

Official 3.5e Feats
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The text descriptions have been changed to summarize, simplify, and shorten. This list is intended for easy access and cross-reference; it is not intended as official wording and should not be used as a definitive source. Some feat descriptions are incomplete in some way; these are due to more information being required that is beyond the scope of this document, and the description will reference the source. Always check with your Dungeon Master before selecting a feat, as some official feats can unbalance others, or may represent abilities beyond the chosen setting of your game.

Please report any mistakes you may find and ask any questions you may have.

This list is best viewed at 1024 x 768 pixel size.

Use the following table to find a particular feat, or use Ctrl+F to search. Please be advised that feat names have been slightly altered to place particular feats together; for example, if you wish to locate Improved Two-Weapon Fighting, you will find it in the "Combat, Melee" category as "Two-Weapon Fighting, Improved." Additionally, many feats have aspects that fit multiple categories; for example, you will find Combat Casting in both "Skill" and "Spellcaster, General," and since Combat Expertise affects your melee attack roll, you will find it in both "Combat, Defensive" and "Combat, Melee." However, regional feats from the Forgotten Realms campaign setting are not listed as racial by default, even though all have a racial-based prerequisite.

General	Feats which in whole or part do not fall into one of the other categories.
Action Point	Feats that use the Action Point optional rule system.
Combat, General	Combat-related feats that in whole or part do not fall into another Combat category
Combat, Defensive	AC and protection in combat. (Feats that reduce damage are listed under Hit Point.)
Combat, Melee	Close combat. (For unarmed combat, see Combat, Unarmed.)
Combat, Mounted	Combat while on a mount, normally a horse.
Combat, Rage	Feats dealing with the rage or frenzy abilities.
Combat, Ranged	Combat at range.
Combat, Unarmed	Unarmed combat and all feats relating to grappling.
Hit Point	Feats that affect hit points (including damage-reducing feats).
Item Use	Feats relating to the use of magical items.
Movement, General	Feats relating to general movement.

Movement, Flight	Feats relating to specifically flight-based movement.
Movement, Land	Feats relating to specifically land-based movement.
Proficiency	Feats that give proficiency in weapons, armor, and the like.
Psionic, General	Feats for psionic characters that do not fall into another Psionic category.
Psionic, Combat	Feats relating to the use of psionics in combat.
Psionic, Item Creation	Feats to create psionic items.
Psionic, Metapsionic	Feats to modify psionic powers (not limited to feats labeled [Metapsionic]).
Racial, General	Feats that deal with aspects of race.
Racial, Changeling	Feats that apply to the changeling PC race.
Racial, Dragon	Feats that apply to creatures with the dragon type.
Racial, Elf	Feats that apply to the elf PC race.
Racial, Half-Elf	Feats that apply to the half-elf PC race.
Racial, Half-Orc	Feats that apply to the half-orc PC race.
Racial, Illumian	Feats that apply to the illumian PC race.
Racial, Kalashtar	Feats that apply to the kalashtar PC race.
Racial, Metabreath	Feats that modify breath weapons. (NOTE: these only affect breath weapons with a recharge time measured in rounds.)
Racial, Shifter	Feats that apply to the shifter PC race.
Racial, Undead	Feats that apply to characters with the undead type.
Racial, Warforged	Feats that apply to for the warforged PC race.
Saving Throws	Feats that modify saving throws, or allow immunity to conditions or attacks that normally require saving throws.
Skill	Feats that modify skill checks. (Bardic Knowledge/Lore and Wild Empathy are considered skills here.)
Spell-Like Ability	Feats that modify or grant spell-like abilities.
Spellcaster, General	Magic-related feats that in whole or in part do not fall into another Spellcasting category, not including spell-like abilities.
Spellcaster, Arcane	Arcane magic. (For bardic special abilities, see Spellcaster, Bardic.)
Spellcaster, Bardic	Feats relating to bardic special abilities (but not Bardic Knowledge; see Skill).

Spellcaster, Divine	Divine (cleric/paladin) magic. All feats relating to turning or smiting are also found here, even if it is not actually divine-based.
Spellcaster, Item Creation	Feats relating to the construction of magical items. (Not limited to feats actually labeled [Item Creation].)
Spellcaster, Metamagic	Feats that modify spells. (Not limited to feats actually labeled [Metamagic].)
Spellcaster, Wild	Nature-based (druid/ranger) magic, including feats relating to Wild Shape.

In addition to the categories described above, I have also included the original feat tags, which provide additional information. Note that some feats have more than one tag.

Feat Tag	Additional information
General	The General tag was removed from this list, as it gives no information except to say the feat does not belong to another category.
Bardic Music	Bardic Music feats can only be taken by a character with the bardic music ability (or a similar ability).
Divine	Divine feats can only be taken by a character with the ability to turn or rebuke undead.
Draconic	Draconic feats can only be taken by a character with at least one level in the sorcerer class who also has a draconic ancestor.
Epic	Epic feats can only be taken by characters whose effective character level is 21 or higher.
Exalted	Exalted feats can only be taken by characters who are devoted to the powers of good. If they deliberately commit an evil act, they lose these feats until they properly atone. These feats cannot be taken unless some ritual is performed. All benefits of Exalted feats are supernatural abilities rather than extraordinary.
Fighter	The [Fighter] tag is not an official tag; it was included in this list to save space. Fighter feats can be taken as bonus feats by the fighter class.
Initiate	Initiate feats are taken by divine classes with patron deities. (They grant bonus spells; they are not given in this list.)
Item Creation	Item creation feats can only be taken by characters with the ability to cast spells or manifest powers, or to use spell-like or psi-like abilities.
Metamagic	Metamagic feats can only be taken by characters with the ability to cast spells. The ability to use spell-like abilities is not sufficient as a prerequisite.
Metapsionic	Metapsionic feats can only be taken by characters with the ability to manifest powers. The ability to use psi-like abilities is not sufficient as a prerequisite.
Monstrous	Monstrous feats cannot usually be taken by PCs; they can be considered [Racial] feats with relatively wide racial prerequisites.
Psionic	Psionic feats can only be taken by characters with a power point reserve. (Some races gain natural power point reserves without taking psionic classes.)
Racial	Racial feats have a very specific racial requirement, normally one particular race.
Regional	Regional feats are peculiar to the Forgotten Realms Campaign setting. You can only take them at first level and can only have a single [Regional] feat.
Shifter	Shifter feats are racial feats for the Race: Shifter that have two extra effects. First, every Shifter feat extends the character's racial shift ability by one round. Second, every two Shifter feats grant an additional shift per day.
Spelltouched	Spelltouched feats can be taken by characters who have been more deeply affected by spells and supernatural effects than others.

Tactical	Tactical feats grant three abilities that normally involve combat maneuvers. They are normally very specific in what they can affect.
Vile	Vile feats can only be taken by characters who are devoted to the powers of evil. They are normally granted by powerful evil outsiders, and the abilities can be taken away if the character's patron is displeased. All benefits of Vile feats are supernatural effects rather than extraordinary. (Most Vile feats are from before the revision of D&D 3rd Edition; only a handful appear on this list.)
Warforged	Warforged feats are racial feats for the warforged race. They have no particular additional effect.
Weapon Style	Weapon Style feats give special abilities when using selected weapons. They are considered to be elite abilities.
Wild	Wild feats can only be taken by characters with the wild shape class ability.

Source codes:

Abbreviation	Source title
BoED	The Book of Exalted Deeds
BoVD	The Book of Vile Darkness
CA	The Complete Arcane
CAd	The Complete Adventurer
CD	The Complete Divine
CW	The Complete Warrior
Drac	The Draconomicon
DMG	The Dungeon Master's Guide, v.3.5
ECS	The Eberron Campaign Setting
ECS(e)	The Eberron Campaign Setting (errata)
FB	Frostburn
LEoF	Lost Empires of Faerun
LM	Libris Mortis
MoF	Magic of Faerun
PGtF	The Player's Guide to Faerun
PGtF(e)	The Player's Guide to Faerun (errata)

Planar HB	The Planar Handbook
RoD	Races of Destiny
RoE	Races of Eberron
RoF	Races of Faerun
RoS	Races of Stone
RoW	Races of the Wild
ShS	The Shining South
SK	Serpent Kingdoms
SRD	System Reference Document, v.3.5 (Sovilor_Sage version*)
SRD Divine	System Reference Document, v.3.5 (Sovilor_Sage version*), divine section
SRD Epic	System Reference Document, v.3.5 (Sovilor_Sage version*), epic section
SRD Monsters	System Reference Document, v.3.5 (Sovilor_Sage version*), monster section
SRD Psionc	System Reference Document, v.3.5 (Sovilor_Sage version*), psionics section
S:CoT	Sharn: City of Towers
UA	Unearthed Arcana
UE	Unapproachable East

* I have used this version simply for ease of reference. This reference work uses the exact same text as from the official SRD at the WotC website.

General

Name	Source	Prerequisite	Benefit
Ascetic Hunter	CAd	Class Feature: Favored enemy Feat: Improved Unarmed Strike	<ol style="list-style-type: none"> 1. When you use an unarmed strike to attempt a stun on a favored enemy, you add .5 your favored enemy bonus on damage rolls to the DC of your stunning attack. 2. If you have levels in both ranger and monk, these levels stack to determine unarmed damage. 3. You can multiclass freely between monk and ranger, so long as you remain lawful-aligned.
Ascetic Knight	CAd	Class Feature: Smite evil Feat: Improved Unarmed Strike	<ol style="list-style-type: none"> 1. Your paladin and monk levels stack when determining your unarmed damage. 2. Your paladin and monk levels stack when determining your smite evil bonus damage. 3. You may multiclass freely between paladin and monk. Alignment restrictions apply.

Ascetic Mage	CAd	Spells: 2nd level (spontaneous) Feat: Improved Unarmed Strike	<ol style="list-style-type: none"> As a swift action that does not provoke attacks of opportunity, you may sacrifice a spell slot to gain a bonus on attack and damage equal to the level of the sacrificed spell slot. Sorcerer and monk levels stack when determining your AC, but you use Cha instead of Wis. You may multiclass freely between sorcerer and monk. Alignment restrictions apply.
Acetic Rogue	CAd	Class Feature: Sneak Attack +1d6 Feat: Improved Unarmed Strike	<ol style="list-style-type: none"> When you deliver a stunning attack with an unarmed strike and a sneak attack, the DC is +2. Your rogue and monk levels stack when determining your unarmed damage. You may multiclass freely between rogue and monk.
Altitude Adaptation	FB	Base Fortitude Save: +2	<ol style="list-style-type: none"> +2 on Survival while in high altitude (5,000' or higher). +4 on Fortitude saves vs. the effects of altitude. When determining the effects of altitude, you are treated as if in an altitude 1 step lower. Spend 1 week in a high altitude to become completely acclimated to it and all lower altitudes. You lose this benefit if you spend more than 1 week in a lower altitude.
Animal Friends [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	<ol style="list-style-type: none"> Gain up to 2 HD of animal friends as if you cast <i>animal friendship</i>. <p>Special: Forgotten Realms regions: - Gnome (the Great Dale)</p> <p>Note: It is unclear how this transfers to 3.5 D&D. Possibly it allows an animal companion as if the feat holder were a 1st-level druid, and stacks with druid or ranger levels to determine a single animal companion's abilities.</p>
Arcane Schooling [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	<ol style="list-style-type: none"> Choose one arcane class. This class becomes an additional favored class. Activate spell trigger items as if you had one level in that class. <p>Special: Forgotten Realms regions: - Deep Imaskari (Underdark [Deep Imaskari]) - Human (Chessenta, the Golden Water, Halruaa, Lantan, Mulhorand, Nimbral, Unther, the Wizards' Reach) - Planetouched (Calimshan)</p>
Blindsight, 5' Radius	SRD Divine	Ability Score: Wis 19 Base Attack Bonus: +4 Feat: Blind-Fight	<ol style="list-style-type: none"> Your senses are keen enough to detect any corporeal creature within 5', even if invisibility and darkness would otherwise be a factor.
Chosen of Iborighu	FB	Patron Deity: Iborighu	<ol style="list-style-type: none"> Cleric becomes a favored class. Your skin becomes tinted blue. Your left eye becomes pale blue, and detection spells show it to be mildly magical (evocation) and mildly evil. 1/day, as a standard action (supernatural, no attack of opportunity), you may make a gaze attack against 1 target within 30', who must save (Fort, DC Cha) or take cold damage equal to your Cha modifier +3 and become fatigued (if already fatigued, the target is exhausted). <p>Special: If you lose favor with Iborighu or take another patron, you lose the benefits of this feat (though skin and eye color remain). If you return to Iborighu's faithful and receive an <i>atonement</i> spell, you regain the use of this feat.</p>
Daunting Presence [Fighter]	LM	Ability Score: Cha 13 Base Attack Bonus: +1	<ol style="list-style-type: none"> As a standard action, force 1 enemy within 30' to save (Will, DC Cha) or be shaken for 10 minutes. The target must have line of sight to you, an Int score, and may not be shaken already.
Diverse Background [Racial]	RoD	Race: Any half-human	<ol style="list-style-type: none"> You gain another favored class.
Dragon Cohort	Drac	Character Level: 9th Skill: Speak Language (draconic)	<ol style="list-style-type: none"> Gain a dragon as a cohort, as if through the Leadership feat, but treat the dragon's ECL as 3 points lower. If you have Leadership, you do not gain an extra cohort. See source for more.

Draw from the Land [Regional]	PGtF UE	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. You recover 2 hp and ability points per day of light activity, or 4 hp and ability points per day of complete rest (this stacks with the Heal skill's use). 2. You gain +10 on Con checks to avoid nonlethal damage from hunger or thirst. You require half as much sleep as normal (but still full mental rest to regain spell slots). Special: These bonuses are automatic when in Rashemen; outside those lands, you must make a Concentration check (DC 10 + 2/100 miles from the Rashemi border); if you fail, you cannot make another attempt for 24 hours. Special: Forgotten Realms regions: - Human (Rashemen)
Earth Sense	RoS	Ability Score: Con 13 Ability Score: Wis 13	1. As long as you touch the ground, take a move action to sense the number of creatures within 20' that are also touching the ground. Pinpointing targets is not possible with this feat. Special: Creatures with the air or aquatic subtype may not select this feat.
Ecclesiarch	ECS	Skill: Knowledge (religion) 6 ranks	1. Add Gather Information and Knowledge (local) to your class list. 2. +2 to Leadership score.
Elite, Wildhunt [Shifter]	RoE	Race: Shifter (wildhunt trait)	1. While shifting, you gain blindsight out to 30'.
Extended Life [Epic]	SRD Epic	--	1. Add ½ your race's max age modifier to your normal middle age, old, and venerable age categories, and calculate your maximum age from this. This cannot lower your age category. Special: You can take this feat multiple times; its effects stack.
Far Horizons [Initiate]	RoD	Class Level: Cleric 1st Patron Deity: Fharlanghn	1. Climb, Jump, and Swim are cleric class skills for you. 2. You always know where north is (if 'north' exists in your environment). 3. Gain bonus spells (see source).
Favored in House	ECS	Member of a dragonmarked race Member of a dragonmarked house	1. You can call on others of your house for favors by making a favor check (see source). You can do this 1/week per 2 character levels (minimum 1), but only 1/week per contact.
Favored of the Companions [Exalted]	BoED	--	1. 1/day, while performing a good act, gain a +1 luck bonus on 1 roll or check. Special: You may not take the feats Knight of Stars or Servant of the Heavens.
Gift of Discernment [Exalted]	PGtF	Alignment: Any good	1. You know if an action will adversely affect your alignment or connection to your deity.
Goad [Fighter]	CAd	Ability Score: Cha 13 Base Attack Bonus: +1	1. Choose a target within line of sight that can hear you, has Int 3+, and threatens you. If you take a move action to use this feat, the target must save (Will, DC Cha) or only attack you in melee on its turn. This is a mind-affecting ability. 2. If the target kills you, knocks you unconscious, loses sight of you, or is unable to make melee attacks against you, it can use any remaining melee attacks against other targets. A goaded target can still cast spells, make ranged attacks, or perform other actions normally.
Great Charisma [Epic]	SRD Epic	--	1. +1 Cha. Special: You can take this feat multiple times; its effects stack.
Great Constitution [Epic]	SRD Epic	--	1. +1 Con. Special: You can take this feat multiple times; its effects stack.
Great Dexterity	SRD Epic	--	1. +1 Dex.

[Epic]			Special: You can take this feat multiple times; its effects stack.
Great Intelligence [Epic]	SRD Epic	--	1. +1 Int. Special: You can take this feat multiple times; its effects stack.
Great Strength [Epic]	SRD Epic	--	1. +1 Str. Special: You can take this feat multiple times; its effects stack.
Great Wisdom [Epic]	SRD Epic	--	1. +1 Wis. Special: You can take this feat multiple times; its effects stack.
Holy Radiance [Exalted]	BoED	Ability Score: Cha 15 Feat: Nimbus of Light	1. As a free action, change your radiance into a glow that sheds bright light in a 10' radius (shadowy out to 20'). Undead within 10' take 1d4 damage per round from this.
Kiai Shout	CW	Ability Score: Cha 13 Base Attack Bonus: +1	1. Make a kiai shout 3/day as a standard action. Enemies within 30' with fewer HD or levels than you who hear this must make saves (Will, DC Cha) or be shaken for 1d6 rounds.
Kiai Shout, Greater	CW	Ability Score: Cha 13 Base Attack Bonus: +9 Feat: Kiai Shout	1. When you use Kiai Shout, enemies who fail their save are panicked for 2d6 rounds.
Knight Training	ECS	--	1. Taking levels in 1 selected class does not prevent you from advancing as a paladin. If the class you choose is also restricted, you may continue advancing as that class as well.
Leadership	SRD	--	1. Attract cohorts and followers. See source for details.
Leadership, Epic [Epic]	SRD Epic	Ability Score: Cha 25 Feat: Leadership Special: Leadership score 25	1. The Leadership feat's chart now extends beyond a score of 25. See source for a chart.
Leadership, Undead	LM	Character Level: 6th Alignment: Any non-good Skill: Knowledge (religion) 1 rank	1. This feat functions as the normal Leadership feat, except as follows. 2. Your Leadership score is treated as -4 when attracting living followers. 3. Your Leadership score is treated as +2 when attracting undead followers. 4. You can attract an undead cohort with a max ECL of two less than yours.
Legendary Commander	SRD Epic	Ability Score: Cha 25 Skill: Diplomacy 30 ranks Feat: Leadership Feat: Leadership, Epic Special: Must rule a kingdom Special: Must have a stronghold	1. You have 10x the number of followers you would normally have. This has no effect on cohorts.
Mark of Hleid	FB	Patron Deity: Hleid	1. Cleric is a favored class. 2. You gain a birthmark in the shape of the holy symbol of Hleid; detection magic reveals it to be mildly magical (abjuration) and mildly good. 3. You are immune to the frost touch attack of a rimefire eidolon, and may touch rimefire ice without damage. 4. You gain +2 (sacred) AC vs. evil-aligned enemies with the cold subtype. Special: If you loose favor with Hleid or take another patron, you loose the benefits of this feat and the mark fades. If you return to Hleid's faithful and receive an <i>atonement</i> spell, the mark reappears and you regain the use of this feat.

Mercantile Background [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	<ol style="list-style-type: none"> 1. Sell weapons, magical items, or other adventuring goods at 75% of the list price. 2. 1/month, buy any item at a 25% discount. 3. You gain 300 extra gold pieces at character creation. Special: Forgotten Realms regions: - Dwarf (the Sword Coast, Underdark [Darklands]) - Gnome (Lantan, Underdark [Northdark]) - Halfling (Amn) - Human (Amn, Lantan, Sembia, Shou Expatriate, Tashalar, Tharsult, Thesk, Turmish, the Vast, Waterdeep)
Monastic Training	ECS	--	<ol style="list-style-type: none"> 1. Taking levels in 1 selected class does not prevent you from advancing as a monk. If the class you choose is also restricted, you may continue advancing as that class as well. Special: Monk bonus feat (1st, 2nd, or 6th level).
Nemesis [Exalted]	BoED	Class Feature: Favored enemy	<ol style="list-style-type: none"> 1. You sense the presence of 1 favored enemy type within 60'. You can do this through normal barriers, but you cannot pinpoint invisible targets. 2. When damaging evil members of the selected creature type, deal +1d6 damage.
Nimbus of Light [Exalted]	BoED	--	<ol style="list-style-type: none"> 1. +2 on Diplomacy and Sense Motive when dealing with good characters. 2. You gain a radiant aura that sheds bright light for 5' and shadowy illumination for 10'. You may hide or produce this light at will as a free action.
Resourceful Buyer	RoD	--	<ol style="list-style-type: none"> 1. When buying goods, the community you are in is considered 1 category larger for determining the most costly single item you can buy there. This does not stack with similar effects.
Shifter Stamina [Shifter]	RoE	Race: Shifter (beasthide, truedive, or wildhunt traits)	<ol style="list-style-type: none"> 1. When shifting, you are immune to nonlethal damage. 2. When shifting, the effects of fatigue or exhaustion are suppressed until the end of your shift.
Spider Bite [Vile]	PGtF	Alignment: Any evil Patron Deity: Lolth Feat: Verminfriend	<ol style="list-style-type: none"> 1. Your saliva is poisonous. You may inject it while grappling with an enemy with exposed skin with a grapple check. You may also force an enemy to ingest it with a kiss or poison food or drink. (Save is Fort, DC Con, -2 if ingested, initial and secondary damage is 1d4 Str damage.)
Thunder Twin [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	<ol style="list-style-type: none"> 1. +2 on Diplomacy and Intimidate. 2. You have a twin brother or sister, identical or fraternal. If your twin is alive and on the same plane, make a DC 12 Wis check to sense his/her direction. If successful, take a move action to sense his/her direction at any time within the next hour. Special: Forgotten Realms regions: - Dwarf (the Galena Mountains, the Great Rift, the Smoking Mountains, the Spine of the World, the Sword Coast, Underdark [Old Shanatar], Waterdeep)
Tireless [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	<ol style="list-style-type: none"> 1. Effects or conditions that normally make you exhausted make you fatigued instead. Effects or conditions that make you fatigued are ignored. Special: Forgotten Realms regions: - Dwarf (the Galena Mountains, the Sword Coast, Underdark [Old Shanatar]) - Human (the Hordelands, the Ride, Thindol, Vaasa) - Lizardfolk (Surkh) - Orc (the Hordelands) - Thri-Keen (the Shaar) - Wemic (the Shaar)
Tomb-Born Vitality	LM	Alignment: any non-good Feat: Tomb-Tainted Soul	<ol style="list-style-type: none"> 1. You do not need to sleep. (Spellcasters still require 8 hours of mental rest.) 2. You are immune to magic sleep effects.

			3. Your body is unnaturally thin, and your skin stretches so tight as to make you look skeletal.
Vampire Hunter	LM	Skill: Knowledge (religion) 6 ranks	1. You can take a move action to determine if a vampire or vampire spawn is within 30'. 2. You are immune to the dominating gaze of vampires and vampire spawn.
Verminfriend	BoVD	Alignment: Any evil Ability Score: Cha 15	1. If a vermin is about to attack you, you may make a Cha check (DC 20). If you succeed, the vermin cannot attack you for 24 hours.
Vow of Nonviolence [Exalted]	BoED	Feat: Sacred Vow	1. +4 on DCs for spells and abilities you use that do not deal lethal or ability damage, negative levels, or cause death (does not stack with Spell Focus). 2. Allies who kill a helpless/defenseless target within 120' of you take -1 (morale) on attack for 1 hour/character level you have. Special: You must not cause harm or suffering to humanoid or monstrous humanoid creatures, such as by way of lethal damage, ability damage, death effects, <i>disintegrate</i> , etc. If you unwillingly break your vow, you must seek an <i>atonement</i> spell to keep using this feat. If you deliberately break it, you lose this feat permanently and do not gain a replacement.
Vow of Peace [Exalted]	BoED	Feat: Sacred Vow Feat: Vow of Nonviolence	1. All creatures within 20' must save (Will, DC Cha) or be affected by a <i>calm emotions</i> spell as a mind-affecting supernatural effect. (Additional saves are not required unless the targets leave the aura and return.) 2. You gain +2 (natural), +2 (deflection), and +2 (exalted) AC (this stacks with Vow of Poverty). 3. Manufactured weapons that hit you save (Fort, DC Con) or shatter, leaving you unharmed. 4. +4 (exalted) on Diplomacy. Special: You must not cause harm to any living creature. You may not incapacitate unless you take the targets prisoner (and care for them). If you unwillingly break your vow, you must seek an <i>atonement</i> spell to keep using this feat. If you deliberately break it, you lose this feat permanently and do not gain a replacement.
Vow of Poverty [Exalted]	BoED	Feat: Sacred Vow	1. +3 (exalted) AC, +1 per 3 character levels. This does not stack with armor and does not apply to touch and incorporeal attacks. This is a supernatural ability. 2. +1 (deflection) AC per 6 character levels. This is a supernatural ability. 3. +1 (natural armor) AC per 8 character levels. This is an extraordinary ability. 4. +1 (enhancement) to attack and damage at character level 4; any weapon you wield is a magic weapon. This increases to +2 at 10th level (and considered good-aligned), and increases by +1 per 3 additional levels. This is a supernatural ability. 5. You gain a bonus on all saving throws: +1 at 7th character level, +2 at 13th, and +3 at 17th. 6. At 7th character level, you gain +2 (enhancement) to one ability. At every fourth character level after that, you gain this bonus to another ability, and each previous ability's enhancement increases by +2. 7. You gain DR 5/magic at 10th level. At 15th, this is 5/evil; at 19th, this is 10/evil. 8. At 13th level you gain resistance 5 to acid, cold, electricity, fire, and sonic energy. At 20th level, this is resistance 15. 9. At 3rd level you level you have a continuous extraordinary ability equal to <i>endure elements</i> . 10. At 5th level you do not need to eat or drink. At 12th level, you do not need to breathe. 11. At 8th level you are immune to detect alignment spells, <i>detect thoughts</i> and <i>discern lies</i> . 12. At 14th level you have a continuous extraordinary ability equal to <i>freedom of movement</i> . 13. At 17th level you heal 1 hp of lethal damage per character level per hour. You heal 1 hp of nonlethal damage per character level every 5 minutes. This cannot be aided by the Heal skill. 14. At 18th level you have a continuous supernatural ability equal to <i>true seeing</i> . 15. You gain bonus [Exalted] feats at each even-numbered character level; unlike other abilities, you do not gain the bonus feats retroactively. Special: You must not own more than the bare minimum (simplest clothes, 1 day's food, non-

			masterwork weapons, ordinary spell component pouch, etc.); no magic items, though you can drink a potion someone gives you or receive a spell. You may not borrow items even for 1 round. Your share of treasure is given to charity, either directly or indirectly. If you break this vow, you lose this feat permanently and do not gain a replacement.
Words of Creation [Exalted]	BoED	Ability Score: Int 15 Ability Score: Cha 15 Base Will Save: +5	<ol style="list-style-type: none"> +4 (sacred) on checks with the bardic music abilities countersong and <i>fascinate</i>. Double all effects of applicable bardic music abilities if you accept 1d4 nonlethal damage per minimum rank of Perform required to use the effect. The DC for the spells <i>suggestion</i> (including as a bardic music ability) and <i>dominate</i> is +2. A bard's effective caster level for <i>song of freedom</i> is +2. Conjuration (creation) spells have their duration doubled. +4 (sacred) on all Craft checks. [Good] spells with verbal components are cast at +1 (sacred) caster level if you accept 1d4 nonlethal damage per 2 spell levels. If used to create items, this does not raise the cost of the item, and does not deal nonlethal damage. Research a creature's true name. This takes 1 week per 2 HD of the subject, plus 1,000 gp/week; <i>legend lore</i> must be cast each week, but the cost is included in the above cost. At the end of the period, cast <i>contact other plane</i> or <i>commune</i> and make an appropriate Knowledge check (DC 10 + subject's HD). If you do not make this check, the attempt is ruined. If you find the subject's true name, you can: <ul style="list-style-type: none"> Impose -4 on saves to resist a specific compulsion; Reduce the target's SR by 4 or reduce DR by 5 for 1 minute; Cast <i>teleport</i> or <i>greater teleport</i> on the target (as a touch spell) without affecting yourself; Gain +6 on the opposed Cha check to compel service from a target of <i>planar binding</i>. <p>All these require a full-round action and incantation; you take 5d4 nonlethal damage.</p>

Action Point

Name	Source	Prerequisite	Benefit
Action Boost	ECS	--	1. Use a d8 rather than a d6 when spending an action point to modify a d20 roll.
Action Surge	ECS	Base Attack Bonus: +3	1. Spend 2 action points to take an extra move or standard action.
Ancestral Guidance [Racial]	RoE	Race: Elf Region: Valenar	1. Any time you use an action point to modify a d20 roll, you can reroll a single action die. You must accept the new roll, even if it is worse than the original. Special: This represents the favor of your patron spirit; if you anger it, you lose this benefit.
Battleshifter Training [Racial] [Tactical]	RoE	Race: Shifter Base Attack Bonus: +6	<ol style="list-style-type: none"> Tiring Defense: While shifting, use Combat Expertise at at least -2 or fight defensively for 2 rounds. If a target that you hit at least once during this time who also attacks you in melee but misses in both rounds becomes fatigued for as long as you continue the maneuver. Targets already fatigued instead become exhausted after 4 rounds. Exploit Weakness: While shifting, make a melee attack against a target who is fatigued, exhausted, dazed, or dazzled. If you hit, you deal +1d6 damage. You cannot do this while using Combat Expertise or fighting defensively. Riposte: While shifting, use Combat Expertise at at least -2 or fight defensively. If an enemy uses a full attack action against you while you do this but fails to hit you, you can spend 1 action point to make an extra attack against that target as an immediate action. <p>Special: If you later gain Ragewild Fighting, you lose all benefits from that feat and do not gain a</p>

			replacement feat.
Bladebearer of the Valenar [Racial]	RoE	Race: Elf Proficiency: scimitar or falchion Region: Valenar	<ol style="list-style-type: none"> 1. You can use the Valenar double scimitar as a martial weapon. 2. +1 damage with a scimitar, falchion, or Valenar double scimitar. 3. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all three weapons are affected by it. 4. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.
Darguun Mauler [Racial]	RoE	Type: Humanoid (goblinoid) Proficiency: flail or heavy flail Region: Darguun	<ol style="list-style-type: none"> 1. You can use the dire flail and the spiked chain as martial weapons. 2. +1 damage with a flail (normal, heavy, or dire) or spiked chain if you do not move during the attack. 3. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all four weapons are affected by it. 4. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.
Drow Skirmisher [Racial]	RoE	Race: Drow Region: Xen'drik	<ol style="list-style-type: none"> 1. You can use the Xen'drik boomerang, the drow scorpion chain, and the drow long knife as martial weapons. 2. +1 damage with a drow scorpion chain or drow long knife as long as you move more than 5' under your own power during that round. 3. If you have selected the short sword or the dagger to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, the same feats affect the drow long knife. 4. If you have selected the spiked chain to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, the same feats affect the drow scorpion chain. 5. When you spend an action point to modify an attack roll with a Xen'drik boomerang, a drow scorpion chain, or drow long knife, add the same result to your damage for that attack.
Heroic Metamagic	RoE	Spells: 2nd level Feat: Any metamagic	1. You can apply the affects of a metamagic feat to a spell as you cast it without altering the spell level or increasing casting time, if you spend a number of action points equal to the number of spell levels you would otherwise have added to the spell normally (minimum 1 point).
Heroic Spirit	ECS	--	1. +3 action points per level. An NPC with this feat gains a total of 3 action points per level.
Mror Stalwart [Racial]	RoE	Race: Dwarf Proficiency: battleaxe, warhammer, dwarven waraxe, or dwarven urgrosh Region: Mror Holds (Ironroot Mts.)	<ol style="list-style-type: none"> 1. +1 damage with a battleaxe, warhammer, dwarven waraxe, or dwarven urgrosh. 2. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all four weapons are affected by it. 3. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.
Mutable Body	RoE	Type: Shapechanger subtype	<ol style="list-style-type: none"> 1. Take a free action when a transmutation spell is cast on you for it to affect you as if cast at +1 caster level. 2. Spend 2 action points as a free action when a transmutation spell is cast on you for it to affect you as if it were Extended or Empowered.
Pursue	ECS	Feat: Combat Reflexes	1. When an enemy in combat takes a 5' step to a square you do not threaten, spend 1 action point to occupy the square that enemy just left. This takes place right after the 5' step and does not

			<p>provoke attacks of opportunity.</p> <p>Note: It is assumed that this can only be used by a character in melee combat with the enemy.</p>
Ragewild Fighting [Racial] [Tactical]	RoE	<p>Race: Shifter</p> <p>Base Attack Bonus: +6</p> <p>Feat: Power Attack</p>	<p>1. <i>Instinctive Strike:</i> If you fail a Will save against a spell (except "harmless" spells), you can make a single melee attack as an immediate action before the spell takes effect.</p> <p>2. <i>Rattle the Weakling:</i> Hit a target with a melee attack in the first round; in the second, use Power Attack on the same target at at least -5. If you hit and the target is your size or smaller must save (Fort, DC Str) or be dazed for 1 round.</p> <p>3. <i>Brutal Charge:</i> If you hit on a charge, spend an action point to deal your Str modifier in bonus damage (or 1.5x your Str modifier if you use a two-handed weapon).</p> <p>Special: If you later gain Ragewild Fighting, you lose all benefits from that feat and do not gain a replacement feat.</p>
Raging Luck	ECS	Class Feature: Rage or frenzy	1. Gain 1 temporary action point while raging; if not used, it disappears after the rage ends.
Shadow Marches Warmonger [Racial]	RoE	<p>Race: Orc or half-orc</p> <p>Region: Shadow Marches</p>	<p>1. You treat the orc double axe as a martial weapon.</p> <p>2. +1 damage with a battleaxe, greataxe, or orc double axe while charging.</p> <p>3. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all three weapons are affected by it.</p> <p>4. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.</p>
Soulblade Warrior [Racial]	RoE	<p>Race: Kalashtar</p> <p>Class Feature: Mind blade</p>	<p>1. You can manifest your mind blade as a swift action.</p> <p>2. If you have the mind blade enhancement class feature, your effective soulknife level is +2 for determining how you can enhance your mind blade.</p> <p>3. When you spend an action point to modify an attack roll with your mind blade, you add the same result to your damage for that attack.</p>
Spontaneous Casting	ECS	Caster Level: 5th	1. Spend 2 action points to exchange a prepared spell for another on your spell list of the same level. (Wizards exchange for another spell in their spellbook of the same level.)
Talenta Warrior [Racial]	RoE	<p>Race: Halfling</p> <p>Region: Talenta Plains</p>	<p>1. You treat the Talenta sharrash, Talenta tangat, and Talenta boomerang as martial weapons.</p> <p>2. +1 damage with any of the above weapons while mounted.</p> <p>3. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all three weapons are affected by it.</p> <p>4. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.</p>

Combat, General

Name	Source	Prerequisite	Benefit
Ankheg Tribe Ambush [Regional]	ShS	<p>Character Level: 1st</p> <p>Feat: No other [Regional] feat</p> <p>Region: (see text)</p>	<p>1. +4 (circumstance) on Hide in tall grass.</p> <p>2. In a surprise round, leap up from prone as a free action.</p> <p>Special: Forgotten Realms regions: - Human (the Shaar [Ankheg Tribe])</p>

Arcane Strike	CW	Base Attack Bonus: +4 Spells: 3rd level (arcane)	1. Sacrifice a spell of at least 1st level to gain an attack bonus (with a melee or natural weapon or unarmed strike) equal to the spell's level, and +1d4/spell level damage, until your next turn.
Arterial Strike	CW	Base Attack Bonus: +4 Class Feature: Sneak Attack +1d6	1. Forgo 1 die of sneak attack damage to cause 1 point of damage/round until the target receives a DC 15 Heal check or magical healing. Multiple strikes stack, but only once per round.
Attune Magic Weapon [Item Creation]	ECS	Caster level: 5th Feat: Craft Magic Arms and Armor	1. +1 insight bonus on attack and damage when using a magic weapon. Special: You must spend 24 hours attuning to a new weapon before using this feat.
Axiomatic Strike (1) [Epic]	PGtF	Alignment: Any lawful Class Feature: Smite anarchy	1. Any weapon you wield is considered an axiomatic weapon, unless the weapon is already aligned.
Bane of Enemies [Epic]	SRD Epic	Class Feature: 5+ favored enemies Skill: Survival 24 ranks	1. Any weapon you use against a favored enemy is treated as a bane weapon against that creature type. This does not stack with similar abilities.
Blind-Fight [Fighter]	SRD	--	1. If your melee attack fails due to concealment, reroll once. 2. Retain Dex bonus to AC against invisible opponents. 3. Invisible opponents do not gain a bonus when attacking you in melee. 4. Move 3/4ths your speed when in darkness or areas of poor visibility. Special: This feat does not affect opponents who are the subject of a blink spell.
Blinding Speed [Epic]	SRD Epic	Ability Score: Dex 25	You may act as if hasted for 5 rounds per day. They need not be consecutive rounds. Special: You may take this feat multiple times; its effects stack.
Blooded [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Initiative. 2. +2 on Spot. 3. Cannot be shaken, but can be frightened or panicked. Special: Forgotten Realms regions: - Centaur (the Plateau of Thay) - Dwarf (Underdark [Earthroot]) - Elf (Cormanthor Drow, the Inner Sea, Menzoberranyr, the Outer Sea) - Groll (the Plateau of Thay) - Grimlock (Underdark [Reeshov]) - Halfling (the Chondalwood) - Human (the Dalelands, the Nelanther Isles, Silverymoon, Swagdar, Tethyr) - Lizardfolk (Rethild) - Orc (Underdark [Northdark], Vaasa)
Chaotic Rage [Epic]	SRD Epic	Alignment: Any chaotic Class Feature: Rage 5/day	1. Any weapon you use in a rage is treated as an anarchic weapon. This does not stack with similar abilities.
Combat Insight [Epic]	CD	Base Attack Bonus: +15 Feat: Combat Expertise Feat: Epic Prowess	1. You use your Int modifier for melee weapon damage, rather than Str.
Critical, Devastating [Epic]	Drac SRD Epic	Ability Score: Str 25 Feat: Cleave Feat: Cleave, Great Feat: Critical, Improved (chosen weapon) Feat: Critical, Overwhelming (chosen weapon)	1. When a critical hit is scored with the chosen weapon, the target must save (Fort, DC 10 + 1/2 you HD + your character level + Str), or die. Creatures immune to critical hits are immune to this feat. Special: You may take this feat multiple times, once per weapon.

		Feat: Power Attack Feat: Weapon Focus (chosen weapon)	
Critical, Improved [Fighter]	SRD	Base Attack Bonus: +8 Proficiency: selected weapon.	1. Double the threat range for the selected weapon.
Critical, Overwhelming [Epic]	Drac SRD Epic	Ability Score: Str 23 Feat: Cleave Feat: Cleave, Great Feat: Critical, Improved (chosen weapon) Feat: Power Attack Feat: Weapon Focus (chosen weapon)	1. On a successful critical hit, you deal +1d6 damage with the chosen weapon. If the weapon's critical multiplier is x3, you deal +2d6; if it is x4, you deal +3d6. Creatures immune to critical hits are immune to this extra damage. Special: You may take this feat multiple times, once per weapon.
Critical, Power [Fighter]	CW SRD Divine	Base Attack Bonus: +4 Feat: Weapon Focus (selected weapon)	1. With the selected weapon, gain a +4 bonus to confirm a critical threat. Special: You may take this feat multiple times; if it is for the same weapon, the effects stack.
Deadly Precision	SRD Psionic	Ability Score: Dex 15 Base Attack Bonus: +5 Class Feature: Sneak Attack +1d6	1. You can reroll a result of 1 on any sneak attack die, but only once per naturally rolled 1.
Death of Enemies [Epic]	SRD Epic	Class Feature: 5+ favored enemies Skill: Survival 30 ranks Feat: Bane of Enemies	1. When you score a critical hit on a favored enemy, it must save (Fort, DC 10 + 1/2 your ranger level + Wis) or die. This does not work against creatures immune to critical hits.
Deft Strike	Drac	Ability Score: Int 13 Class Feature: Sneak Attack +1d6 Skill: Spot 10 ranks Feat: Combat Expertise	1. As a standard action, make a Spot check; if it equals or exceeds your target's AC, your next attack (no later than your next turn) ignores armor and natural armor. If you use a ranged weapon to attack, the target must be within 30'.
Destiny, Heroic [Racial]	RoD	Race: Human or any half-human	1. 1/day, before any attack, check, or save, you may add +1d6 to the roll.
Divine Might [Divine]	CW	Ability Score: Str 13 Class Feature: turn/rebuke undead Feat: Power Attack	1. As a free action, spend 1 turn/rebuke undead attempt to add your Cha bonus to weapon damage for 1 round.
Dragonbane	Drac	Ability Score: Int 13 Base Attack Bonus: +6 Feat: Dragonfoe	1. Take a full-round action to deal a single attack against a dragon with +4 attack and +2d6 damage. If this is a ranged attack, the target must be within 30'. On a critical hit, the extra damage is not multiplied. This stacks with the bane (dragon) weapon special ability.
Dragondoom	Drac	Ability Score: Int 13 Base Attack Bonus: +10 Feat: Dragonbane Feat: Dragonfoe	1. When you attack a dragon, your weapon's critical multiplier increases as follows: x2 becomes x3; x3 becomes x5; x4 becomes x7.
Dragonfoe	Drac	Ability Score: Int 13	1. +2 to attack dragons 2. +2 on caster level checks to overcome a dragon's spell resistance.

			3. Dragons take -2 on saves against your spells, spell-like abilities, and supernatural abilities.
Dread Tyranny [Initiate]	RoD	Ability Score: Str 13 Class Level: Cleric 3rd Patron Deity: Hextor	1. Intimidate is a cleric class skill for you, and you add your Str bonus to your skill modifier. 2. With a lethal weapon, your attack penalty is 2 less than normal to deal nonlethal damage. 3. Gain bonus spells (see source).
Dreadful Wrath [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. Gain frightful presence ability (as an extraordinary morale effect) when you charge, make a full attack, or cast a spell that targets or includes an enemy. Enemies within 20' must save (Will, DC Cha) or be shaken for 1 minute. Those exposed to this effect are immune to it for 24 hours. Special: Forgotten Realms regions: - Human (Rashemen) - Kuo-toa (Underdark [Sloopdilmopolop]) - Planetouched (Impiltur, the Silver Marches, Thay, the Western Heartlands)
Earth Adept	RoS	Ability Score: Con 13 Ability Score: Wis 13 Feat: Earth Sense	1. +1 bonus on weapon damage rolls if both you and your target are touching the ground.
Epic Prowess [Epic]	CD SRD Epic	--	1. +1 on all attacks. Special: You can take this feat multiple times; its effects stack.
Foe Hunter [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. You gain a favored enemy as the ranger ability, except that your enemy is determined by your region (see source). If you are a ranger, this ability stacks if it targets the same enemy. Special: Forgotten Realms regions: - Dwarf (the Galena Mountains, the Spine of the World) - Half-elf (the Dragon Coast) - Halfling (the North) - Human (Chult, Cormyr, Impiltur, the Moonsea, the North, Samarach, Tashalar, Thindol)
Formation Expert [Fighter] [Tactical]	CW	Base Attack Bonus: +6	1. <i>Lock Shields:</i> If you have allies on either side and you are all using shields, gain +1 AC. 2. <i>Step into the Breach:</i> If you are within 1 move action of an ally who falls in combat, and allies are in every square between you and the fallen ally, you may immediately spend a move action to step into the fallen ally's square. 3. <i>Wall of Polearms:</i> If you are using a shortspear, longspear, glaive, guisarme, halberd, or ranseur, and allies on each side using the same weapon you are, gain +2 on attack.
Frightful Presence	Drac	Ability Score: Cha 15 Skill: Intimidate 9 ranks	1. When you attack or charge, enemies within 30' with fewer levels or HD than you are shaken for 1d6 + your Cha bonus in rounds unless they save (Will, DC Cha). Any who save are immune to this ability for 24 hours. Creatures with Int 3 or lower, or any dragon, are always immune.
Gestalt Anchor [Psionic] [Racial]	RoE	Race: Kalashtar Base Will Save: +3	1. When psionically focused and within 60' of a kalashtar ally, you and all kalashtar within 60' gain +2 initiative and +2 on Reflex.
Ghost Scarred	LM	Skill: Knowledge (religion) 8 ranks	1. +2 (insight) on attack and damage when fighting incorporeal undead. 2. +2 on saves vs. spells and abilities of incorporeal undead.
Guardian Spirit	CA	Class Feature: Watchful spirit	1. Your watchful spirit ability is usable twice per day.
Heritage, Fire	Planar HB	--	1. +1 on Initiative. 2. Your unarmed attacks and natural weapons deal +1 fire damage.

Holy Radiance [Exalted]	BoED	Ability Score: Cha 15 Feat: Nimbus of Light	1. As a free action, change your radiance into a glow that sheds bright light in a 10' radius (shadowy out to 20'). Undead within 10' take 1d4 damage per round from this.
Holy Subdual [Exalted] [Fighter]	BoED	Feat: Subduing Strike	1. You may also make the damage of your holy weapon or smite nonlethal.
Improved Energy Drain [Monstrous]	LM	Ability Score: Cha 15 Special: Energy drain ability	1. When you bestow a negative level on a creature, you gain +1 on all skill and ability checks, attacks, and saves for 1 hour.
Improved Favored Enemy (1) [Epic]	SRD Epic	Class Feature: 5+ favored enemies	1. The bonus on skill checks and damage increases by +1 for all your favored enemies. Special: You can take this feat multiple times; its effects stack.
Improved Favored Enemy (2)	CW	Base Attack Bonus: +5 Class Feature: Favored enemy	1. +3 damage vs. favored enemies.
Improved Feint [Fighter]	SRD	Ability Score: Int 13 Feat: Combat Expertise	1. Using Bluff to feint is now a move action.
Improved Initiative [Fighter]	SRD	--	1. +4 on Initiative.
Improved Sneak Attack [Epic]	SRD Epic	Class Feature: Sneak Attack +8d6	1. Your sneak attack gains another die of damage. Special: You can take this feat multiple times; its effects stack.
Lingering Damage [Epic]	SRD Epic	Class Feature: Sneak Attack +8d6 Class Feature: Crippling strike	1. Any time you deal sneak attack damage, the target takes damage equal to the damage from the sneak attack itself on your next turn as well.
Necropotent [Fighter]	LM	Class Level: Fighter 4th Proficiency: Selected weapon Feat: Weapon Focus (selected weapon) Feat: Weapon Specialization (selected weapon)	1. +4 on damage with the selected weapon vs. undead.
Nimble Bones	LM	Feat: Corpsecrafter	1. Undead you raise or create with necromancy spells gain +4 Initiative and +10' to their speed.
Pious Soul	CD	Skill: Knowledge (religion) 2 ranks	1. Spend 1 faith point to add +1d6 to a d20 roll on an attack, save, or check. You may spend more than 1 at a time in this way. Special: This feat gives you 4 faith points. You gain more as detailed in the source.
Quick Draw [Fighter]	SRD	Base Attack Bonus: +1	1. Draw a weapon as a free action. 2. Draw a hidden weapon as a move action. 3. Attack with thrown weapons at full attack rate.
Radiant Fire [Initiate]	RoD	Class Level: Cleric 3rd Patron Deity: Pelor	1. +2 (insight) on damage rolls against targets with the evil subtype. 2. Gain bonus spells (see source).
Sacred Strike [Exalted]	BoED	Class Feature: Sneak Attack +1d6	1. You use d8s to sneak attack evil targets. 2. Your sneak attack damage is considered good-aligned.
Sea Legs	FB	--	1. +2 on Balance and Tumble while on a ship.

			2. +1 on Initiative while on a ship.
Shifter Instincts [Shifter]	RoE	Race: Shifter	1. +1 to Listen, Sense Motive, and Spot. 2. +2 to Initiative.
Stormheart [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Balance and Profession (sailor). 2. Ignore all hampered movement penalties for fighting on pitching or slippery decks. 3. Gain +1 (dodge) AC while fighting on a ship or boat. Special: Forgotten Realms Regions: - Human (Altumbel, the Dragon Coast, the Lake of Steam, Lapaliya, the Nelanther Isles, the Sword Coast, Tharsult)
Superior Initiative [Epic]	SRD Epic	Feat: Improved Initiative	1. Additional +4 on initiative checks.
Tall Moulder Hunter [Regional]	ShS	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 (competence) on attacks against aberrations; on such attacks, you are considered to have the Improved Critical feat. Ranged attacks using this feat must be made from within 30'. Special: Forgotten Realms regions: - Halfling (Lurien)
Thug [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Appraise and Intimidate. 2. +2 on Initiative. Special: Forgotten Realms Regions: - Centaur (the Plateau of Thay) - Dwarf (Underdark [Northdark], Waterdeep) - Gnoll (the Plateau of Thay) - Grimlock (Underdark [Reeshov]) - Human (the Dragon Coast, the Moonsea, the Nelanther Isles, Swagdar, Unther, the Vast, the Vilhon Reach) - Orc (Amn, Thesk, Underdark [Northdark]) - Planetouched (Impiltur, the Silver Marches, Unther, the Western Heartlands)
Vow of Poverty [Exalted]	BoED	Feat: Sacred Vow	1. +3 (exalted) AC, +1 per 3 character levels. This does not stack with armor and does not apply to touch and incorporeal attacks. This is a supernatural ability. 2. +1 (deflection) AC per 6 character levels. This is a supernatural ability. 3. +1 (natural armor) AC per 8 character levels. This is an extraordinary ability. 4. +1 (enhancement) to attack and damage at character level 4; any weapon you wield is a magic weapon. This increases to +2 at 10th level (and considered good-aligned), and increases by +1 per 3 additional levels. This is a supernatural ability. 5. You gain a bonus on all saving throws: +1 at 7th character level, +2 at 13th, and +3 at 17th. 6. At 7th character level, you gain +2 (enhancement) to one ability. At every fourth character level after that, you gain this bonus to another ability, and each previous ability's enhancement increases by +2. 7. You gain DR 5/magic at 10th level. At 15th, this is 5/evil; at 19th, this is 10/evil. 8. At 13th level you gain resistance 5 to acid, cold, electricity, fire, and sonic energy. At 20th level, this is resistance 15. 9. At 3rd level you level you have a continuous extraordinary ability equal to <i>endure elements</i> . 10. At 5th level you do not need to eat or drink. At 12th level, you do not need to breathe. 11. At 8th level you are immune to detect alignment spells, <i>detect thoughts</i> and <i>discern lies</i> . 12. At 14th level you have a continuous extraordinary ability equal to <i>freedom of movement</i> . 13. At 17th level you heal 1 hp of lethal damage per character level per hour. You heal 1 hp of nonlethal damage per character level every 5 minutes. This cannot be aided by the Heal skill.

			<p>14. At 18th level you have a continuous supernatural ability equal to <i>true seeing</i>.</p> <p>15. You gain bonus [Exalted] feats at each even-numbered character level; unlike other abilities, you do not gain the bonus feats retroactively.</p> <p>Special: You must not own more than the bare minimum (simplest clothes, 1 day's food, non-masterwork weapons, ordinary spell component pouch, etc.); no magic items, though you can drink a potion someone gives you or receive a spell. You may not borrow items even for 1 round. Your share of treasure is given to charity, either directly or indirectly. If you break this vow, you lose this feat permanently and do not gain a replacement.</p>
Weapon Focus [Fighter]	SRD	Proficiency: selected weapon	<p>1. +1 on attack rolls with selected weapon.</p> <p>Special: May be taken multiple times, once per weapon.</p>
Weapon Focus, Epic [Epic]	CD SRD Epic	Feat: Weapon Focus (chosen weapon)	<p>1. Additional +2 on attack rolls with selected weapon.</p> <p>Special: You can take this feat multiple times, once per weapon you have Weapon Focus in.</p>
Weapon Focus, Greater [Fighter]	SRD	Class Level: Fighter 8th Proficiency: Selected weapon Feat: Weapon Focus	<p>1. Additional +1 on attack rolls with selected weapon.</p> <p>Special: May be taken multiple times, once per weapon.</p>
Weapon Specialization [Fighter]	SRD	Class Level: Fighter 8th Proficiency: Selected weapon Feat: Weapon Focus	<p>1. +2 on damage rolls with selected weapon.</p> <p>Special: May be taken multiple times, once per weapon.</p>
Weapon Specialization, Chosen [Epic]	PGtF	Domain: War Feat: Epic Prowess Feat: Weapon Focus (deity's chosen weapon)	<p>1. +2 on damage rolls with your deity's chosen weapon.</p>
Weapon Specialization, Epic [Epic]	SRD Epic	Feat: Weapon Focus (chosen weapon) Feat: Weapon Focus, Epic (chosen weapon) Feat: Weapon Specialization (chosen weapon)	<p>1. Additional +4 to damage with the selected weapon.</p> <p>Special: You can take this feat multiple times, once per weapon you have Weapon Focus in.</p>
Weapon Specialization, Greater [Fighter]	SRD	Class Level: Fighter 12th Proficiency: Selected weapon Feat: Weapon Focus Feat: Weapon Specialization	<p>1. Additional +2 on damage rolls with selected weapon.</p> <p>Special: May be taken multiple times, once per weapon.</p>

Combat, Defensive

Name	Source	Prerequisite	Benefit
Allied Defense	ShS	Feat: Combat Expertise	1. When you use Combat Expertise, any ally adjacent to you also gains the dodge bonus.
Armor Skin [Epic]	CD SRD Epic	--	1. Gain +1 natural armor, or increase natural armor by +1. Special: You may take this feat multiple times; its effects stack.

Ascetic Mage	CAd	Spells: 2nd level (spontaneous) Feat: Improved Unarmed Strike	<ol style="list-style-type: none"> 1. As a swift action that does not provoke attacks of opportunity, you may sacrifice a spell slot to gain a bonus on attack and damage equal to the level of the sacrificed spell slot. 2. Sorcerer and monk levels stack when determining your AC, but you use Cha instead of Wis. 3. You may multiclass freely between sorcerer and monk. Alignment restrictions apply.
Blind-Fight [Fighter]	SRD	--	<ol style="list-style-type: none"> 1. If your melee attack fails due to concealment, reroll once. 2. Retain Dex bonus to AC against invisible opponents. 3. Invisible opponents do not gain a bonus when attacking you in melee. 4. Move 3/4ths your speed when in darkness or areas of poor visibility. Special: This feat does not affect opponents who are the subject of a blink spell.
Blinding Speed [Epic]	SRD Epic	Ability Score: Dex 25	<ol style="list-style-type: none"> 1. You may act as if hasted for 5 rounds per day. They need not be consecutive rounds. Special: You may take this feat multiple times; its effects stack.
Body, Adamantine [Warforged]	ECS RoE	Race: Warforged Character Level: 1st	<ol style="list-style-type: none"> 1. Your body's armor plating is made of adamantine rather than steel. 2. Your armor bonus to AC is now +8 3. You gain DR 2/adamantine. (Improved Damage Reduction increases this by 1.) 4. You have a +1 maximum Dex bonus to AC. 5. You have a -5 armor check penalty. 6. You have a 35% arcane spell failure chance. 7. You are considered to be wearing heavy metallic armor, and your speed is reduced accordingly; class features that cannot be used in heavy metallic armor cannot be used by a character with this feat, including druid abilities.
Body, Ironwood [Warforged]	RoE	Race: Warforged Character Level: 1st	<ol style="list-style-type: none"> 1. Your body's armor plating is made of ironwood rather than steel. 2. Your armor bonus to AC is now +3. 3. You gain damage reduction 2/slashing. (Improved Damage Reduction can increase this by 2.) 4. You have a +4 maximum Dex bonus to AC. 5. You have a -3 armor check penalty. 6. You have a 20% arcane spell failure chance. 7. You are considered to be wearing light nonmetallic armor; class features that cannot be used in light nonmetallic armor cannot be used by a character with this feat.
Body, Mithral [Warforged]	ECS RoE	Race: Warforged Character Level: 1st	<ol style="list-style-type: none"> 1. Your body's armor plating is made of mithral rather than steel. 2. Your armor bonus to AC is now +5. 3. You have a +5 maximum Dex bonus to AC. (Mithral Fluidity increases this by 1.) 4. You have a -2 armor check penalty. (Mithral Fluidity reduces this by 1.) 5. You have a 15% arcane spell failure chance. 6. You are considered to be wearing light metallic armor; class features that cannot be used in light metallic armor cannot be used by a character with this feat, including druid abilities.
Bulwark of Defense [Epic]	SRD Epic	Ability Score: Con 25 Class Feature: Defensive stance 3/day	<ol style="list-style-type: none"> 1. Your defensive stance is now: +4 Str, +6 Con, +4 on all saves (resistance), +6 AC (dodge).
Cloak Dance	SRD Psionic	Skill: Hide 10 ranks Skill: Perform 2 ranks	<ol style="list-style-type: none"> 1. Take a move action to gain concealment until your next turn. 2. Take a full-round action to gain total concealment until your next turn.
Combat Archery [Epic]	CD SRD Epic	Feat: Dodge Feat: Mobility Feat: Point Blank Shot	<ol style="list-style-type: none"> 1. Not attacks of opportunity when using a ranged weapon while threatened.

Combat Casting, Improved (1) [Epic]	SRD Epic	Skill: Concentration 25 ranks Skill: Combat Casting	1. You do not provoke attacks of opportunity by casting spells while threatened.
Combat Expertise [Fighter]	SRD	Ability Score: Int 13	1. In melee, take up to -5 on attack to increase AC by the same number as a dodge bonus. This number may not exceed your base attack bonus. This change lasts until your next action.
Combat Expertise, Epic [Epic]	CD	Ability Score: Int 19 Base Attack Bonus: +21 Feat: Combat Expertise	1. Any adjacent ally also gains the benefits of your Combat Expertise feat without taking the penalty you take, but only up to a +5 bonus. Multiple uses of this feat do not stack.
Combat Expertise, Improved [Fighter]	CW	Ability Score: Int 13 Base Attack Bonus: +6 Feat: Combat Expertise	1. Your use of Combat Expertise is now limited only by your base attack bonus.
Cunning Sidestep	Drac	Size: Small or Medium Feat: Clever Wrestling Feat: Improved Unarmed Strike	1. When an enemy larger than Medium targets you with a bull rush, trip, knock down, or push, gain a circumstance bonus equal to +2 per size the enemy is larger than Medium. This does not stack with Clever Wrestling, but it is effective against Large and in Charge.
Dancing With Shadows [Racial] [Tactical]	RoE	Race: Kalashtar Base Attack Bonus: +4 Skill: Perform (dance) 8 ranks Feat: Path of Shadows	1. <i>Flowing Motion, Still Mind:</i> Use Combat Expertise with at least a -2 penalty or fight defensively for 1 round. On your next round you gain +2 on Will saves for as long as you continue the maneuver and for 1 round afterwards. 2. <i>Graceful Lunge:</i> Use Combat Expertise with at least a -2 penalty or fight defensively for 1 round. On your next round you gain a bonus on melee attacks equal to your AC bonus due to using Combat Expertise or fighting defensively in the previous round. 3. <i>Lingering Defense:</i> Use Combat Expertise with at least a -2 penalty or fight defensively for 2 rounds. On your next round you gain the same bonus to AC but do not take the penalty. Special: You can only benefit from one of these maneuvers per round.
Defensive Strike [Fighter]	CW	Ability Score: Dex 13 Ability Score: Int 13 Feat: Combat Expertise Feat: Dodge	1. If you are using total defense and an enemy attacks you and misses, you may attack that enemy with a +4 bonus on your next turn.
Defensive Throw	CW	Ability Score: Dex 13 Feat: Combat Expertise Feat: Dodge Feat: Improved Trip Feat: Improved Unarmed Strike	1. If the target of your Dodge feat attacks you and misses, you may make an immediate trip attack on that enemy as an attack of opportunity.
Deflect Arrows [Fighter]	SRD	Ability Score: Dex 13 Feat: Improved Unarmed Strike	1. If you have nothing in one hand, you may deflect 1 hit per round from a ranged weapon (not massive ranged weapons or spell effects). You must be aware of the attack and not flat-footed. This does not cost an action. Special: Monk bonus feat (2nd level).
Disturbing Visage [Racial] [Tactical]	RoE	Race: Changeling Skill: Bluff 6 ranks Feat: Quick Change	1. <i>Cringe:</i> Use your minor change shape ability while taking the total defense action to make a Bluff check as a free action. From the end of your turn until your next, any enemy that attacks you in melee must make a Sense Motive check vs your Bluff check or take -5 on damage rolls against you (minimum 1) for 1 minute. 2. <i>Taunt:</i> If a humanoid, monstrous humanoid, or giant within 10' misses you, use your minor change shape ability to mimic that target on your next turn to make a Bluff check as a free action. If your target fails the Sense Motive check, it takes a -2 penalty on attacks for 1 minute. 3. <i>Unnerve:</i> Hit a target and use your minor change shape ability in the same round to make a

			Bluff check as a free action. If your target's Sense Motive check is not greater, it takes a -2 penalty on AC for 1 minute. Special: Only creatures vulnerable to mind-affecting effects can be targeted by this feat. Each of the three maneuvers can only affect the same target once in a 24 hour period.
Divine Shield [Divine]	CW	Class Feature: Turn/rebuke undead Proficiency: Shield	1. As a standard action, spend 1 turn/rebuke undead attempt to add your Cha bonus to your shield's AC bonus for half your character level in rounds.
Dodge [Fighter]	SRD	Ability Score: Dex 13	1. +1 dodge bonus to AC vs. one opponent per round.
Dodge, Epic [Epic]	SRD Epic	Ability Score: Dex 25 Class Feature: Improved evasion Class Feature: Defensive roll Skill: Tumble 30 ranks Feat: Dodge	1. 1/round, when hit by the target of your Dodge feat, you may automatically avoid all damage from that attack.
Draconic Skin [Draconic]	CA	Class Level: Sorcerer 1st Feat: Draconic Heritage	1. You gain +1 natural armor, or your natural armor increases by 1.
Dragon Hunter	Drac	Ability Score: Wis 13	1. +2 (dodge) AC vs. dragons 2. +2 (competence) on saves vs. a dragon's spells, spell-like abilities, and special abilities. 3. +2 (competence) on opposed checks made vs. dragons.
Dragon Rage	ECS	Base Attack Bonus: +4 Class Feature: Rage or frenzy Feat: Dragon Totem Region: Argonnessen	1. When in a rage or frenzy, your natural armor is raised by +2. 2. When in a rage or frenzy, your resistance to energy type due to your dragon totem is 15.
Elephant's Hide [Wild]	CD	Class Feature: Wild shape (Large)	1. Spend 1 wild shape to gain natural armor +7 (does not stack with any other natural armor).
Elite, Beasthide [Shifter]	ECS	Race: Shifter (beasthide trait)	1. You gain an additional +2 natural armor while shifting. Special: Shifter feat.
Elusive Target [Tactical]	CW	Base Attack Bonus: +6 Feat: Dodge Feat: Mobility	1. <i>Negate Power Attack:</i> If the target of your Dodge feat uses Power Attack against you, that target gains no bonus to damage, but still takes an attack penalty. 2. <i>Diverting Defense:</i> Target 1 enemy flanking you with your Dodge feat. The first attack of that round from that attacker instead targets the other flanking enemy, who is considered flat-footed for this attack. Any other attacks that round are as normal. 3. <i>Cause Overreach:</i> If an attack of opportunity caused by your movement misses you, make a free trip attack on that enemy. The enemy may not try to trip you if you fail.
Eyes In the Back of Your Head (1)	CW	Ability Score: Wis 13 Base Attack Bonus: +1	1. Attackers do not get a bonus to hit when flanking you. This feat has no effect when you do not gain your Dex bonus to AC. You may still be sneak-attacked when flanked.
Eyes In the Back of Your Head (2)	SRD Divine	Ability Score: Wis 19 Base Attack Bonus: +3	Exact same benefit as Eyes in the Back of your Head (1).
Exalted Spell Resistance [Exalted]	BoED	Ability Score: Cha 15 Special: Spell Resistance	1. Your SR is +4 versus evil spells and spell-like abilities.

Exceptional Deflection [Epic]	SRD Epic	Ability Score: Dex 21 Ability Score: Wis 19 Feat: Deflect Arrows Feat: Improved Unarmed Strike	1. You can deflect any ranged attacks (including spells that require touch attacks) as if they were arrows.
Formation Expert [Fighter] [Tactical]	CW	Base Attack Bonus: +6	1. <i>Lock Shields:</i> If you have allies on either side and you are all using shields, gain +1 AC. 2. <i>Step into the Breach:</i> If you are within 1 move action of an ally who falls in combat, and allies are in every square between you and the fallen ally, you may immediately spend a move action to step into the fallen ally's square. 3. <i>Wall of Polearms:</i> If you are using a shortspear, longspear, glaive, guisarme, halberd, or ranseur, and allies on each side using the same weapon you are, gain +2 on attack.
Giantbane [Fighter] [Tactical]	CW	Size: Medium or smaller Base Attack Bonus: +6 Skill: Tumble 6 ranks	1. <i>Duck Underneath:</i> If you are attacked by an enemy at least two sizes larger than you while you are using the total defense action, gain +4 AC (dodge). If that enemy misses you, you may make a DC 15 Tumble check to move to any unoccupied square on the opposite side of the enemy. If you fail, or there is no appropriate square to move to, you remain where you are. 2. <i>Death from Below:</i> If you succeed on Duck Underneath, make 1 immediate attack (at +4) against the enemy you ducked under. That enemy is considered flat-footed for this attack. 3. <i>Climb Aboard:</i> Move next to an enemy at least two sizes larger than you. On the next round, make a DC 10 Climb check as a free action to climb onto the enemy (you occupy one of its squares). The enemy you stand on attacks you at -4 or can shake you off by winning a grapple check opposed by your Climb check. If it wins, you land in a random adjacent square.
Hardened Flesh	LM	Feat: Corpsecrafter	1. Undead you create or raise with necromancy spells have +2 natural armor.
Improved Buckler Defense [Fighter]	CW	Proficiency: Buckler	1. When you attack with a weapon in your off hand, you still gain a buckler's bonus to AC.
Improved Natural Armor	SRD Monster	Ability Score: Con 13 Special: Natural armor +1	1. +1 to your natural armor. Special: You may take this feat multiple times; its effects stack.
Improved Shield Bash [Fighter]	SRD	Proficiency: Shield	1. Retain shield's bonus to AC when bashing.
Infinite Deflection [Epic]	SRD Epic	Ability Score: Dex 25 Feat: Combat Reflexes Feat: Deflect Arrows Feat: Improved Unarmed Strike	1. There is no limit to the number of times per round you can use Deflect Arrows.
Instant Reload [Epic]	SRD Epic	Feat: Quick Draw Feat: Rapid Reload Feat: Weapon Focus (selected crossbow)	1. You may fire the selected crossbow type at your full normal attack rate. 2. Reloading the crossbow does not provoke attacks of opportunity. Special: You can take this feat multiple times, once per crossbow type.
Luck of Heroes [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +1 (luck) to AC 2. +1 (luck) to all saving throws. Special: Forgotten Realms regions: - Elf (Elven Court, the Forest of Lethyr, the Yuirwood) - Gloaming (Sphur Upra) - Half-elf (Aglarond) - Halfling (Channath Vale, the Western Heartlands) - Human (Aglarond, the Dalelands, Tethyr, the Vast)

Mithral Fluidity [Warforged]	ECS	Race: Warforged Feat: Mithral Body	1. +1 to your maximum Dex limit. 2. Your armor check penalty is reduced by 1. Special: This feat can be taken multiple times. The armor check penalty cannot be less than 0.
Mind Over Body (2) [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. Use Int or Cha at 1st level to determine starting hit points (all other levels use Con). 2. Gain +1 hit points each time you take a metamagic feat. 3. If you cast arcane spells, gain +1 (insight) AC. Special: Forgotten Realms regions: - Elf (Silvermoon, Snow Eagle Aerie) - Half-elf (Silvermoon) - Human (Calimshan, Mulhorand, Shou Expatiate, Thay) - Planetouched (Calimshan, Thay) - Spirit folk (Ashane)
Mobile Defense [Epic]	SRD Epic	Ability Score: Dex 15 Class Feature: Defensive stance 3/day Feat: Dodge Feat: Mobility Feat: Spring Attack	1. While in a defensive stance, you can take 1 5' step per round without losing the benefits of the stance.
Mobility [Fighter]	SRD	Ability Score: Dex 13 Feat: Dodge	1. +4 AC (dodge) vs. attacks of opportunity caused by movement in a threatened area.
Mounted Combat [Fighter]	SRD	Skill: Ride 1 rank	1. Once per round when your mount is hit in combat, attempt a Ride check as a standard action. If the check is higher than the attack roll of the hit, the hit is negated.
Oaken Resilience [Wild]	CD	Class Feature: Wild shape	1. Spend 1 wild shape to gain immunity to critical hits, poison, sleep, paralysis, polymorph, and stunning. Gain great stability (+8 to avoid being bull rushed or tripped). This lasts 10 minutes.
Phalanx Fighting [Fighter]	CW	Base Attack Bonus: +1 Proficiency: Shields (heavy)	1. If using a heavy shield and a light weapon, gain +1 AC. 2. If you are 5' from an ally using a heavy shield and a light weapon who has this feat, you both gain another +2 AC and +1 Reflex.
Photosynthetic Skin [Spelltouched]	UA	Special: Exposure to <i>barkskin</i>	1. When outside during the day, you gain +2 (enhancement) natural armor.
Prone Attack [Fighter]	CW	Ability Score: Dex 15 Base Attack Bonus: +2 Feat: Lightning Reflexes	1. You can make attacks while prone with no penalty. 2. If the attack is successful, you regain your feet as a free action. 3. Enemies gain no bonus to melee attacks while you are prone.
Quick Staff [Weapon Style]	CW	Feat: Combat Expertise Feat: Dodge Feat: Two-Weapon Fighting Feat: Weapon Focus (quarterstaff)	1. When you use Combat Expertise while using a quarterstaff, you gain an additional +2 dodge bonus.
Reckless Offense	SRD Psionic	Base Attack Bonus: +1	1. You can gain +2 to melee attack by taking -4 to AC. This lasts until the start of your next turn.
Roofwalker [Tactical]	RoD	Skill: Balance 5 ranks Skill: Jump 5 ranks Feat: Dodge	1. <i>Fleet of Foot:</i> You can move your full speed over precarious surfaces without penalty. 2. <i>Graceful Drop:</i> Jump checks to ignore falling damage ignore 20' of the distance you fell. 3. <i>Master of the Roof:</i> +1 (dodge) AC against any opponent at a different elevation from you.

		Feat: Mobility	
Run	SRD	--	<ol style="list-style-type: none"> 1. Move 5x your speed during a run (or 4x in heavy armor or carrying a heavy load). 2. +4 to running Jump checks. 3. Retain your Dex bonus to AC while running.
Self-Concealment [Epic]	SRD Epic	Ability Score: Dex 30 Class Feature: Improved evasion Skill: Hide 30 ranks Skill: Tumble 30 ranks	<ol style="list-style-type: none"> 1. Attacks against you have a 10% miss chance when you also have your Dex bonus to AC. Special: You can take this feat up to 5 times; its effects stack to a maximum miss chance of 50%.
Shield of Thought [Psionic] [Racial]	RoE	Race: Kalashtar Class Feature: Mind blade	<ol style="list-style-type: none"> 1. As a move action, you can generate a shield of psychic energy identical to a light shield for your size. It has hardness 10 and 10 hit points. It disappears if it leaves your hand. You can use both a shield of thought and a mind blade at the same time, but must generate them separately. (You are always proficient with the shield of thought.) 2. If you have the mind blade enhancement class feature, you can apply any or all of its bonus to the shield's AC (and reduce the armor check penalty to 0.) You cannot equip the shield with armor special abilities.
Shifter Agility [Shifter]	RoE	Race: Shifter (cliffwalk, longstride, or swiftwing trait)	<ol style="list-style-type: none"> 1. +1 (dodge) AC while shifting. 2. +1 on Reflex while shifting.
Ship Savvy	RoE	Race: Gnome Skill: Balance 5 ranks Skill: Profession (sailor or shipwright) 3 ranks Region: Zilargo	<ol style="list-style-type: none"> 1. +1 AC when on any vessel. 2. +1 attack when on any vessel.
Sidestep Charge	SRD Psionic	Ability Score: Dex 13 Feat: Dodge	<ol style="list-style-type: none"> 1. +4 (dodge) AC vs. charge attacks. 2. If the charging enemy does not hit you, you make an attack of opportunity.
Snatch Arrows [Fighter]	SRD	Ability Score: Dex 15 Feat: Deflect Arrows Feat: Improved Unarmed Strike	<ol style="list-style-type: none"> 1. When using Deflect Arrows, you may instead catch the weapon. Thrown weapons may be immediately thrown back at the attacker (on attacker's own turn) or instead kept.
Spell Resistance, Improved [Epic]	SRD Epic	Special: Permanent spell resistance	<ol style="list-style-type: none"> 1. Your SR is +2 Special: You can take this feat multiple times; its effects stack.
Stable Footing [Racial]	RoE	Race: Dwarf or warforged	<ol style="list-style-type: none"> 1. +4 on ability checks to resist a bull rush or a trip when standing firmly on the ground. 2. You ignore the movement penalty for moving over difficult terrain.
Stormheart [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	<ol style="list-style-type: none"> 1. +2 on Balance and Profession (sailor). 2. Ignore all hampered movement penalties for fighting on pitching or slippery decks. 3. Gain +1 (dodge) AC while fighting on a ship or boat. Special: Forgotten Realms Regions: - Human (Altumbel, the Dragon Coast, the Lake of Steam, Lapaliya, the Nelanther Isles, the Sword Coast, Tharsult)
Treetopper [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	<ol style="list-style-type: none"> 1. +2 on Balance and Climb. 2. You do not lose your Dex bonus to AC while climbing 3. Enemies do not gain a bonus on attacking you while you are climbing.

			<p>Special: Forgotten Realms Regions:</p> <ul style="list-style-type: none"> - Elf (the Chondalwood, the Forest of Amtar, the High Forest, the Yuirwood) - Half-elf (Aglarond, the High Forest) - Halfling (the Chondalwood) - Human (Aglarond)
Twin Sword Style [Regional]	PGtF	<p>Character Level: 1st</p> <p>Proficiency: Martial weapons</p> <p>Feat: No other [Regional] feat</p> <p>Region: (see text)</p>	<p>1. When fighting with two blades (any combination of dagger, longsword, rapier, scimitar, or short sword), gain +2 (shield) AC vs. 1 designated target. This stacks with the bonus from a buckler or animated shield. You may select a new target as a free action. You lose this bonus if you are flat-footed or lose your Dex bonus to AC.</p> <p>Special: Forgotten Realms Regions:</p> <ul style="list-style-type: none"> - Elf (Menzoberranyr, Waterdeep) - Half-elf (Waterdeep) - Human (Sembia, Waterdeep)
Two-Weapon Defense [Fighter]	SRD	<p>Ability Score: Dex 15</p> <p>Feat: Two-Weapon Fighting</p>	<p>1. With two weapons or a double weapon but not natural weapons or unarmed strikes, gain a +1 shield bonus to AC.</p> <p>2. When fighting defensively or using total defense, this bonus is +2.</p>
Two-Weapon Defense, Greater [Fighter]	CW	<p>Ability Score: Dex 19</p> <p>Base Attack Bonus: +11</p> <p>Feat: Two-Weapon Defense</p> <p>Feat: Two-Weapon Defense, Greater</p> <p>Feat: Two-Weapon Fighting</p>	<p>1. With two weapons or a double weapon but not natural weapons or unarmed strikes, gain a +3 shield bonus to AC.</p> <p>2. When fighting defensively or using total defense, this bonus is +6.</p>
Two-Weapon Defense, Improved [Fighter]	CW	<p>Ability Score: Dex 17</p> <p>Base Attack Bonus: +6</p> <p>Feat: Two-Weapon Defense</p> <p>Feat: Two-Weapon Fighting</p>	<p>1. With two weapons or a double weapon but not natural weapons or unarmed strikes, gain a +2 shield bonus to AC.</p> <p>2. When fighting defensively or using total defense, this bonus is +4.</p>
Vow of Peace [Exalted]	BoED	<p>Feat: Sacred Vow</p> <p>Feat: Vow of Nonviolence</p>	<p>1. All creatures within 20' must save (Will, DC Cha) or be affected by a <i>calm emotions</i> spell as a mind-affecting supernatural effect. (Additional saves are not required unless the targets leave the aura and return.)</p> <p>2. You gain +2 (natural), +2 (deflection), and +2 (exalted) AC (this stacks with Vow of Poverty).</p> <p>3. Manufactured weapons that hit you save (Fort, DC Con) or shatter, leaving you unharmed.</p> <p>4. +4 (exalted) on Diplomacy.</p> <p>Special: You must not cause harm to any living creature. You may not incapacitate unless you take the targets prisoner (and care for them). If you unwillingly break your vow, you must seek an <i>atonement</i> spell to keep using this feat. If you deliberately break it, you lose this feat permanently and do not gain a replacement.</p>
Vow of Poverty [Exalted]	BoED	<p>Feat: Sacred Vow</p>	<p>1. +3 (exalted) AC, +1 per 3 character levels. This does not stack with armor and does not apply to touch and incorporeal attacks. This is a supernatural ability.</p> <p>2. +1 (deflection) AC per 6 character levels. This is a supernatural ability.</p> <p>3. +1 (natural armor) AC per 8 character levels. This is an extraordinary ability.</p> <p>4. +1 (enhancement) to attack and damage at character level 4; any weapon you wield is a magic weapon. This increases to +2 at 10th level (and considered good-aligned), and increases by +1 per 3 additional levels. This is a supernatural ability.</p> <p>5. You gain a bonus on all saving throws: +1 at 7th character level, +2 at 13th, and +3 at 17th.</p> <p>6. At 7th character level, you gain +2 (enhancement) to one ability. At every fourth character level after that, you gain this bonus to another ability, and each previous ability's enhancement increases by +2.</p>

			<p>7. You gain DR 5/magic at 10th level. At 15th, this is 5/evil; at 19th, this is 10/evil.</p> <p>8. At 13th level you gain resistance 5 to acid, cold, electricity, fire, and sonic energy. At 20th level, this is resistance 15.</p> <p>9. At 3rd level you level you have a continuous extraordinary ability equal to <i>endure elements</i>.</p> <p>10. At 5th level you do not need to eat or drink. At 12th level, you do not need to breathe.</p> <p>11. At 8th level you are immune to detect alignment spells, <i>detect thoughts</i> and <i>discern lies</i>.</p> <p>12. At 14th level you have a continuous extraordinary ability equal to <i>freedom of movement</i>.</p> <p>13. At 17th level you heal 1 hp of lethal damage per character level per hour. You heal 1 hp of nonlethal damage per character level every 5 minutes. This cannot be aided by the Heal skill.</p> <p>14. At 18th level you have a continuous supernatural ability equal to <i>true seeing</i>.</p> <p>15. You gain bonus [Exalted] feats at each even-numbered character level; unlike other abilities, you do not gain the bonus feats retroactively.</p> <p>Special: You must not own more than the bare minimum (simplest clothes, 1 day's food, non-masterwork weapons, ordinary spell component pouch, etc.); no magic items, though you can drink a potion someone gives you or receive a spell. You may not borrow items even for 1 round. Your share of treasure is given to charity, either directly or indirectly. If you break this vow, you loose this feat permanently and do not gain a replacement.</p>
Warden Initiate	ECS	Spells: Ability to spontaneously cast <i>summon nature's ally</i> spells	<p>1. +2 AC (deflection) in a forest.</p> <p>2. Add Climb and Jump to your druid class skills.</p> <p>3. Gain bonus spells (see source).</p>
Woodwise [Regional]	PGtF UE	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	<p>1. Ignore movement penalties due to nonmagical, natural undergrowth.</p> <p>2. +1 (dodge) AC when fighting in woodlands.</p> <p>Special: Forgotten Realms regions: - Elf (Elven Court, Sildëyuir, the Wealdath) - Volodni (the Forest of Lethyr)</p>

Combat, Melee

Name	Source	Prerequisite	Benefit
Arcane Strike	CW	Base Attack Bonus: +4 Spells: 3rd level (arcane)	1. Sacrifice a spell of at least 1st level to gain an attack bonus (with a melee or natural weapon or unarmed strike) equal to the spell's level, and +1d4/spell level damage, until your next turn.
Anvil of Thunder [Weapon Style]	CW	Ability Score: Str 13 Feat: Improved Sunder Feat: Power Attack Feat: Two-Weapon Fighting Feat: Weapon Focus (warhammer or light hammer) Feat: Weapon Focus (battleaxe, handaxe, or dwarven waraxe)	1. A target hit with both axe and hammer in the same round is dazed for 1 round if it fails to save (Fort, DC Str).
Awesome Blow [Fighter]	SRD Monster	Size: Large or larger Ability Score: Str 25 Feat: Power Attack Feat: Improved Bull Rush	1. Take -4 on a melee attack to force a corporeal target smaller than you to save (Reflex, DC = damage) or be pushed 10' away in a straight line (your choice of direction) and be knocked prone. If the target hits an obstacle, both take 1d6 damage and the target lands next to it.

Battle Jump [Regional]	PGtF UE	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	<ol style="list-style-type: none"> 1. You may attack as if charging if you drop onto your target from at least 5' above (max 30'). This only works if you fall naturally, and after the attack, take falling damage as normal. 2. You are considered 1 size larger when using this feat to make a trip or grapple attack. Special: Forgotten Realms regions: - Taer (the Icerim Mountains)
Battleshifter Training [Racial] [Tactical]	RoE	Race: Shifter Base Attack Bonus: +6	<ol style="list-style-type: none"> 1. <i>Tiring Defense:</i> While shifting, use Combat Expertise at at least -2 or fight defensively for 2 rounds. If a target that you hit at least once during this time who also attacks you in melee but misses in both rounds becomes fatigued for as long as you continue the maneuver. Targets already fatigued instead become exhausted after 4 rounds. 2. <i>Exploit Weakness:</i> While shifting, make a melee attack against a target who is fatigued, exhausted, dazed, or dazzled. If you hit, you deal +1d6 damage. You cannot do this while using Combat Expertise or fighting defensively. 3. <i>Riposte:</i> While shifting, use Combat Expertise at at least -2 or fight defensively. If an enemy uses a full attack action against you while you do this but fails to hit you, you can spend 1 action point to make an extra attack against that target as an immediate action. Special: If you later gain Ragewild Fighting, you lose all benefits from that feat and do not gain a replacement feat.
Bear Fang [Weapon Style]	CW	Ability Score: Str 15 Feat: Power Attack Feat: Two-Weapon Fighting Feat: Weapon Focus (dagger) Feat: Weapon Focus (battleaxe, handaxe, or dwarven waraxe)	<ol style="list-style-type: none"> 1. If you hit at target with both axe and dagger in the same round, deal normal damage and start a grapple as a free action without an attack of opportunity or making a touch attack (as if you had the improved grab ability). If you succeed on the grapple, you drop your axe, but may make an additional attack against the target with your dagger at your highest Base Attack Bonus (at the normal -4). Using the dagger after this attack incurs the normal penalty.
Bladebearer of the Valenar [Racial]	RoE	Race: Elf Proficiency: scimitar or falchion Region: Valenar	<ol style="list-style-type: none"> 1. You can use the Valenar double scimitar as a martial weapon. 2. +1 damage with a scimitar, falchion, or Valenar double scimitar. 3. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all three weapons are affected by it. 4. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.
Blind-Fight [Fighter]	SRD	--	<ol style="list-style-type: none"> 1. If your melee attack fails due to concealment, reroll once. 2. Retain Dex bonus to AC against invisible opponents. 3. Invisible opponents do not gain a bonus when attacking you in melee. 4. Move 3/4ths your speed when in darkness or areas of poor visibility. Special: This feat does not affect opponents who are the subject of a blink spell.
Body, Spiked [Warforged]	RoE	Race: Warforged	<ol style="list-style-type: none"> 1. You gain armor spikes, which deal bonus damage on grapple checks (as the equipment). 2. Your slam attack deals damage as both bludgeoning and piercing. Special: This does not stack with equipment or class abilities.
Brute Fighting [Racial] [Tactical]	RoE	Race: Warforged Ability Score: Str 13 Base Attack Bonus: +3 Feat: Power Attack	<ol style="list-style-type: none"> 1. <i>Combat Momentum:</i> If you deal damage on a charge with a two-handed weapon and that target fails to hit you before your next turn, you gain +1 attack vs. that target on your next turn. 2. <i>Dispatch the Fallen:</i> If you win a bull rush or overrun, any melee attack you make against that same target with a two-handed weapon on your next turn gains +4 on damage. 3. <i>Frenzied Attack:</i> If you hit a target with a two-handed weapon at least once in two rounds while using Power Attack at at least -2, you gain +2 damage with that weapon against the same target for the rest of the round.

Cheetah Tribe Sprint [Regional]	ShS	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. Once per hour while in light or no armor and carrying no more than a light load, you may move up to four times your speed while charging. Special: Forgotten Realms regions: - Human (the Shaar [Cheetah Tribe])
Cleave [Fighter]	SRD	Ability Score: Str 13	1. If you deal an enemy enough damage to drop it (by killing it or causing unconsciousness), gain 1 extra melee attack vs. another enemy within reach with the same weapon and at the same bonus as the previous attack. This feat may be used once per round.
Cleave, Great [Fighter]	SRD	Ability Score: Str 13 Base Attack Bonus: +4 Feat: Cleave Feat: Power Attack	1. No limit on the number of times you may use Cleave in one round.
Close-Quarters Fighting [Fighter]	CW Drac	Base Attack Bonus: +3	1. You may make an attack of opportunity against an enemy attempting a grapple, even if the enemy has Improved Grapple or a similar special ability. If the enemy has such no such ability, the grapple fails. If it does, it may still attempt a grapple, but you gain a bonus to avoid it equal to the damage you dealt on your attack.
Combat Brute [Fighter] [Tactical]	CW	Base Attack Bonus: +6 Feat: Improved Sunder Feat: Power Attack	1. <i>Advancing Blows:</i> Make a successful bull rush and gain +1 on attack and damage against that target in the next round for every 5' you moved that enemy. 2. <i>Sundering Cleave:</i> Sunder an enemy's weapon or shield to gain a free attack on that enemy. 3. <i>Momentum Swing:</i> First, charge an enemy, then use Power Attack in the next round, taking a penalty of at least -5. The damage bonus during that round is equal to your attack penalty x1.5, or x3 if using a two-handed weapon (or one-handed weapon in both hands).
Combat Expertise [Fighter]	SRD	Ability Score: Int 13	1. In melee, take up to -5 on attack to increase AC by the same number as a dodge bonus. This number may not exceed your base attack bonus. This change lasts until your next action.
Combat Reflexes	SRD	--	1. The number of attacks of opportunity you may make per round is equal to your Dex modifier. Special: Monk bonus feat (2nd level)
Combat Reflexes, Improved [Epic]	SRD Epic	Ability Score: Dex 21 Feat: Combat Reflexes	1. No limit on the number of attacks of opportunity you can make in 1 round.
Construct Lock [Warforged]	RoE	Race: Warforged Base Attack Bonus: +2	1. +2 damage vs. targets with the construct or living construct subtypes. 2. If you threaten a critical hit on a construct or living construct, you can forgo confirming it to gain an extra attack at the same bonus. If this extra attack deals at least 1 point of damage, the target must save (Fort, DC Con) or be immobile and helpless for 1 round (as if paralyzed). 3. If you spend an action die to modify an attack roll against a construct or living construct and hit, this is an automatic critical hit, regardless of the actual number on your d20.
Crescent Moon [Weapon Style]	CW	Feat: Improved Disarm Feat: Two-Weapon Fighting Feat: Two-Weapon Fighting, Improved Feat: Weapon Focus (dagger) Feat: Weapon Focus (bastard sword, longsword, scimitar, or shortsword)	1. If you hit your target with both sword and dagger in the same round, you may make an immediate disarm attempt as a free action.
Dancing With Shadows [Racial] [Tactical]	RoE	Race: Kalashtar Base Attack Bonus: +4	1. <i>Flowing Motion, Still Mind:</i> Use Combat Expertise with at least a -2 penalty or fight defensively for 1 round. On your next round you gain +2 on Will saves for as long as you continue the

		Skill: Perform (dance) 8 ranks Feat: Path of Shadows	maneuver and for 1 round afterwards. 2. <i>Graceful Lunge:</i> Use Combat Expertise with at least a -2 penalty or fight defensively for 1 round. On your next round you gain a bonus on melee attacks equal to your AC bonus due to using Combat Expertise or fighting defensively in the previous round. 3. <i>Lingering Defense:</i> Use Combat Expertise with at least a -2 penalty or fight defensively for 2 rounds. On your next round you gain the same bonus to AC but do not take the penalty. Special: You can only benefit from one of these maneuvers per round.
Darguun Mauler [Racial]	RoE	Type: Humanoid (goblinoid) Proficiency: flail or heavy flail Region: Darguun	1. You can use the dire flail and the spiked chain as martial weapons. 2. +1 damage with a flail (normal, heavy, or dire) or spiked chain if you do not move during the attack. 3. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all four weapons are affected by it. 4. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.
Death master [Monstrous]	LM	Type: Undead Ability Score: Cha 13 Base Attack Bonus: +1 Feat: Daunting Presence	1. Living targets hit by your critical hits in melee are shaken for 1 minute. This is a mind-affecting fear effect.
Defensive Strike [Fighter]	CW	Ability Score: Dex 13 Ability Score: Int 13 Feat: Combat Expertise Feat: Dodge	1. If you are using total defense and an enemy attacks you and misses, you may attack that enemy with a +4 bonus on your next turn.
Dinosaur Hunter [Racial]	RoE	Race: Halfling Skill: Knowledge (nature) 1 rank Skill: Survival 1 rank Region: Talenta Plains	1. +2 to Knowledge (nature), Listen, Spot, and Survival with dinosaurs. 2. +2 damage vs. dinosaurs.
Dire Charge [Epic]	Drac SRD Epic	Feat: Improved Initiative	1. If you charge in the first round of combat, or the surprise round, you may make a full attack.
Disturbing Visage [Racial] [Tactical]	RoE	Race: Changeling Skill: Bluff 6 ranks Feat: Quick Change	1. <i>Cringe:</i> Use your minor change shape ability while taking the total defense action to make a Bluff check as a free action. From the end of your turn until your next, any enemy that attacks you in melee must make a Sense Motive check vs your Bluff check or take -5 on damage rolls against you (minimum 1) for 1 minute. 2. <i>Taunt:</i> If a humanoid, monstrous humanoid, or giant within 10' misses you, use your minor change shape ability to mimic that target on your next turn to make a Bluff check as a free action. If your target fails the Sense Motive check, it takes a -2 penalty on attacks for 1 minute. 3. <i>Unnerve:</i> Hit a target and use your minor change shape ability in the same round to make a Bluff check as a free action. If your target's Sense Motive check is not greater, it takes a -2 penalty on AC for 1 minute. Special: Only creatures vulnerable to mind-affecting effects can be targeted by this feat. Each of the three maneuvers can only affect the same target once in a 24 hour period.
Divine Accuracy [Divine]	LM	Class Feature: Turn/rebuke undead	1. Spend a turn/rebuke attempt to let you and all allies within a 60' burst reroll melee miss chances (once per attack) due to incorporeality for the next minute.
Divine Vengeance	SRD Divine	Class Feature: Turn undead	1. As a free action, spend a turn attempt to gain +2d6 (sacred, supernatural) damage to all melee

[Divine]		Feat: Extra Turning	damage rolls against undead until the end of your next action.
Draconic Claw [Draconic]	CA	Class Level: Sorcerer 1st Feat: Draconic Heritage	1. You grow claws, and you may make a single claw attack as a swift action in any round when you cast a spell costing 1 standard action.
Dreadful Wrath [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. Gain frightful presence ability (as an extraordinary morale effect) when you charge, make a full attack, or cast a spell that targets or includes an enemy. Enemies within 20' must save (Will, DC Cha) or be shaken for 1 minute. Those exposed to this effect are immune to it for 24 hours. Special: Forgotten Realms regions: - Human (Rashemen) - Kuo-toa (Underdark [Sloopdilmopolop]) - Planetouched (Impiltur, the Silver Marches, Thay, the Western Heartlands)
Drow Skirmisher [Racial]	RoE	Race: Drow Region: Xen'drik	1. You can use the Xen'drik boomerang, the drow scorpion chain, and the drow long knife as martial weapons. 2. +1 damage with a drow scorpion chain or drow long knife as long as you move more than 5' under your own power during that round. 3. If you have selected the short sword or the dagger to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, the same feats affect the drow long knife. 4. If you have selected the spiked chain to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, the same feats affect the drow scorpion chain. 5. When you spend an action point to modify an attack roll with a Xen'drik boomerang, a drow scorpion chain, or drow long knife, add the same result to your damage for that attack.
Elite, Gorebrute [Shifter]	RoE	Race: Shifter (gorebrute trait)	1. Targets damaged by your horns during a charge must win an opposed Str check (you gain a +2 bonus for charging) or be knocked prone. Resistance or immunity to tripping applies.
Elite, Longtooth [Shifter]	RoE	Race: Shifter (longtooth trait)	1. Targets that take damage from your bite attack also take 1 point of Con damage.
Elite, Razorclaw [Shifter]	RoE	Race: Shifter (razorclaw trait)	1. If you charge while shifting, you can make 2 claw attacks at your highest attack bonus.
Elite, Truedive [Shifter]	RoE	Race: Shifter (truedive trait)	1. While shifting, your swim speed improves by 10'. 2. While shifting, you ignore the penalties on melee attack rolls due to underwater combat.
Epic Sunder [Epic]	CD	Ability Score: Str 25 Feat: Epic Prowess Feat: Improved Sunder Feat: Power Attack	1. You deal twice your Str-based damage when attacking an object. 2. You gain +4 on your Str check to break an object with strength alone.
Favored Power Attack	CW	Base Attack Bonus: +4 Class Feature: Favored enemy Feat: Power Attack	1. When you use Power Attack against a favored enemy, you deal x2 the damage you normally would, or x3 when using a two-handed weapon or a one-handed weapon held in both hands.
Fleet of Foot (2)	CW SRD Divine	Ability Score: Dex 15 Feat: Run	1. When running or charging (in light armor and carrying no more than a light load), you may make 1 direction change per round of up to 90 degrees. (If you are charging, you must move in a straight line for 10' after the change to maintain the charge.)

Flensing Strike	ECS	Proficiency: Kama Feat: Weapon Focus (kama)	1. As a full-round action, make an attack with a kama. A living, corporeal target takes damage normally and must save (Fort, DC Wis, +2 DC if using two kamas), with a bonus equal to any natural armor, or take -4 on attack, saves, and checks for 1 minute. Creatures immune to critical hits and/or pain are immune to this feat. Special: Monk bonus feat (2nd or 6th level, if the monk is evil and meets the prerequisites).
Flick of the Wrist	CW	Ability Score: Dex 17 Skill: Slight of Hand 5 ranks Feat: Quick Draw	1. Draw a light weapon and make a melee attack with it in the same round to catch 1 target flat-footed (for this attack only). You may use this feat only once per round and once per opponent in the same encounter.
Focused Sunder [Psionic]	SRD Psionic	Ability Score: Str 13 Feat: Improved Sunder Feat: Power Attack	1. Expend your focus when striking object (including an enemy's weapon) to ignore half its hardness, including magical or psionic enhancements that increase hardness.
Ghost Attack [Psionic]	SRD Psionic	Base Attack Bonus: +3	1. If focused while in melee with an incorporeal target, you roll your miss chance twice. If either roll is successful, the attack is treated as it made with a ghost touch weapon.
Great Bite [Shifter]	ECS	Race: Shifter (longtooth trait) Base Attack Bonus: +6	1. Your fang attacks now have a x3 critical multiplier. Special: Shifter feat.
Great Rend [Shifter]	ECS	Race: Shifter (razorclaw trait) Base Attack Bonus: +4	1. If you hit with both claw attacks in the same round, you deal +1d4 + 1/2 Str damage, +1/4 character levels. Special: Shifter feat.
Formation Expert [Fighter] [Tactical]	CW	Base Attack Bonus: +6	1. <i>Lock Shields:</i> If you have allies on either side and you are all using shields, gain +1 AC. 2. <i>Step into the Breach:</i> If you are within 1 move action of an ally who falls in combat, and allies are in every square between you and the fallen ally, you may immediately spend a move action to step into the fallen ally's square. 3. <i>Wall of Polearms:</i> If you are using a shortspear, longspear, glaive, guisarme, halberd, or ranseur, and allies on each side using the same weapon you are, gain +2 on attack.
Frightful Presence	Drac	Ability Score: Cha 15 Skill: Intimidate 9 ranks	1. When you attack or charge, enemies within 30' with fewer levels or HD than you are shaken for 1d6 + your Cha bonus in rounds unless they save (Will, DC Cha). Any who save are immune to this ability for 24 hours. Creatures with Int 3 or lower, or any dragon, are always immune.
Furious Charge [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +4 to your attack on a charge. Special: Forgotten Realms regions: - Arakocra (the Stormhorns) - Human (Cormyr, the Ride, Tethyr, Uthgardt Tribesfolk) - Loxo (the Shaar) - Orc (Chessenta) - Wemic (the Shaar)
Giantbane [Fighter] [Tactical]	CW	Base Attack Bonus: +6 Size: Medium or smaller Skill: Tumble 6 ranks	1. <i>Duck Underneath:</i> If you are attacked by an enemy at least two sizes larger than you while you are using the total defense action, gain +4 AC (dodge). If that enemy misses you, you may make a DC 15 Tumble check to move to any unoccupied square on the opposite side of the enemy. If you fail, or there is no appropriate square to move to, you remain where you are. 2. <i>Death from Below:</i> If you succeed on Duck Underneath, make 1 immediate attack (at +4) against the enemy you ducked under. That enemy is considered flat-footed for this attack. 3. <i>Climb Aboard:</i> Move next to an enemy at least two sizes larger than you. On the next round, make a DC 10 Climb check as a free action to climb onto the enemy (you occupy one of its squares). The enemy you stand on attacks you at -4 or can shake you off by winning a grapple

			check opposed by your Climb check. If it wins, you land in a random adjacent square.
Grizzly's Claws [Wild]	CD	Class Feature: Wild shape	1. Spend 1 wild shape to gain 2 primary claw attacks (full BAB, piercing and slashing, as a short sword for your size). This lasts for 1 hour.
Hammer's Edge [Weapon Style]	CW	Ability Score: Str 15 Feat: Improved Bull Rush Feat: Two-Weapon Fighting Feat: Weapon Focus (bastard sword, longsword, or scimitar) Feat: Weapon Focus (warhammer or light hammer)	1. Targets hit with both sword and hammer in the same round must save (Fort, DC Str) or fall prone.
Hamstring	CW	Base Attack Bonus: +4 Class Feature: Sneak Attack +2d6	1. On a melee sneak attack, spend two dice of sneak attack damage to reduce your target's base land speed by half for 24 hours or until a DC 15 Heal check is made or any healing spell is cast. Creatures immune to sneak attack damage, those with no legs, or those with more than 4 legs, are immune to this attack. Quadrupeds require two successful hamstring attacks.
High Sword Low Axe [Weapon Style]	CW	Feat: Improved Trip Feat: Two-Weapon Fighting Feat: Weapon Focus (bastard sword, longsword, scimitar or shortsword) Feat: Weapon Focus (battle axe, handaxe, or dwarven waraxe)	1. If you hit your target with both sword and axe in the same round, you may make a free trip attack against that target. (If you have Improved Trip, you gain a free attack, as normal.)
Hold the Line	CW ShS SRD Divine	Base Attack Bonus: +2 Feat: Combat Reflexes	1. You may make an attack of opportunity against a target that charges into an area you threaten, which takes place before the charge is resolved.
Hyena Tribe Hunter [Regional]	ShS	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Hide. 2. +2 on trip attempts and to avoid being tripped. Special: You may select Improved Trip even if you don't fulfill the requirements. Special: Forgotten Realms regions: - Human (the Shaar [Hyena Tribe])
Improved Bull Rush [Fighter]	SRD	Ability Score: Str 13 Feat: Power Attack	1. +4 on bull rush checks. 2. You do not provoke attacks of opportunity when attempting a bull rush.
Improved Death Attack [Epic]	SRD Epic	Class Feature: Death attack Class Feature: Sneak Attack +5d6	1. Your death attack has +2 DC. Special: You can take this feat multiple times; its effects stack.
Improved Disarm [Fighter]	SRD	Ability Score: Int 13 Feat: Combat Expertise	1. +4 to disarm. 2. You do not provoke attacks of opportunity when attempting a disarm attack. 3. If you fail, your opponent does not get an opportunity to disarm you. Special: Monk bonus feat (6th level).
Improved Frosty Touch	FB	Race: Uldra	1. Your frosty touch ability now deals 2 points of cold damage.
Improved Sigil (Aesh) [Racial]	RoD	Race: Illumian (Aesh power sigil)	1. +1 (insight) per sigil on melee weapon damage with any weapon you have Weapon Focus in.

Improved Sunder [Fighter]	SRD	Ability Score: Str 13 Feat: Power Attack	1. +4 on attacks to strike an object carried by an opponent. 2. You do not provoke attacks of opportunity when attempting a sunder attack.
Improved Trip [Fighter]	SRD	Ability Score: Int 13 Feat: Combat Expertise	1. +4 on trips attacks. 2. You do not provoke attacks of opportunity when attempting a trip while unarmed. 3. If successful, you gain a free melee attack. Special: Monk bonus feat (6th level)
Improved Overrun [Fighter]	SRD	Ability Score: Str 13 Feat: Power Attack	1. +4 on overrun checks. 2. The target may not avoid the overrun attack.
Improved Shield Bash [Fighter]	SRD	Proficiency: Shield	1. Retain shield's bonus to AC when bashing.
Initiate of Bane [Initiate]	PGtF	Class Level: Cleric 5th Patron Deity: Bane	1. Gain frightful presence. When you attack or charge, enemies within 30' must save (Will, DC Cha) or be shaken for 1d4 rounds. 2. Gain bonus spells (see source).
Initiate of Helm [Initiate]	PGtF	Class Level: Cleric or paladin 5th Patron Deity: Helm	1. You may make attacks of opportunity when flat-footed. 2. Gain bonus spells (see source).
Initiate of Tyr [Initiate]	PGtF	Class Level: Cleric 7th Domain: War Patron Deity: Tyr	1. +1 damage bonus with a longsword. 2. Gain bonus spells (see source).
Intuitive Attack [Exalted] [Fighter]	BoED	Base Attack Bonus: +1	1. With a natural weapon or simple weapon of your size, use Wis (not Str) to determine attack.
Jaws of Death [Warforged]	RoE	Race: Warforged	1. You gain a 1d6 bite attack (if Medium size). This is a secondary natural weapon.
Kalashtar Thoughtshifter [Racial] [Tactical]	RoE	Race: Kalashtar Base Attack Bonus: +4 Class Feature: Mind Blade	1. <i>Burrowing Blade:</i> Make a full attack with your mind blade against a target using a shield. On your next turn, spend 1 power point to ignore that target's shield bonus to AC with your next mind blade attack. 2. <i>Nemesis:</i> Make at least 1 attack with your mind blade against the same opponent for 2 rounds. On the third round, you can spend 1 power point as a move action to gain +1 (insight) on attack and damage against that target (and -1 on attack and damage against all other targets) until you spend another move action to restore your mind blade's balance. 3. <i>Shifting Blade:</i> Make a melee attack against a specific target. On the next round, you can spend 1 power point to alter your mind blade to deal different damage (piercing or bludgeoning) with a melee attack against the same target until the end of your next turn.
Karmic Strike	CW	Ability Score: Dex 13 Feat: Combat Expertise Feat: Dodge	1. If you take a -4 penalty to AC, make an attack of opportunity against any enemy to hit you in melee (including melee touch attacks). The change to AC lasts until your next turn.
Knock-Down	SRD Divine	Ability Score: Str 15 Feat: Base Attack Bonus: +2 Feat: Improved Trip	1. When you deal 10+ points of damage in melee, you may make a trip attack as a free action against that target.
Leap Attack	CAd	Skill: Jump 8 ranks	1. You may jump as part of your charge; this follows the normal rules of the Jump skill and

		Feat: Power Attack	charges, except that you ignore rough terrain in any squares you jump over. 2. If you cover at least 10' of horizontal distance with your jump, and end that jump in a square from which you threaten your target, you deal twice the bonus damage normally given by your Power Attack feat. (With a two-handed weapon, you instead triple the extra damage.)
Lightning Mace [Weapon Style]	CW	Feat: Combat Reflexes Feat: Two-Weapon Fighting Feat: Weapon Focus (light mace)	1. Whenever you roll a critical threat on an attack roll while using a light mace in each hand, gain an additional attack at that same attack bonus.
Lion Tribe Warrior [Regional]	ShS	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. You may make a full attack with a light weapon as part of a charge; if you are using two light weapons, you may attack once with each, taking normal penalties for two-weapon fighting. Special: Forgotten Realms regions: - Human (the Shaar [Lion Tribe])
Lion's Pounce [Wild]	CD	Class Feature: Wild shape	1. Spend 1 wild shape as a free action during a charge to make a full attack.
Long Reach [Regional]	PGtF UE	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. With a shortspear or spear, you may attack from 10' away; with a longspear, you may attack from 15' away. You only use this range on your turn; it does not affect attacks of opportunity. Special: Forgotten Realms regions: - Centaur (the Plateau of Thay) - Gnoll (the Plateau of Thay) - Volodni (the Forest of Lethyr)
Mage Slayer	CA	Base Attack Bonus: +3 Skill: Spellcraft 3 ranks	1. +1 to Will saves. 2. Spellcasters you threaten may not cast spells defensively (spellcasters are aware of this). Special: Your caster level for all spells and spell-like abilities is reduced by 4.
Mror Stalwart [Racial]	RoE	Race: Dwarf Proficiency: battleaxe, warhammer, dwarven waraxe, or dwarven urgrosh Region: Mror Holds (Ironroot Mts.)	1. +1 damage with a battleaxe, warhammer, dwarven waraxe, or dwarven urgrosh. 2. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all four weapons are affected by it. 3. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.
Multiweapon Fighting	SRD Monster	Ability Score: Dex 13 Special: 3 or more arms	1. The penalties for fighting with multiple weapons is reduced to -2 for the primary hand and -6 for all other hands. Special: This replaces the Two-Weapon Fighting feat for characters with 3 or more arms.
Nemesis [Exalted]	BoED	Class Feature: Favored enemy	1. You sense the presence of 1 favored enemy type within 60'. You can do this through normal barriers, but you cannot pinpoint invisible targets. 2. When damaging evil members of the selected creature type, deal +1d6 damage.
Net and Trident [Weapon Style]	CW	Ability Score: Dex 15 Proficiency: Net Feat: Two-Weapon Fighting Feat: Weapon Focus (trident)	1. As a full-round action, combine an attack with both net and trident. If you first throw your net, hit, and win the Str check, you may immediately take a 5' step towards that target and make a full attack with your trident.
Overhead Thrust	Drac	Base Attack Bonus: +6 Feat: Close Quarters Fighting Feat: Power Attack	1. With a piercing or slashing weapon, make an attack of opportunity against a target attempting an attack from above (i.e., overrun, trample, power dive, dragon crush). If the target is Large or larger, gain +4 on this attack (with another +4 per size larger than Large). A hit deals triple damage; on a critical, the damage bonus stacks with normal damage only.

Penetrate Damage Reduction [Epic]	SRD Epic	--	1. Your melee weapons are considered to be of a chosen material (e.g., adamantine) when encountering damage reduction. Special: You may take this feat multiple times, once per material; the effects stack.
Pierce Magical Concealment	CA	Ability Score: Con 13 Feat: Blind-Fight Feat: Mage Slayer	1. Ignore all miss chances due to spell effects. 2. You are not fooled by <i>mirror image</i> . Special: Your caster level for all spells and spell-like abilities is reduced by 4.
Pierce Magical Protection	CA	Ability Score: Con 13 Feat: Mage Slayer	1. On a melee attack, ignore AC bonuses due to spell effects. If you deal damage, automatically dispel all spell effects that grant AC bonuses to that target. Special: Your caster level for all spells and spell-like abilities is reduced by 4.
Pin Shield	CW	Base Attack Bonus: +4 Feat: Two-Weapon Fighting	1. When making a full attack with two weapons, give up all off hand attacks for 1 round to deny your target a shield bonus to AC. Your target must be within 1 size category of you.
Power Attack [Fighter]	SRD	Ability Score: Str 13	1. In melee, take a penalty on attack to add the same number as a bonus to damage. This number may not exceed your base attack bonus. This change lasts until your next action. Special: With two-handed weapons or one-handed in two hands, the damage bonus is doubled. This bonus cannot be used with light weapons, except for unarmed strikes or natural weapons; attack penalty still applies. Double weapons are considered a one-handed/light pair unless you choose to attack with one end held in both hands.
Powerful Charge	ECS	Size: Medium or larger Base Attack Bonus: +1	1. When making a charge, you deal +1d8 damage if you hit. If you are larger than Medium, you deal greater damage. (See source.)
Powerful Charge, Greater	ECS	Size: Medium or larger Base Attack Bonus: +1 Feat: Powerful Charge	1. You are treated as the next size larger when charging.
Precise Swing	ECS	Base Attack Bonus: +5	1. Ignore cover less than total when making any melee attack.
Prone Attack [Fighter]	CW	Ability Score: Dex 15 Base Attack Bonus: +2 Feat: Lightning Reflexes	1. You can make attacks while prone with no penalty. 2. If the attack is successful, you regain your feet as a free action. 3. Enemies gain no bonus to melee attacks while you are prone.
Psionic Weapon [Psionic]	SRD Psionic	Ability Score: Str 13	1. Expend your focus to deal +2d6 damage with a melee weapon. If you miss, your focus is still expended.
Psionic Weapon, Greater [Psionic]	SRD Psionic	Ability Score: Str 13 Base Attack Bonus: +5 Feat: Psionic Weapon	1. When using Psionic Weapon, you deal an additional +2d6 damage.
Quell the Profane [Exalted]	BoED	Ability Score: Str 13 Base Attack Bonus: +8 Feat: Power Attack Feat: Resounding Blow	1. When you use Resounding Blow, the target also takes 1d4+1 temporary Str damage.
Ragewild Fighting [Racial] [Tactical]	RoE	Race: Shifter Base Attack Bonus: +6 Feat: Power Attack	1. <i>Instinctive Strike:</i> If you fail a Will save against a spell (except "harmless" spells), you can make a single melee attack as an immediate action before the spell takes effect. 2. <i>Rattle the Weakling:</i> Hit a target with a melee attack in the first round; in the second, use Power Attack on the same target at at least -5. If you hit and the target is your size or smaller must save

			(Fort, DC Str) or be dazed for 1 round. 3. Brutal Charge: If you hit on a charge, spend an action point to deal your Str modifier in bonus damage (or 1.5x your Str modifier if you use a two-handed weapon). Special: If you later gain Ragewild Fighting, you lose all benefits from that feat and do not gain a replacement feat.
Raptor School [Tactical]	CW	Ability Score: Wis 13 Base Attack Bonus: +5 Skill: Jump 5 ranks	1. Eagle's Swoop: Make a charge or jump down to an enemy from at least 10' up. Make a Jump check as a free action at either DC 15 (for +2 damage) or DC 25 (+4 damage). Failure means an automatic miss. Failure by 5 or more means you fall prone in an adjacent square. 2. Falcon's Feathers: If you are wearing a cloak, you may whip it around to make a feint check using your BAB rather than your Bluff modifier. 3. Hawk's Eye: Gain a +2 bonus on attack and damage rolls against 1 target for every round you first spend observing that target, for a maximum of +6 after 3 rounds. If you do not use this bonus within 3 rounds, or if you are attacked during observation, you lose it.
Reckless Offense	SRD Psionic	Base Attack Bonus: +1	1. You can gain +2 to melee attack by taking -4 to AC. This lasts until the start of your next turn.
Resounding Blow [Fighter]	BoED	Ability Score: Str 13 Skill: Intimidate 7 ranks Feat: Power Attack	1. If you deal a critical hit to an evil creature with a melee weapon you are proficient in (a monk's unarmed strike counts as a melee weapon for this feat), the target must save (Fort, DC Cha) or cower for 1 round.
Rhinoceros Tribe Charge [Regional]	ShS	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. If you hit on a charge, you deal +2d6 damage. If you have the ability to attack more than once on a charge, you only deal this extra damage once. Special: Forgotten Realms regions: - Human (the Shaar [Rhinoceros Tribe])
Sacred Vengeance [Divine]	CW	Class Feature: Turn/rebuke undead	1. As a free action, spend 1 turn/rebuke undead attempt to add +2d6 to all melee damage against undead for the rest of the current round.
Sanctify Martial Strike [Exalted]	BoED	Ability Score: Cha 15 Feat: Weapon Focus (selected weapon)	1. The selected weapon deals +1 damage vs. evil targets, or +1d4 if also an outsider or undead. 2. The selected weapon is considered good-aligned.
Sanctify Natural Attack [Exalted]	BoED	Base Attack Bonus: +5 Special: 1+ natural weapons	1. Your natural attack deals +1 damage vs. evil targets, or +1d4 if also an outsider or undead. 2. Your unarmed strikes are considered good-aligned.
Second Slam [Fighter] [Warforged]	RoE	Race: Warforged Base Attack Bonus: +6	1. You can make a second slam attack in the same round at your highest BAB -5.
Sense Weakness	Drac	Ability Score: Int 13 Feat: Combat Expertise Feat: Weapon Focus (any)	1. With a weapon in which you have Weapon Focus, you may ignore up to 5 points of a target's damage reduction, regardless of what is required to penetrate it. This cannot lower a target's DR to less than 0.
Serpent's Venom [Wild]	CD	Class Feature: Wild shape	1. Spend 1 wild shape to gain a secondary bite attack (full BAB -5, bludgeoning, piercing, and slashing, as a dagger for your size). 2. You also deliver a toxic venom with this attack (Fort, DC 10 + 1/2 your HD + your Con modifier; 1d6 Con/1d6 Con). This lasts for 1 hour. Special: If you already have a bite attack, this ability only grants the toxic venom aspect.
Shadow Marches Warmonger [Racial]	RoE	Race: Orc or half-orc Region: Shadow Marches	1. You treat the orc double axe as a martial weapon. 2. +1 damage with a battleaxe, greataxe, or orc double axe while charging.

			<p>3. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all three weapons are affected by it.</p> <p>4. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.</p>
Shield Charge [Fighter]	CW	Base Attack Bonus: +3 Feat: Improved Shield Bash	<p>1. If you hit your target with your shield on a charge, you deal normal damage and gain a free trip attempt (no attack of opportunity). If you lose, the target may not trip you in return.</p>
Shield Slam [Fighter]	CW	Base Attack Bonus: +6 Feat: Improved Shield Bash Feat: Shield Charge	<p>1. As a full-round action or part of a charge, make an attack with your shield. An enemy hit this way takes normal damage and must save (Fort, DC Str) or be dazed for 1 round. Creatures immune to critical hits are immune to this feat.</p>
Shifter Savagery [Shifter]	RoE	Race: Shifter (gorebrute, longtooth, or razorclaw trait) Base Attack Bonus: +6 Class Feature: Rage or frenzy	<p>1. When you shift and rage at the same time, the threat range of your natural weapons doubles. This does not stack with similar effects.</p> <p>2. When you shift and rage at the same time, the base damage of your natural weapons improve by two steps. This does not stack with similar effects, except for effects that increase or decrease size.</p>
Ship Savvy	RoE	Race: Gnome Skill: Balance 5 ranks Skill: Profession (sailor or shipwright) 3 ranks Region: Zilargo	<p>1. +1 AC when on any vessel.</p> <p>2. +1 attack when on any vessel.</p>
Shock Trooper [Fighter] [Tactical]	CW	Base Attack Bonus: +6 Feat: Improved Bull Rush Feat: Power Attack	<p>1. <i>Directed Bull Rush:</i> Make a successful bull rush on a charge to force your target to move to the left or right 1 square for every square you push that target back.</p> <p>2. <i>Domino Rush:</i> Make a successful bull rush that forces a target into another enemy's square to make a free trip attempt on both targets at the same time. If you fail to trip either of them, they do not gain a trip attempt against you.</p> <p>3. <i>Headless Charge:</i> Make a charge using Power Attack at -5 or more. The penalty may instead come from your AC in part or in whole (this stacks with the charge's AC penalty).</p>
Sidestep Charge	SRD Psionic	Ability Score: Dex 13 Feat: Dodge	<p>1. +4 (dodge) AC vs. charge attacks.</p> <p>2. If the charging enemy does not hit you, you make an attack of opportunity.</p>
Smiting, Elemental [Divine]	CD	Class Feature: Turn elementals	<p>1. 1/round, spend a turn elementals use as a free action when making a melee attack. If you hit a creature with the elemental subtype you are able to turn, you add +1 damage/cleric level. If you miss, the attempt is lost.</p>
Sneak Attack of Opportunity [Epic]	SRD Epic	Class Feature: Opportunist Class Feature: Sneak Attack +8d6	<p>1. Any attack of opportunity you make is considered a sneak attack.</p>
Snowflake Wardance	FB	Class Feature: Bardic music Skill: Perform (dance) 6 ranks	<p>1. Spend a use of bardic magic as a free action to add your Cha bonus to attack rolls with a melee slashing weapon. This bonus lasts for 1 round per rank in Perform (dance), after which you are fatigued for 10 minutes. You cannot use this ability if you are carrying a shield, are in medium or heavy armor, or carrying more than a light load.</p>
Soulblade Warrior [Racial]	RoE	Race: Kalashtar Class Feature: Mind blade	<p>1. You can manifest your mind blade as a swift action.</p> <p>2. If you have the mind blade enhancement class feature, your effective soulknife level is +2 for determining how you can enhance your mind blade.</p> <p>3. When you spend an action point to modify an attack roll with your mind blade, you add the</p>

			same result to your damage for that attack.
Spectral Strike [Epic]	CD SRD Epic	Ability Score: Wis19 Class Feature: Turn/rebuke undead	1. You deal damage normally against incorporeal creatures (that is, there is no miss chance).
Spellcasting Harrier [Epic]	Drac SRD Epic	Feat: Combat Reflexes	1. Make 1 attack of opportunity at +4 vs. a spellcaster you threaten that attempts to cast defensively.
Spinning Halberd [Weapon Style]	CW	Feat: Combat Reflexes Feat: Two-Weapon Fighting Feat: Weapon Focus (halberd)	1. When you make a full attack with a halberd, gain +1 dodge bonus to AC. Gain additional attack with the halberd at -5, which deals 1d6 + 1/2 your Str modifier (bludgeoning).
Spirited Charge [Fighter]	SRD	Skill: Ride 1 rank Feat: Mounted Combat Feat: Ride-By Attack	1. When mounted and charging, deal x2 damage with a melee weapon, or x3 with a lance.
Spiritual Force [Psionic] [Racial]	RoE	Race: Kalashtar Class Feature: Mind blade	1. Expend your focus to add your Cha bonus to damage with your mind blade for 1 round.
Spring Attack [Fighter]	SRD	Ability Score: Dex 13 Base Attack Bonus: +4 Feat: Dodge Feat: Mobility	1. When attacking with a melee weapon and not in heavy armor, move before and after attack, so long as you do not exceed your total movement for that round. Your target does not get an attack of opportunity. You must move 5' before and after your attack to use this feat.
Stand Still	SRD Psionic	Ability Score: Str 13	1. When an enemy's movement allows you an attack of opportunity, you may forgo any damage you would deal to force the target to save (Ref, DC 10 + the damage you would have dealt) or end the movement there.
Subduing Strike [Fighter]	BoED	--	1. No penalty for dealing nonlethal damage in melee, even with a sneak attack.
Swarmfighting	CW	Size: Small Ability Score: Dex 13 Base Attack Bonus: +1	1. You share a 5' square in combat with 1 ally that also has this feat. If you and an ally both have this feat and threaten the same enemy (of at least Medium size), gain +1 attack (morale) against that enemy. This bonus is +1 per such ally, but can be no more than your Dex bonus.
Talenta Warrior [Racial]	RoE	Race: Halfling Region: Talenta Plains	1. You treat the Talenta sharrash, Talenta tangat, and Talenta boomerang as martial weapons. 2. +1 damage with any of the above weapons while mounted. 3. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all three weapons are affected by it. 4. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.
Three Mountains [Weapon Style]	CW	Ability Score: Str 13 Feat: Cleave Feat: Improved Bull Rush Feat: Power Attack Feat: Weapon Focus (heavy mace, morning star, or greatclub)	1. A target hit twice in the same round with your heavy mace, morning star, or greatclub must save (Fort, DC Str) or be nauseated for 1 round.
Tracery, Cold Iron	RoE	Race: Warforged	1. Your natural weapons and grapple checks to deal damage are treated as cold iron weapons.

[Warforged]			2. +1 on Will saves vs. spells and spell-like abilities.
Tracery, Silver [Warforged]	RoE	Race: Warforged	1. Your natural weapons and grapple checks to deal damage are treated as silver weapons. 2. +1 on Fort saves vs. spells and spell-like abilities.
Two-Weapon Fighting [Fighter]	SRD	Ability Score: Dex 15	1. When fighting with two weapons or a double weapon, the penalty on attack rolls with the primary hand is reduced by 2, and the off hand by 6. Special: Automatic ranger feat (2nd level) on the Two-Weapon Fighting path.
Two-Weapon Fighting, Greater [Fighter]	SRD	Ability Score: Dex 19 Base Attack Bonus: +11 Feat: Two-Weapon Fighting Feat: Two-Weapon Fighting, Improved	1. Gain third attack with off-hand weapon at an additional -10 penalty. Special: Automatic ranger feat (11th level) on the Two-Weapon Fighting path.
Two-Weapon Fighting, Improved [Fighter]	SRD	Ability Score: Dex 17 Base Attack Bonus: +6 Feat: Two-Weapon Fighting	1. Gain second attack with off-hand weapon at an additional -5 penalty. Special: Automatic ranger feat (6th level) on the Two-Weapon Fighting path.
Two-Weapon Fighting, Perfect [Epic]	CD SRD Epic	Ability Score: Dex 25 Feat: Two-Weapon Fighting Feat: Two-Weapon Fighting, Greater Feat: Two-Weapon Fighting, Improved	1. You can make as many attacks with your off-hand weapon as with your primary weapon, using the same BAB (at the normal penalty for two-weapon fighting).
Two-Weapon Rend [Epic]	SRD Epic	Ability Score: Dex 15 Base Attack Bonus: +9 Feat: Improved Two-Weapon Fighting Feat: Two-Weapon Fighting	1. If you hit a target with a weapon in each hand in the same round, you deal bonus damage equal to the base damage (including enhancement bonus, if any) of the smaller weapon plus 1/2 your Str modifier. This can only be done once per round.
Weapon Finesse [Fighter]	SRD	Base Attack Bonus: +1	1. With a light weapon, rapier, whip, or spiked chain of the wielder's size, use Dex rather than Str on attack rolls. A shield's armor check penalty applies against attacks when using this feat.
Whirlwind Attack [Fighter]	SRD	Ability Score: Dex 13 Ability Score: Int 13 Base Attack Bonus: +4 Feat: Combat Expertise Feat: Dodge Feat: Mobility Feat: Spring Attack	1. On a full attack action, give up all regular attacks and make one melee attack at full base attack bonus vs. each opponent in reach.
Whirlwind Attack, Improved [Epic]	SRD Epic	Ability Score: Int 13 Ability Score: Dex 23 Feat: Combat Expertise Feat: Dodge Feat: Mobility Feat: Spring Attack Feat: Whirlwind Attack	1. As a standard action, make 1 melee attack for every five points of your attack bonus (including both BAB and EAB), rounded down, all at your full bonus at -4. You cannot attack a single target more than once. You give up any other bonus attacks from other sources, and cannot move between any two attacks.
Wounding Attack [Psionic]	SRD Psionic	Base Attack Bonus: +8	1. Expend your focus to deal 1 point of Con damage on your next attack in addition to normal damage.

Combat, Mounted

Name	Source	Prerequisite	Benefit
Cavalry Charger [Fighter] [Tactical]	CW	Base Attack Bonus: +6 Feat: Mounted Combat Feat: Spirited Charge Feat: Trample	<ol style="list-style-type: none"> 1. <i>Unhorse:</i> If you make a successful attack on a mounted charge, you make a free bull rush attempt. If you succeed, your target is moved off his horse, which remains where it was. 2. <i>Leaping Charge:</i> At the end of a mounted charge against a target at least 1 size smaller than your mount, make a Ride check (DC 10 for +2 damage, DC 20 for +4). Failure means an automatic miss; failure by 5 or more means you fall off and land next to your mount. 3. <i>Fell Trample:</i> You make mounted overrun attempts vs. multiple targets. Your mount makes a hoof attack against each overrun target.
Dragon Steed	Drac	Ability Score: Cha 13 Skill: Ride 8 ranks Skill: Speak Language (draconic)	<ol style="list-style-type: none"> 1. You gain the service of a dragonnel (see source) as a steed, so long as you treat it fairly. If you have a special mount ability, this dragonnel replaces your special mount.
Legendary Rider [Epic]	CD SRD Epic	Skill: Ride 24 ranks	<ol style="list-style-type: none"> 1. You take no penalty for riding bareback. 2. You need not make a Ride check to control a mount in combat. 3. Controlling a mount not trained for combat does not required an action.
Mounted Archery [Fighter]	SRD	Skill: Ride 1 rank Feat: Mounted Combat	<ol style="list-style-type: none"> 1. -2 penalty on ranged attacks while your mount is taking a double move. 2. -4 penalty on ranged attacks while your mount is running.
Mounted Archery, Improved [Fighter]	CW	Skill: Ride 1 rank Feat: Mounted Archery Feat: Mounted Combat	<ol style="list-style-type: none"> 1. No penalty on ranged attacks while your mount is taking a double move. 2. -2 penalty on ranged attacks while your mount is running.
Mounted Combat [Fighter]	SRD	Skill: Ride 1 rank	<ol style="list-style-type: none"> 1. Once per round when your mount is hit in combat, attempt a Ride check as a standard action. If the check is higher than the attack roll of the hit, the hit is negated.
Ride-By Attack [Fighter]	SRD	Skill: Ride 1 rank Feat: Mounted Combat	<ol style="list-style-type: none"> 1. When mounted and charging, you may move before and after your standard action so long as you are moving in a straight line without exceeding your total movement for that round. The target of your attack does not get an attack of opportunity.
Saddleback [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	<ol style="list-style-type: none"> 1. You may take 10 on Ride checks at any time. 2. If you or your mount fail a Reflex save while you are mounted, make a Ride check; if the result is equal to or greater than the DC, you and your mount are treated as having succeeded on the saving throw. You can do this once per round, though the same check can apply to both your save and your mount's save at the same time. <p>Special: Forgotten Realms Regions: - Human (Cormyr, Dambrath, the Hordelands, Narfell, Nimbral, the North, the Western Heartlands)</p>
Spirited Charge [Fighter]	SRD	Skill: Ride 1 rank Feat: Mounted Combat Feat: Ride-By Attack	<ol style="list-style-type: none"> 1. When mounted and charging, x2 damage with a melee weapon, or x3 with a lance.
Trample [Fighter]	SRD	Skill: Ride 1 rank Feat: Mounted Combat	<ol style="list-style-type: none"> 1. Your target may not choose to avoid your mounted overrun action. 2. Your mount may make one hoof attack against any target knocked down.

Combat, Rage

Name	Source	Prerequisite	Benefit
Chaotic Rage [Epic]	SRD Epic	Alignment: Any chaotic Class Feature: Rage 5/day	1. Any weapon you use in a rage is treated as an anarchic weapon. This does not stack with similar abilities.
Channeled Rage [Racial]	RoD	Race: Half-orc Class Feature: Rage	1. As an immediate action, spend a rage use to add your Str modifier to a Will save.
Destructive Rage	CW	Class Feature: Rage or frenzy	1. In a rage or frenzy, gain +8 on Str checks to break doors or inanimate, immobile objects.
Dragon Rage	ECS	Base Attack Bonus: +4 Class Feature: Rage or frenzy Feat: Dragon Totem Region: Argonnessen	1. When in a rage or frenzy, your natural armor is raised by +2. 2. When in a rage or frenzy, your resistance to energy type due to your dragon totem is 15. Special: Eberron regions: - Argonnessen
Extend Rage	CW ECS	Class Feature: Rage or frenzy	1. Your rage or frenzy lasts 5 rounds longer. Special: You may gain this feat multiple times; its effects stack.
Extra Rage	CW	Class Feature: Rage or frenzy	1. +2 uses of rage or frenzy. Special: You may gain this feat multiple times; its effects stack.
Frozen Berserker	FB	Class Feature: Rage	1. While raging, you gain the cold subtype.
Incite Rage [Epic]	SRD Epic	Ability Score: Cha 25 Class Feature: Rage (greater)	1. When you enter a rage, you can incite any or all allies within 60' to a normal rage. Any who do not wish to become enraged are unaffected. This lasts 3 + individual's Con, no matter how far they are from you after you use this feat, and thereafter are fatigued as normal. This is a mind-affecting effect.
Instantaneous Rage	CW	Class Feature: Rage or frenzy	1. You may rage or frenzy at any time, even on another's turn or when surprised, or in response to another's action. If the latter, you must be aware of the action, but you may be flat-footed.
Intimidating Rage	CW	Class Feature: Rage or frenzy	1. When raging, attempt to demoralize 1 enemy within 30' (see the Intimidate skill) as a free action. The enemy is shaken until your rage ends. This may only be used once per encounter.
Mighty Rage [Epic]	SRD Epic	Ability Score: Str 21 Ability Score: Con 21 Class Feature: Rage (greater) 5/day	1. When you rage, you gain +8 Str and Con, and +4 (morale) on Will saves. This replaces the normal rage bonuses.
Raging Luck	ECS	Class Feature: Rage or frenzy	1. Gain 1 temporary action point while raging; if not used, it disappears after the rage ends.
Reckless Rage	RoS	Ability Score: Con 13 Class Feature: Rage	1. Whenever you rage, you gain an additional +2 Str and Con, but take an additional -2 AC.
Righteous Wrath [Exalted]	BoED	Class Feature: Rage	1. When you first deal damage with a melee attack to an evil target while raging, the target must save (Will, DC 10 + 1/2 your raging class level + Cha) or be shaken until you withdraw or are killed or incapacitated. If the target saves, it is immune to this feat for the rest of the encounter. 2. When you rage, you can deal nonlethal damage, stop your attacks, and avoid hitting allies.

Ruinous Rage [Epic]	SRD Epic	Ability Score: Str 25 Feat: Improved Sunder Feat: Power Attack Feat: Rage 5/day	1. While in a rage, you ignore the hardness of any object you strike. 2. Your Str bonus is considered to be doubled when you attempt to break or burst objects with strength alone.
Shifter Savagery [Shifter]	RoE	Race: Shifter (gorebrute, longtooth, or razorclaw trait) Base Attack Bonus: +6 Class Feature: Rage or frenzy	1. When you shift and rage at the same time, the threat range of your natural weapons doubles. This does not stack with similar effects. 2. When you shift and rage at the same time, the base damage of your natural weapons improve by two steps. This does not stack with similar effects, except for effects that increase or decrease size.
Terrifying Rage [Epic]	SRD Epic	Class Feature: Rage 5/day Skill: Intimidate 25 ranks	1. When raging, any enemy with fewer HD than your character level who sees you must save (Will, DC = your Intimidate check) or be panicked for 4d6. Enemies with up to twice your HD are instead shaken; other enemies are not affected.
Thundering Rage [Epic]	SRD Epic	Ability Score: Str 25 Class Feature: Rage 5/day	1. Any weapon you wield in a rage becomes a thundering weapon (DC = 10 + 1/2 your level). This does not stack with similar abilities.
Wolverine's Rage [Wild]	CD	Class Feature: Wild shape	1. If you have taken damage within the last round, spend 1 wild shape to enter a rage for 5 rounds. You may not end this rage voluntarily.

Combat, Ranged

Name	Source	Prerequisite	Benefit
Axethrower [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. Use Str instead of Dex on attack rolls with a thrown weapon. Special: Forgotten Realms regions: - Dwarf (the Great Glacier) - Human (the Great Glacier, the Moonshae Isles, the North, Vassa) - Lizardfolk (Surkh) - Orc (the Moonsea, Underdark [Northdark])
Boomerang Daze [Fighter (see text)]	RoE	Base Attack Bonus: +4 Proficiency: boomerang (Talenta or Xen'drik)	1. If you deal damage with a Talenta or Xen'drik boomerang, the target creature must save (Fort, DC 10 + damage) or be dazed for 1 round. 2. If you have the Boomerang Ricochet feat, you can daze both targets. Special: A halfling fighter from the Talenta Plains may take this as a fighter bonus feat. Special: A drow fighter from Xen'drik may take this as a fighter bonus feat.
Boomerang Ricochet [Fighter (see text)]	RoE	Ability: Dex 13 Base Attack Bonus: +4 Proficiency: boomerang (Talenta or Xen'drik)	1. When you hit with a Talenta or Xen'drik boomerang, you may make a second attack roll at -2 vs. any adjacent target. The second target is not subject to sneak attacks. Special: A halfling fighter from the Talenta Plains may take this as a fighter bonus feat. Special: A drow fighter from Xen'drik may take this as a fighter bonus feat
Combat Archery [Epic]	CD SRD Epic	Feat: Dodge Feat: Mobility Feat: Point Blank Shot	1. No attacks of opportunity when using a ranged weapon while threatened.
Distant Shot [Epic]	SRD Epic	Skill: Spot 20 ranks Feat: Far Shot	1. Throw or fire a ranged weapon at any target in line of sight, with no penalty for range.

		Feat: Point Blank Shot	
Drow Skirmisher [Racial]	RoE	Race: Drow Region: Xen'drik	<ol style="list-style-type: none"> 1. You can use the Xen'drik boomerang, the drow scorpion chain, and the drow long knife as martial weapons. 2. +1 damage with a drow scorpion chain or drow long knife as long as you move more than 5' under your own power during that round. 3. If you have selected the short sword or the dagger to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, the same feats affect the drow long knife. 4. If you have selected the spiked chain to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, the same feats affect the drow scorpion chain. 5. When you spend an action point to modify an attack roll with a Xen'drik boomerang, a drow scorpion chain, or drow long knife, add the same result to your damage for that attack.
Far Shot [Fighter]	SRD	Feat: Point Blank Shot	<ol style="list-style-type: none"> 1. The range increment of a projectile weapon increases by x1.5. 2. The range increment of a thrown weapon increases by x2.
Fell Shot [Psionic]	SRD Psionic	Ability Score: Dex 13 Base Attack Bonus: +3 Feat: Point Blank Shot Feat: Psionic Shot	<ol style="list-style-type: none"> 1. Spend 5 power points to resolve 1 ranged attack as a ranged touch attack. The arrow, bolt, dagger, etc, remains charged with the power points for 1 + your Dex modifier rounds, or until you attack, whichever comes first.
Improved Arrow of Death [Epic]	SRD Epic	Ability Score: Dex 19 Ability Score: Wis 19 Class Feature: Arrow of death Feat: Point Blank Shot Feat: Precise Shot	<ol style="list-style-type: none"> 1. Your arrows of death have +2 DC. Special: You can take this feat multiple times; its effects stack.
Improved Sigil (Uur) [Racial]	RoD	Race: Illumian (<i>Uur</i> power sigil)	<ol style="list-style-type: none"> 1. +1 (insight) per sigil on ranged weapon damage when the target is denied its Dex bonus to AC.
Instant Reload [Epic]	SRD Epic	Race: Quick Draw Feat: Rapid Reload Feat: Weapon Focus (selected crossbow)	<ol style="list-style-type: none"> 1. You may fire the selected crossbow type at your full normal attack rate. 2. Reloading the crossbow does not provoke attacks of opportunity. Special: You can take this feat multiple times, once per crossbow type.
Manyshot [Fighter]	SRD	Ability Score: Dex 17 Base Attack Bonus: +6 Feat: Point Blank Shot Feat: Rapid Shot	<ol style="list-style-type: none"> 1. As a standard action, fire two arrows at 1 target within 30', both at the same attack roll at -4. For every five points of BAB over +6, add another arrow (max 4 arrows). Each extra arrow causes another -2 on attack. Apply precision and/or critical damage to one arrow only. Special: Automatic ranger feat (6th level) on the archery path.
Manyshot, Improved [Epic]	SRD Epic	Ability Score: Dex 19 Base Attack Bonus: +21 Feat: Manyshot Feat: Point Blank Shot Feat: Rapid Shot	<ol style="list-style-type: none"> 1. When using Manyshot, the number of arrows you can fire is 2 + 1 per 5 points of BAB over 6. 2. You still only apply precision damage or critical hits with on arrow at a time.
Manyshot, Greater [Fighter]	SRD Psionic	Ability Score: Dex 17 Feat: Manyshot Feat: Point Blank Shot Feat: Rapid Shot	<ol style="list-style-type: none"> 1. When using Manyshot, you may fire each arrow at a different target. 2. When using Manyshot, you make a separate roll for each arrow, and precision-based damage applies to each arrow fired. Any arrow that scores a critical hit has its damage multiplied.

		Feat: Base Attack Bonus: +6	
Mounted Archery [Fighter]	SRD	Skill: Ride 1 rank Feat: Mounted Combat	1. -2 penalty on ranged attacks while your mount is taking a double move. 2. -4 penalty on ranged attacks while your mount is running.
Mounted Archery, Improved [Fighter]	CW	Skill: Ride 1 rank Feat: Mounted Archery Feat: Mounted Combat	1. No penalty on ranged attacks while your mount is taking a double move. 2. -2 penalty on ranged attacks while your mount is running.
Point Blank Shot [Fighter]	SRD	--	1. +1 on attack and damage on ranged attacks within 30'.
Precise Shot [Fighter]	SRD	Feat: Point Blank Shot	1. Shoot or throw ranged weapons at opponents in melee without penalty.
Precise Shot, Improved [Fighter]	SRD	Ability Score: Dex 19 Base Attack Bonus: +11 Feat: Point Blank Shot Feat: Precise Shot	1. Ranged attacks ignore AC bonuses from cover less than total, and miss chances from anything less than full concealment. 2. Ranged attacks against grappling opponents automatically hit. Special: Automatic ranger feat (11th level) on the archery path.
Psionic Shot [Psionic]	SRD Psionic	Feat: Point Blank Shot	1. Expend your focus to deal +2d6 damage with a ranged weapon. If you miss, your focus is still expended.
Psionic Shot, Greater [Psionic]	SRD Psionic	Base Attack Bonus: +5 Feat: Point Blank Shot Feat: Psionic Shot	1. When using Psionic Shot, you deal an additional +2d6 damage.
Quick Draw [Fighter]	SRD	Base Attack Bonus: +1	1. Draw a weapon as a free action. 2. Draw a hidden weapon as a move action. 3. Attack with thrown weapons at full attack rate.
Ranged Disarm [Fighter]	CW	Ability Score: Dex 15 Base Attack Bonus: +5 Feat: Point Blank Shot Feat: Precise Shot	1. Pick 1 ranged weapon you are proficient with; you may disarm targets within 30' with it. Special: You can take this feat multiple times, once per weapon. Special: You gain no benefit from Improved Disarm when using this feat.
Ranged Pin [Fighter]	CW	Ability Score: Dex 15 Base Attack Bonus: +5 Feat: Point Blank Shot Feat: Precise Shot	1. You may perform a ranged grapple attempt if your target is within 5' of a wall, tree, or other such surface, and is wearing clothing, armor, or other such accoutrement. Make a normal ranged attack, then an opposed grapple check (both your and the target's size modifiers apply). The target makes a DC 15 Str or Escape Artist check as a standard action to break free. Special: You gain no benefit from Improved Grapple when using this feat.
Ranged Sunder [Fighter]	CW	Ability Score: Dex 15 Base Attack Bonus: +5 Feat: Point Blank Shot Feat: Precise Shot	1. With a ranged bludgeoning or slashing weapon, deal normal damage against objects within 30'. With piercing weapons, divide damage by 2 before applying the object's hardness. Special: You gain no benefit from Improved Sunder when using this feat.
Rapid Reload [Fighter]	SRD	Proficiency: Selected crossbow	1. Reloading a hand or light crossbow is a free action, or a move action for heavy crossbows. You still provoke an attack of opportunity. If your speed is reduced to a free action, then a crossbow can be used as easily as a bow. Special: This feat can be taken multiple times, once for each type of crossbow.

Rapid Shot [Fighter]	SRD	Ability Score: Dex 13 Feat: Point Blank Shot	1. When using full attack, gain 1 extra attack per round with a bow at a -2 penalty. Special: Automatic ranger feat (2nd level) on the archery path.
Rapid Shot, Improved [Fighter]	CW	Base Attack Bonus: +6 Feat: Manyshot Feat: Point Blank Shot Feat: Rapid Shot	1. No penalty when using Rapid Shot.
Return Shot [Psionic]	SRD Psionic	Base Attack Bonus: +3 Feat: Point Blank Shot Feat: Psionic Shot Feat: Fell Shot	1. Expend your focus while you have 1 hand free and not flat-footed to deflect a projectile or thrown weapon no more than 1 size larger, once per round, as a free action. You take no damage, and it is instead directed at attacker at the same attack bonus. 2. If you also have Deflect Arrows, you add your Dex bonus to the attack roll.
Reflect Arrows [Epic]	SRD Epic	Ability Score: Dex 25 Feat: Deflect Arrows Feat: Improved Unarmed Strike	1. When you deflect an arrow, you can reflect the attack at the attacker at your base ranged bonus.
Sharpshooting [Fighter]	CW SRD Divine	Base Attack Bonus: +3 Feat: Point Blank Shot Feat: Precise Shot	1. Targets with less than full cover gain only a +2 cover bonus to AC.
Shot on the Run [Fighter]	SRD	Ability Score: Dex 13 Base Attack Bonus: +4 Feat: Dodge Feat: Mobility Feat: Point Blank Shot	1. When making a ranged attack, move before and after the attack, but not more than your speed.
Smite Evil, Ranged [Exalted]	BoED	Class Feature: Smite evil	1. Channel 1 use of your smite evil ability into a fired missile.
Storm of Throws [Epic]	SRD Epic	Ability Score: Dex 23 Feat: Point Blank Shot Feat: Quick Draw Feat: Rapid Shot	1. As a full-round action, throw a light weapon at your full BAB at each target within 30'; this need not be the same type of weapon each time.
Swarm of Arrows [Epic]	SRD Epic	Ability Score: Dex 23 Feat: Point Blank Shot Feat: Rapid Shot Feat: Weapon Focus (selected bow)	1. As a full-round action, fire an arrow at your full BAB at each target within 30'.
Talenta Warrior [Racial]	RoE	Race: Halfling Region: Talenta Plains	1. You treat the Talenta sharrash, Talenta tangat, and Talenta boomerang as martial weapons. 2. +1 damage with any of the above weapons while mounted. 3. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all three weapons are affected by it. 4. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.
Throw Anything	CW	Ability Score: Dex 15 Base Attack Bonus: +5	1. Throw a melee weapon you are proficient with as if it had a 10' range increment.

Uncanny Accuracy [Epic]	SRD Epic	Ability Score: Dex 21 Base Attack Bonus: +11 Skill: Spot 20 ranks Feat: Point Blank Shot Feat: Improved Precise Shot	1. Your ranged attacks ignore the miss chance granted by total concealment. You must still aim your attacks at the correct square. Special: A ranger with 11+ levels automatically qualifies for this feat, but only in light or no armor.
Zen Archery	CW	Ability Score: Wis 13 Base Attack Bonus: +1	1. Use Wis instead of Dex on ranged attack rolls.

Combat, Unarmed

Name	Source	Prerequisite	Benefit
Ascetic Hunter	CAd	Class Feature: Favored enemy Feat: Improved Unarmed Strike	1. When you use an unarmed strike to attempt a stun on a favored enemy, you add .5 your favored enemy bonus on damage rolls to the DC of your stunning attack. 2. If you have levels in both ranger and monk, these levels stack to determine unarmed damage. 3. You can multiclass freely between monk and ranger, so long as you remain lawful-aligned.
Ascetic Knight	CAd	Class Feature: Smite evil Feat: Improved Unarmed Strike	1. Your paladin and monk levels stack when determining your unarmed damage. 2. Your paladin and monk levels stack when determining your smite evil bonus damage. 3. You may multiclass freely between paladin and monk. Alignment restrictions apply.
Ascetic Mage	CAd	Spells: 2nd level (spontaneous) Feat: Improved Unarmed Strike	1. As a swift action that does not provoke attacks of opportunity, you may sacrifice a spell slot to gain a bonus on attack and damage equal to the level of the sacrificed spell slot. 2. Sorcerer and monk levels stack when determining your AC, but you use Cha instead of Wis. 3. You may multiclass freely between sorcerer and monk. Alignment restrictions apply.
Ascetic Rogue	CAd	Class Feature: Sneak Attack +1d6 Feat: Improved Unarmed Strike	1. When you deliver a stunning attack with an unarmed strike and a sneak attack, the DC is +2. 2. Your rogue and monk levels stack when determining your unarmed damage. 3. You may multiclass freely between rogue and monk.
Axiomatic Strike (2)	CW	Class Feature: Ki strike (lawful) Feat: Stunning Fist	1. Spend a stun attempt to deal +2d6 damage vs. a chaotic target (even a target immune to stunning).
Body, Spiked [Warforged]	RoE	Race: Warforged	1. You gain armor spikes, which deal bonus damage on grapple checks (as the equipment). 2. Your slam attack deals damage as both bludgeoning and piercing. Special: This does not stack with equipment or class abilities.
Clever Wrestling	CW Drac	Size: Small or Medium Feat: Improved Unarmed Strike	1. You gain a bonus (+2/size difference) to escape a larger opponent's grapple or pin.
Close-Quarters Fighting [Fighter]	CW Drac	Base Attack Bonus: +3	1. You may make an attack of opportunity against an enemy attempting a grapple, even if the enemy has Improved Grapple or a similar special ability. If the enemy has such no such ability, the grapple fails. If it does, it may still attempt a grapple, but you gain a bonus to avoid it equal to the damage you dealt on your attack.
Deflect Arrows [Fighter]	SRD	Ability Score: Dex 13 Feat: Improved Unarmed Strike	1. If you have nothing in one hand, you may deflect 1 hit per round from a ranged weapon (not massive ranged weapons or spell effects). You must be aware of the attack and not flat-footed.

			This does not cost an action. Special: Monk bonus feat (2nd level).
Disentangler [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Escape Artist 2. +2 on opposed grapple checks. Special: Forgotten Realms regions: - Dwarf (Chult)
Earth's Embrace	CW	Ability Score: Str 15 Feat: Improved Grapple (or improved grab ability) Feat: Improved Unarmed Strike	1. If you pin your target, deal +1d12 damage per round you maintain the pin. While you do this, you are also considered immobile (enemies have +4 to hit you). Targets immune to critical hits are immune to this bonus damage.
Eagle Claw Attack	CW	Ability Score: Wis 13 Feat: Improved Sunder Feat: Improved Unarmed Strike	1. Add your Wis bonus to damage on unarmed strikes against objects.
Exceptional Deflection [Epic]	SRD Epic	Ability Score: Dex 21 Ability Score: Wis 19 Feat: Deflect Arrows Feat: Improved Unarmed Strike	1. You can deflect any ranged attacks (including spells that require touch attacks) as if they were arrows.
Extra Stunning	CW	Base Attack Bonus: +2 Feat: Stunning Fist	1. +3 stunning attacks per day.
Fist of the Heavens [Exalted]	BoED	Ability Score: Wis 15 Feat: Sanctify Ki Strike Feat: Stunning Fist	1. Your stunning fist's save DC is +2 when used against an evil creature. 2. Evil targets are staggered for one round after being stunned.
Fists of Iron	CW	Base Attack Bonus: +2 Feat: Improved Unarmed Strike Feat: Stunning Fist	1. Spend a stunning attempt to deal an +1d6 damage with your unarmed strike.
Flying Kick	CW	Ability Score: Str 13 Skill: Jump 4 ranks Feat: Improved Unarmed Strike Feat: Power Attack	1. On a charge, deal +1d12 damage with your unarmed strike.
Freezing the Lifeblood	CW	Ability Score: Wis 17 Base Attack Bonus: +10 Feat: Improved Unarmed Strike Feat: Stunning Fist	1. Spend a stunning attempt to make an unarmed strike that deals no damage but paralyzes the target for 1d4+1 rounds if it fails a save (Fort, DC Wis). Only humanoids can be the target of this ability, and creatures immune to stunning are immune to this feat.
Heritage, Fire	Planar HB	--	1. +1 on Initiative. 2. Your unarmed attacks and natural weapons deal +1 fire damage.
Hyena Tribe Hunter [Regional]	ShS	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Hide. 2. +2 on trip attempts and to avoid being tripped. Special: You may select Improved Trip even if you don't fulfill the requirements. Special: Forgotten Realms regions: - Human (the Shaar [Hyena Tribe])

Improved Grapple [Fighter]	SRD	Ability Score: Dex 13 Feat: Improved Unarmed Strike	1. +4 on grapple checks. 2. You do not provoke attacks of opportunity while attempting a grapple
Improved Trip [Fighter]	SRD	Ability Score: Int 13 Feat: Combat Expertise	1. +4 on trips attacks. 2. You do not provoke attacks of opportunity when attempting a trip while unarmed. 3. If successful, you gain a free melee attack. Special: Monk bonus feat (6th level)
Improved Unarmed Strike [Fighter]	SRD	--	1. Your unarmed strike is considered armed. 2. You may make attacks of opportunity unarmed. 3. Your unarmed damage can be either lethal or nonlethal. Special: Automatic monk feat (1st level).
Infinite Deflection [Epic]	SRD Epic	Ability Score: Dex 25 Feat: Combat Reflexes Feat: Deflect Arrows Feat: Improved Unarmed Strike	1. There is no limit to the number of times per round you can use Deflect Arrows.
Keen Strike [Epic]	SRD Epic	Ability Score: Str 23 Ability Score: Wis 23 Class Feature: Ki strike (adamantine) Feat: Improved Critical (unarmed strike) Feat: Improved Unarmed Strike Feat: Stunning Fist	1. Your unarmed strikes can now deal slashing damage instead of bludgeoning on any attack you wish. 2. When your unarmed strike is using the slashing damage ability, you have an 18-20 threat range. This does not stack with any other ability that increases your unarmed strike's threat range.
Ki Strike, Holy [Exalted]	BoED	Ability Score: Cha 15 Class Feature: Ki strike (lawful) Feat: Improved Unarmed Strike Feat: Sanctify Ki Strike	1. Your unarmed strike deals +2d6 holy damage to evil creatures. 2. Your unarmed strike is considered a holy weapon in order to bypass damage reduction. Special: This does not stack with the Sanctify Ki Strike feat.
Ki Strike, Improved [Epic]	SRD Epic	Ability Score: Wis 21 Class Feature: Ki strike (adamantine)	1. You gain ki strike (epic).
Ki Strike, Sanctify [Exalted]	BoED	Ability Score: Cha 15 Class Feature: Ki strike (lawful) Feat: Improved Unarmed Strike	1. With an unarmed strike, deal +1 damage vs. evil targets, or +1d4 if also an outsider or undead. 2. Your unarmed strikes are considered good-aligned.
Knifefighter [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. You may use a light weapon in a grapple with no penalty. 2. You need not win a grapple check to draw a light weapon while grappling, though you still must spend a move action to do so. 3. If your BAB is at least +6 and already have the weapon drawn, you may make a full attack. Special: Forgotten Realms regions: - Bugbear (the Earthfast Mountains) - Chitine (Underdark [Yathchol]) - Goblin (the Earthfast Mountains) - Half-elf (Dambrath, the Dragon Coast) - Halfling (Channath Vale) - Hobgoblin (the Earthfast Mountains) - Human (Anauroch, Dambrath, the Lake of Steam, the Sword Coast) - Orc (Thesk) - Planetouched (Chessenta)

Legendary Wrestler [Epic]	SRD Epic	Ability Score: Str 21 Ability Score: Dex 21 Skill: Escape Artist 15 ranks Feat: Improved Unarmed Strike	1. +10 on all grapple checks.
Pain Touch	CW	Ability Score: Wis 15 Base Attack Bonus: +2 Feat: Stunning Fist	1. When you stun a target, the target is nauseated for 1 round after the round they are stunned. Creatures immune to stunning or more than 1 size larger than you are immune to this feat.
Psionic Fist [Psionic]	SRD Psionic	Ability Score: Str 13	1. Expend your focus to deal +2d6 damage with an unarmed strike or natural weapon. If you miss, your focus is still expended.
Psionic Fist, Greater [Psionic]	SRD Psionic	Ability Score: Str 13 Feat: Psionic Fist Base Attack Bonus: +5	1. When using Psionic Fist, you deal an additional +2d6 damage.
Rapid Stunning [Fighter]	CW	Base Attack Bonus: +6 Feat: Combat Reflexes Feat: Stunning Fist	1. You may make 1 more stun attempt (or special attack that uses stun attempts) per round. Special: This feat may be taken multiple times; its effects stack.
Reflect Arrows [Epic]	SRD Epic	Ability Score: Dex 25 Feat: Deflect Arrows Feat: Improved Unarmed Strike	1. When you deflect an arrow, you can reflect the attack at the attacker at your base ranged bonus.
Righteous Strike [Epic]	SRD Epic	Ability Score: Wis 19 Feat: Improved Unarmed Strike Feat: Stunning Fist Alignment: any lawful	1. Your unarmed strike is treated as an axiomatic weapon; this does not stack with similar abilities.
Roundabout Kick	CW	Ability Score: Str 15 Feat: Improved Unarmed Strike Feat: Power Attack	1. If you score a critical hit on an unarmed strike, immediately gain a free attack at the same target using the same bonus as the last hit.
Savage Grapple [Wild]	CAd	Class Feature: Wild shape Class Feature: Sneak Attack +1d6	1. When using wild shape, if you make a successful grapple check to damage a target you are grappling, add your sneak attack damage as well (if the target is vulnerable to sneak attacks).
Shattering Strike [Epic]	SRD Epic	Class Feature: Ki strike (adamantine) Skill: Concentration 25 ranks Feat: Weapon Focus (unarmed strike) Feat: Weapon Focus, Epic (unarmed strike)	1. When using an unarmed strike to break or burst an object with strength rather than damage (thus, only when able to use an unarmed strike on the object), you may make a Concentration check rather than a Str check. This is a full-round action that provokes attacks of opportunity.
Snatch	SRD Monster	Size: Huge or larger	1. Hit with a claw or bite attack to immediately start a grapple. 2. If you gain a hold on a target at least 3 sizes smaller than you, deal free bite or claw damage. 3. Snatched opponents held in your mouth fail any Reflex save vs. your breath weapon (if any). 4. You may drop your target (as a free action) or throw it (as a standard action, it travels 1d6 x 10', and takes 1d6/10' damage).
Snatch Arrows [Fighter]	SRD	Ability Score: Dex 15 Feat: Improved Unarmed Strike Feat: Deflect Arrows	1. When using Deflect Arrows, you may instead catch the weapon. Thrown weapons may be immediately thrown back at the attacker (on attacker's own turn) or instead kept.

Snatch, Improved	Drac	Size: Huge or larger Feat: Snatch	1. You may use Snatch on a creature up to 2 sizes smaller than you.
Stunning Fist [Fighter]	SRD	Ability Score: Dex 13 Ability Score: Wis 13 Base Attack Bonus: +8 Feat: Improved Unarmed Strike	1. Declare a stun attempt before your next unarmed strike; if you hit, the target saves (Fort, DC Wis) or is stunned until your next action. You gain 1 use/day per monk level, and +1 use/4 other levels. (1 use per round limit.) Targets immune to critical hits are immune to stunning. Special: Monk bonus feat (1st level).
Stunning Fist, Improved [Epic]	SRD Epic	Ability Score: Dex 19 Ability Score: Wis 19 Feat: Improved Unarmed Strike Feat: Stunning Fist	1. Your stunning fist's DC is +2. Special: You can take this feat multiple times; its effects stack.
Sun School [Tactical]	CW	Base Attack Bonus: +4 Class Feature: Flurry of blows	1. <i>Inexorable Progress of Dawn:</i> Hit your target with the first two unarmed strikes from a flurry of blows to force your target back 5'; you move forward 5'. (No attacks of opportunity.) 2. <i>Blinding Sun of Noon:</i> A target stunned 2 rounds in a row is then confused for 1d4 rounds. 3. <i>Flash of Sunset:</i> Move next to an enemy instantaneously, as with <i>dimension door</i> or the abundant step class feature, and make 1 attack at your highest BAB against that enemy.
Touch of Golden Ice [Exalted]	BoED	Ability Score: Con 13	1. Evil creatures touched with your bare hand, fist, or natural weapon, are ravaged by golden ice (see source).
Unavoidable Strike [Psionic]	SRD Psionic	Ability Score: Str 13 Base Attack Bonus: +5 Feat: Psionic Fist	1. Expend your focus to resolve your next attack with an unarmed strike or natural weapon as a touch attack.
Vorpal Strike [Epic]	SRD Epic	Ability Score: Str 25 Ability Score: Wis 25 Class Feature: Ki strike (adamantine) Feat: Improved Critical (unarmed strike) Feat: Improved Unarmed Strike Feat: Keen Strike Feat: Stunning Fist	1. Your unarmed strike can deal slashing damage at your option. 2. Your unarmed strike is considered a vorpal weapon when you choose to deal slashing damage.
Weakening Touch	CW	Ability Score: Wis 17 Base Attack Bonus: +2 Feat: Improved Unarmed Strike Feat: Stunning Fist	1. Spend a stunning attempt to make an unarmed strike that deals no damage, but deals a -6 penalty to the target's Str score. Multiple uses of this feat do not stack. Creatures immune to stunning are immune to this feat.
White Scorpion Strike [Racial]	RoE	Race: Drow Class Feature: Ki strike (magic)	1. Your unarmed strikes gain the ghost touch ability. 2. Your unarmed strikes deal +1d6 damage against undead.

Hit Point

Name	Source	Prerequisite	Benefit
Aligned Attack [Psionic]	SRD Psionic	Base Attack Bonus: +6	1. Choose [chaos], [evil], [good], or [law]; the descriptor must be one you possess. Expend your focus to make your next attack (melee or ranged) aligned with that descriptor.

Bladeproof Skin [Spelltouched]	UA	Special: Exposure to <i>stoneskin</i> or <i>iron body</i>	1. You gain damage reduction 3/bludgeoning. 2. Your skin imposes an armor check penalty of -2.
Boar's Ferocity [Wild]	CD	Class Feature: Wild shape	1. When below 0 hp (but not lower than -9) spend 1 wild shape to fight normally for 1 minute.
Body, Adamantine [Warforged]	ECS RoE	Race: Warforged Character Level: 1st	1. Your body's armor plating is made of adamantine rather than steel. 2. Your armor bonus to AC is now +8 3. You gain DR 2/adamantine. (Improved Damage Reduction increases this by 1.) 4. You have a +1 maximum Dex bonus to AC. 5. You have a -5 armor check penalty. 6. You have a 35% arcane spell failure chance. 7. You are considered to be wearing heavy metallic armor, and your speed is reduced accordingly; class features that cannot be used in heavy metallic armor cannot be used by a character with this feat, including druid abilities.
Body, Ironwood [Warforged]	RoE	Race: Warforged Character Level: 1st	1. Your body's armor plating is made of ironwood rather than steel. 2. Your armor bonus to AC is now +3. 3. You gain damage reduction 2/slashing. (Improved Damage Reduction can increase this by 2.) 4. You have a +4 maximum Dex bonus to AC. 5. You have a -3 armor check penalty. 6. You have a 20% arcane spell failure chance. 7. You are considered to be wearing light nonmetallic armor; class features that cannot be used in light nonmetallic armor cannot be used by a character with this feat.
Controlled Immolation [Spelltouched]	UA	Special: Exposure to <i>fireball</i> or <i>delayed blast fireball</i>	1. If you catch on fire, you take no damage. This does not protect your equipment or extend to actual fire damage. 2. You remain on fire for 1d4 rounds; any enemy who hits you in melee takes 1d6 fire damage.
Damage Reduction [Epic]	CD SRD Epic	Ability Score: Con 21	1. Gain DR 3/-. This does not stack with magical effects, but it does stack with class abilities. Special: You may gain this feat multiple times; its effects stack.
Dauntless [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +5 hit points. Special: Forgotten Realms regions: - Dwarf (the Galena Mountains, the Smoking Mountains, Turmish, Underdark [Earthroot], Underdark [Old Shanatar]) - Human (Damara, the Great Dale, Impiltur, the Moonshae Isles) - Orc (Amn, Chessenta, Vaasa) - Slyth (Underdark [Fluvenilstra])
Destiny, Fearless [Racial]	RoD	Race: Human or any half-human Character Level: 6th Feat: Destiny, Heroic	1. 1/day, any effect that would reduce you to -10 points or less instead leaves you at -9 in stable condition. This does not affect effects that kill you without reducing your hit points.
Diehard	SRD	Feat: Endurance	1. When at negative hp, you are automatically stable. 2. When at negative hp, you may choose to act as if disabled rather than dying. If you do not, you become unconscious. 3. When at negative hp, you may take 1 move or standard action once per turn. You cannot do both; you cannot take a full round action. Move actions are safe; standard actions (or other actions, i.e., a quickened spell) cause 1 point of damage. 4. If you reach -10 hit points, you die as normal. Special: With the new 'immediate' and 'swift' actions, the third point would likely be that only move

			and free actions are safe.
Divine Resistance [Divine]	CW	Class Feature: Turn/rebuke undead Feat: Divine Cleansing	1. As a standard action, spend 1 turn/rebuke undead attempt to grant yourself and all allies in a 60' burst resistance 5 (cold, electricity, and fire) for your Cha bonus in rounds.
Divine Vigor [Divine]	CW	Class Feature: Turn/rebuke undead	1. As a standard action, spend 1 turn/rebuke undead attempt to increase your speed by 10'; gain +2 temporary hp/character level. Both effects last your Cha bonus in minutes.
Dodge, Epic [Epic]	SRD Epic	Ability Score: Dex 25 Class Feature: Improved evasion Class Feature: Defensive roll Skill: Tumble 30 ranks Feat: Dodge	1. 1/round, when hit by the target of your Dodge feat, you may automatically avoid all damage from that attack.
Draconic Resistance [Draconic]	CA	Class Level: Sorcerer 1st Feat: Draconic Heritage	1. You gain resistance to the energy type of your ancestor equal to 3 x the number of your draconic feats.
Dragon Rage	ECS	Base Attack Bonus: +4 Class Feature: Rage or frenzy Feat: Dragon Totem Region: Argonnessen	1. When in a rage or frenzy, your natural armor is raised by +2. 2. When in a rage or frenzy, your resistance to energy due to your dragon totem is 15.
Dragon Totem	ECS	Base Attack Bonus: +1 Region: Argonnessen or Seren	1. You gain resistance 5 to the type of energy associated with your dragon totem.
Draw from the Land [Regional]	PGtF UE	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. You recover 2 hp and ability points per day of light activity, or 4 hp and ability points per day of complete rest (this stacks with the Heal skill's use). 2. +10 on Con checks to avoid nonlethal damage from hunger or thirst. 3. You require half as much sleep as normal (but still full mental rest to regain spell slots). Special: These bonuses are automatic when in Rashemen; outside those lands, you must make a Concentration check (DC 10 + 2/100 miles from the Rashemi border); if you fail, you cannot make another attempt for 24 hours. Special: Forgotten Realms regions: - Human (Rashemen)
Elemental Healing	CD	Class Feature: Rebuke elementals	1. Spend a rebuke elementals use to heal elementals of that type within 60' of 1d8/2 levels.
Endurance, Cold, Improved	FB	Base Fortitude Save +6 Feat: Endurance, Cold	1. You gain resistance 5 (cold), or your resistance to cold increases by 5. Special: You can take this feat multiple times; its effects stack, but you cannot raise your resistance beyond 15 using this feat.
Energy Resistance [Epic]	SRD Epic	--	1. You gain resistance 10 to 1 energy type, or a previously existing resistance increases by 10. Special: You can gain this feat multiple times. If you choose the same energy type, it stacks.
Forgeheart [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. Gain resistance 5 (fire). Special: Forgotten Realms regions: - Dwarf (the Smoking Mountain, the Sword Coast)
Greater Resiliency	CW	Special: Damage reduction (class feature or innate ability)	1. Your damage reduction increases by 1. If you gain a later bonus (i.e., with barbarian levels), this stacks with that bonus. This feat has no effect on the type of weapon that overcomes the damage reduction (if any). If you have multiple reduction abilities, choose one to increase.

Hands of a Healer	BoED	Ability Score: Cha 13 Class Feature: Lay on hands	1. Count your Cha as 2 points higher when determining how many points of damage you may heal per day.
Healing Factor [Shifter]	ECS	Race: Shifter Ability Score: Con 13	1. When your shift ends and you are not at -10 hp, you heal 1 hp/character level. Special: Shifter feat.
Healing, Fast [Epic]	Drac SRD Epic	Ability Score: Con 25	1. Gain fast healing 3, or your existing fast healing increases by 3. This does not stack with non-permanent magical effects.
Healing, Faster	CW	Base Fortitude Save: +5	1. You recover hit points and ability points faster. See source for details.
Improved Damage Reduction [Warforged]	ECS RoE	Race: Warforged	1. Gain DR 1/adamantine. 2. If you already have damage reduction vulnerable to adamantine, it increases by 1. 3. If you have the Ironwood Body feat, you can increase your DR -/slashing by +2. Special: If you have Adamantine Body, this feat can be taken multiple times; its effects stack.
Improved Fortification [Warforged]	ECS	Race: Warforged Base Attack Bonus: +6	1. Gain immunity to critical hits and sneak attacks. 2. You can no longer be healed by spells from the healing subschool.
Improved Resiliency [Warforged]	RoE	Race: Warforged	1. You are immune to nonlethal damage. 2. You lose the ability to benefit from regeneration or fast healing, regardless of the source.
Initiate of Ilmater [Initiate]	PGtF	Class Level: Cleric 7th Patron Deity: Ilmater	1. When casting any spell that heals more damage than was taken by the target, the target gains the excess as temporary hit points (max hit points = 3 x target's HD) for 1 hour/caster level. 2. While having at least one such hit point, the target gains +2 (sacred) on Fortitude saves and against being bull rushed and tripped. 3. Gain bonus spells (see source).
Life Drain [Monstrous]	LM	Ability Score: Cha 13 Special: Energy drain ability	1. When you bestow a negative level with your supernatural attack, your target also loses your Cha modifier in hp on top of normal damage; you gain this amount as temporary hit points for up to 1 hour, on top of the normal amount.
Life Leech [Spelltouched]	UA	Special: Exposure to <i>phantasmal killer</i>	1. Any creature between -1 and -9 hp within 30' of you loses 1 hp at the beginning of your turn. You cannot suppress this effect. 2. You gain this damage as temporary hp for 10.
Manifest Leap	S:CoT	Skill: Knowledge (the planes) 3 ranks Skill: Jump 3 ranks	1. +4 on Jump (competence) when in a manifest zone connected to Syrania. 2. Take only 1d4/10' damage on a fall when in a manifest zone connected to Syrania. Note: This feat requires the existence of manifest zones, part of the Eberron Campaign Setting.
Mental Resistance	SRD Psionic	Race/Class: Non-psionic Base Will Save: +2	1. Gain DR 3/- vs. (non-energy) damaging powers, including ability damage (not drain or burn). This does not apply to spells.
Mind Over Body (1)	SRD Psionic	Ability Score: Con 13	1. Heal ability damage/burn at a rate of 1 + your Con bonus.
Mind Over Body (2) [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. Use Int or Cha at 1st level to determine starting hit points (all other levels use Con). 2. Gain +1 hit points each time you take a metamagic feat. 3. If you cast arcane spells, gain +1 (insight) AC. Special: Forgotten Realms regions: - Elf (Silvermoon, Snow Eagle Aerie) - Half-elf (Silvermoon)

			<ul style="list-style-type: none"> - Human (Calimshan, Mulhorand, Shou Expatriate, Thay) - Planetouched (Calimshan, Thay) - Spirit folk (Ashane)
Pious Defense	CD	Skill: Knowledge (religion) 2 ranks	<p>1. If you would be reduced to 0 hp or less by damage, spend 1 faith point to take half damage.</p> <p>Special: This feat gives you 4 faith points. You gain more as detailed in the source.</p>
Profane Lifeleech	LM	Class Feature: Rebuke undead	<p>1. Spend a standard action and two rebuke attempts to deal 1d6 damage to all living creatures within 30'. This cannot reduce a target's hp below 0.</p> <p>2. You are healed by the same amount, but not beyond your maximum.</p>
Rapid Metabolism	SRD Psionic	Ability Score: Con 13	<p>1. Your natural healing rate increases to the standard rate plus twice your Con bonus.</p> <p>2. You heal at this rate even without rest.</p> <p>3. If you are under long-term care, you heal the normal rate plus twice your Con bonus.</p>
Sacred Healing [Divine]	CD	Class Feature: Turn undead Skill: Heal 8 ranks	<p>1. Spend a turn attempt as a full round action to grant fast healing 3 to all living creatures within 60'. This lasts for 1 + your Cha modifier rounds (minimum 1 round).</p>
Shifter Defense [Shifter]	ECS	Race: Shifter Feat: Any two [Shifter] feats	<p>1. You gain DR 2/silver while shifting.</p> <p>Special: Shifter feat.</p>
Shifter Defense, Greater [Shifter]	ECS	Race: Shifter Feat: Shifter Defense Feat: Any three other [Shifter] feats	<p>1. Your DR increases to 4/silver while shifting. (This does not stack with Shifter Defense.)</p> <p>Special: Shifter feat.</p>
Shifter Ferocity [Shifter]	ECS ECS(e) RoE	Race: Shifter Ability Score: Wis 13	<p>1. When at 0 hp in a shift, continue to fight as if not disabled.</p> <p>2. You do not lose hp for performing strenuous actions while shifting.</p> <p>3. When at -1 to -9 hp in a shift, you do not fall unconscious; you do not automatically lose hp.</p> <p>4. You die if reduced to -10 hp as normal.</p> <p>Special: Shifter feat.</p>
Shifter Stamina [Shifter]	RoE	Race: Shifter (beasthide, truedive, or wildhunt traits)	<p>1. When shifting, you are immune to nonlethal damage.</p> <p>2. When shifting, the effects of fatigue or exhaustion are suppressed until the end of your shift.</p>
Stigmata [Exalted]	BoED	Feat: Nimbus of Light	<p>1. You activate your stigmata by willing yourself to take at least 2 points of Con damage. You may heal allies of 1 hp per 2 points of damage, and anyone with a disease gains a new save with a sacred bonus equal to the total Con damage you took (if the save succeeds, the disease is cured). You may touch 1 ally/point of Con damage. The activation lasts for 1 hour, and the Con damage cannot be cured during that time.</p>
Tomb-Born Fortitude	LM	Alignment: Any non-good Feat: Tomb-Tainted Soul	<p>1. You have a 25% chance to ignore extra damage from sneak attacks or critical hits.</p> <p>2. You do not risk death from massive damage.</p> <p>3. Your skin looks dead.</p>
Tomb-Tainted Soul	LM	Alignment: Any non-good	<p>1. You are healed by negative energy and harmed by positive energy as if you were undead.</p>
Toughness	SRD	--	<p>1. +3 hit points.</p>
Toughness, Epic [Epic]	CD SRD Epic	--	<p>1. +20 hit points.</p> <p>Special: You can take this feat multiple times; its effects stack.</p>

Toughness, Improved [Fighter]	CW LM	Base Fortitude Save: +2	1. +1 hp/HD.
Swarm's Embrace	S:CoT	Feat: Child of Winter	1. You gain immunity to a swarm's distraction effect. 2. You gain DR 6/- against swarm attacks.
Vow of Poverty [Exalted]	BoED	Feat: Sacred Vow	1. +3 (exalted) AC, +1 per 3 character levels. This does not stack with armor and does not apply to touch and incorporeal attacks. This is a supernatural ability. 2. +1 (deflection) AC per 6 character levels. This is a supernatural ability. 3. +1 (natural armor) AC per 8 character levels. This is an extraordinary ability. 4. +1 (enhancement) to attack and damage at character level 4; any weapon you wield is a magic weapon. This increases to +2 at 10th level (and considered good-aligned), and increases by +1 per 3 additional levels. This is a supernatural ability. 5. You gain a bonus on all saving throws: +1 at 7th character level, +2 at 13th, and +3 at 17th. 6. At 7th character level, you gain +2 (enhancement) to one ability. At every fourth character level after that, you gain this bonus to another ability, and each previous ability's enhancement increases by +2. 7. You gain DR 5/magic at 10th level. At 15th, this is 5/evil; at 19th, this is 10/evil. 8. At 13th level you gain resistance 5 to acid, cold, electricity, fire, and sonic energy. At 20th level, this is resistance 15. 9. At 3rd level you level you have a continuous extraordinary ability equal to <i>endure elements</i> . 10. At 5th level you do not need to eat or drink. At 12th level, you do not need to breathe. 11. At 8th level you are immune to detect alignment spells, <i>detect thoughts</i> and <i>discern lies</i> . 12. At 14th level you have a continuous extraordinary ability equal to <i>freedom of movement</i> . 13. At 17th level you heal 1 hp of lethal damage per character level per hour. You heal 1 hp of nonlethal damage per character level every 5 minutes. This cannot be aided by the Heal skill. 14. At 18th level you have a continuous supernatural ability equal to <i>true seeing</i> . 15. You gain bonus [Exalted] feats at each even-numbered character level; unlike other abilities, you do not gain the bonus feats retroactively. Special: You must not own more than the bare minimum (simplest clothes, 1 day's food, non-masterwork weapons, ordinary spell component pouch, etc.); no magic items, though you can drink a potion someone gives you or receive a spell. You may not borrow items even for 1 round. Your share of treasure is given to charity, either directly or indirectly. If you break this vow, you lose this feat permanently and do not gain a replacement.

Item Use

Name	Source	Prerequisite	Benefit
Additional Magic Item Space [Epic]	SRD Epic	--	1. Choose 1 wearable magic item type. You may now wear another such magic item and receive the benefit of all such items you wear. Special: You may take this feat multiple times, once per wearable magic item type.
Ancestral Relic	BoED	Alignment: Any good Character Level: 3rd	1. Spend time in prayer over an item of at least masterwork quality and sacrifice gold or valuable items to increase its power (the amount is equal to the difference between the current market price and the level intended). This process takes 1 day per 1,000 gp price difference. Special: You may only have 1 ancestral relic; it is limited by your character level (see source).
Attune Magic Weapon	ECS	Caster Level: 5th	1. +1 (insight) attack and damage when using a magic weapon.

[Item Creation]		Feat: Craft Magic Arms and Armor	Special: You must spend 24 hours attuning to a new weapon before using this feat.
Channel Charge	LEoF	Spells: 4th level Skill: Use Magic Device 5 ranks	1. When you use a spell trigger item with charges, make a Use Magic Device check (DC 15 + spell level); if you succeed, you sacrifice a spell of the same level to power the activation. If you fail, you still lose the spell slot, and the appropriate number of charges are expended.
Double Steel Strike	ECS	Class Feature: Flurry of blows Feat: Weapon Focus (two-bladed sword)	1. Treat the two-bladed sword as a special monk weapon.
Double Wand Wielder	CA	Feat: Craft Wand Feat: Two-Weapon Fighting	1. You can fire two wands as a full-round action. This costs 1 additional charge from the wand you have designated as your off-hand wand.
Endurance	SRD	--	1. +4 to Swim to resist nonlethal damage 2. +4 to Con checks to continue running, to hold your breath, to avoid nonlethal damage from a forced march, starvation, or thirst 3. +4 to Fort saves to avoid nonlethal damage from hot or cold environments and to resist damage from suffocation. 4. You may sleep in light or medium armor without becoming fatigued. Special: Automatic ranger feat (3rd level).
Extra Rings [Item Creation]	ECS	Caster Level: 12th Feat: Forge Ring	1. You can wear and benefit from up to four magical rings, two on each hand.
Glorious Weapons [Divine]	CD	Class Feature: Turn/rebuke undead	1. Spend a turn/rebuke attempt as a standard action to align all melee weapons (including natural weapons) of all allies within 60' as good (if you turn undead) or evil (if you rebuke) until the end of your next turn.
Heavy Armor Optimization [Fighter]	RoS	Base Attack Bonus: +4 Proficiency: Armor (heavy)	1. When wearing heavy armor, the armor check penalty is 1 less and the armor bonus is +1.
Holy Strike [Epic]	CD SRD Epic	Alignment: Any good Class Feature: Smite evil	1. Any weapon you use is considered holy. If the weapon already has an alignment, this has no effect.
Item Familiar	UA	Character Level: 3rd	1. You bond with 1 item of at least 2,000 gp, which gains power as you gain levels. This item must be usable by you with a permanent magical effect you can use. If the item is destroyed or separated from you for more than 1 day/level, lose 200 XP/level. (See source for more.)
Master Staff [Epic]	SRD Epic	Skill: Spellcraft 15 ranks Feat: Craft Staff	1. When you activate a staff, you retain its charge by expending a spell or spell slot equal to or higher than the spell slot of the charge (but not from any bonus spells due to school specialty). This only works for functions that match specific spells.
Master Wand [Epic]	SRD Epic	Skill: Spellcraft 15 ranks Feat: Craft Wand	1. When you activate a wand, you retain its charge by expending a spell or spell slot equal to or higher than the spell slot of the charge (but not from any bonus spells due to school specialty).
Penetrate Damage Reduction [Epic]	SRD Epic	--	1. Your melee weapons are considered to be of a chosen material (e.g., adamantite) when encountering damage reduction. Special: You may take this feat multiple times, once per material; the effects stack.
Quick Draw [Fighter]	SRD	Base Attack Bonus: +1	1. Draw a weapon as a free action. 2. Draw a hidden weapon as a move action.

			3. Attack with thrown weapons at full attack rate.
Ranged Disarm [Fighter]	CW	Ability Score: Dex 15 Base Attack Bonus: +5 Feat: Point Blank Shot Feat: Precise Shot	1. Pick 1 ranged weapon you are proficient with; you may disarm targets within 30' with it. Special: You can take this feat multiple times, once per weapon. Special: You gain no benefit from Improved Disarm when using this feat.
Ranged Pin [Fighter]	CW	Ability Score: Dex 15 Base Attack Bonus: +5 Feat: Point Blank Shot Feat: Precise Shot	1. You may perform a ranged grapple attempt if your target is within 5' of a wall, tree, or other such surface, and is wearing clothing, armor, or other such accoutrement. Make a normal ranged attack, then an opposed grapple check (both your and the target's size modifiers apply). The target makes a DC 15 Str or Escape Artist check as a standard action to break free. Special: You gain no benefit from Improved Grapple when using this feat.
Ranged Sunder [Fighter]	CW	Ability Score: Dex 15 Base Attack Bonus: +5 Feat: Point Blank Shot Feat: Precise Shot	1. With a ranged bludgeoning or slashing weapon, deal normal damage against objects within 30'. With piercing weapons, divide damage by 2 before applying the object's hardness. Special: You gain no benefit from Improved Sunder when using this feat.
Rapid Reload [Fighter]	SRD	Proficiency: Selected crossbow	1. Reloading a hand or light crossbow is a free action, or a move action for heavy crossbows. You still provoke an attack of opportunity. If your speed is reduced to a free action, then a crossbow can be used as easily as a bow. Special: This feat can be taken multiple times, once for each type of crossbow.
Reckless Wand Wielder	CA	Skill: Use Magic Device 1 rank Feat: Craft Wand	1. Spend 1 extra charge to add +2 caster levels to the spell stored in a wand. You can only spend 1 extra charge at a time.
Sanctify Weapon [Exalted]	BoED	Spells: <i>Align weapon</i>	1. When you cast <i>align weapon</i> , the weapon becomes sanctified; it deals +1 damage vs. evil targets, or +1d4 vs. evil outsiders and evil undead. 2. Targets with the corrupted template (from <i>The Book of Vile Darkness</i>) cannot heal this bonus damage naturally (including fast healing).
Serpent Strike	ECS	Class Feature: Flurry of blows Feat: Weapon Focus (longspear)	1. Treat the longspear as a special monk weapon.
Shaped Splash	RoE	Race: Halfling Ability Score: Dex 13 Base Attack Bonus: +1	1. If you hit a target with a thrown splash weapon, make a second attack vs. any creature next to the first to apply the full damage against it as well. 2. You can choose not to apply splash damage to any square next to any primary target you hit.
Spell Trigger, Consecrate [Exalted]	BoED	Class Feature: Turn undead Feat: Craft Wand or Craft Staff	1. Spend one turning attempt to apply the Consecrate Spell feat to the spell produced by a spell trigger item.
Spell Trigger, Purify [Exalted]	BoED	Class Feature: Turn undead Feat: Craft Wand or Craft Staff	1. Spend one turning attempt to apply the Purify Spell feat to the spell produced by a spell trigger item.
Throw Anything	CW	Ability Score: Dex 15 Base Attack Bonus: +5	1. Throw a melee weapon you are proficient with as if it had a 10' range increment.
Unholy Strike [Epic]	SRD Epic	Alignment: Any evil Class Feature: Smite good	1. Any weapon you wield is an unholy weapon. This does not stack with similar abilities. If the weapon already has an alignment, this has no effect.
Wand Mastery	ECS	Caster Level: 9th	1. The caster level and DC of any wand you use is increased by two.

[Item Creation]		Feat: Craft Wand	
Wandstrike	CA	Skill: Use Magic Device 4 ranks	1. Make a melee touch attack with a wand, spending 1 charge to deal 1d6 damage to the target (sneak attack, favored enemy, etc, does not add extra damage to this attack). 2. If the wand's spell affects an area or deals damage, you may also activate the spell (costing 1 more charge) as part of the above attack. Targeted spells hit automatically; area spells have their point of origin as any grid intersection of the target's space, which can place you in the area.
Whirling Steel Strike	ECS	Class Feature: Flurry of blows Feat: Weapon Focus (longsword)	1. Treat the longsword as a special monk weapon.
Wield Oversized Weapon	CD	Ability Score: Str 25 Base Attack Bonus: +21 Feat: Monkey Grip	1. You treat any weapon as 1 category smaller than normal. This includes the effort needed to use it, but the base damage does not change.

Movement, General

Name	Source	Prerequisite	Benefit
Action Surge	ECS	Base Attack Bonus: +3	1. Spend 2 action points to take an extra move or standard action.
Ankheg Tribe Ambush [Regional]	ShS	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +4 (circumstance) on Hide in tall grass. 2. In a surprise round, leap up from prone as a free action. Special: Forgotten Realms regions: - Human (the Shaar [Ankheg Tribe])
Blind-Fight [Fighter]	SRD	--	1. If your melee attack fails due to concealment, reroll once. 2. Retain Dex bonus to AC against invisible opponents. 3. Invisible opponents do not gain a bonus when attacking you in melee. 4. Move 3/4ths your speed when in darkness or areas of poor visibility. Special: This feat does not affect opponents who are the subject of a blink spell.
Blinding Speed [Epic]	SRD Epic	Ability Score: Dex 25	You may act as if hasted for 5 rounds per day. They need not be consecutive rounds. Special: You may take this feat multiple times; its effects stack.
Cavalry Charger [Fighter] [Tactical]	CW	Base Attack Bonus: +6 Feat: Mounted Combat Feat: Spirited Charge Feat: Trample	1. <i>Unhorse:</i> If you make a successful attack on a mounted charge, you make a free bull rush attempt. If you succeed, your target is moved off his horse, which remains where it was. 2. <i>Leaping Charge:</i> At the end of a mounted charge against a target at least 1 size smaller than your mount, make a Ride check (DC 10 for +2 damage, DC 20 for +4). Failure means an automatic miss; failure by 5 or more means you fall off and land next to your mount. 3. <i>Fell Trample:</i> You make mounted overrun attempts vs. multiple targets. Your mount makes a hoof attack against each overrun target.
Cheetah Tribe Sprint [Regional]	ShS	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. Once per hour while in light or no armor and carrying no more than a light load, you may move up to four times your speed while charging. Special: Forgotten Realms regions: - Human (the Shaar [Cheetah Tribe])

Crowd Tactics [Tactical]	RoD	Skill: Hide 5 ranks Feat: Dodge	1. <i>Moving with the Flow:</i> Entering any space occupied by a crowd costs no extra movement. 2. <i>One with the Crowd:</i> +4 on Hide in a space occupied by a crowd. 3. <i>Master of the Mob:</i> +4 on Diplomacy and Intimidate to influence or direct a crowd. Special: You only gain the above benefits if the crowd is indifferent or friendly to you.
Dash	CW	--	1. In light or no armor, with no more than a light load, your speed is 5' faster.
Divine Vigor [Divine]	CW	Class Feature: Turn/rebuke undead	1. As a standard action, spend 1 turn/rebuke undead attempt to increase your speed by 10'; gain +2 temporary hp/character level. Both effects last your Cha bonus in minutes.
Elite, Cliffwalk [Shifter]	ECS RoE	Race: Shifter (cliffwalk trait)	1. You gain an additional +10 to your climb speed while shifting. Special: Shifter feat.
Elite, Truedive [Shifter]	RoE	Race: Shifter (truedive trait)	1. While shifting, your swim speed improves by 10'. 2. While shifting, you ignore the penalties on melee attack rolls due to underwater combat.
Evasive Target [Tactical]	CW	Base Attack Bonus: +6 Feat: Dodge Feat: Mobility	1. <i>Negate Power Attack:</i> If the target of your Dodge feat uses Power Attack against you, that target gains no bonus to damage, but still takes an attack penalty. 2. <i>Diverting Defense:</i> Target 1 enemy flanking you with your Dodge feat. The first attack of that round from that attacker instead targets the other flanking enemy, who is considered flat-footed for this attack. Any other attacks that round are as normal. 3. <i>Cause Overreach:</i> If an attack of opportunity caused by your movement misses you, make a free trip attack on that enemy. The enemy may not try to trip you if you fail.
Endurance	SRD	--	1. +4 to Swim to resist nonlethal damage 2. +4 to Con checks to continue running, to hold your breath, to avoid nonlethal damage from a forced march, starvation, or thirst 3. +4 to Fort saves to avoid nonlethal damage from hot or cold environments and to resist damage from suffocation. 4. You may sleep in light or medium armor without becoming fatigued. Special: Automatic ranger feat (3rd level).
Endurance, Epic [Epic]	SRD Epic	Ability Score: Con 25 Feat: Endurance	1. When making any check to perform a physical action that extends over a period of time, you gain +10 on the check.
Epic Speed [Epic]	SRD Epic	Ability Score: Dex 21 Feat: Run	1. Your speed is +30' when not wearing heavy armor. This does not stack with magic items and nonpermanent magic effects.
Fleet of Foot (2)	CW SRD Divine	Ability Score: Dex 15 Feat: Run	1. When running or charging (in light armor and carrying no more than a light load), you may make 1 direction change per round of up to 90 degrees. (If you are charging, you must move in a straight line for 10' after the change to maintain the charge.)
Formation Expert [Fighter] [Tactical]	CW	Base Attack Bonus: +6	1. <i>Lock Shields:</i> If you have allies on either side and you are all using shields, gain +1 AC. 2. <i>Step into the Breach:</i> If you are within 1 move action of an ally who falls in combat, and allies are in every square between you and the fallen ally, you may immediately spend a move action to step into the fallen ally's square. 3. <i>Wall of Polearms:</i> If you are using a shortspear, longspear, glaive, guisarme, halberd, or ranseur, and allies on each side using the same weapon you are, gain +2 on attack.
Giantbane [Fighter] [Tactical]	CW	Size: Medium or smaller Base Attack Bonus: +6	1. <i>Duck Underneath:</i> If you are attacked by an enemy at least two sizes larger than you while you are using the total defense action, gain +4 AC (dodge). If that enemy misses you, you may make

		Skill: Tumble 6 ranks	a DC 15 Tumble check to move to any unoccupied square on the opposite side of the enemy. If you fail, or there is no appropriate square to move to, you remain where you are. 2. <i>Death from Below:</i> If you succeed on Duck Underneath, make 1 immediate attack (at +4) against the enemy you ducked under. That enemy is considered flat-footed for this attack. 3. <i>Climb Aboard:</i> Move next to an enemy at least two sizes larger than you. On the next round, make a DC 10 Climb check as a free action to climb onto the enemy (you occupy one of its squares). The enemy you stand on attacks you at -4 or can shake you off by winning a grapple check opposed by your Climb check. If it wins, you land in a random adjacent square.
Mobility [Fighter]	SRD	Ability Score: Dex 13 Feat: Dodge	1. +4 AC (dodge) vs. attacks of opportunity caused by movement in a threatened area.
Mounted Archery [Fighter]	SRD	Skill: Ride 1 rank Feat: Mounted Combat	1. -2 penalty on ranged attacks while your mount is taking a double move. 2. -4 penalty on ranged attacks while your mount is running.
Mounted Archery, Improved [Fighter]	CW	Skill: Ride 1 rank Feat: Mounted Archery Feat: Mounted Combat	1. No penalty on ranged attacks while your mount is taking a double move. 2. -2 penalty on ranged attacks while your mount is running.
Natural Scavenger	ShS	Skill: Survival 5 ranks.	1. Move at full overland speed while foraging for food. 2. +4 on Survival while foraging for food.
Nimble Bones	LM	Feat: Corpsecrafter	1. Undead you raise or create with necromancy spells gain +4 Initiative and +10' to their speed.
Prone Attack [Fighter]	CW	Ability Score: Dex 15 Base Attack Bonus: +2 Feat: Lightning Reflexes	1. You can make attacks while prone with no penalty. 2. If the attack is successful, you regain your feet as a free action. 3. Enemies gain no bonus to melee attacks while you are prone.
Pursue	ECS	Feat: Combat Reflexes	1. When an enemy in combat takes a 5' step to a square you do not threaten, spend 1 action point to occupy the square that enemy just left. This takes place right after the 5' step and does not provoke attacks of opportunity. Note: It is assumed that this can only be used by a character in melee combat with the enemy.
Raptor School [Tactical]	CW	Ability Score: Wis 13 Base Attack Bonus: +5 Skill: Jump 5 ranks	1. <i>Eagle's Swoop:</i> Make a charge or jump down to an enemy from at least 10' up. Make a Jump check as a free action at either DC 15 (for +2 damage) or DC 25 (+4 damage). Failure means an automatic miss. Failure by 5 or more means you fall prone in an adjacent square. 2. <i>Falcon's Feathers:</i> If you are wearing a cloak, you may whip it around to make a feint check using your BAB rather than your Bluff modifier. 3. <i>Hawk's Eye:</i> Gain a +2 bonus on attack and damage rolls against 1 target for every round you first spend observing that target, for a maximum of +6 after 3 rounds. If you do not use this bonus within 3 rounds, or if you are attacked during observation, you lose it.
Ride-By Attack [Fighter]	SRD	Skill: Ride 1 rank Feat: Mounted Combat	1. When mounted and charging, you may move before and after your standard action so long as you are moving in a straight line without exceeding your total movement for that round. The target of your attack does not get an attack of opportunity.
Run	SRD	--	1. Move 5x your speed during a run (or x4 in heavy armor or carrying a heavy load). 2. +4 to running Jump checks. 3. Retain your Dex bonus to AC while running.
Shot on the Run	SRD	Ability Score: Dex 13	1. When making a ranged attack, move before and after the attack, but not more than your speed.

[Fighter]		Base Attack Bonus: +4 Feat: Dodge Feat: Mobility Feat: Point Blank Shot	
Speed of Thought [Psionic]	SRD Psionic	Ability Score: Wis 13	1. +10' (insight) to speed when focused.
Spring Attack [Fighter]	SRD	Ability Score: Dex 13 Base Attack Bonus: +4 Feat: Dodge Feat: Mobility	1. When attacking with a melee weapon and not in heavy armor, move before and after attack, so long as you do not exceed your total movement for that round. Your target does not get an attack of opportunity. You must move 5' before and after your attack to use this feat.
Sun School [Tactical]	CW	Base Attack Bonus: +4 Class Feature: Flurry of blows	1. <i>Inexorable Progress of Dawn:</i> Hit your target with the first two unarmed strikes from a flurry of blows to force your target back 5'; you move forward 5'. (No attacks of opportunity.) 2. <i>Blinding Sun of Noon:</i> A target stunned 2 rounds in a row is then confused for 1d4 rounds. 3. <i>Flash of Sunset:</i> Move next to an enemy instantaneously, as with <i>dimension door</i> or the abundant step class feature, and make 1 attack at your highest BAB against that enemy.
Swim Like a Fish [Wild]	CD	Class Feature: Wild shape	1. Spend 1 wild shape to grow gills and breathe underwater; you do not lose the ability to breathe air. You also gain a swim speed of 40' and +8 on Swim checks. This lasts for 1 hour.

Movement, Flight

Name	Source	Prerequisite	Benefit
Eagle's Wings [Wild]	CD	Class Feature: Wild shape	1. Spend 1 wild shape to grow feathery wings for one hour (fly 60', average).
Elite, Swiftwing [Shifter]	RoE	Race: Shifter (swiftwing trait)	1. While shifting, your base fly speed improves by 10' and your maneuverability improves to good.
Flyby Attack	SRD Monster	Special: Fly speed	1. While flying, you can take a standard action at any time during a move action (such as a dive).
Flyby Attack, Adroit	Drac	Feat: Flyby attack Feat: Hover or Wingover Special: Fly speed (90')	1. While using Flyby Attack, you do not provoke an attack of opportunity from anyone you attack.
Hover	SRD Monster	Special: Fly speed	1. Regardless of maneuverability, you can hover in place as a move action. 2. You can move in any direction, including straight up and down, at half speed. 3. If you begin your turn hovering, you can hover while taking a full-round action, including full attack (but cannot make wing attacks). 4. If you are Large or larger and have wings, you create winds with a range of 60' that put out torches, small campfires, unprotected lanterns, and other small, open nonmagical fires. If you are also within 20' of a surface with a lot of loose debris, you can create a dust cloud of the same size. Inside, clear vision is 10'; at 15-20', 20% concealment; at 25' or more, total concealment. Creatures in the cloud must make a Concentration check (DC 10 + 1/2 your HD) to cast spells or use spell-like abilities.

Improved Flight	Drac	Feat: Hover or Wingover Special: Fly speed (150')	1. Your maneuverability improves by 1 step, but no better than Good. Special: You can take this feat multiple times, subject to the above restriction.
Manifest Flight	S:CoT	Skill: Knowledge (the planes) 4 ranks Special: Fly Speed	1. Your fly speed is +50% when In a manifest zone connected to Syrania, 2. Your maneuverability is 1 step better when in a manifest zone connected to Syrania. Note: This feat requires the existence of manifest zones, part of the Eberron Campaign Setting.
Power Climb	Drac	Ability Score: Str 15 Special: Fly speed (average)	1. While flying in a straight line, you may gain altitude while moving your full speed.
Power Dive	Drac	Ability Score: Str 15 Special: Fly speed (average)	1. When flying, you may dive to perform an overrun action that your target cannot avoid. 2. If you hit, your target is knocked prone and you make an additional slam attack that deals bonus damage based on your size (+1d6 at Medium), +1.5 your Str modifier. 3. If you miss, you are knocked prone yourself and take the bonus damage instead.
Wingover	SRD Monster	Special: Fly speed	1. Regardless of maneuverability, you can change direction up to 180 degrees as a free action, in addition to any other turns you are allowed. You cannot gain altitude while using this feat, but you can dive. A wingover costs 10' of movement.

Movement, Land

Name	Source	Prerequisite	Benefit
Cheetah's Speed [Wild]	CD	Class Feature: Wild shape	1. Spend 1 wild shape to increase your base land speed to 50' for 1 hour. 2. Once per use, move 10x your normal base speed as part of a charge.
Elite, Longstride [Shifter]	ECS RoE	Race: Shifter (longstride trait)	1. You gain an additional +10 to your land speed while shifting. Special: Shifter feat.
Fleet of Foot (1) [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +10' of land speed when in light or no armor and carrying less than a heavy load. This stacks with class features that improve speed. Special: Forgotten Realms regions: - Elf (the Forest of Lethyr, the High Forest, the Wealdath) - Half-elf (the Dalelands, the High Forest) - Human (the Shaar, Thindol)
Leap Attack	CAd	Skill: Jump 8 ranks Feat: Power Attack	1. You may jump as part of your charge; this follows the normal rules of the Jump skill and charges, except that you ignore rough terrain in any squares you jump over. 2. If you cover at least 10' of horizontal distance with your jump, and end that jump in a square from which you threaten your target, you deal twice the bonus damage normally given by your Power Attack feat. (With a two-handed weapon, you instead triple the extra damage.)
Nomadic Trekker [Regional]	ShS	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. Move overland across trackless plains at normal speed. 2. +4 on Con checks to continue forced marches across plains. Special: You may extend these bonuses to 1 ally per level. Special: Forgotten Realms regions: - Human (the Shaar) - Wemic (the Shaar)

Roofwalker [Tactical]	RoD	Skill: Balance 5 ranks Skill: Jump 5 ranks Feat: Dodge Feat: Mobility	1. <i>Fleet of Foot:</i> You can move your full speed over precarious surfaces without penalty. 2. <i>Graceful Drop:</i> Jump checks to ignore falling damage ignore 20' of the distance you fell. 3. <i>Master of the Roof:</i> +1 (dodge) AC against any opponent at a different elevation from you.
Snowrunner	FB	Class Feature: Woodland stride	1. +5 (competence) on Balance on icy surfaces. 2. You may move at full speed across loose snow.
Stable Footing [Racial]	RoE	Race: Dwarf or warforged	1. +4 on ability checks to resist a bull rush or a trip when standing firmly on the ground. 2. You ignore the movement penalty for moving over difficult terrain.
Stormheart [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Balance and Profession (sailor). 2. Ignore all hampered movement penalties for fighting on pitching or slippery decks. 3. Gain +1 (dodge) AC while fighting on a ship or boat. Special: Forgotten Realms Regions: - Human (Altumbel, the Dragon Coast, the Lake of Steam, Lapaliya, the Nelanther Isles, the Sword Coast, Tharsult)
Surefooted [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Climb and Jump. 2. Ignore all movement penalties for ice and steep slopes. If a surface is both steep and icy, you pay twice the movement cost, instead of four times. Special: Forgotten Realms regions: - Grimlock (Underdark [Reeshov]) - Human (the Great Dale, Uthgardt Tribesfolk) - Orc (Amn, the Moonsea, Vaasa)
Up the Walls [Psionic]	SRD Psionic	Ability Score: Wis 13	1. When focused, you may move along a wall as if it were a horizontal surface so long as you end your movement on a horizontal space. You can change surfaces as often as you wish and make any actions during that movement that you could otherwise do, but you cannot stop on a wall; if you stop or run out of movement before reaching a horizontal surface, you fall as normal.
Woodwise [Regional]	PGtF UE	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. Ignore movement penalties due to nonmagical, natural undergrowth. 2. +1 (dodge) AC when fighting in woodlands. Special: Forgotten Realms regions: - Elf (Elven Court, Sildëyuir, the Wealdath) - Volodni (the Forest of Lethyr)

Proficiency

Name	Source	Prerequisite	Benefit
Armor, Heavy	SRD	Feat: Armor, Light Feat: Armor, Medium	1. Wearing heavy armor causes no nonproficiency penalty.
Armor, Light	SRD	--	1. Wearing light armor causes no nonproficiency penalty.
Armor, Medium	SRD	Feat: Armor, Light	1. Wearing medium armor causes no nonproficiency penalty.

Bladebearer of the Valenar [Racial]	RoE	Race: Elf Proficiency: scimitar or falchion Region: Valenar	<ol style="list-style-type: none"> 1. You can use the Valenar double scimitar as a martial weapon. 2. +1 damage with a scimitar, falchion, or Valenar double scimitar. 3. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all three weapons are affected by it. 4. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.
Darguun Mauler [Racial]	RoE	Type: Humanoid (goblinoid) Proficiency: flail or heavy flail Region: Darguun	<ol style="list-style-type: none"> 1. You can use the dire flail and the spiked chain as martial weapons. 2. +1 damage with a flail (normal, heavy, or dire) or spiked chain if you do not move during the attack. 3. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all four weapons are affected by it. 4. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.
Drow Skirmisher [Racial]	RoE	Race: Drow Region: Xen'drik	<ol style="list-style-type: none"> 1. You can use the Xen'drik boomerang, the drow scorpion chain, and the drow long knife as martial weapons. 2. +1 damage with a drow scorpion chain or drow long knife as long as you move more than 5' under your own power during that round. 3. If you have selected the short sword or the dagger to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, the same feats affect the drow long knife. 4. If you have selected the spiked chain to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, the same feats affect the drow scorpion chain. 5. When you spend an action point to modify an attack roll with a Xen'drik boomerang, a drow scorpion chain, or drow long knife, add the same result to your damage for that attack.
Horse Nomad [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	<ol style="list-style-type: none"> 1. +3 to Ride. 2. Gain proficiency with the composite shortbow, light lance, and scimitar. Special: Forgotten Realms regions: - Human (the Hordelands, Nimbral, the Ride, the Shaar)
Improved Weapon Familiarity [Fighter]	CW	Base Attack Bonus: +1	<ol style="list-style-type: none"> 1. Treat all exotic weapons associated with your race as martial weapons.
Militia [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	<ol style="list-style-type: none"> 1. Gain proficiency with all martial weapons. Special: Forgotten Realms regions: - Half-elf (Aglarond) - Halfling (Lurien) - Human (Altumbel, the Dalelands, Impiltur, Samarach, Thindol, Turmish) - Gnome (the Rathgaunt Hills)
Monkey Grip	CW	Base Attack Bonus: +1	<ol style="list-style-type: none"> 1. You still take a penalty when using weapons 1 size larger than you, but the weapons are considered your size so long as you do not use them as off-hand or wield a double weapon.
Mror Stalwart [Racial]	RoE	Race: Dwarf Proficiency: battleaxe, warhammer, dwarven waraxe, or dwarven urgrosh Region: Mror Holds (Ironroot Mts.)	<ol style="list-style-type: none"> 1. +1 damage with a battleaxe, warhammer, dwarven waraxe, or dwarven urgrosh. 2. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all four weapons are affected by it.

			3. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.
Shadow Marches Warmonger [Racial]	RoE	Race: Orc or half-orc Region: Shadow Marches	1. You treat the orc double axe as a martial weapon. 2. +1 damage with a battleaxe, greataxe, or orc double axe while charging. 3. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all three weapons are affected by it. 4. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.
Shield	SRD	--	1. Using any shield except a tower shield causes no nonproficiency penalty.
Shield, Tower	SRD	--	1. Using a tower shield causes no nonproficiency penalty.
Sugliin Mastery	FB	Base Attack Bonus: +5 Proficiency: Sugliin	1. You attack with a sugliin as if it were a normal weapon.
Talenta Warrior [Racial]	RoE	Race: Halfling Region: Talenta Plains	1. You treat the Talenta sharrash, Talenta tangat, and Talenta boomerang as martial weapons. 2. +1 damage with any of the above weapons while mounted. 3. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all three weapons are affected by it. 4. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.
Weapon Group (Axes) [Fighter]	UA	--	1. Gain proficiency with battleaxe, handaxe, greataxe, and dwarven waraxe (two-handed use). Special: This feat is part of an alternate proficiency system. See the source for details.
Weapon Group (Basic Weapons) [Fighter]	UA	--	1. Gain proficiency with club, dagger, and quarterstaff. Special: This feat is part of an alternate proficiency system. See the source for details.
Weapon Group (Bows) [Fighter]	UA	--	1. Gain proficiency with longbow, shortbow, and composite version. Special: This feat is part of an alternate proficiency system. See the source for details.
Weapon Group (Claw Weapons) [Fighter]	UA	--	1. Gain proficiency with punching dagger and spiked gauntlet. Special: This feat is part of an alternate proficiency system. See the source for details.
Weapon Group (Crossbows) [Fighter]	UA	--	1. Gain proficiency with crossbow (heavy, heavy repeating, light, and light repeating). Special: This feat is part of an alternate proficiency system. See the source for details.
Weapon Group (Druid Weapons) [Fighter]	UA	--	1. Gain proficiency with club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. Special: This feat is part of an alternate proficiency system. See the source for details.
Weapon Group (Exotic Double Weapons) [Fighter]	UA	Base Attack Bonus: +1	1. Gain proficiency with exotic double weapons associated with the weapon groups you are proficient in. (Some double weapons require more than one weapon group proficiency.) - <i>Axes:</i> orc double axe and dwarven urgrosh (with Spears and Lances). - <i>Flails and Chains:</i> dire flail and gyrspike (with Heavy Blades) - <i>Heavy Blades:</i> double scimitars, gyrspike (with Flails and Chains), and two-bladed sword. - <i>Maces and Clubs:</i> double mace.

			<ul style="list-style-type: none"> - <i>Picks and Hammers</i>: double hammer and gnome hooked hammer. - <i>Spears and Lances</i>: dwarven urgrosh (with Axes). <p>Special: This feat is part of an alternate proficiency system. See the source for details.</p>
Weapon Group (Exotic Weapons) [Fighter]	UA	Base Attack Bonus: +1	<p>1. Gain proficiency with exotic weapons (but not including double weapons) associated with the weapon groups you are proficient in.</p> <ul style="list-style-type: none"> - <i>Axes</i>: dwarven waraxe (one-handed use). - <i>Bows</i>: elven double bow, greatbow, and composite greatbow. - <i>Claw Weapons</i>: bladed gauntlet, claw bracer, panther claw, stump knife, tiger claws, and ward cestus. - <i>Clubs and Maces</i>: warmace (one-handed use) and tonfa. - <i>Crossbows</i>: great crossbow and hand crossbow. - <i>Druid Weapons</i>: greatspear. - <i>Flails and Chains</i>: chain-and-dagger, scourge, spiked chain, three-section staff, whip, whip-dagger. - <i>Heavy Blades</i>: bastard sword (one-handed use), khopesh, mercurial longsword, and mercurial greatsword. - <i>Light Blades</i>: kukri, sapara, triple dagger and war fan. - <i>Monk Weapons</i>: butterfly sword and tonfa. - <i>Picks and Hammers</i>: dire pick, gnome battlepick, and maul (one-handed use). - <i>Polearms</i>: heavy poleaxe. - <i>Slings and Thrown Weapons</i>: bola, chakram, gnome calculus, halfling skiprock, orc shotput, shiriken, and throwing iron. - <i>Spears and Lances</i>: duom, greatspear, harpoon, mantis, and spinning javelin. <p>Special: This feat is part of an alternate proficiency system. See the source for details. Special: Many of these weapons are found in the <i>Arms and Equipment Guide</i> and <i>Complete Warrior</i> source books. Note: In 3.5, the kukri was made a martial weapon. Its placement in a 3.5 feat is likely a mistake.</p>
Weapon Group (Flails and Chains) [Fighter]	UA	--	<p>1. Gain proficiency with light and heavy flails.</p> <p>Special: This feat is part of an alternate proficiency system. See the source for details.</p>
Weapon Group (Heavy Blades) [Fighter]	UA	--	<p>1. Gain proficiency with longsword, greatsword, falchion, scimitar, and bastard sword, (two-handed use only).</p> <p>Special: This feat is part of an alternate proficiency system. See the source for details.</p>
Weapon Group (Light Blades) [Fighter]	UA	--	<p>1. Gain proficiency with dagger, punching dagger, rapier, and short sword.</p> <p>Special: This feat is part of an alternate proficiency system. See the source for details.</p>
Weapon Group (Maces and Clubs) [Fighter]	UA	--	<p>1. Gain proficiency with club, light and heavy mace, great club, quarterstaff, sap, and warmace (two-handed use only).</p> <p>Special: This feat is part of an alternate proficiency system. See the source for details.</p>
Weapon Group (Monk Weapons) [Fighter]	UA	--	<p>1. Gain proficiency with kama, nunchaku, quarterstaff, sai, shuriken, and siangham.</p> <p>Special: This feat is part of an alternate proficiency system. See the source for details.</p>
Weapon Group (Picks and Hammers) [Fighter]	UA	--	<p>1. Gain proficiency with light and heavy pick, light and warhammer, lucerne hammer, scythe, and maul (two-handed use only).</p> <p>Special: This feat is part of an alternate proficiency system. See the source for details.</p>
Weapon Group (Polearms) [Fighter]	UA	--	<p>1. Gain proficiency with glaive, guisarme, halberd, and ranseur.</p> <p>Special: This feat is part of an alternate proficiency system. See the source for details.</p>

Weapon Group (Slings and Thrown Weapons) [Fighter]	UA	--	1. Gain proficiency with dart and sling. Special: This feat is part of an alternate proficiency system. See the source for details.
Weapon Group (Spears and Lances) [Fighter]	UA	--	1. Gain proficiency with javelin, lance, longspear, shortspear, and trident. Special: This feat is part of an alternate proficiency system. See the source for details.
Weapon, Exotic [Fighter]	SRD	Base Attack Bonus: +1 Special: Meet weapon's prerequisite (if any)	1. Pick 1 martial weapon; using this of weapon causes no nonproficiency penalty. Special: May be taken multiple times, once per weapon.
Weapon, Martial	SRD	--	1. Pick 1 martial weapon; using this weapon causes no nonproficiency penalty. Special: May be taken multiple times, once per weapon.
Weapon, Simple	SRD	--	1. Using any simple weapon causes no nonproficiency penalty.

Psionic, General

Name	Source	Prerequisite	Benefit
Antipsionic Magic	SRD Psionic	Race/Class: Non-psionic Skill: Spellcraft 5 ranks	1. +2 on caster level checks to overcome power resistance. This stacks with Spell Penetration and Greater Spell Penetration in regard to power resistance, but not spell resistance. 2. When a psionic creature dispels a spell you cast, its check is at a DC of 13 + spell level.
Body Fuel [Psionic]	SRD Psionic	Feat: Inner Strength Feat: Talented	1. As a free action, take 2 points of ability damage to gain 1 power point. More damage gains more points at 2:1, but no more than 60 points of damage per day (regardless of healing).
Boost Construct [Psionic]	SRD Psionic	--	1. Astral constructs you create gain +1 ability from any menu the construct has an ability from.
Chaotic Mind	SRD Psionic	Race/Class: Non-psionic character Ability Score: Cha 15 Alignment: Any chaotic	1. Enemies who have an insight bonus (on attack, to AC, to skill or ability checks) due to powers or psi-like abilities do not gain this bonus against you.
Combat Manifestation [Psionic]	SRD Psionic	--	1. +4 on Concentration to manifest a power or use a psi-like ability while on the defensive, grappling, or pinned.
Disarm Mind [Psionic]	SRD Psionic	Ability Score: Cha 13 Feat: Mental Adversary	1. If you deal at least 1 point of ability damage to a target with a psionic attack, you may spend the attack's level +3 in power points to deplete the target of your Cha modifier x4 power points. The target's mental hardness applies. You may do this after the ability damage is dealt.
Epic Psionic Focus [Epic]	SRD Epic	Powers: Ability to manifest powers of the normal maximum in 1 class	1. You may expend your focus on two feats at the same time, so long as the feats stack. Special: You can take this feat multiple times, each time you can use +1 feat per use.
Expanded Knowledge [Psionic]	SRD Psionic	Manifester Level: 3rd	1. Add 1 additional power of any level up to 1 level lower than your highest-level power to your list. This can even be from another discipline or class list. Special: You can take this feat multiple times, choosing a new power each time.

Expanded Knowledge, Epic [Epic] [Psionic]	SRD Epic	Powers: Ability to manifest powers of the normal maximum in 1 class	1. You learn 1 additional power of any level you can manifest. You can choose any power, even those of another discipline or class. Special: You can take this feat multiple times, choosing a new power each time.
Focused Sunder [Psionic]	SRD Psionic	Ability Score: Str 13 Feat: Improved Sunder Feat: Power Attack	1. Expend your focus when striking an object (including an enemy's weapon) to ignore half its hardness, including magical or psionic enhancements that increase hardness.
Force of Will	SRD Psionic	Feat: Iron Will	1. 1/round, you may make a Will save against a power (and only a power) that normally requires Reflex or Fortitude.
Hostile Mind	SRD Psionic	Race/Class: Non-psionic Ability Score: Cha 15	1. When you are targeted by a power from the telepathy discipline (harmful or not), the manifester must save (Will, DC Cha) or take 2d6 points of damage.
Improved Manifestation [Epic] [Psionic]	SRD Epic	Powers: Ability to manifest powers of the normal maximum in 1 class	1. You gain +19 power points. Special: You can take this feat multiple times; each time, you gain the previous amount +2.
Inquisitor [Psionic]	SRD Psionic	Ability Score: Wis 13	1. Expend your focus to gain +10 on 1 Sense Motive check.
Mental Leap [Psionic]	SRD Psionic	Ability Score: Str 13 Skill: Jump 5 ranks	1. Expend your focus to gain +10 on 1 Jump check.
Mental Resistance	SRD Psionic	Race/Class: Non-psionic Base Will Save: +2	1. Gain DR 3/- vs. (non-energy) damaging powers, including ability damage (not drain or burn). This does not apply to spells.
Metamorphic Transfer [Psionic]	SRD Psionic	Ability Score: Wis 13 Manifester Level: 5th	1. When you change form (i.e., from <i>metamorphosis</i>), gain 1 of the form's supernatural abilities (if any), but only up to 3/day, no matter how many times you change form. Special: You may take this feat multiple times, each time gaining +1 ability per transfer.
Mind Over Body (1)	SRD Psionic	Ability Score: Con 13	1. Heal ability damage/burn at a rate of 1 + your Con bonus.
Narrow Mind [Psionic]	SRD Psionic	Ability Score: Wis 13	1. +4 on Concentration to become psionically focused.
Path of Shadows [Racial]	RoE	Race: Kalashtar Skill: Perform (dance) 5 ranks	1.+2 on Tumble. 2. You can make a Perform (dance) check in stead of a Concentration check to cast spells or manifest powers on the defensive.
Power Knowledge [Epic] [Psionic]	SRD Epic	Powers: Ability to manifest powers of the normal maximum in 1 class	1. You learn +2 powers of any level up to the highest level you can manifest. These must be from your class list or discipline.
Psicrystal Affinity [Psionic]	SRD Psionic	Manifester Level: 1st	1. You gain a psicrystal (see the Psion entry).
Psicrystal Containment [Psionic]	SRD Psionic	Manifester Level: 1st Feat: Psicrystal Affinity	1. You may attempt to psionically focus your psicrystal, exactly as if you were focusing yourself. You may then expend its focus if it is within 5' instead of you.
Psicrystal, Improved [Psionic]	SRD Psionic	Feat: Psicrystal Affinity	1. Your psicrystal gains another personality fragment, and you gain the benefits of both. 2. Your psicrystal's abilities are calculated as if your manifester level were +1 Special: This feat can be taken multiple times; its effects stack.

Psicrystal Power [Epic, Psionic]	SRD Epic	Character Level: 21st Ability Score: Int 25 or Cha 25 (as key ability)	<ol style="list-style-type: none"> Choose 1 power you know of 8th level or lower with no experience point cost; your psicrystal can manifest this power 1/day at your manifester level. Your psicrystal gains sufficient power points to manifest the power. Special: You can take this feat multiple times. Each time, if you choose another power, your psicrystal gains that power and the appropriate number of power points. If it is the same power, your psicrystal gains enough power points to manifest the power an additional time per day. Either way, your psicrystal's power point reserve is made of all power points it has, and can use them to manifest any combination of powers to the extent of its reserve.
Psionic Affinity	SRD Psionic	--	1. +2 on Psicraft and Use Psionic Device.
Psionic Body [Psionic]	SRD Psionic	--	1. +2 hp per [Psionic] feat you have, not including this one, but including any you take after this.
Power Penetration [Psionic]	SRD Psionic	--	1. Expend your focus to gain +4 on manifester level checks to overcome power resistance.
Power Penetration, Greater [Psionic]	SRD Psionic	Feat: Power Penetration	1. Expend your focus to gain +8 on a manifester level check to overcome power resistance, on top of the bonus from Power Penetration.
Psionic Endowment [Psionic]	SRD Psionic	--	1. Expend your focus to add +1 DC to the next power you manifest.
Psionic Endowment, Greater [Psionic]	SRD Psionic	Feat: Psionic Endowment	1. Psionic Endowment's bonus is now +2.
Psionic Hole	SRD Psionic	Race/Class: Non-psionic Ability Score: Con 15	<ol style="list-style-type: none"> When you are hit in melee, that enemy loses its psionic focus. If you are the target of a power, the manifester must also spend a number of points equal to your Wis bonus or the power fails. (This does not count against the max number of points the manifester can spend on 1 power.)
Psionic Meditation [Psionic]	SRD Psionic	Ability Score: Wis 13 Skill: Concentration 7 ranks	1. You may become psionically focused with a move action.
Psionic Talent [Psionic]	SRD Psionic	--	<ol style="list-style-type: none"> The first time you take this feat, you gain 2 extra power points. Every other time you take this feat, you gain 1 extra power point. Special: This feat can be taken multiple times, with the above limitation.
Speed of Thought [Psionic]	SRD Psionic	Ability Score: Wis 13	1. +10' (insight) to speed when focused.
Strong Mind	ECS	Ability Score: Wis 11	<ol style="list-style-type: none"> +3 on saves against psionic abilities and mind attacks. Special: This feat only works against psionic abilities. It does not affect magical abilities.
Up the Walls [Psionic]	SRD Psionic	Ability Score: Wis 13	1. When focused, you may move along a wall as if it were a horizontal surface so long as you end your movement on a horizontal space. You can change surfaces as often as you wish and make any actions during that movement that you could otherwise do, but you cannot stop on a wall; if you stop or run out of movement before reaching a horizontal surface, you fall as normal.
Wild Talent	SRD Psionic	--	1. You gain 2 power points, and become a psionic character. You do not gain any powers.

Psionic, Combat

Name	Source	Prerequisite	Benefit
Aligned Attack [Psionic]	SRD Psionic	Base Attack Bonus: +6	1. Choose [chaos], [evil], [good], or [law]; the descriptor must be one you possess. Expend your focus to make your next attack (melee or ranged) aligned with that descriptor.
Deep Impact [Psionic]	SRD Psionic	Ability Score: Str 13 Base Attack Bonus: +3 Feat: Power Attack Feat: Psionic Weapon	1. Spend 5 power points to resolve 1 melee attack as a melee touch attack. The weapon remains charged with the power points for 1 + your Str modifier rounds, or until you attack, whichever comes first.
Fell Shot [Psionic]	SRD Psionic	Ability Score: Dex 13 Base Attack Bonus: +3 Feat: Point Blank Shot Feat: Psionic Shot	1. Spend 5 power points to resolve 1 ranged attack as a ranged touch attack. The arrow, bolt, dagger, etc, remains charged with the power points for 1 + your Dex modifier rounds, or until you attack, whichever comes first.
Ghost Attack [Psionic]	SRD Psionic	Base Attack Bonus: +3	1. If focused while in melee with an incorporeal target, you roll your miss chance twice. If either roll is successful, the attack is treated as it made with a ghost touch weapon.
Opportunity Power [Metapsionic]	SRD Psionic	--	1. Expend your focus while having 1 hand free and making an attack of opportunity to use a touch-ranged power as an attack (this costs an immediate action that takes place before the attack). You cannot use a power with a manifesting time longer than 1 full-round action. Special: +6 power point cost.
Power Specialization [Psionic]	SRD Psionic	Manifester Level: 4th Feat: Weapon Focus (ray)	1. With powers that require attack rolls, deal +2 damage. 2. Expend your focus to add your key ability's modifier instead of the above.
Power Specialization, Greater [Psionic]	SRD Psionic	Manifester Level: 12th Feat: Power Specialization Feat: Weapon Focus (ray)	1. Your damaging powers deal +2 vs. targets within 30', which stacks with all other bonuses.
Psionic Dodge [Psionic]	SRD Psionic	Ability Score: Dex 13 Feat: Dodge	1. When focused, your Dodge bonus is increased by +1.
Psionic Fist, Greater [Psionic]	SRD Psionic	Ability Score: Str 13 Base Attack Bonus: +5 Feat: Psionic Fist	1. When using Psionic Fist, you deal an additional +2d6 damage.
Psionic Fist [Psionic]	SRD Psionic	Ability Score: Str 13	1. Expend your focus to deal +2d6 damage with an unarmed strike or natural weapon. If you miss, your focus is still expended.
Psionic Shot [Psionic]	SRD Psionic	Feat: Point Blank Shot	1. Expend your focus to deal +2d6 damage with a ranged weapon. If you miss, your focus is still expended.
Psionic Shot, Greater [Psionic]	SRD Psionic	Base Attack Bonus: +5 Feat: Point Bland Shot Feat: Psionic Shot	1. When using Psionic Shot, you deal an additional +2d6 damage.
Psionic Weapon	SRD Psionic	Ability Score: Str 13	1. Expend your focus to deal +2d6 damage with a melee weapon. If you miss, your focus is still

[Psionic]			expended.
Psionic Weapon, Greater [Psionic]	SRD Psionic	Ability Score: Str 13 Base Attack Bonus: +5 Feat: Psionic Weapon	1. When using Psionic Weapon, you deal an additional +2d6 damage.
Return Shot [Psionic]	SRD Psionic	Base Attack Bonus: +3 Feat: Point Blank Shot Feat: Psionic Shot Feat: Fell Shot	1. Expend your focus while you have 1 hand free and not flat-footed to deflect a projectile or thrown weapon no more than 1 size larger, once per round, as a free action. You take no damage, and it is instead directed at attacker at the same attack bonus. 2. If you also have Deflect Arrows, you add your Dex bonus to the attack roll.
Shield of Thought [Psionic] [Racial]	RoE	Race: Kalashtar Class Feature: Mind blade	1. As a move action, you can generate a shield of psychic energy identical to a light shield for your size. It has hardness 10 and 10 hit points. It disappears if it leaves your hand. You can use both a shield of thought and a mind blade at the same time, but must generate them separately. (You are always proficient with the shield of thought.) 2. If you have the mind blade enhancement class feature, you can apply any or all of its bonus to the shield's AC (and reduce the armor check penalty to 0.) You cannot equip the shield with armor special abilities.
Soulblade Warrior [Racial]	RoE	Race: Kalashtar Class Feature: Mind blade	1. You can manifest your mind blade as a swift action. 2. If you have the mind blade enhancement class feature, your effective soulknife level is +2 for determining how you can enhance your mind blade. 3. When you spend an action point to modify an attack roll with your mind blade, you add the same result to your damage for that attack.
Unavoidable Strike [Psionic]	SRD Psionic	Ability Score: Str 13 Base Attack Bonus: +5 Feat: Psionic Fist	1. Expend your focus to resolve your next attack with an unarmed strike or natural weapon as a touch attack.
Wounding Attack [Psionic]	SRD Psionic	Base Attack Bonus: +8	1. Expend your focus to deal 1 point of Con damage on your next attack in addition to normal damage.

Psionic, Item Creation

Name	Source	Prerequisite	Benefit
Craft Cognizance Crystal [Item Creation]	SRD Psionic	Manifester Level: 3rd	1. You can create cognizance crystals. The base price is equal to the highest-level power it can manifest using all its stored power points x1,000gp.
Craft Crystal Capacitor [Item Creation]	SRD Psionic	Manifester Level: 9th	1. You may create and encode crystal capacitors. The base price modifier is its highest level power squared x 1000 gp.
Craft Dorje [Item Creation]	SRD Psionic	Manifester Level: 5th	1. You may create dorjes of powers you know or have access to. The base price modifier is x750 gp.
Craft Psicrown [Item Creation]	SRD Psionic	Manifester Level: 12th	1. You can create any psicrown whose prerequisites you meet.

Craft Psionic Arms and Armor [Item Creation]	SRD Psionic	Manifester Level: 5th	1. You may create and mend psionic weapons and armor whose prerequisites you meet.
Craft Psionic Construct [Item Creation]	SRD Psionic	Feat: Craft Psionic Arms and Armor Feat: Craft Universal Item	1. You can create any psionic construct whose prerequisites you meet.
Craft Universal Item [Item Creation]	SRD Psionic	Manifester Level: 3rd	1. You may create and mend miscellaneous psionic items whose prerequisites you meet.
Encode Stone [Item Creation]	SRD Psionic	Manifester Level: 1st	1. You may encode power stones with any power you know. The base price modifier is x25 gp.
Imprint Stone [Item Creation]	SRD Psionic	Manifester Level: 1st	1. You can create power stones of any power you know. The base price is the power's level x manifester level x 25 gp.
Scribe Tattoo [Item Creation]	SRD Psionic	Manifester Level: 3rd	1. You can create psionic tattoos of any power of 3rd-level or less that you know. This takes 1 day. You set the manifester level, but no less than the minimum to manifest the power and no higher than your own level. The base cost is the power level x the manifester level x 50 gp. Any normal choices made when manifesting the power are made when you craft the tattoo, and the wearer is the target when it is activated.

Psionic, Metapsionic

All [Metapsionic] feats also require you to expend your psionic focus to use them, in addition to the increased power point cost.

Name	Source	Prerequisite	Benefit
Burrowing Power [Metapsionic]	SRD Psionic	--	1. Expend your focus to manifest powers on targets behind a wall or force effect by manifesting through the astral plane. To do this, you must make a Psicraft check (DC 10 + barrier's hardness + 1 per foot of thickness (minimum +1); barriers without hardness (i.e. force effects) have hardness 20 for this check.) If line of sight is required, you must be able to see the target. Special: +2 power point cost.
Chain Power [Metapsionic]	SRD Psionic	--	1. Expend your focus to chain any power that affects 1 target and deals elemental damage. The power arcs to 1 secondary target per manifester level (max 20) within 30' of the first target, dealing half the damage the first target took. Special: +6 power point cost.
Delay Power [Metapsionic]	SRD Psionic	--	1. This is identical to the Delay Spell feat's effect. Special: +6 power point cost.
Empower Power [Metapsionic]	SRD Psionic	--	1. This is identical to the Empower Spell feat's effect. Augmented powers can also be empowered (1.5x total) Special: +2 power point cost.
Enlarge Power [Metapsionic]	SRD Psionic	--	1. This is identical to the Enlarge Spell feat's effect. Special: +2 power point cost.
Extend Power	SRD Psionic	--	1. This is identical to the Extend Spell feat's effect.

[Metapsionic]			Special: +2 power point cost.
Improved Metapsionic [Epic] [Psionic]	SRD Epic	Skill: Psicraft 30 ranks Feat: Any 4 [Metapsionic] feats	1. Metapsionic powers you manifest cost 2 power points less, with a minimum of 1 point. Special: You can take this feat multiple times; its effects stack (with the limitation above).
Maximize Power [Metapsionic]	SRD Psionic	--	1. This is identical to the Maximize Spell feat's effect. Special: +4 power point cost.
Opportunity Power [Metapsionic]	SRD Psionic	--	1. Expend your focus while having 1 hand free and making an attack of opportunity to use a touch-ranged power as an attack (this is an immediate action that takes place before the attack). You cannot use a power with a manifesting time longer than 1 full-round action. Special: +6 power point cost.
Overchannel [Psionic]	SRD Psionic	--	1. Take 1d8 damage to increase your manifester level by +1 at manifester level 7th or less. 2. If 8th level, the increase can be up to +2, with 3d8 damage. 3. If 15th level, the increase can be up to +3, with 5d8 damage.
Quicken Power [Metapsionic]	SRD Psionic	--	1. This is identical to the Quicken Spell feat's effect. Special: +6 power point cost.
Split Psionic Ray [Metapsionic]	SRD Psionic	Ability Score: Wis 13	1. This is identical to the Split Ray feat's effect. Special: +2 power point cost.
Talented [Psionic]	SRD Psionic	Feat: Overchannel	1. Expend your focus when overchanneling a power of 3rd level or lower to avoid damage.
Twin Power [Metapsionic]	SRD Psionic	--	1. This is identical to the Twin Spell feat's effect. Special: +6 power point cost.
Unconditional Power [Metapsionic]	SRD Psionic	--	1. Expend your focus when manifesting a personal power (or one targeting yourself) while confused, dazed, nauseated, or stunned. Special: +8 power point cost.
Widen Power [Metapsionic]	SRD Psionic	--	1. This is identical to the Widen Spell feat's effect. Special: +4 power point cost.

Racial, General

Name	Source	Prerequisite	Benefit
Ability Focus	SRD Monster	Special: Special attack	1. +2 DC for all saving throws vs. 1 special attack. Special: You may take this feat multiple times, once per special attack.
Able Learner [Racial]	RoD	Race: Human or doppelganger Character Level: 1st	1. All skill ranks cost 1 point. The max number of ranks per skill does not change (even for cross-class skills). Speak Language is not affected, nor is purchasing literacy.
Auspicious Marking	RoS	Race: Goliath	1. +2 on Cha-based checks with goliaths who see your skin. 2. 1/turn, reroll any stabilization check.

Contagious Paralysis [Monstrous]	LM	Special: Paralysis attack (extraordinary or supernatural)	1. Anyone paralyzed by your ability spreads that paralysis to anyone who touches them as if you attacked them. Those who save (if saves are allowed) are immune for 24 hours.
Darguun Mauler [Racial]	RoE	Type: Humanoid (goblinoid) Proficiency: flail or heavy flail Region: Darguun	1. You can use the dire flail and the spiked chain as martial weapons. 2. +1 damage with a flail (normal, heavy, or dire) or spiked chain if you do not move during the attack. 3. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all four weapons are affected by it. 4. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.
Daylight Adaptation	ECS PGtF PGtF(e)	--	1. You are not dazzled by bright light or daylight, except for spells that affect all creatures.
Destiny, Fearless [Racial]	RoD	Race: Human or any half-human Character Level: 6th Feat: Destiny, Heroic	1. 1/day, any effect that would reduce you to -10 points or less instead leaves you at -9 in stable condition. This does not affect effects that kill you without reducing your hit points.
Destiny, Heroic [Racial]	RoD	Race: Human or any half-human	1. 1/day, before any attack, check, or save, you may add +1d6 to the roll.
Destiny, Protected [Racial]	RoD	Race: Human or illumian Character Level: 3rd Feat: Destiny, Heroic	1. 1/day, reroll a natural 1 on any save.
Dinosaur Hunter [Racial]	RoE	Race: Halfling Skill: Knowledge (nature) 1 rank Skill: Survival 1 rank Region: Talenta Plains	1. +2 to Knowledge (nature), Listen, Spot, and Survival with dinosaurs. 2. +2 damage vs. dinosaurs.
Dinosaur Wrangler [Racial]	RoE	Race: Halfling Skill: Handle Animal 1 rank Region: Talenta Plains	1. +4 to Handle Animal, Ride, and wild empathy with dinosaurs.
Diverse Background [Racial]	RoD	Race: Any half-human	1. You gain another favored class.
Drow Eyes [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. You gain darkvision out to 120'. Special: Forgotten Realms regions: - Half-elf (Dambrath)
Drow Skirmisher [Racial]	RoE	Race: Drow Region: Xen'drik	1. You can use the Xen'drik boomerang, the drow scorpion chain, and the drow long knife as martial weapons. 2. +1 damage with a drow scorpion chain or drow long knife as long as you move more than 5' under your own power during that round. 3. If you have selected the short sword or the dagger to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, the same feats affect the drow long knife. 4. If you have selected the spiked chain to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, the same

			<p>feats affect the drow scorpion chain.</p> <p>5. When you spend an action point to modify an attack roll with a Xen'drik boomerang, a drow scorpion chain, or drow long knife, add the same result to your damage for that attack.</p>
Endure Sunlight [Monstrous]	LM	Special: Sunlight-related weakness	1. You ignore all dangerous effects of sunlight for 1 + Cha rounds, minimum 1 round.
Gape of the Serpent	SK	Special: Swallow whole attack	1. You may swallow a creature of up to your own size by taking an additional grapple check. Special: Your gullet holds only 1 creature of the max size; other numbers remain the same.
Ghostly Grasp [Monstrous]	LM	Ability Score: Cha 15 Type: Incorporeal subtype	1. You can use corporeal items as if you were not incorporeal.
Human Heritage [Racial]	RoD	Race: Any half-human or any human-descended Character Level: 1st	1. You gain the humanoid (human) type and subtype, as well as your previous type(s). 2. You gain +4 skill points
Improved Darkvision [Epic]	SRD Epic	Special: Permanent darkvision	1. Your range while using darkvision doubles; this does not stack with items or nonpermanent magical effects. Special: You can take this feat multiple times; each time, increase your darkvision range by the base amount.
Improved Low-Light Vision [Epic]	SRD Epic	Special: Permanent low-light vision	1. Your low-light vision range doubles; this does not stack with items or nonpermanent magic. Special: You may take this feat multiple times; each time, your low-light vision range increases by the base amount.
Improved Frosty Touch	FB	Race: Uldra	1. Your frosty touch ability now deals 2 points of cold damage.
Improved Spit	SK	Feat: Precise Shot Special: Spit/spittle attack or Spit Venom feat	1. The range of your spit attack doubles. Special: You may take this feat multiple times; each time, the range increases by the original.
Improved Natural Armor	SRD Monster	Ability Score: Con 13 Special: Natural armor +1	1. +1 to your natural armor. Special: You may take this feat multiple times; its effects stack.
Improved Natural Attack	ECS SRD Monster	Base Attack Bonus: +4 Special: Natural weapon	1. Increase the damage of one natural weapon by one step. Special: This feat can be taken multiple times, once per natural weapon. Special: This feat can be selected as a [Shifter] feat.
Improved Weapon Familiarity [Fighter]	CW	Base Attack Bonus: +1	1. Treat all exotic weapons associated with your race as martial weapons.
Jotunbrud [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. When you make opposed rolls, you are treated as Large if this is advantageous for you. You are also treated as Large when determining if special attacks affect you. 2. Your base height/weight is now 6'4"/210 lbs. for men and 6'0"/170 lbs. for women. Special: Forgotten Realms regions: - Human (Damara, the North)
Landwalker [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. You may survive out of water for 3 hours per point of Con. Each additional hour, you must save (Fort, DC 15 +1/previous check) or suffocate. Special: Forgotten Realms regions:

			- Elf (the Inner Sea)
Large and in Charge	Drac	Size: Large or larger Special: Natural reach of 10' or more	1. If you succeed on an attack of opportunity due to a target moving in your threatened area, you may force the target back to the square it was in before provoking the attack with an opposed Str check. You gain +4 for each size you are larger than your target, and +1 for each 5 points of damage you dealt on your attack. If you win, the target cannot move any farther this round.
Markings of the Blessed	RoS	Race: Goliath Feat: Auspicious Markings	1. 3/day, reroll a d20 roll and take the best result.
Menacing Demeanor [Racial]	RoD	Race: Orc blood or orc subtype	1. +4 on Intimidate.
Mror Stalwart [Racial]	RoE	Race: Dwarf Proficiency: battleaxe, warhammer, dwarven waraxe, or dwarven urgrosh Region: Mror Holds (Ironroot Mts.)	1. +1 damage with a battleaxe, warhammer, dwarven waraxe, or dwarven urgrosh. 2. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all four weapons are affected by it. 3. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.
Multiattack	SRD Monster	Special: 3 or more natural attacks	1. Secondary attacks with natural weapons take only a -2 penalty.
Multiattack, Improved	Drac	Feat: Multiattack Special: 3 or more natural attacks	1. Secondary attacks with natural weapons take no penalty on attack rolls.
Multisnatch	Drac	Ability Score: Str 17 Feat: Snatch	1. Grappling a target with only the part of your body that made the attack takes only half the normal penalty.
Multiweapon Fighting	SRD Monster	Ability Score: Dex 13 Special: 3 or more arms	1. The penalties for fighting with multiple weapons is reduced to -2 for the primary hand and -6 for all other hands. Special: This replaces the Two-Weapon Fighting feat for characters with 3 or more arms.
Multiweapon Fighting, Perfect [Epic]	SRD Epic	Ability Score: Dex 25 Feat: Multiweapon Fighting Feat: Multiweapon Fighting, Greater Special: 3+ hands	1. You can make as many attacks with each extra weapon as with your primary weapon, using the same BAB (at the normal penalty for multiweapon fighting). Special: This replaces the Perfect Two-Weapon Fighting feat for creatures with 3+ arms.
Multiweapon Rend [Epic]	SRD Epic	Ability Score: Dex 15 Base Attack Bonus: +9 Feat: Multiweapon Fighting Special: 3+ hands	1. 1/round, if you hit a target with 2 or more weapons held in different hands in the same round, you deal bonus damage equal to the base damage of the smallest weapon that hit, plus 1.5x your Str modifier. Special: This replaces the Two-Weapon Rend feat for characters with more than 2 arms.
Mutable Body	RoE	Type: Shapechanger subtype	1. Take a free action when a transmutation spell is cast on you for it to affect you as if cast at +1 caster level. 2. Spend 2 action points as a free action when a transmutation spell is cast on you for it to affect you as if it were Extended or Empowered.
Natural Trickster	RoS	Race: Gnome Ability Score: Cha 13	1. Gain 1 of the following as a spell-like ability 1/day: <i>disguise self</i> , <i>silent image</i> or <i>ventriloquism</i> (caster level 1st, DC Cha). Special: This feat may be taken multiple times, once per spell-like ability to be chosen.

Naturalized Denizen [Spelltouched]	UA	Special: Exposure to <i>dimensional anchor</i>	1. You lose the extraplanar subtype, and are never treated as extraplanar.
Narrowed Gaze	SK	Ability Score: Int 13 Special: Gaze attack	1. You may limit your gaze attack to an active gaze, so that you only use it when you wish to.
Necrotic Reserve [Monstrous]	LM	Ability Score: Cha 13 Special: Supernatural ability to drain/damage abilities or drain energy	1. Each day you slake your hunger by damaging/draining a living creature's ability score or life force, you gain a necrotic reserve. If reduced beyond 0 hp, you are not destroyed, and you act as a character with the Diehard feat, except that taking strenuous actions that do not raise your hp automatically destroy you. Regardless of how many times you feed, you can only use this feat once per day.
Otherworldly [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Diplomacy. 2. Your type changes to outsider (native). 3. You gain darkvision (60'). Special: Forgotten Realms regions: - Deep Imaskari (Underdark [Deep Imaskar]) - Elf (Evermeet, Sildëyuir) - Spirit folk (Ashane)
Quicken Manifestation [Monstrous]	LM	Special: Ability to manifest from the Ethereal Plane to the Material Plane	1. 1/round, you manifest on the Material Plane as a free action. Returning still requires a standard action.
Rapidstrike [Monstrous]	Drac	Type: aberration, dragon, elemental, magical beast, or plant Ability Score: Dex 9 Base Attack Bonus: +10 Special: 1+ pairs of natural weapons	1. With a pair of natural weapons, you make an extra attack (at -5) with those weapons. Special: You may take this feat multiple times, once per pair of natural weapons.
Rapidstrike, Improved [Monstrous]	Drac	Type: aberration, dragon, elemental, magical beast, or plant Ability Score: Dex 9 Base Attack Bonus: +15 Feat: Rapidstrike Special: 1+ pairs of natural weapons	1. With a pair of natural weapons, you make 2 or more extra attacks with those weapons, but never more than 4 extra attacks. The first is at -5, all others at -10. Special: You may take this feat multiple times, once per pair of natural weapons affected by Rapidstrike.
Rend [Monstrous]	Drac	Size: Huge or larger Ability Score: Str 13 Feat: Power Attack Feat: Snatch Special: 2 claw attacks	1. If you hit the same target with both claw attacks in the same round, deal bonus damage equal to two claw attacks +1.5 your Str modifier. You cannot grab a target in the same round in which you use this feat.
Sanctify Natural Attack [Exalted]	BoED	Base Attack Bonus: +5 Special: 1 or more natural weapons	1. With a natural attack, deal +1 damage vs. evil targets, or +1d4 if also an outsider or undead. 2. Your unarmed strikes are considered good-aligned.
Shadow Marches Warmonger [Racial]	RoE	Race: Orc or half-orc Region: Shadow Marches	1. You treat the orc double axe as a martial weapon. 2. +1 damage with a battleaxe, greataxe, or orc double axe while charging. 3. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all three weapons are affected by it. 4. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.

Shaped Splash	RoE	Race: Halfling Ability Score: Dex 13 Base Attack Bonus: +1	<ol style="list-style-type: none"> 1. If you hit a target with a thrown splash weapon, make a second attack vs. any creature next to the first to apply the full damage against it as well. 2. You can choose not to apply splash damage to any square next to any primary target you hit.
Ship Savvy	RoE	Race: Gnome Skill: Balance 5 ranks Skill: Profession (sailor or shipwright) 3 ranks Region: Zilargo	<ol style="list-style-type: none"> 1. +1 AC when on any vessel. 2. +1 attack when on any vessel.
Snatch	SRD Monster	Size: Huge or larger	<ol style="list-style-type: none"> 1. Hit with a claw or bite attack to immediately start a grapple. 2. If you gain a hold on a target at least 3 sizes smaller than you, deal free bite or claw damage. 3. Snatched opponents held in your mouth fail any Reflex save vs. your breath weapon (if any). 4. You may drop your target (as a free action) or throw it (as a standard action, it travels 1d6 x 10', and takes 1d6/10' damage).
Snatch, Improved	Drac	Size: Huge or larger Feat: Snatch	<ol style="list-style-type: none"> 1. You may use Snatch on a creature up to 2 sizes smaller than you.
Spell Drain [Monstrous]	LM	Ability Score: Cha 15 Caster Level: 5th Feat: Improved Energy Drain Special: Supernatural ability to drain energy	<ol style="list-style-type: none"> 1. If you deal a negative level on a spellcaster who loses a prepared spell because of that attack, you gain the prepared spell as if it were yours. You activate and control the spell, but things such as DC, caster level, etc., function as if the original holder had cast it, including the minimum ability score necessary to cast it. The spell remains in your mind for 1 hour, and you can hold up to your Cha modifier in spells (minimum 1). Spellcasters who do not prepare spells do not provide spells to you.
Stable Footing [Racial]	RoE	Race: Dwarf or warforged	<ol style="list-style-type: none"> 1. +4 on ability checks to resist a bull rush or a trip when standing firmly on the ground. 2. You ignore the movement penalty for moving over difficult terrain.
Talenta Warrior [Racial]	RoE	Race: Halfling Region: Talenta Plains	<ol style="list-style-type: none"> 1. You treat the Talenta sharrash, Talenta tangat, and Talenta boomerang as martial weapons. 2. +1 damage with any of the above weapons while mounted. 3. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all three weapons are affected by it. 4. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.
Weakness, Overcome [Monstrous]	Drac	Feat: Iron Will Feat: Weakness, Suppress Special: Energy vulnerability	<ol style="list-style-type: none"> 1. When exposed to the type of energy you are vulnerable to, you take no extra damage.
Weakness, Suppress [Monstrous]	Drac	Feat: Iron Will Special: Energy vulnerability	<ol style="list-style-type: none"> 1. When exposed to the type of energy you are vulnerable to, you take only +25% damage.
White Scorpion Strike [Racial]	RoE	Race: Drow Class Feature: Ki strike (magic)	<ol style="list-style-type: none"> 1. Your unarmed strikes gain the ghost touch ability. 2. Your unarmed strikes deal +1d6 damage against undead.

Racial, Changeling

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Name	Source	Prerequisite	Benefit
Disturbing Visage [Racial] [Tactical]	RoE	Race: Changeling Skill: Bluff 6 ranks Feat: Quick Change	<p>1. <i>Cringe:</i> Use your minor change shape ability while taking the total defense action to make a Bluff check as a free action. From the end of your turn until your next, any enemy that attacks you in melee must make a Sense Motive check vs your Bluff check or take -5 on damage rolls against you (minimum 1) for 1 minute.</p> <p>2. <i>Taunt:</i> If a humanoid, monstrous humanoid, or giant within 10' misses you, use your minor change shape ability to mimic that target on your next turn to make a Bluff check as a free action. If your target fails the Sense Motive check, it takes a -2 penalty on attacks for 1 minute.</p> <p>3. <i>Unnerve:</i> Hit a target and use your minor change shape ability in the same round to make a Bluff check as a free action. If your target's Sense Motive check is not greater, it takes a -2 penalty on AC for 1 minute.</p> <p>Special: Only creatures vulnerable to mind-affecting effects can be targeted by this feat. Each of the three maneuvers can only affect the same target once in a 24 hour period.</p>
Human Heritage [Racial]	RoD	Race: Any half-human or any human-descended Character Level: 1st	<p>1. You gain the humanoid (human) type and subtype, as well as your previous type(s).</p> <p>2. You gain +4 skill points</p>
Mutable Body	RoE	Type: Shapechanger subtype	<p>1. Take a free action when a transmutation spell is cast on you for it to affect you as if cast at +1 caster level.</p> <p>2. Spend 2 action points as a free action when a transmutation spell is cast on you for it to affect you as if it were Extended or Empowered.</p>
Persona Immersion [Racial]	RoE	Race: Changeling	<p>1. If you save vs. a divination spell or telepathic power of 3rd level or lower while using your minor change shape ability, you may give the spell or power a false result. You do not know what spell or power is targeting you, but you know what information is being sought and can then fool the caster or manifester.</p>
Quick Change [Racial]	RoE	Race: Changeling	<p>1. You can use your minor change shape ability as a move action.</p>
Racial Emulation [Racial]	RoE	Race: Changeling	<p>1. You ignore the penalty on Disguise for disguising yourself as another race.</p> <p>2. When you assume the form of another humanoid creature, you also emulate that humanoid's subtypes. This allows you to use magic items keyed to that race, among other things. However, you always retain the shapechanger subtype.</p>

Racial, Dragon

Name	Source	Prerequisite	Benefit
Awaken Frightful Presence [Monstrous]	Drac	Ability Score: Cha 11 Type: Dragon	<p>1. Gain frightful presence ability with a 5' x 1/2 your racial HD radius. To be affected, targets must see you and have fewer HD than your racial HD. If the targets save (Will, DC 10 + 1/2 your racial HD + Cha), they are immune to it for 24 hours. If not, they are shaken for 4d6 rounds (panicked if they have 4 HD or less). Dragons are immune to this ability.</p> <p>Special: If you have both this feat and (or gain) frightful presence as a racial ability, the radius of effect is either the above radius or +50%, whichever is greater. The DC increases by 2.</p>
Awaken Spell Resistance	Drac	Ability Score: Con 11	<p>1. Gain innate spell resistance equal to your racial HD.</p>

[Monstrous]		Type: Dragon	Special: If you have both this feat and (or gain) spell resistance as a racial ability, your SR is +2. Special: You may take this feat multiple times, each time increasing your SR by 2.
Draconic Knowledge [Monstrous]	Drac	Ability Score: Int 19 Type: True dragon Skill: Any 3 Knowledge skills	1. Gain an ability similar to Bardic Knowledge, but the check is d20 + your age category + your Int modifier, and it is based on the scale of past events rather than how many people know the information. A Knowledge skill related to the information gives a +1 bonus.
Embed Spell Focus [Monstrous]	Drac	Ability Score: Con 13 Type: Dragon Spells: Ability to cast spells	1. Embed up to your Con modifier in spell focuses into your hide you use any time you cast a spell requiring that focus. The cost of the focus is considered part of your treasure.
Endure Blows [Monstrous]	Drac	Ability Score: Con 13 Type: Dragon Feat: Toughness	1. Gain DR 2/-, which stacks with any other forms of damage resistance you may have.
Improved Speed [Monstrous]	Drac	Ability Score: Str 13 Type: Dragon	1. If you have a fly speed, it increases by +20'. 2. All other speeds increase by +10.
Rapidstrike [Monstrous]	Drac	Type: aberration, dragon, elemental, magical beast, or plant Ability Score: Dex 9 Base Attack Bonus: +10 Special: 1+ pairs of natural weapons	1. With a pair of natural weapons, you make an extra attack (at -5) with those weapons. Special: You may take this feat multiple times, once per pair of natural weapons.
Rapidstrike, Improved [Monstrous]	Drac	Type: aberration, dragon, elemental, magical beast, or plant Ability Score: Dex 9 Base Attack Bonus: +15 Feat: Rapidstrike Special: 1+ pairs of natural weapons	1. With a pair of natural weapons, you make 2 or more extra attacks with those weapons, but never more than 4 extra attacks. The first is at -5, all others at -10. Special: You may take this feat multiple times, once per pair of natural weapons affected by Rapidstrike.
Shock Wave [Monstrous]	Drac	Ability Score: Str 13 Type: Dragon Size: Large or larger	1. Take a full-round action to strike a surface with your tail to create a shock wave that extends 5' x your HD; this lets you make a single bull rush attempt against all targets in that area; they must succeed on a Str check opposed by your bull rush attempt or be knocked down. Structures and unattended objects in this area take 1d6+Str damage.
Snatch and Swallow [Monstrous]	Drac	Ability Score: Con 19 Type: Dragon Feat: Snatch Feat: Snatch, Improved	1. If you begin your turn holding an enemy in your mouth, you may make a new grapple check; if you win, your target takes bite damage and is swallowed.
Tail Constrict [Monstrous]	Drac	Type: Dragon Feat: Snatch Feat: Snatch, Improved	1. Grab any target smaller than you with your tail to deal the target bludgeoning damage equal to your tail slap attack +1.5 your Str. 2. While you hold the target, you deal constriction damage, but cannot make tail slap or tail sweep attacks.
Tail Sweep Knockdown [Monstrous]	Drac	Special: Tail sweep attack	1. Targets who fail to save against your tail sweep attack are also knocked prone.
Tail Sweep, Whirlwind [Monstrous]	Drac	Special: Tail sweep attack	1. Your tail sweep attack affects a circle with a radius equal to your tail slap's reach.

Wingstorm [Monstrous]	Drac	Ability Score: Str 13 Type: Dragon Size: Large or larger Special: Fly speed (20) Feat: Hover Feat: Power Attack	1. Hover in place as a full-round action to create a blast of air in a cylinder with a height and radius equal to 10' x your age category. The strength of the wind is based on your size. If you continue this action beyond your turn, the checking effect of the wind you create affects creatures as normal; if not, it only affects airborne creatures.
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Racial, Elf

Name	Source	Prerequisite	Benefit
Aerenal Beastmaster [Racial]	RoE	Race: Elf Region: Aerenal Other: Ability to acquire a new animal companion	1. You may choose a baboon as an animal companion. A druid with a baboon companion treats his level as +3 for determining companion abilities. A ranger with a baboon companion treats his effective druid level as +3 for determining companion abilities. 2. You may summon a baboon using the <i>summon nature's ally I</i> spell in place of a monkey.
Ancestral Guidance [Racial]	RoE	Race: Elf Region: Valenar	1. Any time you use an action point to modify a d20 roll, you can reroll a single action die. You must accept the new roll, even if it is worse than the original. Special: This represents the favor of your patron spirit; if you anger it, you lose this benefit.
Bladebearer of the Valenar [Racial]	RoE	Race: Elf Proficiency: scimitar or falchion Region: Valenar	1. You can use the Valenar double scimitar as a martial weapon. 2. +1 damage with a scimitar, falchion, or Valenar double scimitar. 3. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all three weapons are affected by it. 4. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.
Call of the Undying [Racial]	RoE	Race: Elf Domain: Deathless Region: Aerenal	1. You lose the granted power of the Deathless domain to gain the ability to recall one prepared cast spell as a swift action 1/day. The spell can be of any level up to one lower than the highest level you can cast.
Improved Low-Light Vision [Epic]	SRD Epic	Special: Permanent low-light vision	1. Your low-light vision range doubles; this does not stack with items or nonpermanent magic. Special: You may take this feat multiple times; each time, your low-light vision range increases by the base amount.
Right of Counsel	ECS	Race: Elf	1. You may enter the City of the Dead and present yourself before a deathless ancestor to ask for advice or a favor. You may do this only once per month. See source for more.

Racial, Half-Elf

Name	Source	Prerequisite	Benefit
Complementary Insight [Racial]	RoD	Race: Half-elf	1. Synergy bonuses due to 5 ranks in another skill are now +3.

Destiny, Fearless [Racial]	RoD	Race: Human or any half-human Character Level: 6th Feat: Destiny, Heroic	1. 1/day, any effect that would reduce you to -10 points or less instead leaves you at -9 in stable condition. This does not affect effects that kill you without reducing your hit points.
Destiny, Heroic [Racial]	RoD	Race: Human or any half-human	1. 1/day, before any attack, check, or save, you may add +1d6 to the roll.
Diverse Background [Racial]	RoD	Race: Any half-human	1. You gain another favored class.
Human Heritage [Racial]	RoD	Race: Any half-human or any human-descended Character Level: 1st	1. You gain the humanoid (human) type and subtype, as well as your previous type(s). 2. You gain +4 skill points
Improved Low-Light Vision [Epic]	SRD Epic	Special: Permanent low-light vision	1. Your low-light vision range doubles; this does not stack with items or nonpermanent magic. Special: You may take this feat multiple times; each time, your low-light vision range increases by the base amount.
Sociable Personality [Racial]	RoD	Race: Half-elf Ability Score: Cha 13	1. You may reroll any Diplomacy or Gather Information check once.

Racial, Half-Orc

Name	Source	Prerequisite	Benefit
Channeled Rage [Racial]	RoD	Race: half-orc Class Feature: Rage	1. As an immediate action, spend a rage use to add your Str modifier to a Will save.
Destiny, Fearless [Racial]	RoD	Race: Human or any half-human Character Level: 6th Feat: Destiny, Heroic	1. 1/day, any effect that would reduce you to -10 points or less instead leaves you at -9 in stable condition. This does not affect effects that kill you without reducing your hit points.
Destiny, Heroic [Racial]	RoD	Race: Human or any half-human	1. 1/day, before any attack, check, or save, you may add +1d6 to the roll.
Diverse Background [Racial]	RoD	Race: Any half-human	1. You gain another favored class.
Human Heritage [Racial]	RoD	Race: Any half-human or any human-descended Character Level: 1st	1. You gain the humanoid (human) type and subtype, as well as your previous type(s). 2. You gain +4 skill points
Improved Darkvision [Epic]	SRD Epic	Special: Permanent darkvision	1. Your range while using darkvision doubles; this does not stack with items or nonpermanent magical effects. Special: You can take this feat multiple times; each time, increase your darkvision range by the base amount.
Menacing Demeanor	RoD	Race: Orc blood or orc subtype	1. +4 on Intimidate.

[Racial]			
Shadow Marches Warmonger [Racial]	RoE	Race: Orc or half-orc Region: Shadow Marches	<ol style="list-style-type: none"> 1. You treat the orc double axe as a martial weapon. 2. +1 damage with a battleaxe, greataxe, or orc double axe while charging. 3. If you have selected any of these weapons to be affected by Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization, all three weapons are affected by it. 4. When you spend an action point to modify an attack roll with any of these weapons, you also add the same result to your damage for that attack.

Racial, Illumian

Name	Source	Prerequisite	Benefit
Bright Sigil [Racial]	RoD	Race: Illumian	1. As a standard action, make your sigils glow as a <i>daylight</i> spell. This lasts for as long as you concentrate, plus 1 round.
Destiny, Protected [Racial]	RoD	Race: Human or illumian Character Level: 3rd Feat: Destiny, Heroic	1. 1/day, reroll a natural 1 on any save.
Enhanced Sigil [Racial]	RoD	Race: Illumian (2 power sigils)	1. The bonuses granted by your sigils are increased by +1.
Human Heritage [Racial]	RoD	Race: Any half-human or any human-descended Character Level: 1st	<ol style="list-style-type: none"> 1. You gain the humanoid (human) type and subtype, as well as your previous type(s). 2. You gain +4 skill points
Improved Sigil (Aesh) [Racial]	RoD	Race: Illumian (<i>Aesh</i> power sigil)	1. +1 (insight) per sigil on melee weapon damage with any weapon you have Weapon Focus in.
Improved Sigil (Hoon) [Racial]	RoD	Race: Illumian (<i>Hoon</i> power sigil)	1. +1 (insight) per sigil on saves vs. death effects, to avoid death by massive damage, and Fort saves to avoid nonlethal damage from hot or cold environments or damage from suffocation.
Improved Sigil (Krau) [Racial]	RoD	Race: Illumian (<i>Krau</i> power sigil)	<ol style="list-style-type: none"> 1. Choose 1 spell with a verbal component per sigil you possess. You cast these spells as if they were heightened by 1 spell level, but only when you use the verbal component. 2. You may reassign the chosen spells each time you gain access to a new spell level.
Improved Sigil (Naen) [Racial]	RoD	Race: Illumian (<i>Naen</i> power sigil)	1. +1 (insight) per sigil on saves vs. illusions and language-dependent effects.
Improved Sigil (Uur) [Racial]	RoD	Race: Illumian (<i>Uur</i> power sigil)	1. +1 (insight) per sigil on ranged weapon damage when the target is denied its Dex bonus to AC.
Improved Sigil (Vaul) [Racial]	RoD	Race: Illumian (<i>Vaul</i> power sigil)	1. +1 (insight) per sigil on saves vs. mind-affecting spells and abilities.
Subtle Sigil	RoD	Race: Illumian	1. You make your sigils appear or disappear as a free action.

[Racial]			2. You gain the benefits of your sigils even when they are invisible.
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Racial, Kalashtar

Name	Source	Prerequisite	Benefit
Dancing With Shadows [Racial] [Tactical]	RoE	Race: Kalashtar Base Attack Bonus: +4 Skill: Perform (dance) 8 ranks Feat: Path of Shadows	<ol style="list-style-type: none"> 1. <i>Flowing Motion, Still Mind:</i> Use Combat Expertise with at least a -2 penalty or fight defensively for 1 round. On your next round you gain +2 on Will saves for as long as you continue the maneuver and for 1 round afterwards. 2. <i>Graceful Lunge:</i> Use Combat Expertise with at least a -2 penalty or fight defensively for 1 round. On your next round you gain a bonus on melee attacks equal to your AC bonus due to using Combat Expertise or fighting defensively in the previous round. 3. <i>Lingering Defense:</i> Use Combat Expertise with at least a -2 penalty or fight defensively for 2 rounds. On your next round you gain the same bonus to AC but do not take the penalty. Special: You can only benefit from one of these maneuvers per round.
Gestalt Anchor [Psionic] [Racial]	RoE	Race: Kalashtar Base Will Save: +3	1. When psionically focused and within 60' of a kalashtar ally, you and all kalashtar within 60' gain +2 initiative and +2 on Reflex.
Human Heritage [Racial]	RoD	Race: Any half-human or any human-descended Character Level: 1st	<ol style="list-style-type: none"> 1. You gain the humanoid (human) type and subtype, as well as your previous type(s). 2. You gain +4 skill points
Kalashtar Thoughtshifter [Racial] [Tactical]	RoE	Race: Kalashtar Base Attack Bonus: +4 Class Feature: Mind Blade	<ol style="list-style-type: none"> 1. <i>Burrowing Blade:</i> Make a full attack with your mind blade against a target using a shield. On your next turn, spend 1 power point to ignore that target's shield bonus to AC with your next mind blade attack. 2. <i>Nemesis:</i> Make at least 1 attack with your mind blade against the same opponent for 2 rounds. On the third round, you can spend 1 power point as a move action to gain +1 (insight) on attack and damage against that target (and -1 on attack and damage against all other targets) until you spend another move action to restore your mind blade's balance. 3. <i>Shifting Blade:</i> Make a melee attack against a specific target. On the next round, you can spend 1 power point to alter your mind blade to deal different damage (piercing or bludgeoning) with a melee attack against the same target until the end of your next turn.
Path of Shadows [Racial]	RoE	Race: Kalashtar Skill: Perform (dance) 5 ranks	<ol style="list-style-type: none"> 1. +2 on Tumble. 2. You can make a Perform (dance) check instead of a Concentration check to cast spells or manifest powers on the defensive.
Shield of Thought [Psionic] [Racial]	RoE	Race: Kalashtar Class Feature: Mind blade	<ol style="list-style-type: none"> 1. As a move action, you can generate a shield of psychic energy identical to a light shield for your size. It has hardness 10 and 10 hit points. It disappears if it leaves your hand. You can use both a shield of thought and a mind blade at the same time, but must generate them separately. (You are always proficient with the shield of thought.) 2. If you have the mind blade enhancement class feature, you can apply any or all of its bonus to the shield's AC (and reduce the armor check penalty to 0.) You cannot equip the shield with armor special abilities.
Soulblade Warrior [Racial]	RoE	Race: Kalashtar Class Feature: Mind blade	<ol style="list-style-type: none"> 1. You can manifest your mind blade as a swift action. 2. If you have the mind blade enhancement class feature, your effective soulknife level is +2 for determining how you can enhance your mind blade.

			3. When you spend an action point to modify an attack roll with your mind blade, you add the same result to your damage for that attack.
Spiritual Force [Psionic] [Racial]	RoE	Race: Kalashtar Class Feature: Mind blade	1. Expend your focus to add your Cha bonus to damage with your mind blade for 1 round.
Strength of Two [Psionic] [Racial]	RoE	Race: Kalashtar or Inspired	1. +1 (insight) on Will saves while psionically focused. 2. As an immediate action, expend your focus and spend 1 power point to increase this insight bonus to +5 for 1 round.

Racial, Metabreath

NOTE: Metabreath feats can only be applied to breath weapons with a recharge time measured in rounds.

Name	Source	Prerequisite	Benefit
Clinging Breath	Drac	Ability Score: Con 13	1. This can only be applied to an instantaneous breath weapon that deals damage. Your breath weapon clings to targets damaged by your breath weapon, dealing half the previous damage for 1 more round. Targets may make another Reflex save to remove the clinging breath (rolling on the ground gives a +2 bonus, but leaves the target prone; immersion in water does not remove it). A clinging breath weapon can be dispelled. Special: Add 1 round to your recharge time. Special: You can apply this feat to a breath weapon multiple times, increasing the duration of the cling and the recharge time by 1 round.
Enlarge Breath	Drac	Ability Score: Con 13	1. The length of your breath weapon increases by +50%. Special: Add 1 round to your recharge time.
Heighten Breath	Drac	Ability Score: Con 13	1. Increase the save DC of your breath weapon by any number up to your Con modifier. Special: Add 1 round to your recharge time for each point of increase.
Lingering Breath	Drac	Ability Score: Con 15 Feat: Clinging Breath	1. After you use your breath weapon, it lingers for 1 round as a cloud of its size and shape. Targets in the cloud when you breathe take no additional damage if they immediately leave by the shortest route possible. If not, or if a creature enters the cloud, it takes half damage or the weapon's effect lasts half as long (normal save). Special: Add 2 rounds to your recharge time. Special: You can apply this feat to a breath weapon multiple times, increasing the duration of the cloud by 1 round and the recharge time by 2 rounds. Special: You can apply this feat to a breath weapon already altered by Clinging Breath, but it only clings to enemies who were caught in the initial breath.
Maximize Breath	Drac	Ability Score: Con 17	1. All numerical aspects of your breath weapon (damage, duration, etc.) are maximized. Special: Add 3 rounds to your recharge time. Special: You can only use this feat by taking a full round action, and it cannot be used with Quicken Breath. This feat stacks with other metabreath feats, but it does not maximize them.
Quicken Breath	Drac	Ability Score: Con 19	1. You may use your breath weapon as a swift action. Special: Add 4 rounds to your recharge time. Special: You cannot use Maximize Breath with this feat.

Recover Breath	Drac	Ability Score: Con 17	1. Your breath weapon recovers 1 round sooner (minimum recharge time 1 round). Special: You can take this feat multiple times, reducing recharge time by 1 round each time.
Shape Breath	Drac	Ability Score: Con 13 Size: Small or larger	1. You may shape your breath weapon from a cone to a line, or from a line to a cone. Special: Add 1 round to your recharge time.
Spreading Breath	Drac	Ability Score: Con 15 Size: Small or larger Feat: Shape Breath	1. Your breath weapon becomes a spread centered on your head, with a radius of 10', +5'/size category larger than Small. Special: Add 2 rounds to your recharge time.
Spreading Breath, Extend	Drac	Ability Score: Con 15 Size: Small or larger Feat: Shape Breath Feat: Spreading Breath	1. You may use Spreading Breath at a range equal to 4x the radius of your spreading breath.
Split Breath	Drac	Ability Score: Con 13 Size: Small or larger Feat: Shape Breath	1. You split your breath weapon into two independently aimed areas; each deals half damage or has an effect that lasts half as long as normal. If the areas overlap, targets are affected twice. Special: Add 1 round to your recharge time.
Tempest Breath	Drac	Ability Score: Str 13 Size: Large or larger Feat: Power Attack	1. Your breath weapon also creates a wind effect, the strength of which depends on your size (see source). Since a breath weapon is instantaneous, creatures are not checked unless they are airborne. Special: Add 1 round to your recharge time.

Racial, Shifter

Name	Source	Prerequisite	Benefit
Battleshifter Training [Racial] [Tactical]	RoE	Race: Shifter Base Attack Bonus: +6	1. <i>Tiring Defense:</i> While shifting, use Combat Expertise at at least -2 or fight defensively for 2 rounds. If a target that you hit at least once during this time who also attacks you in melee but misses in both rounds becomes fatigued for as long as you continue the maneuver. Targets already fatigued instead become exhausted after 4 rounds. 2. <i>Exploit Weakness:</i> While shifting, make a melee attack against a target who is fatigued, exhausted, dazed, or dazzled. If you hit, you deal +1d6 damage. You cannot do this while using Combat Expertise or fighting defensively. 3. <i>Riposte:</i> While shifting, use Combat Expertise at at least -2 or fight defensively. If an enemy uses a full attack action against you while you do this but fails to hit you, you can spend 1 action point to make an extra attack against that target as an immediate action. Special: If you later gain Ragewild Fighting, you lose all benefits from that feat and do not gain a replacement feat.
Elite, Beasthide [Shifter]	ECS	Race: Shifter (beasthide trait)	1. You gain an additional +2 natural armor while shifting.
Elite, Cliffwalk [Shifter]	ECS RoE	Race: Shifter (cliffwalk trait)	1. You gain an additional +10 to your climb speed while shifting.
Elite, Dreamsight [Shifter]	RoE	Race: Shifter (dreamsight trait)	1. Take a full-round action while shifting to gain +5 on Spot and gain the ability to see invisible creatures as if under the influence of a <i>see invisibility</i> spell. This lasts for the rest of your shift.

Elite, Gorebrute [Shifter]	RoE	Race: Shifter (gorebrute trait)	1. Targets damaged by your horns during a charge must win an opposed Str check (you gain a +2 bonus for charging) or be knocked prone. Resistance or immunity to tripping applies.
Elite, Longstride [Shifter]	ECS RoE	Race: Shifter (longstride trait)	1. You gain an additional +10 to your land speed while shifting.
Elite, Longtooth [Shifter]	RoE	Race: Shifter (longtooth trait)	1. Targets that take damage from your bite attack also take 1 point of Con damage.
Elite, Razorclaw [Shifter]	RoE	Race: Shifter (razorclaw trait)	1. If you charge while shifting, you can make 2 claw attacks at your highest attack bonus.
Elite, Swiftwing [Shifter]	RoE	Race: Shifter (swiftwing trait)	1. While shifting, your base fly speed improves by 10' and your maneuverability improves to good.
Elite, Truedive [Shifter]	RoE	Race: Shifter (truedive trait)	1. While shifting, your swim speed improves by 10'. 2. While shifting, you ignore the penalties on melee attack rolls due to underwater combat.
Elite, Wildhunt [Shifter]	RoE	Race: Shifter (wildhunt trait)	1. While shifting, you gain blindsight out to 30'.
Extra Shifter Trait [Shifter]	ECS RoE	Race: Shifter Feat: Any two [Shifter] feats	1. You gain all the benefits of a second shifter racial trait, except for the ability bonus.
Great Bite [Shifter]	ECS	Race: Shifter (longtooth trait) Base Attack Bonus: +6	1. Your fang attacks now have a x3 critical multiplier.
Great Rend [Shifter]	ECS	Race: Shifter (razorclaw trait) Base Attack Bonus: +4	1. If you hit with both claw attacks in the same round, you deal +1d4 + 1/2 Str damage, +1/4 character levels.
Human Heritage [Racial]	RoD	Race: any half-human or any human-descended Character level 1st	1. You gain the humanoid (human) type and subtype, as well as your previous type(s). 2. You gain +4 skill points
Healing Factor [Shifter]	ECS	Race: Shifter Ability Score: Con 13	1. When your shift ends and you are not at -10 hp, you heal 1 hp/character level.
Improved Natural Attack	ECS	Base Attack Bonus: +4 Special: Natural weapon	1. Increase the damage of one natural weapon by one step. Special: This feat can be taken multiple times, once per natural weapon. Special: This feat can be selected as a shifter feat.
Mutable Body	RoE	Type: Shapechanger	1. Take a free action when a transmutation spell is cast on you for it to affect you as if cast at +1 caster level. 2. Spend 2 action points as a free action when a transmutation spell is cast on you for it to affect you as if it were Extended or Empowered.
Ragewild Fighting [Racial] [Tactical]	RoE	Race: Shifter Base Attack Bonus: +6 Feat: Power Attack	1. <i>Instinctive Strike:</i> If you fail a Will save against a spell (except "harmless" spells), you can make a single melee attack as an immediate action before the spell takes effect. 2. <i>Rattle the Weakling:</i> Hit a target with a melee attack in the first round; in the second, use Power Attack on the same target at at least -5. If you hit and the target is your size or smaller must save (Fort, DC Str) or be dazed for 1 round.

			<p>3. Brutal Charge: If you hit on a charge, spend an action point to deal your Str modifier in bonus damage (or 1.5x your Str modifier if you use a two-handed weapon).</p> <p>Special: If you later gain Ragewild Fighting, you lose all benefits from that feat and do not gain a replacement feat.</p>
Reactive Shifting [Shifter]	RoE	Race: Shifter Feat: Improved Initiative	1. You can shift as an immediate action, even when flat-footed.
Shifter Agility [Shifter]	RoE	Race: Shifter (cliffwalk, longstride, or swiftwing trait)	1. +1 (dodge) AC while shifting. 2. +1 on Reflex while shifting.
Shifter Defense [Shifter]	ECS	Race: Shifter Feat: Any two [Shifter] feats	1. You gain DR 2/silver while shifting.
Shifter Defense, Greater [Shifter]	ECS	Race: Shifter Feat: Shifter Defense Feat: Any three other [Shifter] feats	1. Your DR increases to 4/silver while shifting. (This does not stack with Shifter Defense.)
Shifter Instincts [Shifter]	RoE	Race: Shifter	1. +1 to Listen, Sense Motive, and Spot. 2. +2 to Initiative.
Shifter Ferocity [Shifter]	ECS ECS(e) RoE	Race: Shifter Ability Score: Wis 13	1. When at 0 hp in a shift, continue to fight as if not disabled. 2. You do not lose hp for performing strenuous actions while shifting. 3. When at -1 to -9 hp in a shift, you do not fall unconscious; you do not automatically lose hp. 4. You die if reduced to -10 hp as normal.
Shifter Multiattack [Shifter]	ECS	Race: Shifter (longtooth or razorclaw trait) Base Attack Bonus: +6	1. Secondary attacks with a natural weapon take only a -2 penalty.
Shifter Savagery [Shifter]	RoE	Race: Shifter (gorebrute, longtooth, or razorclaw trait) Base Attack Bonus: +6 Class Feature: Rage or frenzy	1. When you shift and rage at the same time, the threat range of your natural weapons doubles. This does not stack with similar effects. 2. When you shift and rage at the same time, the base damage of your natural weapons improve by two steps. This does not stack with similar effects, except for effects that increase or decrease size.
Shifter Stamina [Shifter]	RoE	Race: Shifter (beasthide, truedive, or wildhunt traits)	1. When shifting, you are immune to nonlethal damage. 2. When shifting, the effects of fatigue or exhaustion are suppressed until the end of your shift.

Racial, Undead

Name	Source	Prerequisite	Benefit
Baleful Moan [Monstrous]	LM	Type: Undead (incorporeal) Feat: Daunting Presence	1. As a standard action, moan (a sonic, necromantic, mind-affecting fear effect) to make all within 30' save (Will, DC Cha) or be shaken for 1 minute; a save grants immunity for 24 hours. Special: If you already have the frightful moan ability, this feat instead increases its DC by +2.
Death master	LM	Type: Undead	1. Living targets hit by your critical hits in melee are shaken for 1 minute. This is a mind-affecting

[Monstrous]		Ability Score: Cha 13 Base Attack Bonus: +1 Feat: Daunting Presence	fear effect.
Empowered Ability Damage [Monstrous]	LM	Type: Undead (incorporeal) Ability Score: Cha 11 Special: Ability to drain/damage ability scores	1. Variable numeric effects of your ability damage or ability drain attack are multiplied by 1.5.
Eviscerator [Monstrous]	LM	Type: Undead Ability Score: Cha 13 Base Attack Bonus: +1 Feat: Death Master Feat: Daunting Presence Feat: Improved Critical	1. If you score a critical hit in melee with a living enemy, allies of that enemy are shaken for 1 minute. This is a mind-affecting fear effect.
Improved Paralysis [Monstrous]	LM	Type: Undead Feat: Ability Focus (paralysis) Special: Paralysis ability	1. When your natural attacks threaten to paralyze your target, the DC is +4.
Improved Turn Resistance [Monstrous]	LM	Type: Undead	1. When you would be affected by turn or rebuke attempts, your HD total is considered to be +4.
Life Drain [Monstrous]	LM	Ability Score: Cha 13 Special: Energy drain ability	1. When you bestow a negative level with your supernatural attack, your target also loses your Cha modifier in hp on top of normal damage; you gain this amount as temporary hit points for up to 1 hour, on top of the normal amount.
Lifebond [Monstrous]	LM	Type: Undead Ability Score: Cha 11	1. You have a special bond to a friendly living creature; when the creature is within 60', you gain +4 turn resistance and +2 on all saves. 2. If the creature dies, you lose these bonuses and take -2 on all saves for 24 hours. 3. You can take a new bond at any time, even while the old creature is still alive. Special: You can take this feat once per friendly living creature; its effects stack.
Lifesense [Monstrous]	LM	Ability Score: Cha 13 Ability Score: Con --	1. To your eyes, living creatures give off light. A Medium or smaller creature gives off bright illumination out to 60'. The life-light of larger creatures double for each size larger than Medium.
Necrotic Reserve [Monstrous]	LM	Ability Score: Cha 13 Special: Supernatural ability to drain/damage abilities or drain energy	1. Each day you slake your hunger by damaging/draining a living creature's ability score or life force, you gain a necrotic reserve. If reduced beyond 0 hp, you are not destroyed, and you act as a character with the Diehard feat, except that taking strenuous actions that do not raise your hp automatically destroy you. Regardless of how many times you feed, you can only use this feat once per day.
Wild Shape, Corrupted [Monstrous]	LM	Type: Undead Special: Wild shape ability	1. You may use wild shape, but only with undead versions of the normal forms.

Racial, Warforged

Name	Source	Prerequisite	Benefit

Body, Adamantine [Warforged]	ECS RoE	Race: Warforged Character Level: 1st	<ol style="list-style-type: none"> 1. Your body's armor plating is made of adamantine rather than steel. 2. Your armor bonus to AC is now +8 3. You gain DR 2/adamantine. (Improved Damage Reduction increases this by 1.) 4. You have a +1 maximum Dex bonus to AC. 5. You have a -5 armor check penalty. 6. You have a 35% arcane spell failure chance. 7. You are considered to be wearing heavy metallic armor, and your speed is reduced accordingly; class features that cannot be used in heavy metallic armor cannot be used by a character with this feat, including druid abilities.
Body, Ironwood [Warforged]	RoE	Race: Warforged Character Level: 1st	<ol style="list-style-type: none"> 1. Your body's armor plating is made of ironwood rather than steel. 2. Your armor bonus to AC is now +3. 3. You gain damage reduction 2/slashing. (Improved Damage Reduction can increase this by 2.) 4. You have a +4 maximum Dex bonus to AC. 5. You have a -3 armor check penalty. 6. You have a 20% arcane spell failure chance. 7. You are considered to be wearing light nonmetallic armor; class features that cannot be used in light nonmetallic armor cannot be used by a character with this feat.
Body, Mithral [Warforged]	ECS RoE	Race: Warforged Character Level: 1st	<ol style="list-style-type: none"> 1. Your body's armor plating is made of mithral rather than steel. 2. Your armor bonus to AC is now +5. 3. You have a +5 maximum Dex bonus to AC. (Mithral Fluidity increases this by 1.) 4. You have a -2 armor check penalty. (Mithral Fluidity reduces this by 1.) 5. You have a 15% arcane spell failure chance. 6. You are considered to be wearing light metallic armor; class features that cannot be used in light metallic armor cannot be used by a character with this feat, including druid abilities.
Body, Spiked [Warforged]	RoE	Race: Warforged	<ol style="list-style-type: none"> 1. You gain armor spikes, which deal bonus damage on grapple checks (as the equipment). 2. Your slam attack deals damage as both bludgeoning and piercing. <p>Special: This does not stack with equipment or class abilities.</p>
Body, Unarmored [Warforged]	RoE	Race: Warforged Character Level: 1st	<ol style="list-style-type: none"> 1. Your body is made without armor plating of any kind. 2. You lose your normal armor bonus. 3. You lose your light fortification ability. 4. You lose your inherent arcane spell failure chance. 5. You can wear armor and magical robes. <p>Special: If you later gain any [Warforged] feat that adjusts an armor bonus or grants damage reduction, you lose this feat and all its effects.</p>
Brute Fighting [Racial] [Tactical]	RoE	Race: Warforged Ability Score: Str 13 Base Attack Bonus: +3 Feat: Power Attack	<ol style="list-style-type: none"> 1. <i>Combat Momentum:</i> If you deal damage on a charge with a two-handed weapon and that target fails to hit you before your next turn, you gain +1 attack vs. that target on your next turn. 2. <i>Dispatch the Fallen:</i> If you win a bull rush or overrun, any melee attack you make against that same target with a two-handed weapon on your next turn gains +4 on damage. 3. <i>Frenzied Attack:</i> If you hit a target with a two-handed weapon at least once in two rounds while using Power Attack at at least -2, you gain +2 damage with that weapon against the same target for the rest of the round.
Construct Lock [Warforged]	RoE	Race: Warforged Base Attack Bonus: +2	<ol style="list-style-type: none"> 1. +2 damage vs. targets with the construct or living construct subtypes. 2. If you threaten a critical hit on a construct or living construct, you can forgo confirming it to gain an extra attack at the same bonus. If this extra attack deals at least 1 point of damage, the target must save (Fort, DC Con) or be immobile and helpless for 1 round (as if paralyzed). 3. If you spend an action die to modify an attack roll against a construct or living construct and hit,

			this is an automatic critical hit, regardless of the actual number on your d20.
Improved Damage Reduction [Warforged]	ECS RoE	Race: Warforged	1. Gain DR 1/adamantine. 2. If you already have damage reduction vulnerable to adamantine, it increases by 1. 3. If you have the Ironwood Body feat, you can increase your DR -/slashing by +2. Special: If you have Adamantine Body, this feat can be taken multiple times; its effects stack.
Improved Fortification [Warforged]	ECS	Race: Warforged Base Attack Bonus: +6	1. Gain immunity to critical hits and sneak attacks. 2. You can no longer be healed by spells from the healing subschool.
Improved Resiliency [Warforged]	RoE	Race: Warforged	1. You are immune to nonlethal damage. 2. You lose the ability to benefit from regeneration or fast healing, regardless of the source.
Jaws of Death [Warforged]	RoE	Race: Warforged	1. You gain a 1d6 bite attack (if Medium size). This is a secondary natural weapon.
Mithral Fluidity [Warforged]	ECS	Race: Warforged Feat: Mithral Body	1. +1 to your maximum Dex limit. 2. Your armor check penalty is reduced by 1. Special: This feat can be taken multiple times. The armor check penalty cannot be less than 0.
Second Slam [Fighter] [Warforged]	RoE	Race: Warforged Base Attack Bonus: +6	1. You can make a second slam attack in the same round at your highest BAB -5.
Stable Footing [Racial]	RoE	Race: Dwarf or warforged	1. +4 on ability checks to resist a bull rush or a trip when standing firmly on the ground. 2. You ignore the movement penalty for moving over difficult terrain.
Tracery, Cold Iron [Warforged]	RoE	Race: Warforged	1. Your natural weapons and grapple checks to deal damage are treated as cold iron weapons. 2. +1 on Will saves vs. spells and spell-like abilities.
Tracery, Silver [Warforged]	RoE	Race: Warforged	1. Your natural weapons and grapple checks to deal damage are treated as silver weapons. 2. +1 on Fort saves vs. spells and spell-like abilities.

Saving Throws

Name	Source	Prerequisite	Benefit
Altitude Adaptation	FB	Base Fortitude Save: +2	1. +2 on Survival while in high altitude (5,000' or higher). 2. +4 on Fortitude saves vs. the effects of altitude. 3. When determining the effects of altitude, you are treated as if in an altitude 1 step lower. Spend 1 week in a high altitude to become completely acclimated to it and all lower altitudes. You lose this benefit if you spend more than 1 week in a lower altitude.
Arcane Defense	CA	Feat: Spell Focus (chosen school)	1. +3 on all saving throws vs. any spells from a chosen school in which you have Spell Focus. Special: You may take this feat multiple times, once per school.
Arctic Adaptation [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +1 on Hide, Move Silently, Search, and Spot in snow. 2. +4 on saves vs. cold effects. Special: Forgotten Realms regions:

			- Human (Damara, Narfell, the North, Vaasa)
Aura of Courage, Improved [Epic]	SRD Epic	Ability Score: Cha 25 Class Feature: Aura of courage	1. Your aura of courage now grants +8 (morale) vs. fear effects.
Aura of Courage, Widen [Epic]	SRD Epic	Ability Score: Cha 25 Class Feature: Aura of courage	1. Your aura of courage extends to all allies within 100'.
Aura of Despair, Improved [Epic]	SRD Epic	Ability Score: Cha 25 Class Feature: Aura of despair	1. Your aura of despair now imposes -4 (morale) on all saves.
Aura of Despair, Widen	SRD Epic	Ability Score: Cha 25 Class Feature: Aura of despair	1. Your aura of despair extends to all enemies within 100'.
Azerblood [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +1 on Craft (armorsmithing, blacksmithing, and weaponsmithing). 2. +4 on saves vs. fire effects. Special: Forgotten Realms regions: - Dwarf (Underdark [Old Shanatar])
Beast Totem	ECS	Class Feature: Wild empathy	1. +4 (circumstance) on saves vs. a specified attack form (see source).
Blooded [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Initiative. 2. +2 on Spot. 3. Cannot be shaken, but can be frightened or panicked. Special: Forgotten Realms regions: - Centaur (the Plateau of Thay) - Dwarf (Underdark [Earthroot]) - Elf (Cormanthor Drow, the Inner Sea, Menzoberranyr, the Outer Sea) - Gnome (the Plateau of Thay) - Grimlock (Underdark [Reeshov]) - Halfling (the Chondalwood) - Human (the Dalelands, the Nelanther Isles, Silvermoon, Swagdar, Tethyr) - Lizardfolk (Rethild) - Orc (Underdark [Northdark], Vaasa)
Bloodline of Fire [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +4 on saves vs. fire effects. 2. Cast spells with the [fire] descriptor at +2 caster level. Special: Forgotten Realms Regions: - Human (Calimshan) - Planetouched (Calimshan)
Bullheaded [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Will saves. 2. Immunity to the shaken condition. Special: Forgotten Realms Regions: - Dwarf (Underdark [Earthroot], Underdark [Northdark], the Great Rift, the Spine of the World) - Human (Altumbel, Damara, the Great Dale, Rashemen, the Western Heartlands) - Loxo (the Shaar) - Taer (the Icerim Mountains)
Bulwark of Defense [Epic]	SRD Epic	Ability Score: Con 25 Class Feature: Defensive stance 3/day	1. Your defensive stance is now: - +4 Str, +6 Con - +4 on all saves (resistance)

			- +6 AC (dodge).
Channeled Rage [Racial]	RoD	Race: Half-orc Class Feature: Rage	1. As an immediate action, spend a rage use to add your Str modifier to a Will save.
Closed Mind	SRD Psionic	Race/Class: Non-psionic	1. +2 on all saves vs. powers (not spells).
Dancing With Shadows [Racial] [Tactical]	RoE	Race: Kalashtar Base Attack Bonus: +4 Skill: Perform (dance) 8 ranks Feat: Path of Shadows	1. <i>Flowing Motion, Still Mind:</i> Use Combat Expertise with at least a -2 penalty or fight defensively for 1 round. On your next round you gain +2 on Will saves for as long as you continue the maneuver and for 1 round afterwards. 2. <i>Graceful Lunge:</i> Use Combat Expertise with at least a -2 penalty or fight defensively for 1 round. On your next round you gain a bonus on melee attacks equal to your AC bonus due to using Combat Expertise or fighting defensively in the previous round. 3. <i>Lingering Defense:</i> Use Combat Expertise with at least a -2 penalty or fight defensively for 2 rounds. On your next round you gain the same bonus to AC but do not take the penalty. Special: You can only benefit from one of these maneuvers per round.
Destiny, Heroic [Racial]	RoD	Race: Human or any half-human	1. 1/day, before any attack, check, or save, you may add +1d6 to the roll.
Destiny, Protected [Racial]	RoD	Race: Human or illumian Character Level: 3rd Feat: Destiny, Heroic	1. 1/day, reroll a natural 1 on any save.
Dexterous Fortitude [Epic]	SRD Epic	Ability Score: Dex 25 Class Feature: Slippery mind	1. Once per round, make a Reflex save in place of a Fortitude save. Evasion does not apply.
Dexterous Will [Epic]	SRD Epic	Ability Score: Dex 25 Class Feature: Slippery mind	1. Once per round, make a Reflex save in place of a Will save. Evasion does not apply.
Discipline [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Will saves 2. +2 on Concentration. Special: Forgotten Realms regions: - Chitine (Underdark [Yathchol]) - Elf (Evereska, the Yuirwood) - Gnome (the Rathgaunt Hills, the Western Heartlands) - Halfling (Luiren) - Human (Aglarond, Cormyr, Shadovar, Shou Expatriate, Thay) - Planetouched (Mulhorand) - Slyth (Underdark [Fluvenilstra]) - Thri-Keen (the Shaar)
Divine Cleansing [Divine]	CW	Class Feature: Turn/rebuke undead	1. As a standard action, spend 1 turn/rebuke undead attempt to grant yourself and all allies in a 60' burst +2 (sacred) on Fort saves for your Cha bonus in rounds.
Draconic Heritage [Draconic]	CA	Class Level: Sorcerer 1st	1. +1 on saving throws (per draconic feat) against sleep spells, paralysis, and spells and abilities with the energy type of your draconic ancestor. 2. You gain a new class skill, based your ancestor : Black (Hide); Blue (Listen); Green (Move Silently); Red (Intimidate); White (Balance); Brass (Gather Information); Bronze (Survival); Copper (Hide); Gold (Heal); Silver (Disguise).

Dragon Hunter	Drac	Ability Score: Wis 13	1. +2 (dodge) AC vs. dragons 2. +2 (competence) on saves vs. a dragon's spells, spell-like abilities, and special abilities. 3. +2 (competence) on opposed checks made vs. dragons.
Dragon Hunter Bravery	Drac	Ability Score: Wis 13 Feat: Dragon Hunter	1. You and all allies within 30' who can see you are treated as having +4 HD when resisting the frightful presence of dragons, and +4 (morale) on saves against a dragon's frightful presence. Your animal companion, familiar, or special mount automatically succeeds on such saves if you do, or if your effective HD total makes you immune to the effect.
Dragon Hunter Defense	Drac	Ability Score: Wis 13 Feat: Dragon Hunter	1. You gain evasion against the breath weapons of dragons. 2. You gain a bonus of 1/2 your character level when saving against the supernatural or spell-like abilities of dragons.
Dragonfriend	Drac	Ability Score: Cha 11 Skill: Speak Language (draconic)	1. +4 on Diplomacy checks with dragons. 2. +2 on Ride to ride a dragon. 3. +4 to resist the frightful presence of good dragons. Special: You cannot take this feat if you also have Dragonthrall.
Dragonthrall	Drac	Skill: Speak Language (draconic)	+4 on Bluff checks with dragons. +2 on Ride to ride a dragon. +4 to resist the frightful presence of evil dragons. -2 on saves against the enchantment spells and effects of dragons. Special: You cannot take this feat if you also have Dragonfriend.
Endurance	SRD	--	1. +4 to Swim to resist nonlethal damage 2. +4 to Con checks to continue running, to hold your breath, to avoid nonlethal damage from a forced march, starvation, or thirst 3. +4 to Fort saves to avoid nonlethal damage from hot or cold environments and to resist damage from suffocation. 4. You may sleep in light or medium armor without becoming fatigued. Special: Automatic ranger feat (3rd level).
Endurance, Epic [Epic]	SRD Epic	Ability Score: Con 25 Feat: Endurance	1. When making any check to perform a physical action that extends over a period of time, you gain +10 on the check.
Endurance, Cold	FB	Base Fortitude Save: +2	1. +2 on saves vs. cold effects. 2. You are immune to environmental cold over 0 degrees.
Enduring Life	LM	--	1. +4 on Fort saves to remove negative levels. 2. Ignore all effects of negative levels for 1 minute per point of Con bonus.
Epic Devotion [Epic]	CD PGtF	Ability Score: Wis 21 Feat: Iron Will Patron Deity: Any	1. Choose an alignment component that you do not possess, and that cannot be possessed by a cleric of your patron deity. You gain +4 (divine) on saves vs. spells with that alignment. Special: You may take this feat multiple times, once per qualifying alignment component.
Eternal Strength [Initiate]	RoD	Ability Score: Str 13 Class Level: Cleric 3rd Patron Deity: Kord	1. +4 on saves to resist effects that deal Str damage or cause Str drain. 2. Gain bonus spells (see source).
Eyes to the Sky [Spelltouched]	UA	Special: Exposure to <i>scrying</i> or <i>greater scrying</i>	1. You automatically detect any scrying sensor within 40'.
False Pretenses	UA	Special: Exposure to <i>charm</i> (any) or	1. When you save against a charm or compulsion effect, the caster believes you failed. You may

[Spelltouched]		<i>dominate</i> (any)	play along if you wish, and continue to receive all commands, even telepathic ones.
Fearless [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. You are immune to all fear effects, magical or otherwise. Special: Forgotten Realms regions: - Arakocra (the Stormlands) - Elf (Elven Court, Snow Eagle Aerie) - Gloaming (Sphur Upra) - Gnome (the Rathgaunt Hills, Lantan) - Halfling (Channath Vale, the Western Heartlands) - Human (Anauroch, Impiltur) - Orc (the Hordelands) - Thri-Keen (the Shaar)
Force of Will	SRD Psionic	Feat: Iron Will	1. 1/round, you may make a Will save against a power (and only a power) that normally requires Reflex or Fortitude.
Fortitude, Epic [Epic]	Drac SRD Epic	--	1. +4 to all Fortitude saves.
Fortitude, Great	SRD	--	1. +2 to all Fortitude saves.
Filth Eater	S:CoT	--	1. +4 on saves to resist disease or ingested poisons. 2. On a failed save versus such, ability damage is lessened by 1 (minimum 1).
Gatekeeper Initiate	ECS	Special: Ability to spontaneously cast <i>summon nature's ally</i> spells	1. +2 on saves vs. supernatural and spell-like abilities of aberrations. 2. Add Knowledge (the planes) to your druid class skills. 3. You may use Knowledge (the planes) to identify aberrations and their special abilities. 4. You gain extra spells (see source).
Gestalt Anchor [Psionic] [Racial]	RoE	Race: Kalashtar Base Will Save: +3	1. When psionically focused and within 60' of a kalashtar ally, you and all kalashtar within 60' gain +2 initiative and +2 on Reflex.
Ghost Scarred	LM	Skill: Knowledge (religion) 8 ranks	1. +2 (insight) on attack and damage when fighting incorporeal undead. 2. +2 on saves vs. spells and abilities of incorporeal undead.
Gift of Faith [Exalted]	BoED	Ability Score: Wis 13	1. +2 on saves vs. fear, despair, or similar mind-affecting conditions (not charms or compulsions).
Gift of Grace	BoED	Class Feature: Divine grace	1. You can divide some or all of your divine grace between yourself and your allies.
Heat Tolerance	ShS	--	1. +10 on Fortitude saves to resist nonlethal heat damage.
Heritage, Axiomatic	Planar HB	Alignment: Non-chaotic	1. +4 on Will saves vs. enchantment (charm) effects. 2. +1 vs. effects of chaotic creatures.
Improved Energy Drain [Monstrous]	LM	Ability Score: Cha 15 Special: Energy drain ability	1. When you bestow a negative level on a creature, you gain +1 on all skill and ability checks, attacks, and saves for 1 hour.
Improved Sigil (Hoon) [Racial]	RoD	Race: Illumian (<i>Hoon</i> power sigil)	1. +1 (insight) per sigil on saves vs. death effects, to avoid death by massive damage, and Fort saves to avoid nonlethal damage from hot or cold environments or damage from suffocation.

Improved Sigil (Naen) [Racial]	RoD	Race: Illumian (<i>Naen</i> power sigil)	1. +1 (insight) per sigil on saves vs. illusions and language-dependent effects.
Improved Sigil (Vaul) [Racial]	RoD	Race: Illumian (<i>Vaul</i> power sigil)	1. +1 (insight) per sigil on saves vs. mind-affecting spells and abilities.
Ineluctable Echo [Spelltouched]	UA	Special: Exposure to <i>wail of the banshee</i> or any <i>power word</i>	1. When you are targeted by a <i>power word</i> spell, the caster is also affected (whether or not you make your save). 2. When you are within the area of the <i>wail of the banshee</i> , the caster must save against his own spell or die (whether or not you make your save).
Initiate of Cyric [Initiate]	PGtF	Class Level: Cleric 3rd Patron Deity: Cyric	1. Gain immunity to normal and magical fear. 2. Gain bonus spells (see source).
Initiate of Ilmater [Initiate]	PGtF	Class Level: Cleric 7th Patron Deity: Ilmater	1. When casting any spell that heals more damage than was taken by the target, the target gains the excess as temporary hit points (max hit points = 3 x target's HD) for 1 hour/caster level. 2. While having at least one such hit point, the target gains +2 (sacred) on Fortitude saves and against being bull rushed and tripped. 3. Gain bonus spells (see source).
Initiate of Lovitar [Initiate]	ShS	Class Level: Cleric 5th Patron Deity: Lovitar	1. The first time you take damage in combat, you gain a +1 bonus on attack and saves against fear effects for 1 minute/level. 2. Gain bonus spells (see source).
Iron Mind [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +1 on Will saves. 2. +4 on all saves vs. psionics (this stacks with the Will bonus). Special: Forgotten Realms regions: - Dwarf (Underdark [Darklands])
Jergal's Pact	LEoF	Skill: Knowledge (history) 4 ranks Feat: Great Fortitude	1. +2 on saves to resist gaining negative levels, or to remove them. 2. If you have a negative level, and the effect allows a Fort save to remove it, you may attempt the save after only 1 hour.
Jungle Stamina [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Survival. 2. +2 on Fort saves vs. disease. Special: Forgotten Realms regions: - Dwarf (Chult)
Knight of Stars [Exalted]	BoED	--	1. 1/day, while performing a good act, gain a +1 luck bonus on 1 roll or check. Special: You may not take the feats <i>Favored of the Companions</i> or <i>Servant of the Heavens</i> .
Lasting Life	LM	Feat: Endurance Feat: Enduring Life	1. 1/round as a standard action, attempt to save (Will, DC 10 + 1/2 attacker's HD + attacker's Cha modifier) to remove a negative level. You save once per negative level, but you may continue making saves as standard actions once per round.
Lifebond [Monstrous]	LM	Type: Undead Ability Score: Cha 11	1. You have a special bond to a friendly living creature; when the creature is within 60', you gain +4 turn resistance and +2 on all saves. 2. If the creature dies, you lose these bonuses and take -2 on all saves for 24 hours. 3. You can take a new bond at any time, even while the old creature is still alive. Special: You can take this feat once per friendly living creature; its effects stack.

Lliira's Blessing	PGtF	Alignment: Any good Skill: Escape Artist 1 rank Feat: Nimbus of Light	1. +2 (sacred) on Escape Artist. 2. +2 (sacred) on all saves vs. effects that paralyze, hold, or entangle you. 3. If you fail such a save, you may try again 1 round later.
Luck of Heroes [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +1 (luck) to AC. 2. +1 (luck) to all saving throws. Special: Forgotten Realms regions: - Elf (Elven Court, the Forest of Lethyr, the Yuirwood) - Gloaming (Sphur Upra) - Half-elf (Aglarond) - Halfling (Channath Vale, the Western Heartlands) - Human (Aglarond, the Dalelands, Tethyr, the Vast)
Mage Slayer	CA	Base Attack Bonus: +3 Skill: Spellcraft 3 ranks	1. +1 to Will saves. 2. Spellcasters you threaten may not cast spells defensively (spellcasters are aware of this). Special: Your caster level for all spells and spell-like abilities is reduced by 4.
Multilingual	LEoF	Ability Score: Int 15	1. You become fluent in any 3 languages of your choice, but you may only choose secret languages if you already qualify to take them. 2. Speak Language is always a class skill for you. 3. +2 on Decipher Script.
Nymph's Kiss [Exalted]	BoED	--	1. +2 on all Cha-based checks. 2. +1 on saves vs. spells and spell-like abilities. 3. Fey creatures regard you as fey. 4. You gain +1 skill point per level, starting with the level you take this feat.
Perfect Health [Epic]	SRD Epic	Ability Score: Con 25 Feat: Great Fortitude	1. You are immune to all nonmagical diseases. 2. You are immune to all poisons with a Fort save of 25 or less.
Persona Immersion [Racial]	RoE	Race: Changeling	1. If you save vs. a divination spell or telepathic power of 3rd level or lower while using your minor change shape ability, you may give the spell or power a false result. You do not know what spell or power is targeting you, but you know what information is being sought and can then fool the caster or manifester.
Phalanx Fighting [Fighter]	CW	Base Attack Bonus: +1 Proficiency: Heavy shields	1. If using a heavy shield and a light weapon, gain +1 AC. I 2. f you are 5' from an ally using a heavy shield and a light weapon who has this feat, you both gain another +2 AC and +1 Reflex.
Pious Soul	CD	Skill: Knowledge (religion) 2 ranks	1. Spend 1 faith point to add +1d6 to a d20 roll on an attack, save, or check. You may spend more than 1 at a time in this way. Special: This feat gives you 4 faith points. You gain more as detailed in the source.
Plague Resistant [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +4 on saves vs. disease. Special: Forgotten Realms regions: - Human (the Vilhon Reach)
Ragewild Fighting [Racial] [Tactical]	RoE	Race: Shifter Base Attack Bonus: +6 Feat: Power Attack	1. <i>Instinctive Strike:</i> If you fail a Will save against a spell (except "harmless" spells), you can make a single melee attack as an immediate action before the spell takes effect. 2. <i>Rattle the Weakling:</i> Hit a target with a melee attack in the first round; in the second, use Power Attack on the same target at at least -5. If you hit and the target is your size or smaller must save (Fort, DC Str) or be dazed for 1 round.

			<p>3. Brutal Charge: If you hit on a charge, spend an action point to deal your Str modifier in bonus damage (or 1.5x your Str modifier if you use a two-handed weapon).</p> <p>Special: If you later gain Ragewild Fighting, you lose all benefits from that feat and do not gain a replacement feat.</p>
Reflexes, Epic [Epic]	Drac SRD Epic	--	1. +4 to all Reflex saves.
Reflexes, Lightning	SRD	--	1. +2 to all Reflex saves.
Residual Rebound [Spelltouched]	UA	Special: Exposure to <i>spell resistance</i> or <i>spell turning</i>	1. If you roll a natural 20 on a save vs. a targeted spell, it is affected as if by <i>spell turning</i> , except that it can also affect touch-ranged spells as well.
Resist Disease	ShS	--	1. +4 on Fortitude saves vs. disease.
Resist Poison [Regional]	PGtF	<p>Character Level: 1st</p> <p>Feat: No other [Regional] feat</p> <p>Region: (see text)</p>	<p>1. +4 on Fortitude saves vs. poison.</p> <p>Special: Forgotten Realms Regions:</p> <ul style="list-style-type: none"> - Bugbear (the Earthfast Mountains) - Chitine (Underdark [Yathchol]) - Dwarf (Underdark [Northdark]) - Goblin (the Earthfast Mountains) - Hobgoblin (the Earthfast Mountains) - Human (Dambrath, Lapaliya) - Lizardfolk (Rethild) - Orc (the Moonsea, the North)
Sacred Vitality [Divine]	LM	Class Feature: Turn undead	1. As a standard action, spend a turn attempt to gain immunity to ability damage, ability drain, and energy drain for 1 minute.
Saddleback [Regional]	PGtF	<p>Character Level: 1st</p> <p>Feat: No other [Regional] feat</p> <p>Region: (see text)</p>	<p>1. You may take 10 on Ride checks at any time.</p> <p>2. If you or your mount fail a Reflex save while you are mounted, make a Ride check; if the result is equal to or greater than the DC, you and your mount are treated as having succeeded on the saving throw. You can do this once per round, though the same check can apply to both your save and your mount's save at the same time.</p> <p>Special: Forgotten Realms Regions:</p> <ul style="list-style-type: none"> - Human (Cormyr, Dambrath, the Hordelands, Narfell, Nimbral, the North, the Western Heartlands)
Servant of the Heavens [Exalted]	BoED	--	<p>1. 1/day, while performing a good act, gain a +1 luck bonus on 1 roll or check.</p> <p>Special: You may not take the feats Favored of the Companions or Knight of Stars.</p>
Shadow Shield [Regional]	PGtF RoF	<p>Character Level: 1st</p> <p>Feat: No other [Regional] feat</p> <p>Region: (see text)</p>	<p>1. +2 on saves vs. all spells and spell-like abilities with the [shadow] descriptor.</p> <p>2. +2 on saves vs. all spells and spell-like abilities that draw on the Shadow Weave.</p> <p>3. These bonuses stack.</p> <p>Special: Forgotten Realms regions:</p> <ul style="list-style-type: none"> - Human (the Western Heartlands) <p>Note: This feat requires the existence of the Weave and the Shadow Weave, both part of the Forgotten Realms Campaign Setting.</p>
Shifter Agility [Shifter]	RoE	Race: Shifter (cliffwalk, longstride, or swiftwing trait)	<p>1. +1 (dodge) AC while shifting.</p> <p>2. +1 on Reflex while shifting.</p>

Snake Blood [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on all Reflex saves. 2. +2 on Fortitude saves vs. poison. Special: Forgotten Realms Regions: - Human (Chult, the Lake of Steam, Lapaliiya, Samarach, Tashalar, Tharsult, Thindol, the Vilhon Reach, the Western Heartlands)
Spellwise [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Knowledge (arcana) and Spellcraft. 2. +2 on saves against illusion spells or effects. Special: Forgotten Realms Regions: - Elf (Evermeet) - Human (Calimshan, Halruaa, Nimbral, Samarach, Shadovar, the Wizards' Reach)
Strength of Two [Psionic] [Racial]	RoE	Race: Kalashtar or Inspired	1. +1 (insight) on Will saves while psionically focused. 2. As an immediate action, expend your focus and spend 1 power point to increase this insight bonus to +5 for 1 round.
Strong Mind	ECS	Ability Score: Wis 11	1. +3 on saves against psionic abilities and mind attacks. Special: This feat only works against psionic abilities. It does not affect magical abilities.
Strong Soul [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +1 on Fortitude and Will. 2. The above bonuses are +3 vs. death effects, energy drain, and ability drain. Special: Forgotten Realms Regions: - Dwarf (Oldonnar) - Elf (Elven Court, Silverymoon) - Gnome (Underdark [Northdark], the Western Heartlands) - Half-elf (Dambrath, the Dalelands, Silverymoon) - Halfling (Channath Vale, Lurien) - Human (the Moonshae Isles)
Stigmata [Exalted]	BoED	Feat: Nimbus of Light	1. You activate your stigmata by willing yourself to take at least 2 points of Con damage. You may heal allies of 1 hp per 2 points of damage, and anyone with a disease gains a new save with a sacred bonus equal to the total Con damage you took (if the save succeeds, the disease is cured). You may touch 1 ally/point of Con damage. The activation lasts for 1 hour, and the Con damage cannot be cured during that time.
Survivor [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Survival. 2. +2 on Fortitude. Special: Forgotten Realms Regions: - Dwarf (Chult, the Great Glacier) - Elf (the Chondalwood, the Forest of Amtar, the Inner Sea, the Outer Sea) - Human (Anauroch, Chult, the Great Glacier, Narfell, the Shaar) - Kuo-toa (Underdark [Sloopdilmopolop]) - Slyth (Underdark [Fluvenilstra]) - Taer (the Icerim Mountains)
Tomb-Born Resilience	LM	Alignment: Any non-good Feat: Tomb-Tainted Soul	1. +2 on saves vs. mind-affecting spells and abilities. 2. +2 on saves vs. poison. 3. +2 on saves vs. disease. 4. Your nails or claws look yellow and rotten (there is no change in your unarmed damage).
Tomb-Born Vitality	LM	Alignment: Any non-good Feat: Tomb-Tainted Soul	1. You do not need to sleep. (Spellcasters still require 8 hours of mental rest.) 2. You are immune to magic sleep effects.

			3. Your body is unnaturally thin, and your skin stretches so tight as to make you look skeletal.
Tracery, Cold Iron [Warforged]	RoE	Race: Warforged	1. Your natural weapons and grapple checks to deal damage are treated as cold iron weapons. 2. +1 on Will saves vs. spells and spell-like abilities.
Tracery, Silver [Warforged]	RoE	Race: Warforged	1. Your natural weapons and grapple checks to deal damage are treated as silver weapons. 2. +1 on Fort saves vs. spells and spell-like abilities.
True Believer	CD	Alignment: 1 step from your patron Patron Deity: Any	1. 1/day, gain a +2 insight bonus on any 1 saving throw.
Unquenchable Flame of Life	LM	--	1. +2 on all saves against the extraordinary or supernatural abilities of undead. 2. If you have selected undead as a favored enemy, this bonus is instead equal to your favored enemy bonus against undead.
Vow of Abstinence [Exalted]	BoED	Feat: Sacred Vow	1. +4 (perfection) on saves vs. poisons and drugs taken unwillingly. Special: You must not consume intoxicating, stimulating, depressant, or hallucinogenic substances. If you unwillingly break your vow, you must seek an <i>atonement</i> spell to keep using this feat. If you deliberately break it, you lose this feat permanently and do not gain a replacement.
Vow of Chastity [Exalted]	BoED	Feat: Sacred Vow	1. +4 (perfection) on saves vs. charms and phantasms. Special: You must not participate in sexual contact with another person. If you unwillingly break your vow, you must seek an <i>atonement</i> spell to keep using this feat. If you deliberately break it, you lose this feat permanently and do not gain a replacement.
Vow of Obedience [Exalted]	BoED	Feat: Sacred Vow	1. +4 (sacred) on saves vs. compulsions. Special: You must obey all the rules and orders of your organization and superiors. If you unwillingly break your vow, you must seek an <i>atonement</i> spell to keep using this feat. If you deliberately break it, you lose this feat permanently and do not gain a replacement.
Vow of Poverty [Exalted]	BoED	Feat: Sacred Vow	1. +3 (exalted) AC, +1 per 3 character levels. This does not stack with armor and does not apply to touch and incorporeal attacks. This is a supernatural ability. 2. +1 (deflection) AC per 6 character levels. This is a supernatural ability. 3. +1 (natural armor) AC per 8 character levels. This is an extraordinary ability. 4. +1 (enhancement) to attack and damage at character level 4; any weapon you wield is a magic weapon. This increases to +2 at 10th level (and considered good-aligned), and increases by +1 per 3 additional levels. This is a supernatural ability. 5. You gain a bonus on all saving throws: +1 at 7th character level, +2 at 13th, and +3 at 17th. 6. At 7th character level, you gain +2 (enhancement) to one ability. At every fourth character level after that, you gain this bonus to another ability, and each previous ability's enhancement increases by +2. 7. You gain DR 5/magic at 10th level. At 15th, this is 5/evil; at 19th, this is 10/evil. 8. At 13th level you gain resistance 5 to acid, cold, electricity, fire, and sonic energy. At 20th level, this is resistance 15. 9. At 3rd level you level you have a continuous extraordinary ability equal to <i>endure elements</i> . 10. At 5th level you do not need to eat or drink. At 12th level, you do not need to breathe. 11. At 8th level you are immune to detect alignment spells, <i>detect thoughts</i> and <i>discern lies</i> . 12. At 14th level you have a continuous extraordinary ability equal to <i>freedom of movement</i> . 13. At 17th level you heal 1 hp of lethal damage per character level per hour. You heal 1 hp of nonlethal damage per character level every 5 minutes. This cannot be aided by the Heal skill. 14. At 18th level you have a continuous supernatural ability equal to <i>true seeing</i> .

			15. You gain bonus [Exalted] feats at each even-numbered character level; unlike other abilities, you do not gain the bonus feats retroactively. Special: You must not own more than the bare minimum (simplest clothes, 1 day's food, non-masterwork weapons, ordinary spell component pouch, etc.); no magic items, though you can drink a potion someone gives you or receive a spell. You may not borrow items even for 1 round. Your share of treasure is given to charity, either directly or indirectly. If you break this vow, you lose this feat permanently and do not gain a replacement.
Vow of Purity [Exalted]	BoED	Feat: Sacred Vow	1. +4 (perfection) on saves vs. disease and death. Special: You must always avoid the flesh of dead creatures (including meat food), unless to raise it from the dead. Fighting undead requires purification as soon as possible (requires 1 hour and 1 flask of holy water). If you unwillingly break your vow, you must seek an <i>atonement</i> spell to keep using this feat. If you deliberately break it, you lose this feat permanently and do not gain a replacement.
Will, Epic [Epic]	Drac SRD Epic	--	1. +4 to all Will saves.
Will, Iron	SRD	--	1. +2 to all Will saves.
Whispered Secrets [Initiate]	RoD	Class Level: Cleric 1st Patron Deity: Vecna	1. Listen and Spot are cleric class skills for you. 2. You automatically know when you are scried on. You do not gain any other information. 3. Gain bonus spells (see source).

Skill

Name	Source	Prerequisite	Benefit
Able Learner [Racial]	RoD	Race: Human or doppelganger Character Level: 1st	1. All skill ranks cost 1 point. The max number of ranks per skill does not change (even for cross-class skills). Speak language is not affected, nor is purchasing literacy.
Acrobatic	SRD	--	1. +2 on Jump and Tumble.
Aftersight [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. 3/day, take a full round action and make a Wis check (DC 10) to gain +4 on Knowledge (history) and Bardic Knowledge for 1 minute. Special: Forgotten Realms regions: - Human (Rashemen)
Agile	SRD	--	1. +2 on Balance and Escape Artist.
Alertness	SRD	--	1. +2 on Listen and Spot.
Altitude Adaptation	FB	Base Fortitude Save: +2	1. +2 on Survival while in high altitude (5,000' or higher). 2. +4 on Fortitude saves vs. the effects of altitude. 3. When determining the effects of altitude, you are treated as if in an altitude 1 step lower. Spend 1 week in a high altitude to become completely acclimated to it and all lower altitudes. You lose this benefit if you spend more than 1 week in a lower altitude.

Ancestral Spirit [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Heal and Knowledge (history). Special: Forgotten Realms regions: - Human (the Great Glacier, Uthgardt Tribesfolk)
Animal Affinity	SRD	--	1. +2 on Handle Animal and Ride.
Animal Friend [Exalted]	BoED	Ability Score: Cha 15 Class Feature: Wild empathy	1. +4 (exalted) on Wild Empathy with all animals. 2. No penalty when targeting good-aligned magical beasts.
Ankheg Tribe Ambush [Regional]	ShS	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +4 (circumstance) on Hide in tall grass. 2. In a surprise round, leap up from prone as a free action. Special: Forgotten Realms regions: - Human (the Shaar [Ankheg Tribe])
Appraise Magic Value	CAd	Skill: Appraise 5 ranks Skill: Knowledge (arcana) 5 ranks Skill: Spellcraft 5 ranks	1. If you know an item is magical, spend 8 hours and 25 gp of special materials to use Appraise to identify the item's properties (DC 10 + caster level).
Arachnid Rider [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Handle Animal and Ride when dealing with monstrous spiders of up to Large size. Special: Forgotten Realms regions: - Dwarf (Underdark [Darklands]) - Elf (Menzoberranyr)
Arcane Insight [Initiate]	RoD	Class Level: Cleric 3rd Patron Deity: Boccab	1. Knowledge (arcana) is a cleric class skill for you. 2. +2 (insight) on Spellcraft. 3. Gain bonus spells (see source).
Arctic Adaptation [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +1 on Hide, Move Silently, Search, and Spot in snow. 2. +4 on saves vs. cold effects. Special: Forgotten Realms regions: - Human (Damara, Narfell, the North, Vaasa)
Artist [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 to all Perform skills. 2. +2 to one Craft skill involving art. 1. +3 uses of bardic music per day. Special: Forgotten Realms Regions: - Elf (Sidëyuir, Snow Eagle Aerie) - Gnome (Thesk, the Western Heartlands) - Half-elf (the Dalelands) - Human (Chessenta, Waterdeep, the Western Heartlands)
Auspicious Marking	RoS	Race: Goliath	1. +2 on Cha-based checks with goliaths who see your skin. 2. 1/turn, reroll any stabilization check.
Autonomous	SRD Psionic	--	1. +2 on Autohypnosis and Knowledge (psionics).
Azerblood [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +1 on Craft (armorsmithing, blacksmithing, and weaponsmithing). 2. +4 on saves vs. fire effects. Special: Forgotten Realms regions: - Dwarf (Underdark [Old Shanatar])

Batrider [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Handle Animal and Ride when dealing with dire bats. Special: Forgotten Realms regions: - Dwarf (Underdark [Old Shanatar])
Blooded [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Initiative. 2. +2 on Spot. 3. You cannot be shaken, but can be frightened or panicked. Special: Forgotten Realms regions: - Centaur (the Plateau of Thay) - Dwarf (Underdark [Earthroot]) - Elf (Cormanthor Drow, the Inner Sea, Menzoberranyr, the Outer Sea) - Groll (the Plateau of Thay) - Grimlock (Underdark [Reeshov]) - Halfling (the Chondalwood) - Human (the Dalelands, the Nelanther Isles, Silverymoon, Swagdar, Tethyr) - Lizardfolk (Rethild) - Orc (Underdark [Northdark], Vaasa)
Breadth of Knowledge [Spelltouched]	UA	Special: Exposure to <i>legend lore</i> or <i>vision</i>	1. +1 on any Knowledge skill in which you have at least 1 rank, 2. You can use any Knowledge skill untrained.
Caravanner [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Handle Animal and Knowledge (geography). Special: Forgotten Realms regions: - Human (Cormyr, the Dalelands, Sembia, Thesk, the Western Heartlands)
Child of Winter	ECS	Spells: Any <i>summon nature's ally</i> (spontaneously) Alignment: Any non-good	1. Your druid spells now treat vermin as animals. 2. Mindless vermin are considered to have Int 2 when dealing with you and can be charmed, calmed, or targeted by wild empathy or similar abilities. 3. Your <i>summon nature's ally</i> spells may summon additional monsters (see source).
City Slicker	RoD	--	1. Disguise, Forgery, Gather Information, and Knowledge (local) are always class skills for you
Collegiate Wizard	CA	Ability Score: Int 13 Character Level: 1st Class: Wizard 1st	1. +2 on Knowledge (arcana). 2. Begin play with three extra 1st-level spells in your spellbook. 3. At each level, add 4 spells to your spellbook, rather than just two.
Combat Casting	SRD	--	1. +4 on Concentration to cast a spell or use a spell-like ability while on the defensive, grappling, or pinned.
Combat Casting, Improved (2) [Epic]	CA	Skill: Concentration 25 ranks Feat: Combat Casting	1. The bonus from Combat Casting is now 4 + 1/2 your caster level.
Combat Manifestation [Psionic]	SRD Psionic	--	1. +4 on Concentration to manifest a power or use a psi-like ability while on the defensive, grappling, or pinned.
Complementary Insight [Racial]	RoD	Race: Half-elf	1. Synergy bonuses due to 5 ranks in another skill are now +3.
Cosmopolitan [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	+2 to Bluff, Gather Information, and Sense Motive. Special: Forgotten Realms regions: - Dwarf (Waterdeep)

			<ul style="list-style-type: none"> - Elf (Waterdeep) - Half-elf (Waterdeep) - Halfling (Amn) - Human (Amn, the Golden Water, the Sword Coast, Waterdeep)
Cover Your Tracks	ShS	Feat: Track	<ol style="list-style-type: none"> 1. +2 to Hide. 2. +5 to the DC to track you, or +10 if you move at 1/2 speed and hide your trail.
Crowd Tactics [Tactical]	RoD	Skill: Hide 5 ranks Feat: Dodge	<ol style="list-style-type: none"> 1. <i>Moving with the Flow</i>: Entering any space occupied by a crowd costs no extra movement. 2. <i>One with the Crowd</i>: +4 on Hide in a space occupied by a crowd. 3. <i>Master of the Mob</i>: +4 on Diplomacy and Intimidate to influence or direct a crowd. Special: You only gain the above benefits if the crowd is indifferent or friendly to you.
Deceitful	SRD	--	<ol style="list-style-type: none"> 1. +2 on Disguise and Forgery.
Deft Hands	SRD	--	<ol style="list-style-type: none"> 1. +2 on Sleight of Hand and Use Rope.
Destiny, Heroic [Racial]	RoD	Race: Human or any half-human	<ol style="list-style-type: none"> 1. 1/day, before any attack, check, or save, you may add +1d6 to the roll.
Diligent	SRD	--	<ol style="list-style-type: none"> 1. +2 on Appraise and Decipher Script.
Dinosaur Hunter [Racial]	RoE	Race: Halfling Skill: Knowledge (nature) 1 rank Skill: Survival 1 rank Region: Talenta Plains	<ol style="list-style-type: none"> 1. +2 to Knowledge (nature), Listen, Spot, and Survival with dinosaurs. 2. +2 damage vs. dinosaurs.
Dinosaur Wrangler [Racial]	RoE	Race: Halfling Skill: Handle Animal 1 rank Region: Talenta Plains	<ol style="list-style-type: none"> 1. +4 to Handle Animal, Ride, and wild empathy with dinosaurs.
Disentangler [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	<ol style="list-style-type: none"> 1. +2 on Escape Artist 2. +2 on opposed grapple checks. Special: Forgotten Realms regions: <ul style="list-style-type: none"> - Dwarf (Chult)
Discipline [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	<ol style="list-style-type: none"> 1. +2 on Will saves. 2. +2 on Concentration. Special: Forgotten Realms regions: <ul style="list-style-type: none"> - Chitine (Underdark [Yathchol]) - Elf (Evereska, the Yuirwood) - Gnome (the Rathgaunt Hills, the Western Heartlands) - Halfling (Luiren) - Human (Aglarond, Cormyr, Shadovar, Shou Expatriate, Thay) - Planetouched (Mulhorand) - Slyth (Underdark [Fluvenilstra]) - Thri-Keen (the Shaar)
Disturbing Visage [Racial] [Tactical]	RoE	Race: Changeling Skill: Bluff 6 ranks Feat: Quick Change	<ol style="list-style-type: none"> 1. <i>Cringe</i>: Use your minor change shape ability while taking the total defense action to make a Bluff check as a free action. From the end of your turn until your next, any enemy that attacks you in melee must make a Sense Motive check vs your Bluff check or take -5 on damage rolls against

			<p>you (minimum 1) for 1 minute.</p> <p>2. <i>Taunt</i>: If a humanoid, monstrous humanoid, or giant within 10' misses you, use your minor change shape ability to mimic that target on your next turn to make a Bluff check as a free action. If your target fails the Sense Motive check, it takes a -2 penalty on attacks for 1 minute.</p> <p>3. <i>Unnerve</i>: Hit a target and use your minor change shape ability in the same round to make a Bluff check as a free action. If your target's Sense Motive check is not greater, it takes a -2 penalty on AC for 1 minute.</p> <p>Special: Only creatures vulnerable to mind-affecting effects can be targeted by this feat. Each of the three maneuvers can only affect the same target once in a 24 hour period.</p>
Draconic Heritage [Draconic]	CA	Class Level : Sorcerer 1st	<p>1. +1 on saving throws (per draconic feat) against sleep spells, paralysis, and spells and abilities with the energy type of your draconic ancestor.</p> <p>2. You gain a new class skill, based your ancestor : Black (Hide); Blue (Listen); Green (Move Silently); Red (Intimidate); White (Balance); Brass (Gather Information); Bronze (Survival); Copper (Hide); Gold (Heal); Silver (Disguise).</p>
Draconic Knowledge [Monstrous]	Drac	Ability Score : Int 19 Type : true dragon Skill : Any 3 Knowledge skills	1. Gain an ability similar to Bardic Knowledge, but the check is d20 + your age category + your Int modifier, and it is based on the scale of past events rather than how many people know the information. A Knowledge skill related to the information gives a +1 bonus.
Dragoncrafter	Drac	Skill : Knowledge (arcana) 2 ranks	1. Create dragoncraft items using Craft (see source).
Dragonfriend	Drac	Ability Score : Cha 11 Skill : Speak Language (draconic)	<p>1. +4 to Diplomacy checks with dragons.</p> <p>2. +2 to Ride to ride a dragon.</p> <p>3. +4 to resist the frightful presence of good dragons.</p> <p>Special: You cannot take this feat if you also have Dragonthral.</p>
Dragonsong	Drac	Ability Score : Cha 13 Skill : Knowledge (arcana) 4 ranks Skill : Perform 6 ranks Skill : Speak Language (draconic)	<p>1. +2 to Perform checks with song, poetics, or any other verbal or spoken form of performance.</p> <p>2. +2 to the DC of mind-affected effects based on your song or poetics.</p>
Dragonthral	Drac	Skill : Speak Language (draconic)	<p>1. +4 to Bluff checks with dragons.</p> <p>2. +2 to Ride to ride a dragon.</p> <p>3. +4 to resist the frightful presence of evil dragons.</p> <p>4. -2 on saves against the enchantment spells and effects of dragons.</p> <p>Special: You cannot take this feat if you also have Dragonfriend.</p>
Dread Tyranny [Initiate]	RoD	Ability Score : Str 13 Class Level : Cleric 3rd Patron Deity : Hextor	<p>1. Intimidate is a cleric class skill for you, and you add your Str bonus to your skill modifier.</p> <p>2. With a lethal weapon, your attack penalty is 2 less than normal to deal nonlethal damage.</p> <p>3. Gain bonus spells (see source).</p>
Eagle Tribe Vision [Regional]	ShS	Character Level : 1st Feat : No other [Regional] feat Region : (see text)	<p>1. +5 to Spot.</p> <p>Special: Forgotten Realms regions: - Human (the Shaar [Eagle Tribe])</p>
Ecclesiarch	ECS	Skill : Knowledge (religion) 6 ranks	<p>1. Add Gather Information and Knowledge (local) to your class list.</p> <p>2. +2 to Leadership score.</p>
Education (1) [Regional]	PGtF	Character Level : 1st Feat : No other [Regional] feat Region : (see text)	<p>1. All Knowledge skills are class skills for all your classes.</p> <p>2. +2 on two Knowledge skills.</p> <p>Special: Forgotten Realms regions:</p>

			<ul style="list-style-type: none"> - Elf (Evermeet, Silverymoon, Snow Eagle Aerie) - Gnome (Lantan) - Half-elf (Silverymoon) - Human (Chessenta, Lantan, Silverymoon, Waterdeep)
Education (2)	ECS	Character Level: 1st	<ol style="list-style-type: none"> 1. All Knowledge skills are class skills for all your classes. 2. +1 on two Knowledge skills.
Elite, Dreamsight [Shifter]	RoE	Race: Shifter (dreamsight trait)	<ol style="list-style-type: none"> 1. Take a full-round action while shifting to gain +5 on Spot and gain the ability to see invisible creatures as if under the influence of a <i>see invisibility</i> spell. This lasts for the rest of your shift.
Endurance	SRD	--	<ol style="list-style-type: none"> 1. +4 to Swim to resist nonlethal damage 2. +4 to Con checks to continue running, to hold your breath, to avoid nonlethal damage from a forced march, starvation, or thirst 3. +4 to Fort saves to avoid nonlethal damage from hot or cold environments and to resist damage from suffocation. 4. You may sleep in light or medium armor without becoming fatigued. <p>Special: Automatic ranger feat (3rd level).</p>
Endurance, Epic [Epic]	SRD Epic	Ability Score: Con 25 Feat: Endurance	<ol style="list-style-type: none"> 1. When making any check to perform a physical action that extends over a period of time, you gain +10 on the check.
Epic Reputation [Epic]	SRD Epic	--	<ol style="list-style-type: none"> 1. +4 on Bluff, Diplomacy, Gather Information, Intimidate, and Perform (all).
Ethran [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	<ol style="list-style-type: none"> 1. +2 to Handle Animal and Survival. 2. +2 to all Cha-based checks when dealing with other Rashemis. 3. You may participate in circle magic. <p>Special: Forgotten Realms regions: - Human (Rashemen), female only</p>
Far Horizons [Initiate]	RoD	Class Level: Cleric 1st Patron Deity: Fharlanghn	<ol style="list-style-type: none"> 1. Climb, Jump, and Swim are cleric class skills for you. 2. You always know where north is (if 'north' exists in your environment). 3. Gain bonus spells (see source).
Forester [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	<ol style="list-style-type: none"> 1. +1 to Hide, Listen, Move Silently, and Spot. 2. In a forest, these bonuses increase to +3 each. <p>Special: Forgotten Realms regions: - Elf (the Chondalwood, the Forest of Amtar, the Forest of Lethyr, the High Forest, Sildëyuir, the Misty Vale) - Gnome (the Great Dale) - Half-elf (Aglarond, the Great Forest) - Halfling (the Chondalwood) - Human (the Dalelands, the Great Dale) - Volodni (the Forest of Lethyr)</p>
Gatekeeper Initiate	ECS	Spells: Any <i>summon nature's ally</i> (spontaneously)	<ol style="list-style-type: none"> 1. +2 on saves vs. supernatural and spell-like abilities of aberrations. 2. Add Knowledge (the planes) to your druid class skills. 3. You may use Knowledge (the planes) to identify aberrations and their special abilities. 4. You gain extra spells (see source).
Gift of Tongues	PGtF	Character Level: 1st	<ol style="list-style-type: none"> 1. +1 on Decipher Script and Sense Motive.

[Regional]	RoF	Feat: No other [Regional] feat Region: (see text)	2. Your Int is +4 for the purpose of determining your starting bonus languages, and you are not limited to the bonus languages of your region. 3. Speak Language is always a class skill. Special: Forgotten Realms regions: - Elf (Evereska)
Greensinger Initiate	ECS	Spells: Any <i>summon nature's ally</i> (spontaneously)	1. Add Bluff, Hide, and Perform (all) to your druid class skills. 2. Gain bonus spells (see source).
Grim Visage [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Intimidate and Sense Motive. Special: Forgotten Realms regions: - Human (Damara)
Halruaan Adept [Regional]	ShS	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +3 on Spellcraft. 2. You may participate in Halruaan circle magic with a Halruaan elder. Special: Forgotten Realms regions: - Human (Halruaa)
Harem Trained [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Diplomacy and Perform (all). Special: Forgotten Realms regions: - Human (Calimshan)
Heritage, Shadow	Planar HB	--	1. +3 on Hide and Move Silently in areas of darkness or shadowy illumination.
Horse Nomad [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +3 to Ride. 2. Gain proficiency with the composite shortbow, light lance, and scimitar. Special: Forgotten Realms regions: - Human (the Hordelands, Nimbral, the Ride, the Shaar)
Human Heritage [Racial]	RoD	Race: Any half-human or any human-descended Character Level: 1st	1. You gain the humanoid (human) type and subtype, as well as your previous type(s). 2. You gain +4 skill points
Hyena Tribe Hunter [Regional]	ShS	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Hide. 2. +2 on trip attempts and to avoid being tripped. Special: You may select Improved Trip even if you don't fulfill the requirements. Special: Forgotten Realms regions: - Human (the Shaar [Hyena Tribe])
Improved Energy Drain [Monstrous]	LM	Ability Score: Cha 15 Special: Energy drain ability	1. When you bestow a negative level on a creature, you gain +1 on all skill and ability checks, attacks, and saves for 1 hour.
Improved Favored Enemy (1) [Epic]	SRD Epic	Class Feature: 5+ favored enemies	1. The bonus on skill checks and damage increases by +1 for all your favored enemies. Special: You can take this feat multiple times; its effects stack.
Improved Feint [Fighter]	SRD	Ability Score: Int 13 Feat: Combat Expertise	1. Using Bluff to feint is now a move action.
Initiate of Gond [Initiate]	PGtF	Class Level: Cleric 1st Patron Deity: Gond	1. Add Disable Device and Open Lock to your Cleric class skills. 2. Gain bonus spells (see source).

Inquisitor [Psionic]	SRD Psionic	Ability Score: Wis 13	1. Expend your focus to gain +10 on 1 Sense Motive check.
Inside Connection	RoD	--	1. +4 (circumstance) on Bluff, Diplomacy, Gather Information, Knowledge (local), and Sense Motive when dealing with 1 selected organization. Special: You can take this feat multiple times, once per organization.
Investigate	ECS	--	1. Expand Search to find and analyze clues in an area, such as a crime scene. (See source.)
Investigator	SRD	--	1. +2 on Gather Information and Search.
Jack of All Trades	SRD Divine	Character Level: 6th	1. Use any skill untrained.
Legendary Climber [Epic]	SRD Epic	Ability Score: Dex 21 Skill: Balance 12 ranks Skill: Climb 24 ranks	1. You ignore all check penalties for accelerated or rapid climbing.
Legendary Leaper [Epic]	SRD Epic	Skill: Jump 24 ranks	1. You only need to move 5' in a straight line to make a running jump.
Legendary Rider [Epic]	CD SRD Epic	Skill: Ride 24 ranks	1. You take no penalty for riding bareback. 2. You need not make a Ride check to control a mount in combat. 3. Controlling a mount not trained for combat does not require an action.
Legendary Tracker [Epic]	SRD Epic	Ability Score: Wis 25 Skill: Knowledge (nature) 30 ranks Skill: Survival 30 ranks Feat: Track	1. Add the following surfaces to your list of places you can follow tracks: water, underwater, and air. See source for DCs.
Lliira's Blessing	PGtF	Alignment: Any good Skill: Escape Artist 1 rank Feat: Nimbus of Light	1. +2 (sacred) on Escape Artist. 2. +2 (sacred) on all saves vs. effects that paralyze, hold, or entangle you. 3. If you fail such a save, you may try again 1 round later.
Mage Slayer	CA	Base Attack Bonus: +3 Skill: Spellcraft 3 ranks	1. +1 to Will saves. 2. Spellcasters you threaten may not cast spells defensively (spellcasters are aware of this). Special: Your caster level for all spells and spell-like abilities is reduced by 4.
Magical Aptitude	SRD	--	1. +2 on Spellcraft and Use Magic Device.
Manifest Leap	S:CoT	Skill: Knowledge (the planes) 3 ranks Skill: Jump 3 ranks	1. +4 on Jump (competence) when in a manifest zone connected to Syrania. 2. Take only 1d4/10' damage on a fall when in a manifest zone connected to Syrania. Note: This feat requires the existence of manifest zones, part of the Eberron Campaign Setting.
Master Linguist	RoE	Skill: Speak Language (4 languages)	1. At this level and each additional level, you learn 1 new language.
Menacing Demeanor [Racial]	RoD	Race: Orc blood or orc subtype	1. +4 on Intimidate.
Mental Leap [Psionic]	SRD Psionic	Ability Score: Str 13 Skill: Jump 5 ranks	1. Expend your focus to gain +10 on 1 Jump check.

Metallurgy [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +3 on Craft (armorsmithing), Craft (blacksmithing), or Craft (weaponsmithing). Special: Forgotten Realms regions: - Dwarf (the Great Rift, the Sword Coast)
Mountaineer	FB	--	1. +2 on Climb and Survival.
Mounted Combat [Fighter]	SRD	Skill: Ride 1 rank	1. Once per round when your mount is hit in combat, attempt a Ride check as a standard action. If the check is higher than the attack roll of the hit, the hit is negated.
Narrow Mind [Psionic]	SRD Psionic	Ability Score: Wis 13	1. +4 on Concentration to become psionically focused.
Natural Scavenger	ShS	Skill: Survival 5 ranks.	1. Move at full overland speed while foraging for food. 2. +4 on Survival while foraging for food.
Negotiator	SRD	--	1. +2 on Diplomacy and Sense Motive.
Nimble Fingers	SRD	--	1. +2 on Disable Device and Open Lock.
Nimbus of Light [Exalted]	BoED	--	1. +2 on Diplomacy and Sense Motive when dealing with good characters. 2. You gain a radiant aura that sheds bright light for 5' and shadowy illumination for 10'. You may hide or produce this light at will as a free action.
Nobody's Fool [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Gather Information and Sense Motive. Special: Forgotten Realms regions: - Halfling (Luiren, the Western Heartlands)
Nymph's Kiss [Exalted]	BoED	--	1. +2 on all Cha-based checks. 2. +1 on saves vs. spells and spell-like abilities. 3. Fey creatures regard you as fey. 4. You gain +1 skill point per level, starting with the level you take this feat.
Open Minded	SRD Psionic	--	1. Gain 5 skill points to be spent as normal under the standard skill buying rules. Special: You may take this feat multiple times; its effects stack.
Oral History [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Knowledge (history) and Perform (all). Special: Forgotten Realms regions: - Dwarf (the Great Glacier, the Smoking Mountains, the Spine of the World) - Human (the Moonshae Isles, Uthgardt Tribesfolk)
Otherworldly [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Diplomacy. 2. Your type changes to outsider (native). 3. You gain darkvision (60'). Special: Forgotten Realms regions: - Deep Imaskari (Underdark [Deep Imaskar]) - Elf (Evermeet, Sildëyuir) - Spirit folk (Ashane)
Path of Shadows [Racial]	RoE	Race: Kalashtar Skill: Perform (dance) 5 ranks	1.+2 on Tumble. 2. You can make a Perform (dance) check instead of a Concentration check to cast spells or manifest powers on the defensive.

Persuasive	SRD	--	1. +2 on Bluff and Intimidate.
Pious Soul	CD	Skill: Knowledge (religion) 2 ranks	1. Spend 1 faith point to add +1d6 to a d20 roll on an attack, save, or check. You may spend more than 1 at a time in this way. Special: This feat gives you 4 faith points. You gain more as detailed in the source.
Polyglot [Epic]	SRD Epic	Ability Score: Int 25 Skill: Speak Language (5 languages)	1. You can speak all languages. 2. If you are literate, you can read all languages (but not magical script).
Precocious Apprentice	CA	Ability Score: Int 15 or Cha 15 Character Level: 1st Caster Level: 1st (arcane)	1. +2 on Spellcraft. 2. Choose 1 2nd-level spell from a school of magic you can cast from and gain 1 2nd-level spell slot only to cast that spell. Until you can normally cast 2nd-level spells, you must make a DC 8 caster level check to cast it or suffer spell failure. You use your normal caster level for that spell, even if it is too low to normally cast it. 3. When you become able to cast 2nd-level spells, you retain the bonus spell slot, which can then be used as any other 2nd-level slot.
Psionic Affinity	SRD Psionic	--	1. +2 on Psicraft and Use Psionic Device.
Racial Emulation [Racial]	RoE	Race: Changeling	1. You ignore the penalty on Disguise for disguising yourself as another race. 2. When you assume the form of another humanoid creature, you also emulate that humanoid's subtypes. This allows you to use magic items keyed to that race, among other things. However, you always retain the shapechanger subtype.
Recognize Impostor	ECS	Skill: Sense Motive 3 ranks Skill: Spot 3 ranks	1. +4 to Sense Motive to oppose Bluff checks. 2. +4 to Spot to oppose Disguise checks.
Relic Hunter	RoE	Skill: Appraise 1 rank Skill: Knowledge (history) 1 rank	1. +5 on Appraise, Knowledge (any), and bardic knowledge involving items from the Dhakaani Empire or ancient Xen'drik. Note: While this feat sounds very specific, it can easily be used with any very ancient lost empire or the like, such as Netheril (from the Forgotten Realms).
Research	ECS	--	1. Expand all Knowledge skills to research topics or examine records. (See source.)
Roofwalker [Tactical]	RoD	Skill: Balance 5 ranks Skill: Jump 5 ranks Feat: Dodge Feat: Mobility	1. <i>Fleet of Foot:</i> You can move your full speed over precarious surfaces without penalty. 2. <i>Graceful Drop:</i> Jump checks to ignore falling damage ignore 20' of the distance you fell. 3. <i>Master of the Roof:</i> +1 (dodge) AC against any opponent at a different elevation from you.
Run	SRD	--	1. Move 5x your speed during a run (or x4 in heavy armor or carrying a heavy load). 2. +4 to running Jump checks. 3. Retain your Dex bonus to AC while running.
Sacred Vow [Exalted]	BoED	--	1. +2 (perfection) on Diplomacy.
Saddleback [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. You may take 10 on Ride checks at any time. 2. If you or your mount fail a Reflex save while you are mounted, make a Ride check; if the result is equal to or greater than the DC, you and your mount are treated as having succeeded on the saving throw. You can do this once per round, though the same check can apply to both your save and your mount's save at the same time.

			Special: Forgotten Realms Regions: - Human (Cormyr, Dambrath, the Hordelands, Narfell, Nimbral, the North, the Western Heartlands)
Sea Legs	FB	--	1. +2 on Balance and Tumble on a ship. 2. +1 on Initiative while on a ship.
Self-Sufficient	SRD	--	1. +2 on Heal and Survival.
Shifter Instincts [Shifter]	RoE	Race: Shifter	1. +1 to Listen, Sense Motive, and Spot. 2. +2 to Initiative.
Silver Palm [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Appraise, Bluff, and Sense Motive. Special: Forgotten Realms Regions: - Dwarf (the Great Dale, Turmish, Waterdeep) - Halfling (Amn) - Human (Amn, the Dragon Coast, the Golden Water, Sembia, Tharsult, Thesk, the Vilhon Reach, Waterdeep)
Skill Focus	SRD	--	1. +3 on one skill. Special: This feat can be taken multiple times, once per skill.
Skill Focus, Epic [Epic]	SRD Epic	Skill: Selected skill 20 ranks	1. +10 on all checks with the selected skill.
Sky Rider [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Handle Animal and Ride when dealing with hippogriffs. Special: Forgotten Realms regions: - Dwarf (the Great Rift)
Smatterings	RoD	--	1. After 2d6 days of listening to a new language, you know enough of it to ask simple questions, give simple answers, and follow simple directions. 2. When you encounter a language you do not know but have encountered before, the time is reduced to 1d4 days.
Smooth Talk [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. If you attempt a rushed Diplomacy check, you take half the penalty (-5). Special: Forgotten Realms Regions: - Elf (Waterdeep) - Gloaming (Sphur Upra) - Gnome (Thesk) - Half-elf (Waterdeep) - Human (Silvermoon, Thesk, Waterdeep)
Snowrunner	FB	Class Feature: Woodland stride	1. +5 (competence) on Balance on icy surfaces. 2. You may move at full speed across loose snow.
Sociable Personality [Racial]	RoD	Race: Half-elf Ability Score: Cha 13	1. You may reroll any Diplomacy or Gather Information check once.
Spire Walking [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Balance and Jump. Special: Forgotten Realms regions: - Human (the Western Heartlands)

Stealthy	SRD	--	1. +2 on Hide and Move Silently.
Stoneshaper [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 to your stonemasonry ability. 2. Another +2 on Craft (stonemasonry). Special: Forgotten Realms regions: - Dwarf (the Galena Mountains, Oldonnar, Turmish)
Stormheart [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Balance and Profession (sailor). 2. Ignore all hampered movement penalties for fighting on pitching or slippery decks. 3. Gain +1 (dodge) AC while fighting on a ship or boat. Special: Forgotten Realms Regions: - Human (Altumbel, the Dragon Coast, the Lake of Steam, Lapaliya, the Nelanther Isles, the Sword Coast, Tharsult)
Street Smart [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Gather Information, Intimidate, and Sense Motive. Special: Forgotten Realms Regions: - Halfling (Amn, Calimshan) - Human (Amn, Calimshan, Chessenta, the Moonsea, Unther, the Wizards' Reach) - Planetouched (Chessenta, the Western Heartlands)
Surefooted [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Climb and Jump. 2. Ignore all movement penalties for ice and steep slopes. If a surface is both steep and icy, you pay twice the movement cost, instead of four times. Special: Forgotten Realms Regions: - Grimlock (Underdark [Reeshov]) - Human (the Great Dale, Uthgardt Tribesfolk) - Orc (Amn, the Moonsea, Vaasa)
Survivor [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Survival. 2. +2 on Fortitude. Special: Forgotten Realms Regions: - Dwarf (Chult, the Great Glacier) - Elf (the Chondalwood, the Forest of Amtar, the Inner Sea, the Outer Sea) - Human (Anauroch, Chult, the Great Glacier, Narfell, the Shaar) - Kuo-toa (Underdark [Sloopdilmopolop]) - Slyth (Underdark [Fluvenilstra]) - Taer (the Icerim Mountains)
Swift and Silent [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. No penalty on Hide and Move Silently while moving at your full speed. Special: Forgotten Realms Regions: - Bugbear (the Earthfast Mountains) - Elf (Cormanthor Drow, the Misty Vale, the Wealdath) - Goblin (the Earthfast Mountains) - Hobgoblin (the Earthfast Mountains) - Human (Uthgardt Tribesfolk) - Orc (the North) - Wemic (the Shaar)
Tactile Trapsmith	CAd	--	1. When you use the skills Disable Device and Search, you consider them Dex-based. 2. You receive no penalty on these checks for darkness or blindness.
Theocrat	PGtF	Character Level: 1st	1. +2 on Diplomacy and Knowledge (religion).

[Regional]	RoF	Feat: No other [Regional] feat Region: (see text)	Special: Forgotten Realms regions: - Human (Mulhorand, Unther) - Planetouched (Mulhorand, Unther)
Thug [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Appraise and Intimidate. 2. +2 on Initiative. Special: Forgotten Realms Regions: - Centaur (the Plateau of Thay) - Dwarf (Underdark [Northdark], Waterdeep) - Groll (the Plateau of Thay) - Grimlock (Underdark [Reeshov]) - Human (the Dragon Coast, the Moonsea, the Nelanther Isles, Swagdar, Unther, the Vast, the Vilhon Reach) - Orc (Amn, Thesk, Underdark [Northdark]) - Planetouched (Impiltur, the Silver Marches, Unther, the Western Heartlands)
Thunder Twin [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Diplomacy and Intimidate. 2. You have a twin brother or sister, identical or fraternal. 3. If your twin is alive and on the same plane, make a DC 12 Wis check to sense his/her direction. If successful, take a move action to sense him/her at any time within the next hour. Special: Forgotten Realms Regions: - Dwarf (the Galena Mountains, the Great Rift, the Smoking Mountains, the Spine of the World, the Sword Coast, Underdark [Old Shanatar], Waterdeep)
Track	SRD	--	1. Expand Survival skill to track other creatures. (See source.)
Trapmaster	LEoF	Ability Score: Int 13 Class Feature: Trap sense +2	1. +2 on Disable Device. 2. +4 on your trap sense bonus.
Trap Sense [Epic]	SRD Epic	Class Feature: Trapfinding Skill: Search 25 ranks Skill: Spot 25 ranks	1. When you pass within 5' of a trap, you gain a Search check as if actively looking for it.
Treetopper [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 on Balance and Climb. 2. You do not lose your Dex bonus to AC while climbing. 3. Enemies do not gain a bonus on attacking you while you are climbing. Special: Forgotten Realms Regions: - Elf (the Chondalwood, the Forest of Amtar, the High Forest, the Yuirwood) - Half-elf (Aglarond, the High Forest) - Halfling (the Chondalwood) - Human (Aglarond)
Undead Empathy	ECS	Ability Score: Cha 13	1. +4 on Diplomacy when dealing with intelligent undead.
Urban Stealth	RoD	Skill: Knowledge (local) 2 ranks	1. +3 on Hide and Move Silently when in a small city or larger community.
Urban Tracking	ECS RoD UA	--	1. Expand Gather Information to find people in an urban environment. (See source.)
Vow of Peace [Exalted]	BoED	Feat: Sacred Vow Feat: Vow of Nonviolence	1. All creatures within 20' must save (Will, DC Cha) or be affected by a <i>calm emotions</i> spell as a mind-affecting supernatural effect. (Additional saves are not required unless the targets leave the

			<p>aura and return.)</p> <p>2. You gain +2 (natural), +2 (deflection), and +2 (exalted) AC (this stacks with Vow of Poverty).</p> <p>3. Manufactured weapons that hit you save (Fort, DC Con) or shatter, leaving you unharmed.</p> <p>4. +4 (exalted) on Diplomacy.</p> <p>Special: You must not cause harm to any living creature. You may not incapacitate unless you take the targets prisoner (and care for them). If you unwillingly break your vow, you must seek an <i>atonement</i> spell to keep using this feat. If you deliberately break it, you loose this feat permanently and do not gain a replacement.</p>
Vremyoni Training [Regional]	PGtF UE	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	<p>1. +2 on Knowledge (arcana) and Spellcraft.</p> <p>Special: Forgotten Realms regions: - Human (Rashemen)</p>
Warden Initiate	ECS	Spells: Any <i>summon nature's ally</i> (spontaneously)	<p>1. +2 AC (deflection) in a forest.</p> <p>2. Add Climb and Jump to your druid class skills.</p> <p>3. Gain bonus spells (see source).</p>
Whispered Secrets [Initiate]	RoD	Class Level: Cleric 1st Patron Deity: Vecna	<p>1. Listen and Spot are cleric class skills for you.</p> <p>2. You automatically know when you are scried on. You do not gain any other information.</p> <p>3. Gain bonus spells (see source).</p>
Words of Creation [Exalted]	BoED	Ability Score: Int 15 Ability Score: Cha 15 Base Will Save: +5	<p>1. +4 (sacred) on checks with the bardic music abilities countersong and <i>fascinate</i>.</p> <p>2. Double all effects of applicable bardic music abilities if you accept 1d4 nonlethal damage per minimum rank of Perform required to use the effect.</p> <p>3. The DC for the spells <i>suggestion</i> (including as a bardic music ability) and <i>dominate</i> is +2.</p> <p>4. A bard's effective caster level for <i>song of freedom</i> is +2.</p> <p>5. Conjunction (creation) spells have their duration doubled.</p> <p>6. +4 (sacred) on all Craft checks.</p> <p>7. [Good] spells with verbal components are cast at +1 (sacred) caster level if you accept 1d4 nonlethal damage per 2 spell levels. If used to create items, this does not raise the cost of the item, and does not deal nonlethal damage.</p> <p>8. Research a creature's true name. This takes 1 week per 2 HD of the subject, plus 1,000 gp/week; <i>legend lore</i> must be cast each week, but the cost is included in the above cost. At the end of the period, cast <i>contact other plane</i> or <i>commune</i> and make an appropriate Knowledge check (DC 10 + subject's HD). If you do not make this check, the attempt is ruined. If you find the subject's true name, you can:</p> <ul style="list-style-type: none"> - Impose -4 on saves to resist a specific compulsion; - Reduce the target's SR by 4 or reduce DR by 5 for 1 minute; - Cast <i>teleport</i> or <i>greater teleport</i> on the target (as a touch spell) without affecting yourself; - Gain +6 on the opposed Cha check to compel service from a target of <i>planar binding</i>. <p>All these require a full-round action and incantation; you take 5d4 nonlethal damage.</p>

Spell-Like Ability

Name	Source	Prerequisite	Benefit
Ability Focus	SRD Monster	Special: Special attack	<p>1. +2 DC for all saving throws vs. 1 special attack.</p> <p>Special: You may take this feat multiple times, once per special attack.</p>

Communicator	CA	--	1. Gain 3 spell-like abilities 1/day (caster level 1st): <i>arcane mark</i> , <i>comprehend languages</i> , <i>message</i> .
Conductivity [Spelltouched]	UA	Special: Exposure to <i>call lightning</i> , <i>lightning bolt</i> , or <i>chain lightning</i>	1. When you take electricity damage, you may send a line of electricity arcing from you to 1 target within 30' that deals 1/2 of the damage you took. The target may save (Ref, DC 16 + Cha) for half damage.
Controlled Immolation [Spelltouched]	UA	Special: Exposure to <i>fireball</i> or <i>delayed blast fireball</i>	1. If you catch on fire, you take no damage. This does not protect your equipment or extend to actual fire damage. 2. You remain on fire for 1d4 rounds; any enemy who hits you in melee takes 1d6 fire damage.
Dragonfoe	Drac	Ability Score: Int 13	1. +2 to attack dragons. 2. +2 on caster level checks to overcome a dragon's spell resistance. 3. Dragons take -2 on saves against your spells, spell-like abilities, and supernatural abilities.
Dragonmark, Aberrant	ECS	Race: Any dragonmarked race Feat: No other dragonmark feat	1. Gain 1 dragonmark spell-like ability not tied to a true dragonmark house, usable 1/day. Any save for this ability is DC 11 + Cha; caster level is 1/2 character level. Special: You can never select another dragonmark.
Dragonmark, Greater	ECS	Race: Any dragonmarked race Feat: Dragonmark, Least Feat: Dragonmark, Lesser Skill: 12 ranks in any 2 skills Special: Member of a dragonmarked house	1. Gain the greater dragonmark of your house and one associated spell-like ability. The caster level for any of your dragonmark spell-like abilities is now 10, plus any levels of Dragonmark Heir. 2. You may use the spell-like abilities of your least and lesser dragonmarks one more time per day.
Dragonmark, Least	ECS	Race: Any dragonmarked race Special: Member of a dragonmarked house	1. Gain the least dragonmark of your house and one associated spell-like ability. The save of any dragonmark spell-like ability is DC 10 + spell level + Cha. 2. Caster level is 1, plus any levels of Dragonmark Heir.
Dragonmark, Lesser	ECS	Race: Any dragonmarked race Feat: Dragonmark, Least Skill: 9 ranks in any 2 skills Special: Member of a dragonmarked house	1. Gain the lesser dragonmark of your house and one associated spell-like ability. 2. The caster level of any dragonmark spell-like ability is now 5, plus any levels of Dragonmark Heir. 3. You may use the spell-like ability of your least dragonmark one more time per day.
Extra Invocation	CA	Invocations: Lesser	1. You gain 1 new invocation of one grade lower than the highest available to you. Special: You may take this feat multiple times, once per invocation.
Godsight [Regional]	LEoF	Ability Score: Cha 13 Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. You gain all the following spell-like abilities, usable 3/day: <i>detect magic</i> , <i>detect poison</i> , <i>detect undead</i> , and <i>read magic</i> . 2. You also gain one of the following spell-like abilities, usable 3/day: <i>detect chaos</i> , <i>detect evil</i> , <i>detect good</i> , or <i>detect law</i> . Special: Forgotten Realms Regions: - Aasimar (Mulhorand) - Human [Mulan] (Mulhorand) - Tiefling (Mulhorand)
Innate Spell	CA PGtF	Feat: Silent Spell Feat: Still Spell	1. Choose one spell you know. Cast that spell three times a day as a spell-like ability. XP costs are paid each casting. Costly material components require a costly focus (x50 gp). You permanently sacrifice one spell slot of the appropriate level to power this feat.

Insightful	CA	--	1. Gain 3 spell-like abilities 1/day (caster level 1st): <i>detect magic</i> , <i>detect secret doors</i> , <i>read magic</i> .
Live My Nightmare [Spelltouched]	UA	Special: Exposure to death touch granted power or <i>death knell</i>	1. When you are targeted with a divination effect, you can effect the caster as if through a <i>phantasmal killer</i> spell (except the form is from your own mind). The DCs are Cha-based.
Magic in the Blood [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. Any racial spell-like ability you could use 1/day is now 3/day. Special: Forgotten Realms regions: - Dwarf (Oldonnar, Underdark [Darklands]) - Elf (Menzoberranyr) - Gnome (the Great Dale, Thesk, Underdark [Northdark]) - Planetouched (Calimshan, Mulhorand, Unther) - Spirit folk (Ashane)
Momentary Alteration [Spelltouched]	UA	Special: Exposure to <i>alter self</i>	1. You gain <i>alter self</i> as a spell-like ability 1/day for 1 minute. You can only change into one form (see Special) and it must be a form you have gained by casting <i>alter self</i> before taking this feat. Special: You can take this feat multiple times. Each time, you can extend the duration by an additional minute, or add another form (with the same restrictions) in addition to the first.
Natural Trickster	RoS	Race: Gnome Ability Score: Cha 13	1. Gain 1 of the following as a spell-like ability 1/day: <i>disguise self</i> , <i>silent image</i> or <i>ventriloquism</i> (caster level 1st, DC Cha). Special: This feat may be taken multiple times, once per spell-like ability to be chosen.
Necropolis Born	CA	--	1. Gain 3 spell-like abilities 1/day (caster level 1st): <i>cause fear</i> , <i>ghost sound</i> , <i>touch of fatigue</i> .
Night Haunt	CA	--	1. Gain 3 spell-like abilities 1/day (caster level 1st): <i>dancing lights</i> , <i>prestidigitation</i> , <i>unseen servant</i> .
Omniscient Whispers [Spelltouched]	UA	Special: Exposure to <i>commune</i> or <i>contact other plane</i>	1. You hear whispers in your mind; 1/week you can focus on them to such extent as to gain the answer to a single question as if you had cast <i>commune</i> . You are exhausted afterwards.
Polar Skin [Spelltouched]	UA	Special: Exposure to <i>cone of cold</i> or <i>ice storm</i>	1. 1/day, you can make a 20' area centered on you icy, causing the appropriate movement penalties. This remains for 1 minute or until exposed to fire. To use this feat, you must be touching the ground, and the ambient temperature cannot be above 100 degrees.
Soul of the North	CA	--	1. Gain 3 spell-like abilities 1/day (caster level 1st): <i>chill touch</i> , <i>ray of frost</i> , <i>resistance</i> .
Spellfire Wielder	MoF	Character Level: 1st	1. You gain the ability to use spellfire (see source).
Spellfire Wielder, Epic [Epic]	PGtF	Skill: Concentration 20 ranks Feat: Endurance Feat: Spellfire Wielder	1. You may treat your Con as +4 when storing spellfire levels. Special: You can take this feat multiple times; its effects stack.
Spell Hand	CA	--	1. Gain 3 spell-like abilities 1/day (caster level 1st): <i>mage hand</i> , <i>open/close</i> , <i>Tenser's floating disk</i> .
Spell-Like Ability, Consecrate	BoED	Alignment: Any good	1. 1 spell-like ability is affected by the Consecrate Spell feat up to 3/day (or normal limit if lower).
Spell-Like Ability, Empower	SRD Monster	Special: Spell-like ability at caster level 6th	1. Choose 1 spell-like ability that mimics a spell less than or equal to 1/2 your character level - 2. Use it as an empowered ability up to 3/day (or the ability's normal limit, whichever is lower). Special: You may take this feat multiple times, once per qualifying spell-like ability.
Spell-Like Ability, Heighten	CA	Special: Spell-like ability at caster	1. Choose 1 spell-like ability that mimics a spell less than or equal to 1/2 your character level - 2.

		level 6th	Use it as a heightened ability up to 3/day (or the ability's normal limit, whichever is lower). The ability is considered the equivalent of a spell 2 levels higher than normal (max 9th). Special: You may take this feat multiple times, once per qualifying spell-like ability.
Spell-Like Ability, Maximize	CA	Special: Spell-like ability at caster level 6th	1. Choose 1 spell-like ability that mimics a spell of a level less than or equal to 1/2 your character level - 2. Use it as a maximized ability up to 3/day (or the ability's normal limit, whichever is lower). It functions as if affected by the Maximize Spell feat. If you choose a spell-like ability that is affected by the Empower Spell-Like Ability feat, the bonus damage is not maximized. Special: You may take this feat multiple times, once per qualifying spell-like ability.
Spell-Like Ability, Purify	BoED	Alignment: Any good	1. 1 spell-like ability is affected by the Purify Spell feat up to 3/day (or normal limit if lower).
Spell-Like Ability, Quicken	SRD Monster	Special: Spell-like ability at caster level 6th	1. Choose 1 spell-like ability that mimics a spell of a level less than or equal to 1/2 your character level - 4. Use it as a quickened ability up to 3/day (or the ability's normal limit, whichever is lower). It functions as if affected by the Quicken Spell feat (subject to that feat's limitations). Special: You may take this feat multiple times, once per qualifying spell-like ability.
Stench of the Dead [Spelltouched]	UA	Special: Exposure to <i>ghoul touch</i> or <i>vampiric touch</i>	1. You have a stench like that of the <i>ghoul touch</i> spell (the DC is Cha-based). You cannot suppress this voluntarily.

Spellcaster, General

Name	Source	Prerequisite	Benefit
Accurate Jaunt [Spelltouched]	UA	Special: Exposure to <i>plane shift</i> , <i>shadow walk</i> , <i>greater teleport</i> , or <i>teleport</i>	1. When you use any of the prerequisite spells,, roll the destination roll twice, taking whichever result you prefer.
Antipsionic Magic	SRD Psionic	Race/Class: Non-psionic Skill: Spellcraft 5 ranks	1. +2 on caster level checks to overcome power resistance. This stacks with Spell Penetration and Greater Spell Penetration in regard to power resistance, but not spell resistance. 2. When a psionic creature dispels a spell you cast, its check is at a DC of 13 + spell level.
Augment Summoning	SRD	Feat: Spell Focus (conjuration)	1. Creatures you summon with any <i>summon</i> spell gain +4 (enhancement) on Str and Con.
Beckon the Frozen	FB	Feat: Augment Summoning Feat: Spell Focus (conjuration)	1. You may choose to enhance creatures you summon with any <i>summon</i> spell gain with the cold subtype (unless it has the fire subtype), and their natural attacks deal +1d6 cold damage.
Bloodline of Fire [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +4 on saves vs. fire effects. 2. Cast spells with the [fire] descriptor at +2 caster level. Special: Forgotten Realms Regions: - Human (Calimshan) - Planetouched (Calimshan)
Bolster Resistance	LM	Feat: Corpsecrifter	1. Undead you create or raise gain +4 turning resistance.
Cold Focus	FB	--	1. +1 DC to spells you cast with the [cold] descriptor.
Cold Focus, Greater	FB	Feat: Cold Focus	1. Additional +1 DC to spells you cast with the [cold] descriptor.

Cold Spell Specialization	FB	Ability Score: Con 13 Feat: Frozen Magic Feat: Snowcasting	1. In cold areas, damage-dealing spells you cast with the [cold] descriptor gain +1 damage per die. 2. In areas of extreme cold, the bonus is +2.
Combat Casting	SRD	--	1. +4 on Concentration to cast spells or use a spell-like ability while on the defensive, grappling, or pinned.
Combat Casting, Improved (1) [Epic]	SRD Epic	Skill: Concentration 25 ranks Feat: Combat Casting	1. You do not provoke attacks of opportunity by casting spells while threatened.
Combat Casting, Improved (2) [Epic]	CA	Skill: Concentration 25 ranks Feat: Combat Casting	1. The bonus from Combat Casting is now 4 + 1/2 your caster level.
Cormanthyrn Moon Magic	LEoF	Spells: 3rd-level Skill: Knowledge (history) 4 ranks	1. When in moonlight, your effective caster level is +2.
Corpsecrifter	LM	--	1. Undead you create or raise gain +4 (enhancement) Str and +2 hp/HD.
Counterspell, Epic [Epic]	PGtF	Skill: Spellcraft 30 ranks Feat: Combat Reflexes Feat: Counterspell, Improved Feat: Counterspell, Reactive Feat: Improved Initiative Feat: Quicken Spell	1. There is no limit to the number of times you may counterspell per round, even on another character's turn and when you have not readied an action to do so.
Counterspell, Improved	SRD	--	1. When counterspelling, use a spell of the same school that is at least 1 level higher than the target spell.
Counterspell, Reactive	PGtF	Feat: Counterspell, Improved Feat: Improved Initiative	1. Once per round if not flat-footed, spend your next action to counterspell as if you had readied an action to do so.
Deadly Chill	LM	Feat: Corpsecrifter	1. Corporeal undead you raise or create with necromancy spells deal +1d6 cold damage with natural weapons.
Destruction Retribution	LM	Feat: Corpsecrifter	1. When undead you create or raise with necromancy spells are destroyed, they deal 1d6 negative damage per 2 HD to all within a 10' spread (Ref DC 15 half).
Dragonfoe	Drac	Ability Score: Int 13	1. +2 to attack dragons. 2. +2 on caster level checks to overcome a dragon's spell resistance. 3. Dragons take -2 on saves against your spells, spell-like abilities, and supernatural abilities.
Dreadful Wrath [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. Gain frightful presence ability (as an extraordinary morale effect) when you charge, make a full attack, or cast a spell that targets or includes an enemy. Enemies within 20' must save (Will, DC Cha) or be shaken for 1 minute. Those exposed to this effect are immune to it for 24 hours. Special: Forgotten Realms regions: - Human (Rashemen) - Kuo-toa (Underdark [Sloopdilmopolop]) - Loxo (the Shaar) - Planetouched (Impiltur, the Silver Marches, Thay, the Western Heartlands)
Ethran	PGtF	Character Level: 1st	1. +2 to Handle Animal and Survival.

[Regional]		Feat: No other [Regional] feat Region: (see text)	2. +2 to all Cha-based checks when dealing with other Rashemis. 3. You may participate in circle magic. Special: Forgotten Realms regions: - Human (Rashemen), female only
Embed Spell Focus	Drac	Ability Score: Con 13 Type: Dragon Spells: Ability to cast spells	1. Embed up to your Con modifier in spell focuses into your hide you use any time you cast a spell requiring that focus. The cost of the focus is considered part of your treasure.
Epic Spellcasting [Epic]	SRD Epic	Skill: Spellcraft 24 ranks Skill/Spells: One of the following: - Knowledge (arcana) 24 ranks Ability to cast 9th-level arcane spells - Knowledge (religion) 24 ranks Ability to cast 9th-level divine spells - Knowledge (nature) 24 ranks Ability to cast 9th-level divine spells	1. You may develop and cast epic spells. 2. You have 1 epic spell slot per day per 10 ranks in your class's primary knowledge skill. 3. If you meet more than one set of prerequisites, you treat the spell slots as separate to each class.
Eschew Materials	SRD	--	1. Ignore non-costly material components for spells, or any costing less than 1 gp.
Extra Slot	CA	Caster Level: 4th	1. You gain 1 extra spell slot of any level less than your highest available. Special: You may take this feat multiple times, gaining a new spell slot each time.
Extra Spell	CA	Caster Level: 3rd	1. You gain 1 extra spell of any level less than your highest available. Special: You may take this feat multiple times, gaining a new spell each time.
Frostfell Prodigy	FB	Ability Score: Con 13 Feat: Cold Focus Feat: Frozen Magic Feat: Snowcasting	1. In cold areas, you gain bonus spells as if your spellcasting ability score is 2 points higher. 2. In areas of extreme cold, you gain bonus spells as if it were 4 points higher. 3. If you spend more than 1 minute in a warmer area, you lose appropriate bonus spells and spell slots and do not regain them until you return to the colder area and rest.
Frozen Magic	FB	Ability Score: Con 13 Feat: Snowcasting	1. In cold areas, you cast spells with the [cold] descriptor at +1 caster level. 2. In areas of extreme cold, cold spells are cast at +2 caster levels.
Genie Lore [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +1 to the DC of spells you cast with 1 energy descriptor (acid, cold, electricity, or fire). Special: Forgotten Realms regions: - Human (Calimshan)
Hardened Flesh	LM	Feat: Corpsecrifter	1. Undead you create or raise with necromancy spells have +2 natural armor.
Icy Calling	FB	Ability Score: Con 13 Feat: Snowcasting	1. In cold areas, any creatures you summon who are native to cold regions or have the cold subtype gain +4 (enhancement) to Str and Dex. 2. In areas of extreme cold, they also gain maximum hit points.
Ignore Material Components [Epic]	SRD Epic	Spells: Ability to cast 9th-level spells Skill: Spellcraft 25 ranks Feat: Eschew Materials	1. You need not use material components. You still need costly focuses if the spell calls for them.
Improved Sigil (Krau) [Racial]	RoD	Race: Illumian (<i>Krau</i> power sigil)	1. Choose 1 spell with a verbal component per sigil you possess and cast it as if it were heightened by 1 spell level (no extra cost), but only when you use the verbal component. 2. You may reassign the chosen spells each time you gain access to a new spell level.

Improved Snatch Spell [Epic]	PGtF	Class Feature: Snatch spell Skill: Knowledge (arcana) 40 ranks Skill: Spellcraft 40 ranks Feat: Skill Focus, Epic (Spellcraft)	1. When you use your seize concentration or snatch spell abilities, you can substitute your caster level for the original, and change any other variables determined by the caster.
Improved Spell Capacity [Epic]	SRD Epic	Spells: Ability to cast spells of the normal maximum in 1 class	1. Each time you take this feat, you gain a spell slot one level higher than your highest level in 1 class. You must have the minimum ability score to use this slot, and bonus spells apply. Special: You can take this feat multiple times.
Mother Cyst	LM	Caster Level: 1st Skill: Knowledge (religion) 2 ranks	1. You grow a mother cyst (an internal cyst of undead flesh); if you wish, it can be visible as a discolored swelling on your skin. 2. You gain access to Necrotic Cyst spells (see source) which are added to your spells known. If you are a wizard, you automatically have access to these spells as if through Spell Mastery.
Mutable Body	RoE	Type: Shapechanger subtype	1. Take a free action when a transmutation spell is cast on you for it to affect you as if cast at +1 caster level. 2. Spend 2 action points as a free action when a transmutation spell is cast on you for it to affect you as if it were Extended or Empowered.
Path of Shadows [Racial]	RoE	Race: Kalashtar Skill: Perform (dance) 5 ranks	1.+2 on Tumble. 2. You can make a Perform (dance) check in stead of a Concentration check to cast spells or manifest powers on the defensive.
Permanent Emanation [Epic]	SRD Epic	Skill: Spellcraft 25 ranks Spells: Ability to cast the chosen spell	1. Choose 1 spell whose area is an emanation from you; this becomes permanent. You can dismiss or restart the effect as a free action. If dispelled, it is only suppressed for 2d4 rounds. Special: You can take this feat multiple times, once per spell.
Pious Spellurge	CD	Skill: Knowledge (religion) 4 ranks	1. Spend 2 faith points while casting a spell to add +1d6 to the DC or to the caster level. Special: This feat gives you 4 faith points. You gain more as detailed in the source.
Practiced Spellcaster	CA CD	Skill: Spellcraft 4 ranks	1. Your caster level for 1 chosen class increases by 4, but not beyond your HD. 2. If you are below the limit but gain more levels from another class, increase your caster level until it reaches 4. Special: You may take this feat multiple times, picking a new spellcasting class each time.
Primitive Caster	FB	--	1. You may add a verbal, somatic, and/or material component to a spell, if the spell does not already have that component. Each additional component raises the spell's caster level by 1. 2. The base Listen DC of an added verbal component is -5. Adding a somatic component requires two free hands. An extra material component is a rare plant requiring a DC 15 Profession (herbalist) check to find.
Shadow Song [Regional]	PGtF RoF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +1 to the DC of enchantment spells and all spells with the [sonic] descriptor that you cast. Special: Forgotten Realms regions: - Human (the Western Heartlands)
Shadow Weave Magic	PGtF	Special: Wis 15 or patron deity Shar	1. All your spells and spell-like abilities now tap the Shadow Weave. 2. You may activate Shadow Weave items without taking damage. 3. All your enchantment, illusion, and necromancy spells are cast at +1 DC and +1 to beat SR. 4. All evocation and transmutation spells are cast at -1 caster level. 5. You may never cast a spell with the [light] descriptor, and you cannot invoke an item's light power if it is activated by spell completion or spell trigger. 6. Any magic item you create is a Shadow Weave item.

			Note: This feat requires the existence of the Weave and the Shadow Weave, both part of the Forgotten Realms Campaign Setting.
Snowcasting	FB	Ability Score: Con 13	1. Spend a move action to add gather fresh snow to use as an additional spell component; this gives the spell the [cold] descriptor. The snow may be natural or created by a conjuration spell. This does not change any damage dealt by the spell, if any. 2. Spells that already have the [cold] descriptor are cast at +1 caster level. 3. You may make no other action between gathering the snow and casting the spell.
Spell Focus	SRD	--	1. Add +1 to the DC of spells you cast from one school of magic. Special: This feat can be selected multiple times, once per school.
Spell Focus (alignment)	CD	Alignment: Relevant alignment component	1. Choose an alignment descriptor you possess. Spells with that descriptor are cast at +1 DC. Special: You may take this feat twice, once per alignment descriptor you possess.
Spell Focus, Epic [Epic]	SRD Epic	Spells: Ability to cast spells of the normal maximum in 1 class Feat: Spell Focus (selected school) Feat: Spell Focus, Greater (selected school)	1. Additional +1 DC for spells of the selected school. Special: You can take this feat multiple times, once per school of magic.
Spell Focus (Good)	BoED	Alignment: Any good	1. +2 to the DC of spells you cast with the [good] descriptor. 2. This also applies to the DC of a possessing fiend to hide from your [good] spells.
Spell Focus, Greater	SRD	Feat: Spell Focus (selected school)	1. Additional +1 DC to a school in which you have Spell Focus. Special: This feat can be selected multiple times, once per school.
Spell Opportunity [Epic]	SRD Epic	Skill: Spellcraft 25 ranks Feat: Combat Casting Feat: Combat Reflexes Feat: Quicken Spell	1. Whenever you are allowed an attack of opportunity, you may cast and attack with a touch-ranged spell as the attack. This also provokes attacks of opportunity as if you cast it normally.
Spell Penetration	SRD	--	1. +2 on caster level checks vs. spell resistance.
Spell Penetration, Epic [Epic]	SRD Epic	Feat: Spell Penetration Feat: Spell Penetration, Greater	1. Additional +2 on caster level checks to beat spell resistance.
Spell Penetration, Greater	SRD	Feat: Spell Penetration	1. Additional +2 on caster level checks vs. spell resistance.
Spell Specialization, Ranged	CA	Caster Level: 4th Feat: Weapon Focus (ranged spell)	1. Hit point damage-dealing spells that require ranged touch attack rolls deal +2 hit point damage. This only affects the first successful attack from a spell that creates multiple rays or missiles, or to the first round of damage, and only if the target is within 30'.
Spell Specialization, Touch	CA	Caster Level: 4th Feat: Weapon Focus (touch spell)	1. Hit point damage-dealing spells that require melee touch attack rolls deal +2 hit point damage. This only affects the first successful attack from a spell that allows multiple touches.
Spell Stowaway [Epic]	SRD Epic	Caster Level: 12th Feat: Spellcraft 24 ranks	1. Choose 1 spell-like ability or spell you know; when another spellcaster within 300' (and who has direct line of effect to you) uses that magic, you also gain the affect as if it were cast on you by the same caster. You need not know that this spell is being cast to benefit from it. Special: You can take this feat multiple times, once per spell or spell-like ability you know.

Spell Thematics	PGtF	Class Level: Arcane spellcaster 1st	1. All your spells now have a visual theme. 2. The Spellcraft identification DC of your spells is +4. 3. Choose 1 spell per spell level and cast it at +1 caster level.
Spellcasting Prodigy	PGtF	Character Level: 1st	1. Treat your spellcasting ability score as 2 points higher for determining DCs and bonus spells. Special: You can gain this feat multiple times, once per spellcasting ability score.
Spontaneous Casting	ECS	Caster Level: 5th	1. Spend 2 action points to exchange a prepared spell for another on your spell list of the same level. (Wizards exchange for another spell in their spellbook of the same level.)
Spontaneous Healer	CD	Alignment: Any non-evil Spells: Any <i>cure</i> spell Skill: Knowledge (religion) 4 ranks	1. You may spontaneously cast <i>cure</i> spells from your class spell list as a good cleric a number of times per day equal to your Wis modifier.
Spontaneous Spell [Epic]	SRD Epic	Spells: Ability to cast the maximum spell level in 1 class Skill: Spellcraft 25 ranks	1. Choose one of your spells; you can spontaneously convert any prepared spell of the selected spell's level into that spell. Special: You can take this feat multiple times, once per spell.
Spontaneous Summoner	CD	Ability Score: Wis 13 Alignment: Any neutral Spells: Any <i>summon nature's ally</i> spell Skill: Knowledge (nature) 4 ranks	1. You may spontaneously cast <i>summon nature's ally</i> spells from your class spell list as a druid a number of times per day equal to your Wis modifier.
Spontaneous Wounder	CD	Ability Score: Wis 13 Alignment: Any evil Spells: Any <i>inflict wounds</i> spell Skill: Knowledge (religion) 4 ranks	1. You may spontaneously cast <i>inflict</i> spells from your class spell list as an evil cleric a number of times per day equal to your Wis modifier.
Storm Magic	FB	--	1. All spells you cast while affected by a storm (natural or magical) are cast at +1 caster level.
Tenacious Magic (1) [Epic]	SRD Epic	Skill: Spellcraft 15 ranks	1. Choose one spell or spell-like ability you know; when that form of magic would be ended by a dispel effect, it is only suppressed for 1d4 rounds. (The suppressed rounds do not count against the spell effect's duration.)
Tenacious Magic (2)	PGtF	Feat: Shadow Weave Magic	1. When a Weave user makes a dispel check against one of your spells, the DC is 15 + spell level, except for spells you cast from the evocation or transmutation schools. Note: This feat requires the existence of the Weave and the Shadow Weave, both part of the Forgotten Realms Campaign Setting.
Vow of Nonviolence [Exalted]	BoED	Feat: Sacred Vow	1. +4 on DCs for spells and abilities you use that do not deal lethal or ability damage, negative levels, or cause death (does not stack with Spell Focus). 2. Allies who kill a helpless/defenseless target within 120' of you take -1 (morale) on attack for 1 hour/character level you have. Special: You must not cause harm or suffering to humanoid or monstrous humanoid creatures, such as by way of lethal damage, ability damage, death effects, <i>disintegrate</i> , etc. If you unwillingly break your vow, you must seek an <i>atonement</i> spell to keep using this feat. If you deliberately break it, you lose this feat permanently and do not gain a replacement.
Words of Creation [Exalted]	BoED	Ability Score: Int 15 Ability Score: Cha 15	1. +4 (sacred) on checks with the bardic music abilities countersong and <i>fascinate</i> . 2. Double all effects of applicable bardic music abilities if you accept 1d4 nonlethal damage per

		<p>Base Will Save: +5</p>	<p>minimum rank of Perform required to use the effect.</p> <p>3. The DC for the spells <i>suggestion</i> (including as a bardic music ability) and <i>dominate</i> is +2.</p> <p>4. A bard's effective caster level for <i>song of freedom</i> is +2.</p> <p>5. Conjururation (creation) spells have their duration doubled.</p> <p>6. +4 (sacred) on all Craft checks.</p> <p>7. [Good] spells with verbal components are cast at +1 (sacred) caster level if you accept 1d4 nonlethal damage per 2 spell levels. If used to create items, this does not raise the cost of the item, and does not deal nonlethal damage.</p> <p>8. Research a creature's true name. This takes 1 week per 2 HD of the subject, plus 1,000 gp/week; <i>legend lore</i> must be cast each week, but the cost is included in the above cost. At the end of the period, cast <i>contact other plane</i> or <i>commune</i> and make an appropriate Knowledge check (DC 10 + subject's HD). If you do not make this check, the attempt is ruined. If you find the subject's true name, you can:</p> <ul style="list-style-type: none"> - Impose -4 on saves to resist a specific compulsion; - Reduce the target's SR by 4 or reduce DR by 5 for 1 minute; - Cast <i>teleport</i> or <i>greater teleport</i> on the target (as a touch spell) without affecting yourself; - Gain +6 on the opposed Cha check to compel service from a target of <i>planar binding</i>. <p>All these require a full-round action and incantation; you take 5d4 nonlethal damage.</p>
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Spellcaster, Arcane

Name	Source	Prerequisite	Benefit
Arcane Disciple	CD	<p>Alignment: Same as patron deity</p> <p>Spells: Ability to cast arcane spells</p> <p>Skill: Knowledge (religion) 4 ranks</p> <p>Skill: Spellcraft 4 ranks</p> <p>Patron Deity: Any</p>	<p>1. Add the spells of one domain available to clerics of your Patron Deity: to your class list. These become arcane spells for you, and you may learn them as normal, but you use your Wis score to determine if you can cast it and how high the DC is.</p>
Arcane Manipulation	LEoF	Class Level: Wizard 1st	<p>1. When preparing spells, break up to 3 arcane spell slots into lower level arcane spell slots. The sum must equal the level of the original slot; cantrips count as ½ levels.</p>
Arcane Transfiguration	LEoF	<p>Class Level: Specialist wizard 1st</p> <p>Feat: Item Reprieve (chosen school)</p> <p>Feat: Spell Reprieve (chosen school)</p>	<p>1. Choose one of your prohibited schools due to your specialization; this school is no longer prohibited for you.</p> <p>Special: This feat can only be selected once.</p>
Arcane Mastery	CA	Spells: Ability to cast arcane spells or spell-like abilities	<p>1. You may take 10 on caster level checks.</p>
Arcane Preparation	CA PGtF	Spells: Spontaneous arcane spells	<p>1. Prepare spells as a wizard, but without a spellbook. The spells prepared cost a spell slot of the appropriate level, after any modifications due to metamagical feats. Prepared metamagical spells are cast with the normal casting time.</p>
Arcane Schooling [Regional]	PGtF	<p>Character Level: 1st</p> <p>Feat: No other [Regional] feat</p> <p>Region: (see text)</p>	<p>1. Choose one arcane class. This class becomes an additional favored class.</p> <p>2. Activate spell trigger items as if you had one level in the chosen class.</p> <p>Special: Forgotten Realms regions:</p> <ul style="list-style-type: none"> - Deep Imaskari (Underdark [Deep Imaskari]) - Human (Chessenta, the Golden Water, Halruaa, Lantan, Mulhorand, Nimbral, Unther, the Wizards' Reach)

			- Planetouched (Calimshan)
Battle Caster	CA	Special: Ability to ignore arcane spell failure due to armor	1. You may wear armor one category heavier and still cast spells. This does not extend to shields or to spells from another class other than that which grants this ability.
Blessed of the Seven Sisters	PGtF	Alignment: Any good Caster Level: 6th (arcane)	1. Gain bonus spells (see source) to choose from as if they were on your class list.
Collegiate Wizard	CA	Ability Score: Int 13 Character Level: 1st Class Level: Wizard 1st	1. +2 on Knowledge (arcana). 2. Begin play with three extra 1st-level spells in your spellbook. 3. At each level, add 4 spells to your spellbook, rather than just two.
Draconic Breath [Draconic]	CA	Class Level: Sorcerer 1st Feat: Draconic Heritage	1. As a standard action, spend a spell slot to create a 30' cone (if your ancestor had a fire or cold breath weapon) or a 60' line (if electricity or acid) with 2d6/spell level damage. Enemies may save (Reflex, standard spell DC) for half damage. This is a supernatural ability.
Draconic Claw [Draconic]	CA	Class Level: Sorcerer 1st Feat: Draconic Heritage	1. You grow claws. 2. You may make a single claw attack as a swift action in any round when you cast a spell with a casting time of 1 standard action.
Draconic Flight [Draconic]	CA	Class Level: Sorcerer 1st Feat: Draconic Heritage	1. After you cast an arcane spell with a casting time of 1 standard action, gain a flight speed of 10' per spell level for the remainder of your turn.
Draconic Heritage [Draconic]	CA	Class Level: Sorcerer 1st	1. +1 on saving throws (per draconic feat) against sleep spells, paralysis, and spells and abilities with the energy type of your draconic ancestor. 2. You gain a new class skill, based your ancestor : Black (Hide); Blue (Listen); Green (Move Silently); Red (Intimidate); White (Balance); Brass (Gather Information); Bronze (Survival); Copper (Hide); Gold (Heal); Silver (Disguise).
Draconic Legacy [Draconic]	CA	Class Level: Sorcerer 1st Feats: Four [Draconic] feats	1. You gain additional spells known based on your draconic ancestor (see source for list). 2. If you already know a spell listed, you may choose another of the same level.
Draconic Power [Draconic]	CA	Class Level: Sorcerer 1st Feat: Draconic Heritage	1. +1 caster level of arcane spells of the same energy type as that of your ancestor. 2. +1 to the DCs of arcane spells of the same energy type as that of your ancestor.
Draconic Presence [Draconic]	CA	Class Level: Sorcerer 1st Feat: Draconic Heritage	1. When you cast an arcane spell, all enemies within 10' who have fewer HD than you are shaken for 1 round per level of the spell unless they save (Will, standard DC). Those who save are immune to this effect for 24 hours. This does not affect enemies with Int 3 or less, enemies already shaken, or on any dragon.
Draconic Resistance [Draconic]	CA	Class Level: Sorcerer 1st Feat: Draconic Heritage	1. You gain resistance to the energy type of your ancestor equal to 3 x the number of your draconic feats.
Draconic Skin [Draconic]	CA	Class Level: Sorcerer 1st Feat: Draconic Heritage	1. You gain +1 natural armor, or your natural armor increases by 1.
Extra Edge	CA	Class Level: Warmage 4th	1. Your warmage edge gains a +1 bonus, with an additional +1 per 4 warmage levels.
Extra Spell Secret	CA	Class Feature: Spell secret	1. You gain 1 new spell secret. Special: You may take this feat multiple times, picking a new spell or the same spell each time.

Familiar, Celestial [Exalted]	BoED	Class Feature :Summon familiar Alignment : Meet required alignment Class Level : Meet required level	1. If you summon a new familiar, you may select a celestial instead of a normal animal, including animals with the Celestial template (which grant their masters abilities due to their base creature). 2. You may also choose other celestial creatures as familiars (see source).
Familiar Concentration	LEoF	Caster Level : 9th Feat : Improved Familiar	1. When you cast a spell with a duration of 'concentration,' you can hand its direction over to your familiar. Your familiar must have Int 10 + the spell's level and be within 5' of you. You cannot regain control of the spell once it is handed off, but it functions as if you were controlling it.
Familiar, Dragon	Drac	Ability Score : Cha 13 Class Level : Arcane spellcaster 7th Special : Ability to gain a new familiar	1. You may gain a wyrmling dragon as a familiar, provided you are of compatible alignment. (See source for a list.) You lose this familiar when it grows beyond the wyrmling age category.
Familiar, Improved	DMG PGtF CW	Class Level : Meet required level Special : Ability to gain a new familiar	1. You may gain a more powerful familiar, if you are of a minimum level (depending on the creature chosen). See the sources for details and familiar lists.
Familiar, Obtain	CA	Caster Level : 3rd (arcane) Skill : Knowledge (arcana) 4 ranks	1. Gain a familiar in exactly the same way as a sorcerer or wizard. Familiar abilities dependent on caster level are determined by adding all levels in classes that grant arcane spellcasting
Familiar, Stitched Flesh	LM	Spells: 3+ necromancy spells Special : Ability to gain a new familiar	1. Instead of a normal familiar, you gain an undead one. 2. Instead of the normal benefits granted by particular types of familiars, a stitched-flesh familiar grants its master the ability to control +4 HD of undead.
Familiar Spell [Epic]	SRD Epic	Ability Score : Int 25 or Cha 25	1. Your familiar gains the ability to use one 8th-level spell you know 1/day as a spell-like ability. The spell must not normally have a material component of more than 1 gp, or any XP cost. Special : You can take this feat multiple times; each time, your familiar either gains a new ability or another daily use of the same one.
Favored of the Zulkirs [Vile]	PGtF	Alignment : Any evil Class Level : Red Wizard 5th Feat : Corrupt Spell	1. When you cast a corrupted spell, your ability damage is reduced by 1.
Halruaan Adept [Regional]	ShS	Character Level : 1st Feat : No other [Regional] feat Region : (see text)	1. +3 on Spellcraft. 2. You may participate in Halruaan circle magic with a Halruaan elder. Special : Forgotten Realms regions: - Human (Halruaa)
Improved Spellpool Access [Epic]	PGtF	Class Feature : Spellpool Skill : Knowledge (arcana) 30 ranks Skill : Spellcraft 30 ranks	1. The chance of a desired spell being available in the spell pool is 90% - 5% per spell level (minimum 5% for spells of 17th level or higher).
Item Reprieve	LEoF	Class Level : Specialist wizard 5th Feat : Spell Reprieve (chosen school)	1. You may now use spell trigger items of the school of the spell you selected for your Spell Reprieve feat. (This only affects one school.)
Magical Training [Regional]	PGtF	Ability Score : Int 10 or Cha 10 Character Level : 1st Feat : No other [Regional] feat Region : (see text)	1. You may cast 3 cantrips as a 1st-level wizard or sorcerer (your choice when you take this feat, so long as you meet the minimum requirement). You may suffer armor-based arcane spell failure as normal. If you cast as a sorcerer, you know 2 cantrips from the sorcerer/wizard list. If you cast as a wizard, you gain a spellbook with 3 cantrips from the sorcerer/wizard list. 2. If you already have levels in the selected class, you gain three bonus 0-level spell slots. Special : Forgotten Realms regions: - Elf (Evereska, Evermeet)

			- Human (Halruaa, Nimbral)
Mind Over Body (2) [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. Use Int or Cha at 1st level to determine starting hit points (all other levels use Con). 2. Gain +1 hit points each time you take a metamagic feat. 3. If you cast arcane spells, gain +1 (insight) AC. Special: Forgotten Realms regions: - Elf (Silvermoon, Snow Eagle Aerie) - Half-elf (Silvermoon) - Human (Calimshan, Mulhorand, Shou Expatriate, Thay) - Planetouched (Calimshan, Thay) - Spirit folk (Ashane)
Necromantic Might	LM	--	1. Undead you control that are within 60' of you have +4 turn resistance.
Netherese Battle Curse	LEoF	Caster Level: 1st (arcane) Skill: Knowledge (history) 4 ranks Skill: Power Attack	1. Give up an arcane spell or slot to gain a bonus on your next attack equal to its level. 2. If the above attack hits, the target must save (Will, 10 + spell's level + your Cha modifier) or take -2 on all attacks, saves, checks, and damage. Multiple battle curses do not stack, and any enemies who save are immune to this feat for 24 hours. 3. This curse is vulnerable to any effect that removes curses, but for this purpose your caster level is your character level.
Precocious Apprentice	CA	Ability Score: Int 15 or Cha 15 Caster Level: 1st (arcane) Character Level: 1st	1. +2 on Spellcraft. 2. Choose 1 2nd-level spell from a school of magic you can cast from and gain 1 2nd-level spell slot only to cast that spell. Until you can normally cast 2nd-level spells, you must make a DC 8 caster level check to cast it or suffer spell failure. You use your normal caster level for that spell, even if it is too low to normally cast it. 3. When you become able to cast 2nd-level spells, you retain the bonus spell slot, which can then be used as any other 2nd-level slot.
Signature Spell	PGtF	Feat: Spell Mastery	1. Choose 1 spell affected by Spell Mastery; you may now convert prepared spells into that spell as if you were a good cleric converting prepared spells into <i>cure</i> spells. Special: You can gain this feat multiple times, once per mastered spell.
Spell Knowledge [Epic]	SRD Epic	Spells: Ability to cast spells of the maximum level in 1 arcane class	1. You gain +2 new arcane spells of any level up to the maximum level you can cast. Special: You can take this feat multiple times; its effects stack.
Spell Mastery	SRD	Class Level: Wizard 1st	1. Pick a number of spells equal to your Intelligence modifier that you know. You may now prepare these spells without a spellbook. Special: This feat may be taken multiple times. Special: This feat may be taken as a wizard bonus feat.
Spell Reprieve	LEoF	Class Level: Specialist wizard 1st Skill: Knowledge (history) 2 ranks	1. You may learn a spell from a prohibited school of magic that you could otherwise cast. Special: You can take this feat multiple times, once per spell.
Tattoo Focus [Regional]	PGtF	Character Level: 1st Class Level: Specialist wizard 1st Feat: No other [Regional] feat Region: (see text)	1. When casting spells from your specialized school, gain +1 DC and +1 on caster level checks. Special: Forgotten Realms regions: - Human (Thay) - Planetouched (Thay)

Spellcaster, Bardic

Name	Source	Prerequisite	Benefit
Artist [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. +2 to all Perform skills. 2. +2 to one Craft skill involving art. 3. +3 uses of bardic music per day. Special: Forgotten Realms Regions: - Elf (Sidëyuir, Snow Eagle Aerie) - Gnome (Thesk, the Western Heartlands) - Half-elf (the Dalelands) - Human (Chessenta, Waterdeep, the Western Heartlands)
Deafening Song [Epic]	SRD Epic	Class Feature: Bardic music Skill: Perform (one skill) 24 ranks	1. Use bardic music ability to make all enemies within 30' save (Fort, DC Cha) or become deaf for as long as you play, sing, or recite, for a maximum of 10 rounds.
Disguise Spell [Metamagic]	SRD Divine	Class Feature: Bardic music Skill: Perform 12 ranks	1. The affected spell is cast in such a way as to be undetectable by mingling the verbal and somatic components into your performance, such as a song. The spell is not Silenced or Stilled; you simply do not appear to be casting it, and any Spellcraft check to identify your spell as it is cast fails. Unless the spell has some obvious effect tying it to you, no one can tell you are the caster. Special: +1 spell slot modifier.
Dragonsong	Drac	Ability Score: Cha 13 Skill: Knowledge (arcana) 4 ranks Skill: Perform 6 ranks Skill: Speak Language (draconic)	1. +2 on Perform checks with song, poetics, or any other verbal or spoken form of performance. 2. +2 to the DC of mind-affecting effects based on your song or poetics.
Extra Music	ECS SRD Divine	Class Feature: Bardic music	1. +4 uses of bardic music per day. Special: You can take this feat multiple times; its effects stack.
Haunting Melody	ECS	Class Feature: Bardic music	1. Use bardic music to make enemies within 30' save (Will, DC 10 + 1/2 your bard level + Cha) or be shaken for 1 round/rank in the Perform skill you used. This is a mind-affecting fear effect.
Hindering Song [Epic]	SRD Epic	Class Feature: Bardic music Skill: Perform 27 ranks Feat: Deafening Song	1. Use bardic music to force enemy spellcasters within 30' to make a Concentration check as if casting defensively, with a penalty equal to your level. You may exclude any targets you wish from this effect. This can only last for a maximum of 10 rounds.
Ice Harmonics	FB	Class Feature: Bardic music Skill: Perform (sing) 6 ranks	1. Use bardic music to cause unattended nonmagical ice within 30' to explode, dealing any creature in the targeted 5' space 2d6 + your Cha piercing damage. 2. Ice creatures targeted with this effect take double damage.
Inspiration, Epic [Epic]	SRD Epic	Ability Score: Cha 25 Class Feature: Bardic music Skill: Perform 30 ranks	1. All competence, dodge, and morale bonuses granted by your bardic music are +1. 2. Inspire greatness grants +1 bonus HD. Special: You can take this feat multiple times; its effects stack.
Inspiration, Group [Epic]	SRD Epic	Class Feature: Bardic music Skill: Perform 30 ranks	1. You can affect twice as many allies with inspire competence or inspire greatness. 2. When inspiring competence, you can choose different skills for different allies. Special: You can take this feat multiple times; each time, you add the normal number of allies you can affect to your maximum to get the new total.
Inspiration, Lasting	SRD Epic	Class Feature: Bardic music	1. Your bardic music inspiration abilities now last ten times the normal duration after you stop

[Epic]		Skill: Perform 15 ranks	singing.
Inspiration, Ranged [Epic]	SRD Epic	Class Feature: Bardic music Skill: Perform 25 ranks	1. Any bardic music ability with a range has its rang doubled. Special: You can take this feat multiple times; the range increases by the base amount.
Inspiration, Rapid [Epic]	SRD Epic	Class Feature: Bardic music Skill: Perform 25 ranks	1. You can use any of your bardic music inspiration abilities as a standard action; the inspiration takes effect immediately after the character concludes the action. Note: This feat may be a typo, considering that bardic music is already a standard action.
Inspire Excellence [Epic]	SRD Epic	Class Feature: Bardic music Skill: Perform 30 ranks	1. You can use bardic music to grant +4 (competence) to 1 ability score for all allies. This lasts for as long as the ally hears the bard sing and for five rounds afterwards.
Ironskin Chant [Bardic Music]	CAd	Class Feature: Bardic music Skill: Concentration 12 ranks Skill: Perform (any) 12 ranks	1. As a swift action, spend a use of bardic music to give yourself (or 1 ally within 30' who can hear you) DR 5/- until the start of your next turn. (This does not work in areas of magical silence.)
Music of Growth	ECS	Class Feature: Bardic music Skill: Perform (one skill) 12 ranks	1. Use bardic music to give +4 (enhancement) to the Str and Con of any animal or plant creature within 30' for as long as you perform.
Music of Making	ECS	Class Feature: Bardic music Skill: Perform (one skill) 9 ranks	1. Spend a use of bardic music to double the duration of a conjuration (creation) spell. 2. Spend a use of bardic music to gain +4 (sacred) to a Craft check.
Music of the Gods [Epic]	SRD Epic	Ability Score: Cha 15 Class Feature: Bardic music Skill: Perform 30 ranks	1. Your bardic music can affect even those normally immune to mind-affected spells; however, they have +10 on their Will saves to resist it.
Reactive Countersong [Epic]	SRD Epic	Class Feature: Bardic music Skill: Perform 30 ranks Feat: Combat reflexes	1. You can begin a countersong at any time, even on another's turn, but not while you are using another bardic music ability
Requiem	LM	Class Feature: Bardic music Skill: Perform (any) 8 ranks	1. Your bardic music works on undead, but for only half the normal duration.
Snowflake Wardance	FB	Class Feature: Bardic music Skill: Perform (dance) 6 ranks	1. Spend a use of bardic magic as a free action to add your Cha bonus to attack rolls with a melee slashing weapon. This bonus lasts for 1 round per rank in Perform (dance), after which your are fatigued for 10 minutes. You cannot use this ability if you are carrying a shield, are in medium or heavy armor, or carrying more than a light load.
Song of the Heart	ECS	Class Feature: Bardic music Class Feature: Inspire competence Skill: Perform (one skill) 6 ranks	1. When you inspire courage, competence, greatness, or heroics, any bonus is +1. 2. <i>Fascinate</i> , <i>suggestion</i> , and <i>mass suggestion</i> DCs are +1. 3. If you have the Haunting Melody feat, its DC is +1. 4. If you have the Music of Growth feat, its bonus is now +6. 5. If you have the Music of Making feat, the Craft bonus is now +6. 6. Gain +2 (circumstance) on Perform when using Soothe the Beast.
Soothe the Beast	ECS	Class Feature: Bardic music Skill: Perform (one skill) 6 ranks	1. Use bardic music to use a musical Perform skill to adjust the attitude of an animal within 30'. This takes at least 1 minute. Domesticated animals are usually indifferent; wild animals are usually unfriendly. You may attempt to target magical beasts with Int 1 or 2 at a -4 penalty.
Words of Creation [Exalted]	BoED	Ability Score: Int 15 Ability Score: Cha 15	1. +4 (sacred) on checks with the bardic music abilities countersong and <i>fascinate</i> . 2. Double all effects of applicable bardic music abilities if you accept 1d4 nonlethal damage per

		<p>Base Will Save: +5</p>	<p>minimum rank of Perform required to use the effect.</p> <p>3. The DC for the spells <i>suggestion</i> (including as a bardic music ability) and <i>dominate</i> is +2.</p> <p>4. A bard's effective caster level for <i>song of freedom</i> is +2.</p> <p>5. Conjururation (creation) spells have their duration doubled.</p> <p>6. +4 (sacred) on all Craft checks.</p> <p>7. [Good] spells with verbal components are cast at +1 (sacred) caster level if you accept 1d4 nonlethal damage per 2 spell levels. If used to create items, this does not raise the cost of the item, and does not deal nonlethal damage.</p> <p>8. Research a creature's true name. This takes 1 week per 2 HD of the subject, plus 1,000 gp/week; <i>legend lore</i> must be cast each week, but the cost is included in the above cost. At the end of the period, cast <i>contact other plane</i> or <i>commune</i> and make an appropriate Knowledge check (DC 10 + subject's HD). If you do not make this check, the attempt is ruined. If you find the subject's true name, you can:</p> <ul style="list-style-type: none"> - Impose -4 on saves to resist a specific compulsion; - Reduce the target's SR by 4 or reduce DR by 5 for 1 minute; - Cast <i>teleport</i> or <i>greater teleport</i> on the target (as a touch spell) without affecting yourself; - Gain +6 on the opposed Cha check to compel service from a target of <i>planar binding</i>. <p>All these require a full-round action and incantation; you take 5d4 nonlethal damage.</p>
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Spellcaster, Divine

Name	Source	Prerequisite	Benefit
Arcane Insight [Initiate]	RoD	Class Level: Cleric 3rd Patron Deity: Boccab	<ol style="list-style-type: none"> 1. Knowledge (arcana) is a cleric class skill for you. 2. +2 (insight) on Spellcraft. 3. Gain bonus spells (see source).
Arctic Priest	FB	Domain: Cold or Winter	<ol style="list-style-type: none"> 1. You may swap out prepared, non-domain spells to cast certain spells (see source for a list).
Ascetic Knight	CAd	Class Feature: Smite evil Feat: Improved Unarmed Strike	<ol style="list-style-type: none"> 1. Your paladin and monk levels stack when determining your unarmed damage. 2. Your paladin and monk levels stack when determining your smite evil bonus damage. 3. You may multiclass freely between paladin and monk. Alignment restrictions apply.
Boost, Profane [Divine]	CD	Class Feature: Rebuke undead	<ol style="list-style-type: none"> 1. Spend a rebuke attempt to create a negative energy aura on creatures within 60' feet. Any <i>inflict</i> spells cast on these creatures before your next turn are automatically maximized.
Boost, Sacred [Divine]	CD	Class Feature: Turn undead	<ol style="list-style-type: none"> 1. Spend a turn attempt to create a positive energy aura on creatures within 60' feet. Any <i>cure</i> spells cast on these creatures before your next turn are automatically maximized.
Call of the Undying [Racial]	RoE	Race: Elf Domain: Deathless Region: Aerenal	<ol style="list-style-type: none"> 1. You lose the granted power of the Deathless domain to gain the ability to recall one prepared cast spell as a swift action 1/day. The spell can be of any level up to one lower than the highest level you can cast.
Disciple of the Sun [Divine]	CD	Alignment: Any good Class Feature: Turn/rebuke undead	<ol style="list-style-type: none"> 1. When turning undead, spend two turning uses to destroy any undead that would have been turned.
Divine Accuracy [Divine]	LM	Class Feature: Turn/rebuke undead	<ol style="list-style-type: none"> 1. Spend a turn/rebuke attempt to let you and all allies within a 60' burst reroll melee miss chances (once per attack) due to incorporeality for the next minute.

Divine Cleansing [Divine]	CW	Class Feature: Turn/rebuke undead	1. As a standard action, spend 1 turn/rebuke undead attempt to grant yourself and all allies in a 60' burst +2 (sacred) on Fort saves for your Cha bonus in rounds.
Divine Metamagic [Divine]	CD	Class Feature: Turn/rebuke undead	1. Choose 1 metamagic feat. When casting a spell, you can apply that metamagic feat to it without using a higher level spell slot by spending a number of turn/rebuke uses equal to the feat's spell slot modifier (minimum 1). Special: You may take this feat multiple times, once per metamagic feat.
Divine Might [Divine]	CW SRD Divine	Ability Score: Str 13 Class Feature: Turn/rebuke undead Feat: Power Attack	1. As a free action, spend 1 turn/rebuke undead attempt to add your Cha bonus to weapon damage for 1 round.
Divine Resistance [Divine]	CW	Class Feature: Turn/rebuke undead Feat: Divine Cleansing	1. As a standard action, spend 1 turn/rebuke undead attempt to grant yourself and all allies in a 60' burst resistance 5 (cold, electricity, and fire) for your Cha bonus in rounds.
Divine Shield [Divine]	CW	Class Feature: Turn/rebuke undead Proficiency: Shields	1. As a standard action, spend 1 turn/rebuke undead attempt to add your Cha bonus to your shield's AC bonus for half your character level in rounds.
Divine Spell Power [Divine]	CD	Class Feature: Turn/rebuke undead Spells: 1st-level (divine)	1. As a free action, spend a turn/rebuke use to make a special turning check with an additional +3 bonus. Use the result as your caster level on a divine spell you cast before your next turn. (This can result in a caster level lower than your normal one.) If you do not cast a divine spell before your next turn, this attempt is lost.
Divine Vengeance [Divine]	SRD Divine	Class Feature: Turn undead Feat: Extra Turning	1. As a free action, spend a turn attempt to gain +2d6 (sacred, supernatural) damage to all melee damage rolls against undead until the end of your next action.
Divine Vigor [Divine]	CW	Class Feature: Turn/rebuke undead	1. As a standard action, spend 1 turn/rebuke undead attempt to increase your speed by 10'; gain +2 temporary hp/character level. Both effects last your Cha bonus in minutes.
Domain Access, Spontaneous [Epic]	SRD Epic	Ability Score: Wis 25 Spells: 9th-level (divine) Skill: Spellcraft 30	1. Choose one of your domains; you may spontaneously convert any prepared cleric spell (except a domain spell) into a spell of that level from the selected domain. Special: You can take this feat multiple times, once per domain you have access to.
Domain Focus	CD	Domain: Selected domain	1. Cast all spells of one of your domains at +1 caster level, including level checks. This only affects spells cast as domain spells, even if you can cast that spell normally. Special: You may take this feat multiple times, once per domain you possess.
Domain Spontaneity [Divine]	CD	Class Feature: Turn/rebuke undead	1. Choose 1 domain you have access to. Spend 1 turn/rebuke use to spontaneously cast a spell from that domain in place of a normal prepared divine spell. Special: You may take this feat multiple times, once per domain you possess.
Domain, Bonus [Epic]	CD SRD Epic	Ability Score: Wis 21 Spells: 9th-level (divine)	1. Gain another domain from your deity's list. Special: You may take this feat multiple times, once per domain.
Dragon Steed	Drac	Ability Score: Cha 13 Skill: Ride 8 ranks Skill: Speak Language (draconic)	1. You gain the service of a dragonnel as a steed, so long as you treat it fairly. 2. If you have a special mount ability, this dragonnel replaces your special mount.
Dread Tyranny [Initiate]	RoD	Ability Score: Str 13 Class Level: Cleric 3rd Patron Deity: Hextor	1. Intimidate is a cleric class skill for you, and you add your Str bonus to your skill modifier. 2. With a lethal weapon, your attack penalty is 2 less than normal to deal nonlethal damage. 3. Gain bonus spells (see source).

Elemental Healing [Divine]	CD	Class Feature: Rebuke elementals	1. Spend a rebuke elementals use to heal elementals of that type within 60' of 1d8/2 levels.
Eternal Strength [Initiate]	RoD	Ability Score: Str 13 Class Level: Cleric 3rd Patron Deity: Kord	1. +4 on saves to resist effects that deal Str damage or cause Str drain. 2. Gain bonus spells (see source).
Faith in the Frost [Divine]	FB	Class Feature: Turn/rebuke (any) Domain: Cold or Winter	1. When you turn or rebuke a creature, it takes cold damage equal to your Cha modifier.
Far Horizons [Initiate]	RoD	Class Level: Cleric 1st Patron Deity: Fharlanghn	1. Climb, Jump, and Swim are cleric class skills for you. 2. You always know where north is (if 'north' exists in your environment). 3. Gain bonus spells (see source).
Gift of Grace [Exalted]	BoED	Class Feature: Divine grace	1. You can divide some or all of your divine grace between yourself and your allies.
Glorious Weapons [Divine]	CD	Class Feature: Turn/rebuke undead	1. Spend a turn/rebuke attempt as a standard action to align all melee weapons (including natural weapons) of all allies within 60' as good (if you turn undead) or evil (if you rebuke). This lasts until the end of your next turn.
Hands of a Healer [Exalted]	BoED	Ability Score: Cha 13 Class Feature: Lay on hands	1. Count your Cha as 2 points higher when determining how many points of damage you may heal per day.
Improved Alignment-Based Casting [Epic]	SRD Epic	Domain: Chaos, Evil, Good, or Law Alignment: Same as chosen domain Spells: 9th-level spells	1. Select one alignment you possess that matches your alignment domain; you cast spells with that alignment descriptor at an additional +2 caster levels. Special: You can take this feat multiple times, once per alignment descriptor and domain pair you possess.
Initiate of Bane [Initiate]	PGtF	Class Level: Cleric 5th Patron Deity: Bane	1. Gain frightful presence. When you attack or charge, enemies within 30' must save (Will, DC Cha) or be shaken for 1d4 rounds. 2. Gain bonus spells (see source).
Initiate of Cyric [Initiate]	PGtF	Class Level: Cleric 3rd Patron Deity: Cyric	1. Gain immunity to normal and magical fear. 2. Gain bonus spells (see source).
Initiate of Gond [Initiate]	PGtF	Class Level: Cleric 1st Patron Deity: Gond	1. Add Disable Device and Open Lock to your Cleric class skills. 2. Gain bonus spells (see source).
Initiate of Helm [Initiate]	PGtF	Class Level: Cleric or paladin 5th Patron Deity: Helm	1. You may make attacks of opportunity when flat-footed. 2. Gain bonus spells (see source).
Initiate of Ilmater [Initiate]	PGtF	Class Level: Cleric 7th Patron Deity: Ilmater	1. When casting any spell that heals more damage than was taken by the target, the target gains the excess as temporary hit points (max hit points = 3 x target's HD) for 1 hour/caster level. 2. While having at least one such hit point, the target gains +2 (sacred) on Fortitude saves and against being bull rushed and tripped. 3. Gain bonus spells (see source).
Initiate of Lathander [Initiate]	PGtF	Class Level: Cleric 1st Patron Deity: Lathander	1. Spontaneously cast any spell on your list with the [light] descriptor or the word "light" in its name in the same way you spontaneously cast <i>cure</i> spells. 2. Gain bonus spells (see source).

Initiate of Lovitar [Initiate]	ShS	Class Level: Cleric 5th Patron Deity: Lovitar	1. The first time you take damage in combat, you gain a +1 bonus on attack and saves against fear effects for 1 minute/level. 2. Gain bonus spells (see source).
Initiate of Malar [Initiate]	PGtF	Class Level: Cleric/druid 3rd Patron Deity: Malar	1. When using <i>summon monster</i> or <i>summon nature's ally</i> to summon a natural or fiendish animal it gains a +4 enhancement bonus to Str and Con. 2. Gain bonus spells (see source).
Initiate of Mystra [Initiate]	PGtF	Class Level: Cleric 3rd Patron Deity: Mystra	1. Make a caster level check (DC 20 + spell level) to cast a spell normally in a dead magic zone.. 2. Gain bonus spells (see source).
Initiate of Nature [Initiate]	PGtF	Class Level: Cleric/druid 5th Patron Deity: Eldath, Mielikki, or Silvanus	1. Rebuke or command animals or plant creatures 3 + Cha times per day. 2. Gain bonus spells (see source).
Initiate of Selune [Initiate]	PGtF	Class Level: Cleric/druid/ranger 3rd Patron Deity: Selune	1. Cast <i>augury</i> and <i>divination</i> at +5 caster level. 2. Gain bonus spells (see source).
Initiate of Tyr [Initiate]	PGtF	Class Level: Cleric 7th Patron Deity: Tyr Domain: War	1. +1 damage bonus with a longsword. 2. Gain bonus spells (see source).
Law Inviolable [Initiate]	RoD	Alignment: Any lawful Class Level: Cleric 1st Patron Deity: St. Cuthbert	1. Your weapons are considered lawful-aligned. 2. Gain bonus spells (see source).
Mount, Celestial [Exalted]	BoED	Class Level: Paladin 4th	1. Your special mount gains the celestial template.
Mount, Winter's	FB	Class Feature: Special mount	1. Your special mount gains the cold subtype and +2 (racial) Con.
Negative Energy Burst [Divine] [Epic]	CD SRD Epic	Alignment: Any evil Ability Score: Cha 25 Class Feature: Rebuke undead Spells: <i>Inflict critical wounds</i>	1. Make a rebuke attempt that targets living creatures; any creature that, if undead, would have been rebuked gains a negative level, and any that would have been commanded gains two negative levels. The targets may save (Fort, DC 10 + your turning level + your Cha) to remove the level(s) 1 day later.
Positive Energy Aura [Epic]	CD SRD Epic	Ability Score: Cha 25 Class Feature: Turn undead Spells: <i>Dispel evil</i>	1. Undead within 15' are automatically turned, without costing a turn attempt. This only affects undead with HD equal to or less than your effective Class Level: Cleric -10. Undead with HD equal to or less than your effective Class Level: Cleric -20 are destroyed. Undead with total cover are not affected.
Profane Lifeleech [Divine]	LM	Class Feature: Rebuke undead	1. Spend a standard action and two rebuke attempts to deal 1d6 damage to all living creatures within 30'. This cannot reduce a target's hp below 0. 2. You are healed by the same amount, but not beyond your maximum.
Profane Vigor [Divine]	LM	Ability Score: Cha 13 Class Feature: Rebuke undead	1. Spend a rebuke attempt to heal 1 undead ally within 60' of 2 hp/level. This cannot exceed the normal amount hit point total.
Radiant Fire [Initiate]	RoD	Class Level: Cleric 3rd Patron Deity: Pelor	1. +2 (insight) on damage rolls against targets with the evil subtype. 2. Gain bonus spells (see source).

Sacred Healing [Divine]	CD	Class Feature: Turn undead Skill: Heal 8 ranks	1. Spend a turn attempt as a full round action to grant fast healing 3 to all living creatures within 60'. This lasts for 1 + your Cha modifier rounds (minimum 1 round).
Sacred Spell [Metamagic]	SRD Divine	--	1. Half the damage of the affected spell comes from divine power and not an energy or other type of descriptor. The rest of the damage is normal. Special: +2 spell slot modifier. Special: Only divine spells can be affected by this feat.
Sacred Vengeance [Divine]	CW LM	Class Feature: Turn/rebuke undead	1. As a free action, spend 1 turn/rebuke undead attempt to add +2d6 to all melee damage against undead for the rest of the current round.
Sacred Vitality [Divine]	LM	Class Feature: Turn undead	1. As a standard action, spend a turn attempt to gain immunity to ability damage, ability drain, and energy drain for 1 minute.
Sanctify Weapon [Exalted]	BoED	Spells: <i>Align weapon</i>	1. When you cast <i>align weapon</i> , the weapon becomes sanctified; it deals +1 damage vs. evil targets, or +1d4 vs. evil outsiders and evil undead. 2. Targets with the corrupted template (from <i>The Book of Vile Darkness</i>) cannot heal this bonus damage naturally (including fast healing).
Servant of the Fallen	LEoF	Class Level: Cleric 1st Patron Deity: Any dead or forgotten god	1. You still receive your cleric spells from your patron. 2. 1/day, you can gain +1 (luck) on any roll. 3. You can be raised and resurrected normally. Special: You can take this feat only once. If doing so changes your Patron Deity, you do not suffer any ill effects for it.
Smite Evil, Ranged [Exalted]	BoED	Class Feature: Smite evil	1. Channel 1 use of your smite evil ability into a fired missile.
Smite Fiery Foe	FB	Class Feature: Smite (any)	1. You may attempt to smite a creature with the fire subtype once per day, and may also use other uses of smite normally targeting other creatures to gain more uses per day. The damage dealt is cold damage, meaning fire creatures take extra damage as normal.
Smite, Exalted [Exalted]	BoED	Class Feature: Smite evil	1. Your smite evil ability is considered good-aligned for bypassing damage reduction.
Smite, Silver	ECS	Class Feature: Smite evil Patron Deity: Silver Flame	1. +1d6 (sacred) damage when smiting evil.
Smiting, Elemental [Divine]	CD	Class Feature: Turn elementals	1. 1/round, spend a turn elementals use as a free action when making a melee attack. If you hit a creature with the elemental subtype you are able to turn, you add +1 damage/cleric level. If you miss, the attempt is lost.
Smiting, Extra	CW	Base Attack Bonus: +4 Class Feature: Smite (any)	1. +2 smite attempts per day.
Smiting, Great [Epic]	SRD Epic	Ability Score: Cha 25 Class Feature: Smite (any)	1. On a successful smite, add twice the level you use to calculate damage, rather than just once. Special: You can take this feat multiple times; each time, count the appropriate class levels one more time per successful smite.
Smiting, Improved	CD	Ability Score: Cha 13 Class Feature: Smite (any)	1. If your smite attack has an alignment associated with it, it deals +1d6 damage to targets of that alignment and is treated as being aligned with the opposite alignment.

			<p>2. If it has no normal alignment, you choose 1 alignment component; your smites are treated as being of that alignment, and deal the bonus damage to targets of the opposite alignment.</p> <p>Special: You cannot choose an alignment you do not possess. If you change alignments so that you no longer possess that alignment component, you lose the benefit of that feat.</p> <p>Special: If you gain the smite ability from more than one source, this feat applies to all sources.</p>
Spell Penetration, Divine [Epic]	PGtF	<p>Ability Score: Wis 21</p> <p>Alignment: Same as chosen</p> <p>Domain: Same as chosen</p> <p>Spells: 9th-level (divine)</p> <p>Feat: Improved Alignment-Based Casting</p>	1. When casting spells of the chosen alignment, gain a +4 bonus on checks to overcome spell resistance.
Spell Trigger, Consecrate [Exalted]	BoED	<p>Class Feature: Turn undead</p> <p>Feat: Craft Wand or Craft Staff</p>	1. Spend one turning attempt to apply the Consecrate Spell feat to the spell produced by a spell trigger item.
Spell Trigger, Purify [Exalted]	BoED	<p>Class Feature: Turn undead</p> <p>Feat: Craft Wand or Craft Staff</p>	1. Spend one turning attempt to apply the Consecrate Spell feat to the spell produced by a spell trigger item.
Spurn Death's Touch [Divine]	LM	<p>Class Feature: Turn undead</p>	1. As a standard action that does not provoke attacks of opportunity, spend a turning use to touch an ally to heal 1d4 points of ability damage, or remove paralysis or 1 negative level, if these conditions were brought about by an undead creature.
Touch of Hate	PGtF	<p>Alignment: Any evil</p> <p>Caster Level: 5th (divine)</p> <p>Patron Deity: Bane</p> <p>Feat: Violate Spell</p>	1. 1/tenday, touch an animal with fewer HD than your cleric levels to turn it into a beast of Bane (as beast of Xvim) if it fails its save (Will, DC 10 + 1/2 your Class Level: Cleric + Wis). If the animal is a bonded companion, it may use its master's save. Beasts of Bane deal vile damage with a smite good attack.
Turning, Empower	CD LM	<p>Class Feature: Turn/rebuke undead</p>	1. On a turn/rebuke attempt, multiply your normal turning damage by 1.5.
Turning, Exalted [Exalted]	BoED	<p>Class Feature: Turn undead</p>	1. Any creature you turn also takes 3d6 damage.
Turning, Extra	SRD	<p>Class Feature: Turn/rebuke (any)</p>	1. +3 uses of each of your turning or rebuking abilities. Special: This feat can be taken multiple times; its effects stack.
Turning, Heighten	LM	<p>Ability Score: Cha 13</p> <p>Class Feature: Turn/rebuke undead</p> <p>Feat: Turning, Extra</p>	1. When you turn or rebuke undead, you may add +x to your turning check, and -x to your turning damage, where 'x' is a number no higher than your cleric (or effective cleric) level.
Turning, Improved	SRD	<p>Class Feature: Turn/rebuke (any)</p>	1. You turn or rebuke as if you were one level higher in the class that gives you this ability.
Turning, Planar [Epic]	SRD Epic	<p>Ability Score: Wis 25</p> <p>Ability Score: Cha 25</p> <p>Class Feature: Turn/rebuke undead</p>	1. You may turn or rebuke outsiders as if they were undead. Outsiders have effective turn resistance equal to 1/2 its SR. 2. If you turn undead, you may turn/destroy evil outsiders and rebuke/command nonevil outsiders. If you rebuke undead, you rebuke/command evil outsiders and turn/destroy nonevil outsiders.
Turning, Quicken	CD	<p>Class Feature: Turn/rebuke undead</p>	1. You can turn/rebuke as a swift action.
Undead Mastery	CD	<p>Ability Score: Cha 21</p>	1. You may command up to 10x your level in HD of undead.

[Divine] [Epic]	SRD Epic	Class Feature: Rebuke/command undead	
Undying Fate [Initiate]	RoD	Class Level: Cleric 3rd Patron Deity: Wee Jas	1. Gain the effects of the <i>deathwatch</i> spell as an extraordinary ability; activate as a swift action. 2. Gain bonus spells (see source).
Weapon Specialization, Chosen [Epic]	PGtF	Domain: War Feat: Epic Prowess Feat: Weapon Focus (deity's chosen weapon)	1. +2 on damage rolls with your deity's chosen weapon.
Winter's Champion	FB	Class Level: Paladin 1st	1. You may add the 1st- through 4th-level spells from both the Cold and Winter domains to your paladin spell list as paladin spells.
Whispered Secrets [Initiate]	RoD	Class Level: Cleric 1st Patron Deity: Vecna	1. Listen and Spot are cleric class skills for you. 2. You automatically know when you are scried on. You do not gain any other information. 3. Gain bonus spells (see source).
Zone of Animation [Divine] [Epic]	CD SRD Epic	Ability Score: Cha 25 Class Feature: Rebuke/command undead Feat: Undead Mastery	1. You can spend a rebuke undead attempt to animate a max number of corpses in range equal to 1 HD per undead creature that would have been commanded. They are under your command, up to the maximum number of undead you can control. Fresh bodies yield zombies; otherwise, the undead are skeletons.

Spellcaster, Item Creation

Name	Source	Prerequisite	Benefit
Artisan, Exceptional [Item Creation]	ECS	Feat: Any [Item Creation] feat	1. The base time to craft any magical item is reduced by 25%.
Artisan, Extraordinary [Item Creation]	ECS	Feat: Any [Item Creation] feat	1. The base gold price cost to craft any magical item is reduced by 25%.
Artisan, Legendary [Item Creation]	ECS	Feat: Any [Item Creation] feat	1. The base XP cost to craft any magical item is reduced by 25%.
Artisan, Magical	PGtF	Feat: Any [Item Creation] feat	1. Choose 1 item creation feat and make its items for 75% cost. Special: You can take this feat multiple times, once per item creation feat.
Attune Magic Weapon [Item Creation]	ECS	Caster Level: 5th Feat: Craft Magic Arms and Armor	1. +1 insight bonus on attack and damage when using a magic weapon. Special: You must spend 24 hours attuning to a new weapon before using this feat.
Augmented Alchemy [Epic]	SRD Epic	Ability Score: Int 21 Skill: Craft (alchemy) 24 ranks	1. When creating an alchemical item or substance, you can increase its DC by +20 and its cost by x5. This doubles damage, duration, or area affected (only one applies).
Bind Elemental [Item Creation]	ECS	Caster Level: 9th Feat: Craft Wondrous Item	1. You can craft and mend items that are powered by a captured elemental. (See source.)

Brew Potion [Item Creation]	SRD	Caster Level: 3rd	1. You can create a potion of a 3rd-level or lower spell that you know and targets one or more creatures. The gold price modifier is x50 gp. Whomever uses the potion is the target. Special: Automatic artificer bonus feat (2nd level).
Craft Construct [Item Creation]	SRD Monster	Feat: Craft Magic Arms and Armor Feat: Craft Wondrous Item	1. You can create or mend constructs. Repairing a construct costs 50 gp per hit point and takes 1 day per 20 hit points repaired.
Craft Contingent Spell [Item Creation]	CA	Caster Level: 11th	1. You can create a contingent spell, as if through the <i>contingency</i> spell, except it is permanent until the conditions are met. The gold price modifier is x100 gp. See source for more
Craft Magic Arms and Armor [Item Creation]	SRD	Caster Level: 5th	1. You can craft and mend any magic weapon, armor or shield whose prerequisites you meet. Special: Automatic artificer bonus feat (5th level).
Craft Magic Arms and Armor, Epic [Epic]	SRD Epic	Skill: Knowledge (arcana) 28 ranks Skill: Spellcraft 28 ranks Feat: Craft Magic Arms and Armor	1. You may craft and mend epic-level magical armor and weapons.
Craft Rod [Item Creation]	SRD	Caster Level: 9th	1. You can craft and mend any rod whose prerequisites you meet. Special: Automatic artificer bonus feat (9th level).
Craft Rod, Epic [Epic]	SRD Epic	Skill: Knowledge (arcana) 32 ranks Skill: Spellcraft 32 ranks Feat: Craft Rod	1. You may craft and mend epic-level rods.
Craft Scepter [Item Creation]	LEoF	Caster Level: 9th Skill: Knowledge (history) 4 ranks	1. You can create scepters, which function as wands with two spells of up to 7th level with a total of 50 charges (spells of 5th-7th level cost 2 charges each). The gold price modifier is x750 for the highest-level spell, and with an additional item creation cost with a gold price modifier of x375 for the second spell (if any).
Craft Skull Talisman [Item Creation]	FB	Caster Level: 6th	1. You can create skull talismans, which store spells like a potion on a skull of at least small size. (Medium skulls hold up to 6th level spells, large up to 9th.) The gold price modifier is x100 gp. Whomever breaks the skull (while standing next to it) is the target. See source for more.
Craft Staff [Item Creation]	SRD	Caster Level: 12th	1. You can craft and mend any staff whose prerequisites you meet. Special: Automatic artificer bonus feat (12th level).
Craft Staff, Epic [Epic]	SRD Epic	Skill: Knowledge (arcana) 35 ranks Skill: Spellcraft 35 ranks Feat: Craft Staff	1. You can craft and mend epic-level staffs.
Craft Wand [Item Creation]	SRD	Caster Level: 5th	1. You can create a wand of a 4th-level or lower spell that you know. It has 50 charges. The gold price modifier is x750 gp. Special: Automatic artificer bonus feat (6th level).
Craft Wondrous Item [Item Creation]	SRD	Caster Level: 3rd	1. You can craft and mend any wondrous item whose prerequisites you meet. Special: Automatic artificer bonus feat (3rd level).
Craft Wondrous Item, Epic [Epic]	SRD Epic	Skill: Knowledge (arcana) 26 ranks Skill: Spellcraft 26 ranks Feat: Craft Wondrous Item	1. You can craft and mend epic-level wondrous items.

Efficient Item Creation [Epic]	SRD Epic	Skill: Knowledge (arcana) 24 ranks Skill: Spellcraft 24 ranks Feat: [Item Creation] chosen	1. Pick 1 item creation feat you know. Crafting such an item now takes 1/10th the normal time. Special: You may take this feat multiple times, once per item creation feat.
Extra Rings [Item Creation]	ECS	Caster Level: 12th Feat: Forge Ring	1. You can wear and benefit from up to four magical rings, two on each hand.
Forge Ring [Item Creation]	SRD	Caster Level: 12th	1. You can create or mend any ring whose prerequisites you meet. Special: Automatic artificer bonus feat (14th level).
Graft Flesh	LM	Skill: Heal 10 ranks	1. Choose 1 type of graft from the following list: aboleth, beholder, fiendish, illithid, undead, or yuan-ti. You must be of the same type as the graft chosen, except for beholder or undead grafts. You can create grafts (see source) of the chosen type and apply them to living creatures, including yourself. (These follow item creation rules, but are not magical items.)
Improved Flight Item [Item Creation]	S:CoT	Skill: Knowledge (the planes) 6 ranks Feat: Craft Wondrous Item	1. When you craft an item with a flight speed, it is +50% in a manifest zone linked to Syrania. 2. In the zone, it can be used +2 times per day. If it could already be used 3/day, it is continuous. 3. If you have Craft Construct or the ability to create a homunculous, any construct you create with a fly speed gains Manifest Flight as a bonus feat. Note: This feat requires the existence of manifest zones, part of the Eberron Campaign Setting.
Inscribe Epic Rune [Epic]	PGtF	Ability Score: Int 19 Skill: Craft (any writing) 24 ranks Feat: Inscribe Rune	1. You can inscribe runes that exceed the normal limits of runes. You cannot inscribe a rune with an epic spell.
Inscribe Rune [Item Creation]	PGtF	Ability Score: Int 13 Skill: Appropriate Craft skill Class Level: Divine spellcaster 3rd	1. You can inscribe divine spells as runes. Medium-sized objects (or smaller) hold only 1 rune. Larger objects hold 1 per 25 square feet of surface area. The gold price modifier is x50 gp.
Portal Master [Item Creation]	PGtF	Feat: Craft Wondrous Item	1. Create <i>portals</i> at half cost (does not stack with Magical Artisan). 2. As a standard action at any time, you may attempt to stabilize a malfunctioning <i>portal</i> by adding the result of a Spellcraft check to the d% roll to determine the <i>portal's</i> effect. If stabilized, it remains so for 1 minute.
Sanctify Relic [Item Creation]	CD	Feat: Any other [Item Creation] feat	1. You may create items as relics. See source for details.
Scribe Scroll [Item Creation]	SRD	Caster Level: 1st	1. You can create a scroll of any spell you know. The gold price modifier is x25 gp. Special: Automatic artificer bonus feat (1st level).
Scribe Scroll, Epic [Epic]	SRD Epic	Skill: Knowledge (arcana) 24 ranks Skill: Spellcraft 24 ranks Feat: Scribe Scroll	1. You can scribe scrolls that exceed the normal limits for such items (this does not allow you to scribe an epic scroll).
Wand Mastery [Item Creation]	ECS	Caster Level: 9th Feat: Craft Wand	1. The caster level and DC of any wand you use is increased by two.

Spellcaster, Metamagic

Name	Source	Prerequisite	Benefit
Augment Healing	CD	Skill: Heal 4 ranks	1. All your conjuration [healing] spells heal +2 damage per spell level.
Black Lore of Moil [Metamagic]	CA	Caster Level: 7th Feat: Spell Focus (necromancy)	1. Modify necromancy spells to deal extra damage (negative) (see source). Special: +0 spell slot modifier.
Born of the Three Thunders [Metamagic]	CA	Skill: Knowledge (nature) 4 ranks Feat: Energy Substitution (electricity)	1. You may choose upon casting a spell with either the [electricity] or the [sonic] descriptor that deals hit point damage to cast it as a spell that deals damage half as electricity and half as sonic energy. The spell gains both energy descriptors. 2. The spell stuns all creatures that take damage (Fort negates) and then knocks stunned targets prone (Reflex negates). 3. After casting the spell, you are automatically dazed for 1 round. Special: +0 spell slot modifier.
Chain Spell [Metamagic]	CA	Feat: Any other [Metamagic] feat	1. A spell that affects a single target with a range greater than "touch" also repeats on up to 1 target/level (max 20) within 30' of the original target; you need not affect all possible targets. 2. If the spell deals damage, the secondary targets take half the damage taken by the original target, and can save (Ref) to reduce it by half again, even if the spell has no save normally. 3. If the spell does not deal damage, the save DC is four points lower. Special: +3 spell slot modifier.
Consecrate Spell [Metamagic]	BoED CD	Alignment: Any good	1. The affected spell gains the [good] descriptor. 2. If it deals damage, half of the damage is divine. Special: +1 spell slot modifier.
Corrupt Spell [Metamagic] ([Vile]?)	BoVD CD	Alignment: Any evil	1. The affected spell gains the [evil] descriptor. 2. If it deals damage, half of the damage is divine. Special: +1 spell slot modifier. Note: The BoVD version (a Vile feat) only affected 1 spell, and could be taken multiple times. It is listed in PGtF as the prerequisite for another Vile feat. Likely the CD version should be considered a Vile feat for this purpose and the proper prerequisite.
Delay Spell [Metamagic]	CA PGtF	Feat: Any other [Metamagic] feat	1. The affected spell does not manifest until after 1-5 rounds (you choose while casting), and does so just before your turn on that round. This affects only spells with personal or touch ranges, or area spells. All decisions or actions you make are made when cast. All actions of the target, if any (i.e., saving throws), take place when the spell is triggered. If, at the end of the delay, the spell cannot take effect, it fails. Spells such as <i>dispel magic</i> or <i>detect magic</i> can react to the spell during the delay. Special: +3 spell slot modifier.
Disguise Spell [Metamagic]	SRD Divine	Class Feature: Bardic music Skill: Perform 12 ranks	1. The affected spell is cast in such a way as to be undetectable by mingling the verbal and somatic components into your performance, such as a song. The spell is not Silenced or Stilled; you simply do not appear to be casting it, and any Spellcraft check to identify your spell as it is cast fails. Unless the spell has some obvious effect tying it to you, no one can tell you are the caster. Special: +1 spell slot modifier.
Divine Metamagic [Divine]	CD	Class Feature: Turn/rebuke undead	1. Choose 1 metamagic feat. When casting a spell, you can apply that metamagic feat to it without using a higher level spell slot by spending a number of turn/rebuke uses equal to the feat's spell slot modifier (minimum 1). Special: You may take this feat multiple times, once per metamagic feat.

Empower Spell [Metamagic]	SRD	--	1. All variable, numeric effects of the affected spell are increased by 1/2. Special: +2 spell slot modifier.
Energize Spell [Metamagic]	LM	Alignment: Any non-evil Special: No ability to rebuke undead	1. The affected spell becomes infused with positive energy, and deals 1.5x damage to undead, but half damage to non-undead creatures and objects. Special: +1 spell slot modifier.
Energy Admixture [Metamagic]	CA	Feat: Energy Substitution	1. Choose 1 energy descriptor that matches the one used for Energy Substitution. You double the damage of spells with any of those descriptors by adding an equal amount of damage of the chosen energy type. If you use different energies, the spell gains both energy descriptors. You roll separately for damage. Special: +4 spell slot modifier. Special: You may take this feat multiple times, once per Energy Substitution feat.
Energy Substitution [Metamagic]	CA SRD Divine	Feat: Any other [Metamagic] feat Skill: Knowledge (arcana) 5 ranks	1. Choose 1 energy descriptor ([acid], [cold], [electricity], [fire], or [sonic]). You may alter spells with a different energy descriptor to use the chosen descriptor instead. Any energy damage uses the new type. Special: +0 spell slot modifier. Special: You may take this feat multiple times, once per energy type. NOTE: The version in <i>Complete Arcane</i> does not allow [sonic] as a choice.
Enervate Spell [Metamagic]	LM	Alignment: Any non-good Special: No ability to turn undead	1. The affected spell becomes infused with negative energy, and deals 1.5x damage to living targets, but half damage to non-living targets.
Enhance Effect [Epic]	PGtF	Class Feature: Metamagic effect Skill: Knowledge (arcana) 30 ranks Skill: Spellcraft 30 ranks Skill: Skill Focus (Spellcraft)	1. You may use your metamagic effect ability +2/day. 2. You may use the ability to change the variables of a persistent spell effect already in place, except for its point of origin. 3. You may substitute your caster level for the original caster level. The Spellcraft DC is +12 over the normal use of this ability.
Enhance Spell [Epic] [Metamagic]	SRD Epic	Feat: Maximize Spell	1. Spells that deal a number of dice of damage equal to the caster's level have their damage cap increased by 10 dice. 2. Spells that deal a number of dice of damage equal to half of the caster's level have their damage cap increased by 5 dice. Special: +4 spell slot modifier. Special: This feat can be taken multiple times. The damage cap can stack if you raise its spell slot by +4 levels each time.
Enlarge Spell [Metamagic]	SRD	--	1. The affected spell doubles its range. (Only affects close-, medium-, or long-ranged spells.) Special: +1 spell slot modifier.
Explosive Spell [Metamagic]	CA	--	1. This only affects area spells with Reflex saves. Targets who fail their saves are ejected from the spell's area (shortest path) and take +1d6 damage/10' traveled. If the target is stopped by a barrier before exiting the spell's area, it takes another 1d6 damage on top of any other damage. Special: +2 spell slot modifier.
Extend Spell [Metamagic]	SRD	--	1. The affected spell lasts twice as long. Spells with a duration of concentration, instantaneous, or permanent are not affected. Special: +1 spell slot modifier.
Fell Animate [Metamagic]	LM	--	1. When a living target with no more than twice your HD that can also be raised as a zombie is killed by the affected spell, the target rises as a zombie under your control at the start of your next

			action. This can affect more than one target, but only up to a total of twice your HD. The standard rules for controlling undead apply as normal. Special: +3 spell slot modifier
Fell Drain [Metamagic]	LM	--	1. When a living target is damaged by the affected spell, the target also gains a negative level, which lasts 1 hour per caster level (max 15). Special: +2 spell slot modifier.
Fell Frighten [Metamagic]	LM	--	1. When a target subject to fear effects and mind-affecting spells is damaged by the affected spell, the target is shaken for 1 minute. Special: +2 spell slot modifier.
Fell Weaken [Metamagic]	LM	--	1. When a living target is damaged by the affected spell, that target takes -4 to Str for 1 minute. Multiple fell weakened spells reset the duration. Special: +1 spell slot modifier.
Fortify Spell [Metamagic]	CA	--	1. The affected spell is powered by a higher-level slot, with each additional level giving a +2 bonus to spell penetration checks (not counting other spell slot modifiers). Special: At least +1 spell slot modifier.
Heighten Spell [Metamagic]	SRD	--	1. The affected spell becomes a spell of the level of the slot used to power it (not counting other spell slot modifiers). Special: At least +1 spell slot modifier.
Heighten Spell, Improved [Epic]	SRD Epic	Skill: Spellcraft 20 ranks Feat: Heighten Spell	1. You may now heighten spells beyond 9th level.
Heroic Metamagic	RoE	Spells: 2nd level Feat: Any metamagic	1. You can apply the affects of a metamagic feat to a spell as you cast it without altering the spell level or increasing casting time, so long as you spend a number of action points equal to the number of spell levels you would otherwise have added to the spell normally (minimum 1 point).
Improved Cooperative Metamagic [Epic]	PGtF	Class Feature: Cooperative metamagic Skill: Spellcraft 30 ranks Feat: Quicken Spell Feat: Silent Spell Feat: Still Spell	1. You can use your cooperative metamagic ability to apply the Silent Spell, Still Spell, or Quicken Spell feats to your ally's spell. If you apply the Quicken Spell feat, both your actions are swift actions. You must still ready your action. 2. You can use your cooperative metamagic ability +2 times per day.
Insidious Magic [Metamagic]	PGtF	Feat: Shadow Weave Magic	1. A Weave user who uses a divination spell, spell-like ability, or magic item to detect one of your spells must first make a caster level check (DC 11 + your caster level), and only checks once per divination spell (no matter how many Shadow Weave spells are in the spell's area). 2. Your spells from the evocation or transmutation schools are not affected by this feat. Note: This feat requires the existence of the Weave and the Shadow Weave, both part of the Forgotten Realms Campaign Setting.
Intensify Spell [Epic] [Metamagic]	SRD Epic	Spells: 9th-level Skill: Spellcraft 30 ranks Feat: Empower Spell Feat: Maximize Spell	1. All variable numeric effects of the affected spell are maximized and then doubled. This does not stack with other metamagical feats that affect variable numeric effects. Special: +7 spell slot modifier.
Lord of the Uttercold	CA	Spells: Ability to cast spells with the	1. You may cast spells with the [cold] descriptor to deal half cold damage, half negative.

[Metamagic]		[cold] descriptor Skill: Knowledge (the planes) 9 ranks Feat: Energy Substitution (cold)	Special: +0 spell slot modifier.
Maximize Spell [Metamagic]	SRD	--	1. All variable, numeric effects of the affected spell are maximized. Special: +3 spell slot modifier.
Mind Over Body (2) [Regional]	PGtF	Character Level: 1st Feat: No other [Regional] feat Region: (see text)	1. Use Int or Cha at 1st level to determine starting hit points (all other levels use Con). 2. Gain +1 hit points each time you take a metamagic feat. 3. If you cast arcane spells, gain +1 (insight) AC. Special: Forgotten Realms regions: - Elf (Silvermoon, Snow Eagle Aerie) - Half-elf (Silvermoon) - Human (Calimshan, Mulhorand, Shou Expatriate, Thay) - Planetouched (Calimshan, Thay) - Spirit folk (Ashane)
Multispell [Epic]	SRD Epic	Spells: 9th-level Feat: Quicken Spell	1. You may cast one more quickened spell per round Special: You can take this feat multiple times; its effects stack.
Nonlethal Substitution [Metamagic]	CA BoED	Skill: Knowledge (arcana) 5 ranks Feat: Any other [Metamagic] feat	1. Choose 1 energy descriptor (acid, cold, electricity, or fire). You may then modify spells with that descriptor to deal nonlethal damage. Special: +1 spell slot modifier. Note: The BoED version includes [sonic] spells.
Pernicious Magic [Metamagic]	PGtF	Feat: Shadow Weave Magic	1. +4 bonus on caster level checks to beat a Weave user's spell resistance. 2. Your spells from the evocation or transmutation schools are not affected by this feat. Note: This feat requires the existence of the Weave and the Shadow Weave, both part of the Forgotten Realms Campaign Setting.
Persistent Spell [Metamagic]	CA PGtF SRD Divine	Feat: Extend Spell	1. The affected spell lasts 24 hours. (Only affects spells with a personal or fixed range, and not instantaneous or discharged spells.) 2. Persistent spells that require concentration (i.e., <i>detect magic</i>) only require concentration to gain more than the initial information. Special: +6 spell slot modifier.
Piercing Cold [Metamagic]	FB	--	1. The affected spell ignores all resistance to cold and deals half damage to creatures immune to cold (or 1/4 damage on a save). 2. Creatures with the cold subtype are still unaffected. Creatures with the fire subtype take double damage, instead of +50%. Special: +1 spell slot modifier.
Purify Spell [Metamagic]	BoED	Alignment: Any good	1. The affected spell gains the [good] descriptor. 2. If the spell deals damage, good characters take no damage; neutrals take half damage. 3. Damage dice increase by 1 step when dealing damage to evil outsiders. Special: +1 spell slot modifier.
Quicken Spell [Metamagic]	SRD	--	1. Cast the affected spell as a swift action. Only spells with a casting time of 1 standard action can be quickened. Special: +4 spell slot modifier.
Quicken Spell, Automatic	SRD Epic	Spells: 9th-level	1. All spells up to 3rd level are automatically quickened, without taking up a higher-level spell slot

[Epic]		Skill: Spellcraft 30 ranks Feat: Quicken Spell	or increasing casting time. Special: You may take this feat multiple times. Each time, the next three lowest spell levels become automatically quickened.
Rapid Spell [Metamagic]	CD	--	1. An affected spell with a normal casting time of 1 full round takes only 1 standard action. 2. An affected spell with a normal casting time measured in rounds takes only 1 full round. 3. An affected spell with a normal casting time measured in minutes takes only 1 minute. 4. An affected spell with a normal casting time measured in hours takes only 1 hour. Special: +1 spell slot modifier Special: A spell with a normal casting time of 1 full round can be made rapid and quickened.
Reach Spell [Metamagic]	CD SRD Divine	--	1. You may cast a touch-range spell as a ray if the target is within 30'. Special: +2 spell slot modifier.
Repeat Spell [Metamagic]	CA SRD Divine	Feat: Any other [Metamagic] feat	1. The affected spell is automatically cast again the next round, no matter where you are or what has happened to you. All aspects of the spell are the same, but a ranged target is only hit if it is still within 30' of its original position. Touch spells are not affected by this feat. Special: +3 spell slot modifier.
Sacred Spell [Metamagic]	SRD Divine	--	1. Half the damage of the affected spell comes from divine power and not an energy or other type of descriptor. The rest of the damage is normal. Special: +2 spell slot modifier. Special: Only divine spells can be affected by this feat.
Sanctum Spell [Metamagic]	CA	Feat: Any other [Metamagic] feat	1. The affected spell has an effective spell level 1 point higher if cast in your sanctum, -1 if not. Special: +0 spell slot modifier.
Sculpt Spell [Metamagic]	CA	Feat: Any other [Metamagic] feat	1. Change an area spell to affect an area of a different shape: a 10' x 30' cylinder; a 10' cone; 4 10' cubes; a 20' radius ball; or a 120' line. Special: +1 spell slot modifier.
Selective Spell [Metamagic]	ShS	Feat: Any other [Metamagic] feat	1. Cast the affected spell so that it does not affect a specified creature in its area. Special: +1 spell slot modifier.
Silent Spell [Metamagic]	SRD	--	1. The affected spell has no verbal component. Special: +1 spell slot modifier.
Silent Spell, Automatic [Epic]	SRD Epic	Spells: 9th-level Skill: Spellcraft 24 ranks Feat: Silent Spell	1. All spells up to 3rd level are automatically silenced, without taking up a higher-level spell slot or increasing casting time. Special: You may take this feat multiple times. Each time, the next three lowest spell levels become automatically silenced.
Split Ray [Metamagic]	CA	Feat: Any other [Metamagic] feat	1. The affected ray spell fires another ray beyond the normal number, which requires separate attack and damage rolls. All rays must be aimed at targets within 30' of each other and fired simultaneously. Special: +2 spell slot modifier.
Still Spell	SRD	--	1. The affected spell has no somatic component. Special: +1 spell slot modifier
Still Spell, Automatic	SRD Epic	Spell: 9th-level	1. All spells up to 3rd level are automatically stilled, without taking up a higher-level spell slot or

[Epic]		Skill: Spellcraft 27 ranks Feat: Silent Spell	increasing casting time. Special: You may take this feat multiple times. Each time, the next three lowest spell levels become automatically stilled.
Sudden Empower [Metamagic]	CA	Feat: Any other [Metamagic] feat	1. Automatically empower a spell once per day without any normal cost.
Sudden Extend [Metamagic]	CA	--	1. Automatically extend a spell once per day without any normal cost.
Sudden Maximize [Metamagic]	CA	Feat: Any other [Metamagic] feat	1. Automatically maximize a spell once per day without any normal cost.
Sudden Quicken [Metamagic]	CA	Feat: Quicken Spell Feat: Sudden Empower Feat: Sudden Extend Feat: Sudden Maximize Feat: Sudden Silent Feat: Sudden Still	1. Automatically quicken a spell once per day without any normal cost.
Sudden Silent [Metamagic]	CA	--	1. Automatically silence a spell once per day without any normal cost.
Sudden Still [Metamagic]	CA	--	1. Automatically still a spell once per day without any normal cost.
Sudden Widen [Metamagic]	CA	--	1. Automatically widen a spell once per day without any normal cost.
Transdimensional Spell [Metamagic]	CA CD	--	1. The affected spell has its full normal effect on incorporeal creatures, creatures on the Ethereal or Shadow planes, and creatures within an extradimensional space. If the spell is targeted, you must know the target is there. Special: +1 spell slot modifier.
Twin Spell [Metamagic]	CA PGtF	Feat: Any other [Metamagic] feat	1. The affected spell takes place twice, at the same time. Any variables apply to both spells. Targets are affected by both spells and make two different saves. However, a counterspell affects both halves of a twinned spell, not just one. Special: +4 spell slot modifier.
Violate Spell [Metamagic]	BoVD	Alignment: Any evil	1. 1 chosen spell gains the [evil] descriptor, and if it deals damage, half of it is vile damage. Special: +1 spell slot modifier Special: You may take this feat multiple times, once per spell.
Widen Spell [Metamagic]	SRD	--	1. The affected spell's area is doubled. (Only affects burst, emanation, line, or spread spells) Special: +3 spell slot modifier.
Wounding Spell [Metamagic]	LEoF	Skill: Knowledge (history) 4 ranks Feat: Empower Spell	1. A target directly damaged by one of your spells also loses 1 hp/round starting on your next turn. This can be stopped with a Heal check (DC is the spell's save DC) or any healing spell. Special: +2 spell slot modifier.

Spellcaster, Wild

Name	Source	Prerequisite	Benefit
Aerenal Beastmaster [Racial]	RoE	Race: Elf Region: Arenal Other: Ability to acquire a new animal companion	1. You may choose a baboon as an animal companion. A druid with a baboon companion treats his level as +3 for determining companion abilities. A ranger with a baboon companion treats his effective druid level as +3 for determining companion abilities. 2. You may summon a baboon using the <i>summon nature's ally I</i> spell in place of a monkey.
Ashbound	ECS	Spells: Any <i>summon nature's ally</i> (spontaneously)	1. Your <i>summon nature's ally</i> spells last twice as long. 2. Creatures you summon with these spells gain a +3 luck bonus on attack rolls.
Beast Shape	ECS	Class Feature: Wild empathy Class Feature: Wild shape (huge) Feat: Beast Totem	1. You may wild shape into your beast totem once per day, in addition to your normal uses of wild shape.
Beast Totem	ECS	Class Feature: Wild shape	1. +4 circumstance bonus on saving throws vs. a specified attack form associated with your chosen beast totem. See source for details.
Boar's Ferocity [Wild]	CD	Class Feature: Wild shape	1. When below 0 hp (but not lower than -9) spend 1 wild shape to fight normally for 1 minute.
Cheetah's Speed [Wild]	CD	Class Feature: Wild shape	1. Spend 1 wild shape to increase your base land speed to 50' for 1 hour. 2. Once per use, move 10x your normal base speed as part of a charge.
Child of Winter	ECS	Spells: Any <i>summon nature's ally</i> (spontaneously) Alignment: Any non-good	1. Your druid spells now treat vermin as animals. 2. Mindless vermin are considered to have Int 2 when dealing with you and can be charmed, calmed, or targeted by wild empathy or similar abilities. 3. Your <i>summon nature's ally</i> spells may summon additional monsters (see source).
Companion, Exalted [Exalted]	BoED	Alignment: Same as companion Class Level: Minimum druid level Special: Ability to choose a new animal companion	1. You may choose a blink dog, asperi, giant eagle, giant owl, pegasus, unicorn, or any animal with the celestial template, as an animal companion so long as you meet the minimum druid level requirement and share the same alignment. 2. Once your companion, these magical beasts accept spells from you as if they were animals.
Companion, Magical Beast [Epic] [Wild]	SRD Epic	Class Feature: Wild shape 6/day Skill: Knowledge (nature) 24 ranks	1. You can choose magical beasts as animal companions; see source.
Companion, Totem	ECS	Class Level: Minimum druid level Class Feature: Wild empathy Feat: Beast totem Special: Ability to choose a new animal companion	1. You may choose the magical beast of your beast totem as your animal companion. You may cast spells on it as though it were an animal. See the source for a list of possible companions.
Companion, Vermin	ECS	Class Level: Druid 3rd, and meet minimum druid level Alignment: Non-good Feat: Child of Winter Special: Ability to choose a new animal companion	1. You may choose a vermin as your animal companion. You may cast spells on it as though it were an animal. Your companion gains an Int 1 score, but no skills or feats. See the source for a list of possible companions.

Eagle's Wings [Wild]	CD	Class Feature: Wild shape	1. Spend 1 wild shape to grow feathery wings for one hour (fly 60', average).
Elephant's Hide [Wild]	CD	Class Feature: Wild shape (Large)	1. Spend 1 wild shape to gain natural armor +7 (does not stack with any other natural armor).
Gatekeeper Initiate	ECS	Spells: Any <i>summon nature's ally</i> (spontaneously)	1. +2 on saves vs. supernatural and spell-like abilities of aberrations. 2. Add Knowledge (the planes) to your druid class skills. 3. You may use Knowledge (the planes) to identify aberrations and their special abilities. 4. You gain extra spells (see source).
Greensinger Initiate	ECS	Spells: Any <i>summon nature's ally</i> (spontaneously)	1. Add Bluff, Hide, and Perform (all) to your druid class skills. 2. Gain bonus spells (see source).
Greenbound Summoning	LEoF	Spells: Any <i>summon nature's ally</i> (spontaneously)	1. Animals you summon using <i>summon monster's ally</i> gain the greenbound template (see source) for the duration of the spell.
Grizzly's Claws [Wild]	CD	Class Feature: Wild shape	1. Spend 1 wild shape to gain 2 primary claw attacks (full BAB, piercing and slashing, as a short sword for your size). This lasts for 1 hour.
Initiate of Malar [Initiate]	PGtF	Class Level: Cleric/druid 3rd Patron Deity: Malar	1. When using <i>summon monster</i> or <i>summon nature's ally</i> to summon a natural or fiendish animal it gains a +4 enhancement bonus to Str and Con. 1. Gain bonus spells (see source).
Initiate of Nature [Initiate]	PGtF	Class Level: Cleric/druid 5th Patron Deity: Eldath, Mielikki, or Silvanus	1. Rebuke or command animals or plant creatures 3 + Cha modifier. 2. Gain bonus spells (see source).
Initiate of Selune [Initiate]	PGtF	Class Level: Cleric/druid/ranger 3rd Patron Deity: Selune	1. Cast <i>augury</i> and <i>divination</i> at +5 caster level. 2. Gain bonus spells (see source).
Lion's Pounce [Wild]	CD	Class Feature: Wild shape	1. Spend 1 wild shape as a free action during a charge to make a full attack.
Oaken Resilience [Wild]	CD	Class Feature: Wild shape	1. Spend 1 wild shape to gain immunity to critical hits, poison, sleep, paralysis, polymorph, and stunning. Gain great stability (+8 to avoid being bull rushed or tripped). This lasts 10 minutes.
Plant Control	SRD Divine	Spells: <i>Speak with plants</i> Feat: Plant Defiance	1. You can rebuke or command plant creatures a number of times per day equal to 3 + Cha, using your highest caster level to determine results. To command a plant creature, you must be able to communicate with the plant creature through <i>Speak with plants</i> , but you may do so mentally.
Plant Defiance	SRD Divine	Feat: <i>Detect animals or plants</i>	1. You can turn plant creatures a number of times per day equal to 3 + Cha, using your highest caster level to determine results. All destruction results are counted as normal turning. Immobile plants are unable to flee.
Repel Aberration	ECS	Class Level: Druid 3rd Feat: Gatekeeper Initiate	1. You can make a turning check using your druid level in place of any cleric levels to hold aberrations at bay. Affected aberrations are unable to move toward you as long as you hold concentration, but can do anything else they wish, including attack you if you are within range. 2. You can use this feat 3 + Cha times per day, and feats that affect turning affect this feat.
Savage Grapple	CAd	Class Feature: Wild shape	1. When using wild shape, if you make a successful grapple check to damage a target you are

[Wild]		Class Feature: Sneak Attack +1d6	grappling, add your sneak attack damage as well (if the target is vulnerable to sneak attacks).
Serpent's Venom [Wild]	CD	Class Feature: Wild shape	1. Spend 1 wild shape to gain a secondary bite attack (full BAB -5, bludgeoning, piercing, and slashing, as a dagger for your size). You also deliver a toxic venom with this attack (Fort, DC 10 + 1/2 your HD + your Con modifier; 1d6 Con/1d6 Con). This lasts for 1 hour. Special: If you already have a bite attack, this ability only grants the toxic venom aspect.
Swarm's Embrace	S:CoT	Feat: Child of Winter	1. You gain immunity to a swarm's distraction effect. 2. You gain DR 6/- against swarm attacks.
Swim Like a Fish [Wild]	CD	Class Feature: Wild shape	1. Spend 1 wild shape to grow gills and breathe underwater; you do not lose the ability to breathe air. You also gain a swim speed of 40' and +8 on Swim checks. This lasts for 1 hour.
Vermin Shape	ECS	Class Level: Druid 5th Alignment: Any non-good Feat: Child of Winter	1. You gain the ability to wild shape into vermin, and lose the ability to wild shape into animals. All other effects of wild shape are the same.
Warden Initiate	ECS	Spells: Any <i>summon nature's ally</i> (spontaneously)	1. +2 AC (deflection) in a forest. 2. Add Climb and Jump to your druid class skills. 3. Gain bonus spells (see source).
Wild Shape, Colossal [Epic] [Wild]	SRD Epic	Class Feature: Wild shape (huge) Feat: Wild Shape, Gargantuan	1. You may wild shape into a Colossal animal.
Wild Shape, Diminutive [Epic] [Wild]	SRD Epic	Class Feature: Wild shape (huge)	1. You may wild shape into a Diminutive animal.
Wild Shape, Dragon (1) [Epic] [Wild]	SRD Epic	Ability Score: Wis 30 Class Feature: Wild shape 6/day Skill: Knowledge (nature) 30 ranks	1. You may wild shape into a black, blue, brass, bronze, copper, gold, green, red, silver, or white dragon.
Wild Shape, Dragon (2)	Drac	Ability Score: Wis 19 Class Feature: Wild shape Skill: Knowledge (nature) 15 ranks	1. You may wild shape into a Small or Medium dragon.
Wild Shape, Exalted [Exalted]	BoED	Class Level: 8th in a class that grants the wild shape feature Class Feature: Wild shape	1. You may wild shape into a celestial version of any animal you could normally transform into. 2. You may transform into a blink dog, giant eagle, giant owl, pegasus, or unicorn. All other aspects of wild shape remain the same.
Wild Shape, Extra [Wild]	CD	Class Feature: Wild shape	1. +2 wild shape uses per day. 2. If you have the elemental wild shape, gain +1 use per day as well.
Wild Shape, Fast [Wild]	CD	Ability Score: Dex 13 Class Feature: Wild shape	1. You may now wild shape as a move action.
Wild Shape, Fine [Epic] [Wild]	SRD Epic	Feat: Wild Shape, Diminutive	1. You may wild shape into a Fine animal.
Wild Shape, Frozen	FB	Base Fortitude Save: +6 Class Feature: Ability to wild shape	1. You may wild shape into a magical beast with the [cold] descriptor. All other aspects of wild shape remain the same.

Wild Shape, Gargantuan [Epic] [Wild]	SRD Epic	Class Feature: Wild shape (Huge)	1. You may wild shape into a Gargantuan animal.
Wild Shape, Improved Elemental [Epic] [Wild]	SRD Epic	Ability Score: Wis 25 Class Feature: Wild shape (elemental)	1. You may wild shape into any elemental creature of any size animal that you can wild shape into.
Wild Shape, Magical Beast [Epic] [Wild]	CD SRD Epic	Ability Score: Wis 25 Class Feature: Wild shape 6/day	1. You may wild shape into any magical animal of any size animal that you can wild shape into.
Wild Shape, Plant [Epic] [Wild]	SRD Epic	Class Feature: Wild shape 4/day Skill: Knowledge (nature) 24 ranks	1. You may wild shape into any plant of any size animal that you can wild shape into.
Wild Shape, Primeval	FB	Class Feature: Wild shape	1. You may choose to use wild shape to gain a version of the animal with +2 (racial) Str, +2 natural armor, and resistance 10 (cold). This form of wild shape lasts only 1 round per level.
Wild Shape, Corrupted [Monstrous]	LM	Type: Undead Class Feature: Wild shape	1. You may use wild shape, but only with undead versions of the normal forms.
Wild Shape, Vermin [Epic] [Wild]	SRD Epic	Class Feature: Wild shape 6/day Skill: Knowledge (nature) 24 ranks	1. You may wild shape into any vermin of any size animal that you can wild shape into.
Wolverine's Rage [Wild]	CD	Class Feature: Wild shape	1. If you have taken damage within the last round, spend 1 wild shape to enter a rage for 5 rounds. You may not end this rage voluntarily.