar creature to fight for you. * 8 <sup>th</sup> : <i>Summon Monster VIII</i> (PH p287) – Summons an extraplanar creature to fight for you. * * Fire Elementals only
Undying Fate [Initiate]	(RoD p155)	Patron Deity: Wee Jas Cleric level: 3 <sup>rd</sup>	As a Swift Action, you can determine how close creatures are to death. This is an Extraordinary ability that functions as the <i>Deathwatch</i> spell. Add the following to your Cleric spell list: 2 <sup>nd</sup> : <i>False Life</i> (PH p229) – Gain 1d10 temporary hp + 1 per level (max +10). 3 <sup>rd</sup> : <i>Halt Undead</i> (PH p238) – Immobilizes undead for 1 round per level. 5 <sup>th</sup> : <i>Blight</i> (PH p206) – Withers one plant or deals 1d6 per level damage to a plant creature. 7 <sup>th</sup> : <i>Finger of Death</i> (PH p230) – Kills one subject.
Warden Initiate [General]	(Eb p62)	Ability to spontaneously cast <i>Summon Nature's Ally</i>	Member of the Warden of the Wood Druidic Sect, who protect the Great Woods. Gain +2 Deflection bonus to AC when fighting in a forest. Add the following spells to your Druidic spell list: 1 <sup>st</sup> : <i>Protection from Evil</i> (PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders. 2 <sup>nd</sup> : <i>Detect Thoughts</i> (PH p220) – Allows “listening” to surface thoughts. 3 <sup>rd</sup> : <i>Displacement</i> (PH p223) – Attacks miss subject 50% of the time. 4 <sup>th</sup> : <i>Locate Creature</i> (PH p249) – Indicates direction to familiar creature. 5 <sup>th</sup> : <i>Hold Monster</i> (PH p241) – As <i>Hold Person</i> , but can effect any creature. 6 <sup>th</sup> : <i>Repulsion</i> (PH p271) – Creatures can't approach you. 7 <sup>th</sup> : <i>Banishment</i> (PH p202) – Banishes 2 HD per level of extraplanar creatures. 8 <sup>th</sup> : <i>Screen</i> (PH p274) – Illusion hides area from vision, scrying. 9 <sup>th</sup> : <i>Hold Monster, Mass</i> (PH p241) – As <i>Hold Monster</i> , but all within 30'.
Whispered Secrets [Initiate]	(RoD p155)	Patron Deity: Vecna Cleric level: 1 <sup>st</sup>	Add Listen and Spot to your Cleric class skills. You automatically become aware of any attempt to observe you by Scrying as an Extraordinary ability. Add the following to your Cleric spell list: 1 <sup>st</sup> : <i>Disguise Self</i> (PH p222) – Changes your appearance. 2 <sup>nd</sup> : <i>Darkvision</i> (PH p216) – See 60' in total darkness. 3 <sup>rd</sup> : <i>Glibness</i> (PH p235) – You gain +30 bonus on Bluff checks, and your lies can escape magical discernment. 4 <sup>th</sup> : <i>Arcane Eye</i> (PH p200) – Invisible floating eye moves 30' per round. 5 <sup>th</sup> : <i>Prying Eyes</i> (PH p267) – 1d4 floating eyes + 1 per level scout for you. 6 <sup>th</sup> : <i>Analyze Dweomer</i> (PH p197) – Reveals magical aspects of subject. 8 <sup>th</sup> : <i>Mind Blank</i> (PH p253) – Subject is immune to mental/emotional magic and scrying.

<sup>6</sup> Editor's Note: I think the intention was to make the next level's summon spell available, but only for Fire Elementals. That way the Followers of Pelor could get an extra powerful Fire creature or the normal other summoned creatures. That would make the list as follows:

2<sup>nd</sup> – *Scorching Ray*      3<sup>rd</sup> – *Summon Monster IV*\*      5<sup>th</sup> – *Summon Monster VI*\*  
6<sup>th</sup> – *Summon Monster VII*\*      8<sup>th</sup> – *Summon Monster IX*\*      \* Fire Elementals only



## Variant Feats

## Ceremonial Feats

The following feats allow a spellcaster to apply “spell templates” to their spells. Each template adds an effect to a category of spells at the cost of one or more of the following: irremovable verbal component (i.e., cannot be removed with the Silent Spell Metamagic), irremovable somatic component, an expensive material component, and/or a new material focus.

Ceremonial Feats	Source	Prerequisite	Description
Bloodthirsty [Ceremonial]	(DR311 p44)	—	<p>1. You may apply the Bloodleech template(DR311 p44) to your spells that cause hit-point damage. One target affected by the spell is designated as the Bloodleech target. If he/she is damaged by the spell, the target takes an extra 1d6 damage &amp; the caster heals the same amount immediately (excess hp are lost). Cost: Verbal(guttural phrase) Material(50gp Ruby).</p> <p>2. If you have cast a Bloodleech spell in the last 24 hours, your natural healing is increased, resulting in the recovery of 2 x Character Level in hit-points for a night of rest or 3 x Character Level in hit-points for a full day &amp; night of rest.</p>
Elemalefic Spellcaster [Ceremonial]	(DR311 p44)	—	<p>1. You may apply the Elemalefic template(DR311 p44) to your spells that cause energy damage. Once the target spell would normally end, anyone who damaged by the spell continues to take 1d4 damage of the same energy type for 1 round per spell level. Note that this effect can be dispelled. Cost based on damage type: Acid – 50gp of Black Dragon drool, Cold – 50gp Diamond dust, Electricity – 50gp Copper star, Fire – 50gp Ruby dust, Sonic – 50gp Gold Tuning Fork.</p> <p>2. +2 bonus on Survival checks made on an Elemental Plane of existence.</p>
Ethereal Tendril [Ceremonial]	(DR311 p44)	—	<p>1. You may apply the Ghost Touch template(DR311 p44) to your spells. That target one or more creatures. The target spell now effects Incorporeal creatures 100% of the time (instead of 50% of the time). Cost: Material(50gp silver orb).</p> <p>2. When on the Ethereal Plane, you can travel at your normal movement (instead of the normal ½ movement).</p>
Invigorating Spellcaster [Ceremonial]	(DR311 p44)	—	<p>1. You may apply the Invigorating template(DR311 p44) to your spells that heal hit-points. In addition to healing hit-points, the target spell also removes all of the following: Dazed, Exhausted, Fatigued, Sickened, &amp; Stunned. Cost: Verbal(ancient healing incantation).</p> <p>2. +2 bonus on Heal checks.</p>
Spellbinder [Ceremonial]	(DR311 p44)	—	<p>1. You may apply the Shackled template(DR311 p44) to your spells that do not have a duration of Instantaneous or Permanent. Each creature under the effect of the target spell has its movement reduced by ½ for the spell’s duration. Cost: Somatic(grasping gesture), Focus(100gp silver shackles), Material(25gp gold key).</p> <p>2. +2 bonus on Use Rope checks to bind a creature.</p>
Spellstrike [Ceremonial]	(DR311 p44)	—	<p>1. You may apply the Concussive template(DR311 p44) to your spells that cause hit-point damage. Any creature who takes damage from the target spell must make a Balance check vs. DC 10 + Caster level or be knocked prone. Cost: Somatic(pushing gesture), Material(25gp pearl).</p> <p>2. +2 bonus on Concentration checks made to ignore vigorous, violent, or extraordinarily violent motion while casting spells.</p>
Superior Summons [Ceremonial]	(DR311 p44)	—	<p>1. You may apply the Champion template(DR311 p44) to your Conjuraction (summoning) spells. The creatures summoned by the target spell have maximum hit-points. In addition, you can target them with beneficial touch spells at a range of up to 30’.</p> <p>2. You cast Conjuraction (summoning) spells at +1 effective Caster level.</p>

## Spell-Touched

Spell-Touched Feats	Source	Prerequisite	Description
Accurate Jaunt [Spelltouched]	(UA p92)	Exposure to <i>Greater Teleport</i> , <i>Plane Shift</i> , <i>Teleport</i> , or <i>Shadow Walk</i> spells.	When you use the spells <i>Teleport</i> , <i>Plane Shift</i> , or <i>Shadow Walk</i> , you may make your targeting / destination roll twice and take the better of the two rolls.
Bladeproof Skin [Spelltouched]	(UA p92)	Exposure to <i>Stoneskin</i> or <i>Ironbody</i> spells.	Gain Damage Reduction 3 / bludgeoning, but your tougher skin now imposes an Armor Check penalty of -2, which stacks with all other Armor Check penalties.
Breadth of Knowledge [Spelltouched]	(UA p92)	Exposure to <i>Legend Lore</i> or <i>Vision</i> spells.	You may make a check against any Knowledge skill, even if you have no ranks in it. If you have at least one rank in a specific Knowledge skill, you gain a +1 bonus on any check based upon it.
Conductivity [Spelltouched]	(UA p92)	Exposure to <i>Call Lightning</i> , <i>Lightning Bolt</i> , or <i>Chain Lightning</i>	If you take Electricity damage, you may send an arc of electricity at one target within 30'. The base damage is half the electrical damage you took (Ref/2, DC 16 + your Charisma modifier).
Controlled Immolation [Spelltouched]	(UA p92)	Exposure to <i>Fireball</i> or <i>Delayed Blast Fireball</i>	If you 'catch on fire' (DMG p303), you take no hit-point damage & your body 'burns' for 1d4 rounds. During this time, any creature striking you with a hand-held weapon or its body takes 1d6 fire damage. Note that this ability does not negate damage from normal and/or magical fire, only 'catching on fire'. Also, it does not protect your equipment.
Eyes to the Sky [Spelltouched]	(UA p93)	Exposure to <i>Scrying</i> or <i>Greater Scrying</i>	You automatically spot the magical sensor created by any spell of the [scrying] subtype (including <i>Arcane Eye</i> , <i>Clairaudience / Clairvoyance</i> , <i>Greater Scrying</i> , and <i>Scrying</i> ) if it is within 40'.
False Pretenses [Spelltouched]	(UA p93)	Exposure to a <i>Charm</i> or <i>Dominare</i> spell	If you succeed on your save against a (charm) or a (compulsion), the caster thinks you failed your save. You have the option of playing along. If the spell involved mental commands, you receive the commands but do not have to follow them.
Ineluctable Echo [Spelltouched]	(UA p93)	Exposure to <i>Wail of the Banshee</i> or any <i>Power Word</i> spell	If you are targeted with a <i>Power Word</i> or <i>Wail of the Banshee</i> , the caster is effected also. Note that you are still effected normally.
Life Leech [Spelltouched]	(UA p93)	Exposure to <i>Death Knell</i> or the 'death touch' domain ability	Each dying or stable creature (i.e., any creature with -1 to -9 hp) within 30' of you at the start of your turn loses 1 hp, which you gain as a Temporary HP for 10 minutes. You cannot suppress this power and it effects everyone in the area of effect.
Live My Nightmare [Spelltouched]	(UA p94)	Exposure to <i>Phantasmal Killer</i> spell	If you are targeted with a Divination spell or effect, you have the option of inflicting a <i>Phantasmal Killer</i> on the caster (WillDisbelief DC 14 + your Charisma bonus. If unsuccessful, FortNeg to avoid dying (same DC)).
Momentary Alteration [Spelltouched]	(UA p94)	Exposure to <i>Alter Self</i> spell	When you take this feat, choose one of the forms that you have turned into using <i>Alter Self</i> . You may change into that form for 1 minute, once per day. You may take this feat multiple times. Each time, either choose another form or the same form again (granting 1 extra minute per day).
Naturalized Denizen [Spelltouched]	(UA p94)	Exposure to <i>Dimensional Anchor</i> spell	You lose your 'extraplanar' subtype. This makes you immune to <i>Banishment</i> , <i>Dismissal</i> , and similar effects.
Omniscient Whispers [Spelltouched]	(UA p94)	Exposure to <i>Commune</i> or <i>Contact Other Plane</i> spells	<i>Commune</i> , 1/week. Using this ability leaves you Exhausted.
Photosynthetic Skin [Spelltouched]	(UA p94)	Exposure to <i>Barkskin</i> spell	+2 Enhancement bonus to your Natural Armor when outside during the day.
Polar Chill [Spelltouched]	(UA p94)	Exposure to <i>Cone of Cold</i> or <i>Ice Storm</i> spells	Coat the ground around you in a 20' radius with ice, once per day. The effect lasts for 1 minute. Any creature trying to go through one of the frozen spaces requires 2 spaces of movement & any Balance or Tumble check has +5 DC. You must be touching the ground in less than 100 degree temperature air to use this ability.
Residual Rebound [Spelltouched]	(UA p94)	Exposure to <i>Spell Resistance</i> or <i>Spell Turning</i> spells	If you roll a Natural 20 on a saving throw against a Targeted Spell (i.e., not area of effect), the spell reflects back at its caster as if effected by <i>Spell Turning</i> (except this ability effects Touch spells too). This ability does not effect spells that to not allow a saving throw.
Stench of the Dead [Spelltouched]	(UA p94)	Exposure to <i>Ghoul Touch</i> or <i>Vampiric Touch</i> spells	Any creature adjacent to you becomes Sickened due to the smell (FortNeg DC 12 + your Charisma modifier). The effect lasts until the creature has not been adjacent to you for 1d4 rounds. You cannot suppress this ability.

Astrological

Astrological Feats	Source	Prerequisite	Description
Startouched [General]	(DR340 p26)	1 <sup>st</sup> level only	Gain the Startouched bonus (see page 195) that matches the Astrological Sign that was in ascendance on the day of your birth. You are able to use & create magic items tuned only to your 'sign'.
Starborn [General]	(DR340 p26)	Startouched	Gain the Starborn bonus of your sign. In addition, you may reroll one skill check per day for the skill indicated in your Starborn bonus. You must declare the reroll before the DM indicated success or failure and you must keep the new roll.
Starblessed [General]	(DR340 p26)	Startouched Starborn	When carrying your Birthstone (worth at least 100gp), gain the Starblessed bonus of your 'sign'. In addition, you are allowed two rerolls per day of your Starborn skill.

Astrological Signs

Name	Source	Startouched bonus	Starborn bonus	Birthstone & Starblessed bonus
Basilisk	(DR340 p32)	+2 bonus on Intimidate checks	+2 bonus on Sense Motives checks	Ruby – +2 Luck bonus on Fortitude saves vs. Transmutation spells & effects
Beholders	(DR340 p27)	+2 bonus on Decipher Script checks	+2 bonus on Spot checks	Agate – +2 Luck bonus on saves vs. Illusion spells & effects
Dragon	(DR340 p30)	+2 bonus on Appraise checks	+2 bonus on Listen checks	Garnet – +1 bonus to AC for one round when you use the Aid Another action
Dryad	(DR340 p28)	+2 bonus on Handle Animal checks	+2 bonus on Heal checks	Pearl – +1 Luck bonus to AC when an ally occupies an adjacent square
Ettin	(DR340 p28)	+2 bonus on Sleight of Hand checks	+2 bonus on Disable Device checks	Opal – +1 Luck bonus to AC vs. Attacks of Opportunity.
Harpy	(DR340 p27)	+2 bonus on Perform (sing) –and– Perform (oratory) checks	+2 bonus on Bluff checks	Turquoise – +1 Luck bonus on AC vs. ranged attacks.
Hydra	(DR340 p31)	+2 bonus on Gather Information checks	+2 bonus on Tumble checks	Diamond – +2 Luck bonus to AC when a foe is trying to confirm a Critical Hit
Kraken	(DR340 p31)	+2 bonus on Swim checks	+2 bonus on Hide checks	Aquamarine – +1 Luck bonus to AC vs. Touch Attacks
Stirge	(DR340 p28)	+2 bonus on Craft (alchemy) checks	+2 bonus on Concentration checks	Emerald – +2 Luck bonus on Will saves vs. Enchantment spells & effects
Unicorn	(DR340 p30)	+2 bonus on Climb checks	+2 bonus on Jump checks	Topaz – +2 Luck bonus on saves vs. Poison & Disease
Wyvern	(DR340 p29)	+2 bonus on Survival checks	+2 bonus on Ride checks	Sapphire – +1 Luck bonus to AC on any round that you move more than 5'

## Skipped Feats

## Epic Feats

Armor Skin(CWar p151)	Epic Spellfire Wielder(PGF p136)	Legendary Acrobat(CAdv p192)
Augmented Alchemy(CAdv p191)	Epic Sunder(CWar p151)	Legendary Climber(CAdv p192)
Axiomatic Strike(PGF p135)	Epic Toughness(CWar p151)	Legendary Leaper(CAdv p192)
Bonus Domain(CDiv p89)	Epic Weapon Focus(CWar p151)	Legendary Rider(CWar p152)
Automatic Quicken Spell(CArc p191)	Familiar Spell(DMG p209)	Legendary Tracker(CAdv p192)
Automatic Silent Spell(CArc p191)	Great Smiting(DMG p209)	Magical Beast Wild Shape(CDiv p90)(CDivErrata)+
Automatic Still Spell(CArc p191)	Group Inspiration(CAdv p192)	Master Staff(CArc p192)
Chosen Weapon Specialization(PGF p135)	Holy Strike(CDiv p89)	Master Wand(CArc p192)
Combat Archery(CWar p151)	Improved Combat Casting(CArc p192)	Negative Energy Burst(CDiv p90)
Combat Insight(CWar p151)	Improved Cooperative Metamagic(PGF p136)	Overwhelming Critical(DMG p210)
Damage Reduction(CWar p151)	Improved Elemental Wild Shape(DMG p209)	Perfect Two-Weapon Fighting(CWar p152)
Divine Spell Penetration (PGF p135)	Improved Favored Enemy(DMG p210)	Planar Turning(DMG p210)
Enhance Effect(PGF p135)	Improved Metamagic(DMG p210)	Polyglot(CAdv p192)
Enhance Spell(CArc p191)	Improved Skirmish(CAdv p192)	Positive Energy Aura(CDiv p90)
Epic Combat Expertise(CWar p151)	Improved Snatch Spell(PGF p136)	Spectral Strike(CDiv p90)
Epic Counterspell(PGF p135)	Improved Sneak Attack(DMG p210)	Spell Knowledge(DMG p210)
Epic Dodge(CAdv p191)	Improved Spell Capacity(DMG p210)	Terrifying Rage(DMG p210)
Epic Devotion(PGF p135) (CDiv p89)	Improved Spellpool Access(PGF p136)	Undead Mastery(CDiv p90)
Epic Prowess(CWar p151)	Improved Stunning Fist(DMG p210)	Unholy Strike(CDiv p90)
Epic Reputation(CAdv p191)	Improved Sudden Strike(CAdv p192)	Wield Oversized Weapon(CWar p153)
Epic Spell Focus(CArc p192) (CAdv p192)	Inscribe Epic Rune(PGF p136)	Zone of Animation(CDiv p90)
Epic Spell Penetration(CArc p192)	Lasting Inspiration(DMG p210)	

## Psionics

Adamantine Mind Blade(DR341 p88)	Focused Shield (RoS p140)	Phrenic Leech(DR316 p80)
Agitated Causticity(DR313 p47)	Gestalt Anchor(RoE p112)	Practiced Mind Blade(DR341 p89)
Align Mind Blade(DR341 p88)	Ghost Attack(DR316 p80)	Psionancer(DR349 p89)
Anti-Psionic Magic(DR309 p108)	Ghost Attack, Greater(DR316 p80)	Psionic Feedback(DR316 p80)
Astral Fire(DR313 p48)	Greater Mind Shield(DR341 p88)	Psiotheurgist(DR349 p89)
Bioelectrical Surge(DR313 p48)	Harden Energy(DR313 p49)	Psychic Luck(CSco p080)
Bull Blast(DR313 p48)	Hashalaq Ancestor(PEG p83)	Psithief(CSco p080)
Cannibalize Spell(DR349 p88)	Hypnotic Focus(DR349 p88)	Psymbiot(DR316 p80)
Cerebremetamagic(DR349 p89)	Instinctive Consummator(DR316 p80)	Reshape Mind Blade(DR341 p89)
Chameleon Crafting(DR349 p89)	Instinctive Dispatcher(DR316 p80)	Shield of Thought(RoE p113)
Concussive Blast(DR313 p48)	Invest Armor (RoS p141)	Shielded Manifesting (RoS p144)
Deep Vision(RoS p137)	Mind Daggers(DR341 p89)	Silver Mind Blade(DR341 p89)
Deflective Armor(RoS p137)	Mind Drain(CSco p79)	Solid Freeze(DR313 p49)
Du'ulora Ancestor(PEG p83)	Mind Shield(DR341 p89)	Soulblade Warrior(RoE p112)
Dual-Plane Summons(DR313 p49)	Mystic Focus(DR349 p89)	Spiritual Force(RoE p113)
Earth Power (RoS p138)	Mystic Stability(DR349 p89)	Strategic Reassignment(DR341 p89)
Energize Armor (RoS p139)	Path of Shadows(RoE p110)	Strength of Two(RoE p113)
Energy Flare(DR313 p49)	Phrenic Blast(DR316 p80)	Tactical Reassignment(DR341 p89)

## Feats for Monsters

Ability Focus(MM p303) (MM3 p206)	Graveborn Expert(DR312 p38)	Omen of Loss(DR340 p63)
Agile Tyrant(DR313 p56)	Graveborn Warrior(DR312 p38)	Omen of Snakes(DR340 p63)
Awesome Blow(MM p303) (MM3 p206)	Hamstring Attack(DR313 p30)	Omen of Storms(DR340 p63)
Baleful Moan(LM p24)	Heighten Spell-Like Ability(CArc p80)	Positive Energy Resistance(LM p29)
Battle Weaver(DR338 p68)	Heightened Agility(DR312 p38)	Power Soar(DR313 p57)
Bolster Power(DR312 p38)	Heightened Strength(DR312 p38)	Power Surge(DR313 p57)
Burning Rage(DR314 p53)	Hover(MM p304)	Purify Spell-Like Ability(BoED p45)
Chameleon Blood(DR335 p56)	Improved Domination(DU128 p87)	Quick Change(DR313 p31)
Consecrate Spell-Like Ability(BoED p42)	Improved Energy Drain(LM p27)	Quicken Manifestation(LM p29)
Contagious Paralysis(LM p25)	Improved Natural Armor(MM p304) (MM3 p206)	Quicken Spell-Like Ability(MM p304) (MM3 p207)
Corrupted Wild Shape(LM p25)	Improved Natural Attack(MM p304)(Eb p55) (MM3 p206)	Reptilian Healing(DR335 p57)
Crushing Hug(DR313 p30)	Improved Paralysis(LM p27)	Sanctify Natural Attack(BoED p46)
Death Curse(DR312 p38)	Improved Turn Resistance(LM p27)	Skilled Telekinetic(DR313 p57)
Death Master(LM p26)	Life Drain(LM p28)	Snatch(MM p304)
Dream Haunting(DR121 p57)	Lifebond(LM p28)	Spell Drain(LM p30)
Empower Spell-Like Ability(MM p303) (MM3 p206)	Lifesense(LM p28)	Spirit of the Beast(DR313 p31)
Empowered Ability Damage(LM p26)	Maw of Power(DR313 p57)	Spit Venom(DR313 p91)
Endure Sunlight(LM p26)	Maximize Spell-Like Ability(CArc p81)	Strong Coils(DR313 p91)
Evolved(DR350 p37)	Mixed Omens(DR340 p62)	Tail Snap(DR314 p53)
Eviscerator(LM p26)	Multiattack(MM p304) (MM3 p207)	Tentacular Stalk(DR313 p57)
Exalted Spell Resistance(BoED p42)	Multiweapon Fighting(MM p304)	Uncanny Speed(DR312 p38)
Extra Tricks(CAdv p101)	Necrotic Reserve(LM p28)	Versatile Tyrant(DR313 p57)
Flyby Attack(MM p303) (MM3 p206)	Nimble Flier(DR313 p57)	Vicious Claws(DR313 p38)
Ghostly Grasp(LM p27)	Omen of Bones(DR340 p62)	Wightblade(DR348 p64)
Gore Toss(DR313 p30)	Omen of Crows(DR340 p63)	Wingover(MM p304)
Gout of Flame(DR314 p53)	Omen of Flies(DR340 p63)	

## Skipped Feats (continued)

## Feats Tied to Old Campaign Worlds

Birthright

Bloodline(DR315 p76)  
Alter Appearance(DR315 p76)  
Animal Affinity(DR315 p76)  
Battlewise(DR315 p76)  
Character Reading(DR315 p76)  
Direction Sense(DR315 p76)  
Fear(DR315 p76)  
Strengthen Bloodline(DR315 p76)

Dark Sun

Defiler(DR351 p35)

Hollow World

Clawed Spell(DR315 p25)  
Megaraptor's Leap(DR315 p25)  
Piercing Spell(DR315 p26)

Predator's Step(DR315 p26)  
Rage of the Raptor(DR315 p26)  
Triceratop's Charge(DR315 p26)

Kara-Tur

Adventurous Explorer(DR315 p64)  
Ally of the Ki-Rin(DR315 p64)  
Audacious Attempt(DR315 p64)  
Backstabbing Traitor(DR315 p64)  
Forest Ambusher(DR315 p64)  
Cultured Courtier(DR315 p64)  
Disciple(DR315 p64)  
Gifted General(DR315 p64)  
Hardy Soul(DR315 p64)  
Horse Nomad'(DR315 p64)  
Legendary Tracker(DR315 p64)  
Mercantile Background'(DR315 p65)

Mind over Body(DR315 p65)  
Mountain Hunter(DR315 p65)  
Renowned Courtesan(DR315 p65)  
Saddleback(DR315 p65)  
Secret Society(DR315 p65)  
Smooth Talk'(DR315 p65)  
Stalwart Defender(DR315 p65)  
Survivor'(DR315 p65)

Maztica

Armor Dance(DR315 p96)  
Improved Armor Dance(DR315 p96)

Red Steel

Inheritor(DR315 p71)

## Truename Feats

Denouncement of Energy(DR346 p88)  
Denouncement of Focused Aggression(DR346 p88)  
Denouncement of Garbled Words(DR346 p89)

Denouncement of the Stalwart Shield(DR346 p89)  
Denouncement of the Unleashed Spell(DR346 p89)  
Denouncement of Untoucheable Form(DR346 p89)

Greater Named Spell(DR346 p89)  
Named Spell(DR346 p89)  
Truename Scholar(DR346 p89)

## Commander Feats

Artful Commander(DR348 p93)  
Brawling Commander(DR348 p93)  
Cavalry Commander(DR348 p93)  
Charioteer Commander(DR348 p93)  
Guard Commander(DR348 p93)

Guerilla Commander(DR348 p93)  
Hardy Commander(DR348 p93)  
Inspiring Commander(DR348 p93)  
Navel Commander(DR348 p93)  
Picket Commander(DR348 p93)

Rampart Commander(DR348 p93)  
Siege Commander(DR348 p93)  
Volley Commander(DR348 p93)

## Luck Feats

Advantageous Avoidance(CSco p073)  
Better Lucky than Good(CSco p074)  
Dumb Luck(CSco p077)  
Fortuitous Strike(CSco p077)  
Good Karma(CSco p077)  
Healer's Luck(CSco p078)  
Lucky Break(CSco p079)

Lucky Catch(CSco p079)  
Lucky Fingers(CSco p079)  
Lucky Start(CSco p079)  
Magical Fortune(CSco p079)  
Make Your Own Luck(CSco p079)  
Miser's Fortune(CSco p080)  
Psychic Luck(CSco p080)

Sly Fortune(CSco p081)  
Survivor's Luck(CSco p081)  
Tempting Fate(CSco p081)  
Third Time's the Charm(CSco p081)  
Unbelievable Luck(CSco p082)  
Victor's Luck(CSco p082)

## Requiring Changes of Core Rules

The following variant feats require changes to the default game to be used (such as replacing 'Simple', 'Martial', & 'Exotic' weapons with Weapon Groups).

Craft Masterwork(UA p99)  
Low Profile (UA p182)  
Pious Defense (CDiv p86)

Pious Soul (CDiv p86)  
Pious Spellurge (CDiv p87)  
Renown (UA p182)

Weapon Groups (UA p95)

## Missing Prerequisites

Distant Touch(DR309 p68)

Pressure Resistance(DR314 p45)

## Skipped From Dragon Magazine

Friend to the Tribe(DR352 p72)  
Kaiko (DR352 p72)

Kaiko Master(DR352 p72)  
Slave Seeker(DR352 p99)

Tribal Trait(DR352 p72)

## Miscellaneous Skipped Feats

Far Look(DR330 p27)  
Inspiring Leader (DR320 p100)

Sacrificial Divination(DR336 p101)  
Truename(DR317 p40)



DR334Errata	–	Dragon 344 Errata	–	<a href="http://paizo.com/dragonissues/344/DR344_Supplement.pdf">http://paizo.com/dragonissues/344/DR344_Supplement.pdf</a>
EbErrata	–	Eberron Errata	–	<a href="http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip">http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip</a>
wCity1	–	Cityscape Web Enhancement #1	–	<a href="http://www.wizards.com/default.asp?x=dnd/we/20070228a">http://www.wizards.com/default.asp?x=dnd/we/20070228a</a>
wCity3	–	Cityscape Web Enhancement #3	–	<a href="http://www.wizards.com/default.asp?x=dnd/we/20070314a">http://www.wizards.com/default.asp?x=dnd/we/20070314a</a>
wRotD1	–	Races of the Dragon Web Enhancement #1	–	<a href="http://www.wizards.com/default.asp?x=dnd/we/20060127a">http://www.wizards.com/default.asp?x=dnd/we/20060127a</a>
wRotD2	–	Races of the Dragon Web Enhancement #2	–	<a href="http://www.wizards.com/default.asp?x=dnd/we/20060420a">http://www.wizards.com/default.asp?x=dnd/we/20060420a</a>
wLivingSpell1	–	WotC Living Spells, part 1 of 4	–	<a href="http://www.wizards.com/default.asp?x=dnd/lis/20060918a">http://www.wizards.com/default.asp?x=dnd/lis/20060918a</a>
wLivingSpell2	–	WotC Living Spells, part 2 of 4	–	<a href="http://www.wizards.com/default.asp?x=dnd/lis/20061002a">http://www.wizards.com/default.asp?x=dnd/lis/20061002a</a>
wLivingSpell3	–	WotC Living Spells, part 3 of 4	–	<a href="http://www.wizards.com/default.asp?x=dnd/lis/20061026a">http://www.wizards.com/default.asp?x=dnd/lis/20061026a</a>
wLivingSpell4	–	WotC Living Spells, part 4 of 4	–	<a href="http://www.wizards.com/default.asp?x=dnd/lis/20070115a">http://www.wizards.com/default.asp?x=dnd/lis/20070115a</a>
wWarforged	–	Dragonshards – The Warforged	–	<a href="http://www.wizards.com/default.asp?x=dnd/ebds/20050627a">http://www.wizards.com/default.asp?x=dnd/ebds/20050627a</a>
wWaterdeep	–	Waterdeep Web Enhancement	–	<a href="http://www.wizards.com/dnd/files/Noble_House.zip">http://www.wizards.com/dnd/files/Noble_House.zip</a>
wTot9H	–	Tyrants of the 9 Hell’s Web Enhancement	–	<a href="http://www.wizards.com/dnd/files/WE_FC2.zip">http://www.wizards.com/dnd/files/WE_FC2.zip</a>

Note: If a Key reference is followed by a “+”, then it is partially superseded the entry above it.