

# Dungeons & Dragons 3.5 Edition Index – Feats

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## General Feats

## Skill Feats

| Name                                     | Source      | Prerequisite   | Description   |
|--|-------------|--|---|
| Able Learner<br>[General]                | (RoD p150)  | Human or Doppelganger only<br>1 <sup>st</sup> Level only | All skills are “in-class” and only cost 1 skill point.<br>Does not effect the cost of learning a language or gaining literacy.  |
| Acrobatic<br>[General]                   | (PH p89)    | —  | +2 bonus to Jump & Tumble checks.   |
| Agile<br>[General]                       | (PH p89)    | —  | +2 bonus to Balance & Escape Artist checks.   |
| Agile Athlete<br>[General]               | (RoW p148)  | Climb: 1 rank<br>Jump: 1 rank                            | When making Climb and Jump checks, add your Dexterity modifier instead of your Strength modifier.   |
| Alertness<br>[General]                   | (PH p89)    | —  | +2 bonus to Listen & Spot checks.   |
| Animal Affinity<br>[General]             | (PH p89)    | —  | +2 bonus to Handle Animal & Ride checks.  |
| Athletic<br>[General]                    | (PH p89)    | —  | +2 bonus to Climb & Swim checks.  |
| City Slicker<br>[General]                | (RoD p150)  | 1 <sup>st</sup> Level only                               | Disguise, Forgery, Gather Information, and Knowledge (local) are always class skills for you.   |
| Combat Casting<br>[General]              | (PH p92)    | —  | +4 bonus on Concentration checks to cast a spell defensively, while grappled, or while pinned.  |
| Complementary Insight<br>[General]       | (RoD p150)  | Half-Elf only  | Having 5 or more ranks gives you a +3 bonus on skill checks with each of its synergistic skills, instead of the usual +2.   |
| Deceitful<br>[General]                   | (PH p93)    | —  | +2 bonus to Disguise & Forgery checks.  |
| Deft Hands<br>[General]                  | (PH p93)    | —  | +2 bonus to Sleight of Hand & Use Rope checks.  |
| Diligent<br>[General]                    | (PH p93)    | —  | +2 bonus to Appraise & Decipher Script checks.  |
| Earthcraft<br>[General]                  | (DR314 p29) | —  | +2 bonus to Knowledge (architecture & engineering) & Knowledge (dungeoneering) checks.  |
| Ecclesiarch<br>[General]                 | (Eb p52)    | Know (religion): 6 ranks                                 | You are respected by a church hierarchy.<br>Add Gather Information and Know (local) to your In-Class Skill List.<br>If you have the Leadership Feat, receive a +2 bonus on your Leadership score.   |
| Education<br>[General]                   | (Eb p52)    | 1 <sup>st</sup> level only                               | All Knowledge skills are added to your In-Class Skill List.<br>+1 bonus on two specific Knowledge skills of your choice.  |
| Extraordinary Concentration<br>[General] | (CAdv p109) | Concentration: 10 ranks                                  | You may maintain Concentration on a spell as a Move Action (DC 25 + spell level). If you beat the DC by 10 or more, you can maintain concentration as a Swift Action. If you fail your check, you lose concentration.   |
| Flexible Mind<br>[Anarchic]              | (DR326 p80) | Chaotic alignment  | Choose two skills that you have ranks in. These skills are always in-class for you from now on. Both skills receive a +1 bonus.<br>You gain a Chaotic Aura equal to your Character level. It can discerned by Detect Chaos spell or ability.                            |
| Improved Diversion<br>[General, Fighter] | (CAdv p110) | Bluff: 4 ranks   | You can use Bluff to create a diversion as a Move Action. You gain a +4 bonus when doing so. Fix!!!<br>Should this go in “new use for skill feats”?   |
| Inside Connections<br>[General]          | (RoD p153)  | —  | Choose a specific organization of which you have knowledge and with which you are on neutral or better terms. You gain a +4 circumstance bonus to Diplomacy, Gather Information, Knowledge (local), and Sense Motive checks made in conjunction with that organization. |
| Investigator<br>[General]                | (PH p97)    | —  | +2 bonus to Gather Information & Search checks.   |
| Jack of All Trades<br>[General]          | (CAdv p110) | Intelligence 13  | You can use any skill as if you had trained ½ rank in that skill.   |
| Magical Aptitude<br>[General]            | (PH p97)    | —  | +2 bonus to Spellcraft & Use Magical Device checks.   |
| Menacing Demeanor<br>[General]           | (RoS p142)  | Orc or Orc blood only                                    | +4 bonus on Intimidate checks.  |
| Negotiator<br>[General]                  | (PH p98)    | —  | +2 bonus to Diplomacy & Sense Motive checks.  |
| Nimble Fingers<br>[General]              | (PH p98)    | —  | +2 bonus to Disable Device & Open Lock checks.  |
| Persuasive<br>[General]                  | (PH p98)    | —  | +2 bonus to Bluff & Intimidate checks.  |
| Quick Reconnoiter<br>[General]           | (CAdv p112) | Listen: 5 ranks<br>Spot: 5 ranks                         | You can make one Spot check and one Listen check each round as a Free Action.   |

| Name   | Source          | Prerequisite                                       | Description   |        |                 |           |  |             |    |  |          |    |  |         |    |
|--|-----------------|--|---|--------|-----------------|-----------|--|-------------|----|--|----------|----|--|---------|----|
| Recognize Imposter<br>[General]                                  | (Eb p58)        | Sense Motive: 3 ranks<br>Spot: 3 ranks             | +4 bonus on Spot check to oppose Disguise checks.<br>+4 bonus on Sense Motive checks to oppose Bluff checks.  |        |                 |           |  |             |    |  |          |    |  |         |    |
| Sea Legs<br>[General]  | (DR314 p45)     | —  | +2 bonus to Balance, Climb, Jump, & Tumble check, as long as you are on a floating ship.  |        |                 |           |  |             |    |  |          |    |  |         |    |
| Self-Sufficient<br>[General]                                     | (PH p100)       | —  | +2 bonus to Heal & Survival checks.   |        |                 |           |  |             |    |  |          |    |  |         |    |
| Skill Focus<br>[General]   | (PH p100)       | —  | +3 bonus to all checks involving one skill.<br>This feat may be taken multiple times, once per skill.   |        |                 |           |  |             |    |  |          |    |  |         |    |
| Sociable Personality<br>[General]                                | (RoD p153)      | Half-Elf only<br>Charisma 13                       | You may reroll any Diplomacy or Gather Information check. You must take the new result.   |        |                 |           |  |             |    |  |          |    |  |         |    |
| Steady Concentration<br>[General]                                | (RoS p144)      | Concentration: 8 ranks                             | You can always ‘Take 10’ on Concentration checks.   |        |                 |           |  |             |    |  |          |    |  |         |    |
| Steady Mountaineer<br>[General]                                  | (RoS p144)      | Climb: 8 ranks<br>Jump: 8 ranks<br>-or-<br>Goliath | You can always ‘Take 10’ on Climb checks.   |        |                 |           |  |             |    |  |          |    |  |         |    |
| Stealthy<br>[General]  | (PH p101)       | —  | +2 bonus to Hide & Move Silently checks.  |        |                 |           |  |             |    |  |          |    |  |         |    |
| Tactile Trapsmith<br>[General]                                   | (CAAdv p112)    | —  | Use your Dexterity modifier instead of your Intelligence modifier for Disable Device and Search checks.<br>You receive no penalty on these checks due to darkness or blindness.   |        |                 |           |  |             |    |  |          |    |  |         |    |
| Tutor<br>[General]   | (DR310 p70)     | Intelligence 13                                    | You grant another character a +2 Competence bonus in a skill that you have at least one rank in (including cross-class skills) by training him/her for 4 days. Your trainee loses the bonus if you do not spend one hour each day refreshing his/her knowledge. You may have your Intelligence modifier in trainees at one time & each trainee may only have such a bonus in one skill.   |        |                 |           |  |             |    |  |          |    |  |         |    |
| Undead Empathy<br>[General]                                      | (Eb p61)        | Charisma 13  | +4 bonus on Diplomacy checks to change the attitude of Intelligent Undead.<br>You can also use your Diplomacy to influence Mindless Undead (such as Skeletons, Zombies, etc.). Mindless Undead initially have the attitude of Hostile.<br><table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Action</th> <th>Target Attitude</th> <th>Target DC</th> </tr> </thead> <tbody> <tr> <td>Stop a random Mindless Undead from attacking</td> <td>Indifferent</td> <td>25</td> </tr> <tr> <td>Stop a Mindless Undead under orders from attacking</td> <td>Friendly</td> <td>35</td> </tr> <tr> <td>Make a Mindless Undead abandon what it has been ordered to guard</td> <td>Helpful</td> <td>50</td> </tr> </tbody> </table> | Action | Target Attitude | Target DC | Stop a random Mindless Undead from attacking | Indifferent | 25 | Stop a Mindless Undead under orders from attacking | Friendly | 35 | Make a Mindless Undead abandon what it has been ordered to guard | Helpful | 50 |
| Action   | Target Attitude | Target DC  |   |        |                 |           |  |             |    |  |          |    |  |         |    |
| Stop a random Mindless Undead from attacking                     | Indifferent     | 25   |   |        |                 |           |  |             |    |  |          |    |  |         |    |
| Stop a Mindless Undead under orders from attacking               | Friendly        | 35   |   |        |                 |           |  |             |    |  |          |    |  |         |    |
| Make a Mindless Undead abandon what it has been ordered to guard | Helpful         | 50   |   |        |                 |           |  |             |    |  |          |    |  |         |    |
| Urban Stealth<br>[General]                                       | (RoD p154)      | Know (local): 4 ranks                              | +3 bonus to Hide and Move Silently checks in a small city (or larger) community.  |        |                 |           |  |             |    |  |          |    |  |         |    |
| Versatile Performer<br>[General]                                 | (CAAdv p112)    | Perform: 5 ranks                                   | Pick a number of Perform categories equal to your Intelligence modifier (minimum 1). When making checks, treat all categories as if they had as many ranks as your highest-ranked category.<br>You gain a +2 bonus to check when using more than one of these Performance categories together.  |        |                 |           |  |             |    |  |          |    |  |         |    |

### Feats that Give New Uses for Skill

| Name                                 | Source                 | Prerequisite  | Description  |
|--------------------------------------|------------------------|---|--|
| Appraise Magic Value<br>[General]    | (CAAdv p103)           | Appraise: 5 ranks<br>Know (arcana): 5 ranks<br>Spellcraft: 5 ranks            | If you know an item is magical, you may spend 8 hours and 25 gp in special materials to make an Appraise check (DC 10 + item’s caster level) to determine its exact properties.  |
| Astral Tracking<br>[General]         | (DR313 p110)           | Track<br>Know (planes): 11 ranks<br>Spellcraft: 8 ranks<br>Survival: 10 ranks | You may make Survival checks to track creatures through the planes.<br>1. Track through the featureless Astral Plane – DC 25.<br>2. Determine the destination of a <i>Teleport</i> spell or effect when standing at the point of departure – DC 30.<br>If you succeed and can teleport, then you may attempt to follow as if you had viewed the destination once.  |
| Extraordinary Spell Aim<br>[General] | (CAAdv p109)           | Spellcraft: 15 ranks  | With a Spellcraft check (DC 25 + spell level) you can shape an area spell so it does not affect one creature within its area. Casting a spell affected by this feat is a Full Round action, unless the spell’s casting time is greater, in which case the casting time is unchanged.   |
| Investigate<br>[General]             | (Eb p55)               | —   | You may attempt to locate and interpret clues left at a crime scene by making a Search check. The DC of the check is determined by the factors listed at Eb p56.   |
| Mobile Spellcasting<br>[General]     | (CAAdv p111)           | Concentration: 8 ranks  | You can make a special Concentration check (DC 20 + spell level) to cast a spell and move as one Standard Action. You can’t use this ability to cast spells that normally take longer than a Standard Action to cast.<br>If you fail the check, you lose the spell. You may combine the effect of this feat with casting on the defensive, by raising the DC by 5. |
| Research<br>[General]                | (Eb p59)               | —   | You may attempt to glean information from books, scrolls, etc., by making a Knowledge check. The DC of the check is determined by the factors listed at Eb p59.  |
| Track<br>[General]                   | (PH p101)              | —   | <i>Ranger 1<sup>st</sup></i><br>You may attempt to follow tracks by making a Survival check each mile. The DC of the check is determined by the factors listed at PH3.5 p101.  |
| Urban Tracking<br>[General]          | (Eb p61)<br>(RoD p154) | —   | You may attempt to locate or trail an individual by making a Gather Information check each hour. The DC of the check is determined by the factors listed at Eb p61.  |

## Saving Throw Feats

| Name                              | Source                | Prerequisite   | Description  |
|-----------------------------------|-----------------------|--|--|
| Arcane Defense<br>[General]       | (CArc p73)            | Spell Focus in the chosen School of Magic                                | +3 bonus on saves vs. spells from the chosen School of Magic.<br>You may take this feat multiple times, each time choosing a different School of Magic.  |
| Dive for Cover<br>[General]       | (CArc p108)           | Base Reflex Save: +4   | If you fail a Reflex saving throw, you may immediately attempt the saving throw again.<br>You become Prone immediately after attempting the second saving throw.   |
| Enduring Life<br>[General]        | (LM p26)              | —  | Whenever you gain a Negative Level, you can ignore the penalties and other ill effects associated with that Negative Level for a number of minutes equal to your Constitution modifier (if any).<br>Gain a +4 bonus on Fortitude saves to remove Negative Levels.    |
| Force of Personality<br>[General] | (CAAdv p109)          | Charisma 13  | Add your Charisma modifier instead of your Wisdom modifier as a bonus when making a Will save vs. mind-affecting spells and abilities.   |
| Gift of Faith<br>[Exalted]        | (BoED p43)            | Wisdom 13  | +2 bonus on saving throws to resist [fear], despair effects, or similar mind-affecting conditions (but <u>not</u> charms or compulsions).  |
| Great Fortitude<br>[General]      | (PH p94)              | —  | +2 bonus to all Fortitude saving throws.   |
| Insightful Reflexes<br>[General]  | (CAAdv p110)          | —  | Add your Intelligence modifier instead of your Dexterity modifier as a bonus to Reflex saves.  |
| Iron Will<br>[General]            | (PH p97)              | —  | +2 bonus to all Will saving throws.  |
| Lasting Life<br>[General]         | (LM p28)              | Endurance<br>Enduring Life   | Once per round as a Standard Action, you can attempt to remove one Negative Level from yourself with a Will save (DC 10 + ½ attacker's HD + attacker's Charisma modifier).   |
| Lighting Reflexes<br>[General]    | (PH p97)              | —  | +2 bonus to all Reflex saving throws.  |
| Piercing Sight<br>[General]       | (RoS p143)            | Gnome  | +4 bonus on saving throws to disbelieve Illusions (must have "disbelief" in the saving throw entry).   |
| Protected Destiny<br>[General]    | (RoD p153)            | Human or Half-Human<br>Character level 3 <sup>rd</sup><br>Heroic Destiny | If you roll a Natural 1 on a saving throw, you may reroll it. Usable once per day.   |
| Resist Telekinesis<br>[General]   | (DR309 p110)          | Intelligence 13<br>Combat Expertise<br>Spellcraft: 2 ranks               | You are practiced at avoiding the various effects of <i>Telekinesis</i> .<br>1. +8 bonus to resist the effects of <i>Telekinesis (combat maneuver)</i> (which includes Bull Rush, etc.).<br>2. +4 bonus on Will saves to avoid <i>Telekinesis (violent thrust)</i> . |
| Strong Mind<br>[General]          | (Eb p61)<br>(Und p27) | Wisdom 11  | Receive a +3 bonus on saving throws vs. Psionic abilities and mind attacks.  |
| Strong Stomach<br>[General]       | (DR326 p55)           | —  | Receive a +4 bonus on saving throws vs. extraordinary, supernatural, or spell-like effects that cause Nausea or any other scent-based effect.  |
| Tomb-Born Resilience<br>[General] | (LM p30)              | Non-Good Alignment<br>Tomb-Tainted Soul                                  | +2 bonus on saving throws vs. mind-affecting spells and abilities, poison, and disease.  |

## Movement Feats

| Name                               | Source       | Prerequisite   | Description   |
|------------------------------------|--------------|--|---|
| Brachiation<br>[General]           | (CAAdv p106) | Climb: 4 ranks<br>Jump: 4 ranks                        | You can move through medium and dense forest area at your normal land speed.<br>You must be at least 20' from the ground to use this ability.   |
| Dash<br>[General]                  | (CWar p97)   | —  | You may increase your movement by 5' as long as you are wearing no more than Light armor and are no more than Lightly Encumbered.   |
| Fleet of Foot'<br>[General]        | Fix!!!       | Dexterity 15<br>Run                                    | When running or charging, you can make one turn of up to 90 degrees. To maintain a charge, the last 10' must still be in a straight line.<br>You can only use this Feat when wearing no more than Light Armor and no more than Lightly Encumbered.  |
| Floation<br>[General]              | (DR314 p45)  | Skill Focus (Swim)<br>Swim: 4 ranks                    | You may float on calm water as a Free Action. You are considered Prone, but otherwise may cast spell and/or attack. You may sleep while floating on the water.  |
| Flow with the Current<br>[General] | (DR314 p45)  | Skill Focus (Swim)<br>Floation<br>Swim: 4 ranks        | While swimming, you receive a +2 bonus to Initiative checks & Reflex saving throws.   |
| Improved Flight<br>[General]       | (CAAdv p110) | Ability to fly   | Your maneuverability while flying improves one step (clumsy -> poor -> average -> good -> perfect).   |
| Improved Swimming<br>[General]     | (CAAdv p110) | Swim: 6 ranks  | You can swim half your speed as a Move Action, or your speed as a Full Round Action.  |
| Roofwalker<br>[Tactical]           | (RoD p156)   | Dodge<br>Mobility<br>Balance: 5 ranks<br>Jump: 5 ranks | You may use the following 3 tactical maneuvers:<br><u>Fleet of Feet</u> – You can walk across a precarious surface at full speed without a penalty on your Balance check.<br><u>Graceful Drop</u> – If you intentionally jump from a height, you take less damage than if you had fallen. On a successful Jump check, you take falling damage as if you had dropped 20' fewer.<br><u>Master of the Roof</u> – Gain a +1 Dodge bonus to AC against any opponent at a different elevation than you. |



| Name                    | Source      | Prerequisite                           | Description  |
|-------------------------|-------------|--|--|
| Run<br>[General]        | (PH p99)    | —                                      | When running, the following apply:<br>1. You move at 5x your normal movement if wearing no more than Light armor & carrying no more than Light encumbrance.<br>2. You move at 4x your normal movement if wearing heavier armor or carrying more encumbrance.<br>3. You receive a +4 bonus on Jump checks when making a jump after a running start.<br>4. While running, you retain your Dexterity bonus to AC. |
| Sprinter<br>[General]   | (DR313 p31) | Dexterity 15<br>Constitution 15<br>Run | You may increase your movement by 10' for a number of rounds equal to your Constriction modifier. This ability may be used up to 3 times per day.  |
| Tunnel Rat<br>[General] | (DR326 p55) | Escape Artist: 4 ranks                 | When squeezing, each space counts as 1 square of movement and you only suffer a –2 penalty on attack rolls. Normally, each space squeezed through costs 2 squares of movement and the penalty is –4.   |

## Armor & Shield Feats

| Name  | Source                  | Prerequisite  | Description   |
|---|-------------------------|---|---|
| Armor Proficiency<br>(light)<br>[General]                 | (PH p89)                | —   | You are proficient with Light Armor.  |
| Armor Proficiency<br>(medium)<br>[General]                | (PH p89)                | Armor Proficiency<br>(light)  | You are proficient with Medium Armor.   |
| Armor Proficiency<br>(heavy)<br>[General]                 | (PH p89)                | Armor Proficiency<br>(medium)   | You are proficient with Heavy Armor.  |
| Dwarven Armor<br>Proficiency<br>[General, Fighter]        | (RoS p138)              | Dwarf only<br>Armor Proficiency<br>(heavy)  | You are proficient with Battle Plate, Interlocking Plate, Interlocking Scale, and Mountain Plate.   |
| Exotic Armor<br>Proficiency<br>[General, Fighter]         | (Und p25)<br>(RoS p139) | Armor Proficiency<br>(appropriate type)   | You are proficient with a specific type of Exotic Armor.  |
| Exotic Shield<br>Proficiency<br>[General, Fighter]        | (RoS p139)              | Shield Proficiency<br>Base Attack Bonus +1  | You are proficient with a specific type of Exotic Shield.   |
| Greater Heavy Armor<br>Optimization<br>[General, Fighter] | (RoS p141)              | Armor Proficiency<br>(heavy)<br>Heavy Armor<br>Optimization<br>Base Attack Bonus +8 | When wearing Heavy Armor, increase the AC by 1 and reduce the Armor Check penalty by 2. These benefits stack with those of Heavy Armor Optimization, for a total increase in AC of 2 and a total reduction of Armor Check penalty of 3. |
| Heavy Armor<br>Optimization<br>[General, Fighter]         | (RoS p141)              | Armor Proficiency<br>(heavy)<br>Base Attack Bonus +4                                | When wearing Heavy Armor, increase the AC by 1 and reduce the Armor Check penalty by 1.   |
| Shield Proficiency<br>[General]                           | (PH p100)               | —   | You are proficient with all shields (except Tower Shields).   |
| Tower Shield<br>Proficiency<br>[General]                  | (PH p101)               | Shield Proficiency  | You are proficient with Tower Shields.  |

Hit-Point & Healing Feats

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

Social Feats

| Name                                   | Source      | Prerequisite   | Description  |
|--|-------------|--|--|
| Dragon Cohort<br>[General]             | (Den p105)  | Character level 9 <sup>th</sup><br>Speak Language (Draconic)                     | You gain a Dragon Cohort(Den p139), just as you would have with the Leadership feat; however, you may treat the Dragon's ELC as if it were 3 lower than indicated.   |
| Dragon Steed<br>[General]              | (Den p105)  | Ride: 8 ranks<br>Charisma 13<br>Speak Language (Draconic)                        | You gain the service of a Dragonnel(Den p150) as a steed. It serves you loyally, like a Cohort. If you have the Special Mount class feature (i.e., a Paladin or similar), the Dragonnel replaces your special mount.   |
| Favored of the Companions<br>[Exalted] | (BoED p43)  | Pledged fealty to one of the Paragon of the Guardinals (NG)                      | Once per day, you receive a +1 Luck bonus on any one roll or check. You must be performing a good act. You may not take 'Knight of Stars' or 'Servant of the Heavens' after taking this feat.  |
| Friend of Earth<br>[General]           | (DR314 p29) | Member of an earth-focused sect or a follower of an earth-based deity            | You receives a +4 bonus on any Charisma-based check to influence earth creatures, including creatures with the [earth] subtype, intelligence Constructs made from stone, etc.<br>You receives a +2 bonus on any Charisma-based check to influence any created associated with earth or stone that does not have an [earth] subtype, such as Dwarves. |
| Knight of Stars<br>[Exalted]           | (BoED p44)  | Pledged fealty to a member of the Court of Stars (CG)                            | Once per day, you receive a +1 Luck bonus on any one roll or check. You must be performing a good act. You may not take 'Favored of the Companions' or 'Servant of the Heavens' after taking this feat.  |
| Leadership<br>[General]                | (PH3.5 106) | Character level 6 <sup>th</sup>  | You attract a cohort and/or followers to help you in your goals.   |
| Resourceful Buyer<br>[General]         | (RoD p153)  | —  | Whenever you are buying goods, the community is treated as one category larger for determining the value of the most expensive items available. This benefit does not stack with any other effect with a similar benefit.  |
| Servant of the Heavens<br>[Exalted]    | (BoED p46)  | Pledged fealty to one of the rulers of the Seven Heavens (LG)                    | Once per day, you receive a +1 Luck bonus on any one roll or check. You must be performing a good act. You may not take 'Favored of the Companions' or 'Knight of Stars' after taking this feat.   |
| Smatterings<br>[General]               | (RoD p153)  | Intelligence 13  | You can quickly learn enough of a language to ask and understand simples questions, explanations, and instructions. It takes 2d6 days to gain the benefit the first time you encounter the language, but only 1d4 days for subsequent encounters.<br>This benefit only applies to verbal communication.  |
| True Believer<br>[General]             | (CDiv p86)  | Must have a Patron Deity & be within one step of the Deity's alignment           | +2 Insight bonus on one Saving Throw per day, decided before making the save.<br>May use Relics of your Deity.   |
| Undead Leadership<br>[General]         | (LM p31)    | Character level 6 <sup>th</sup><br>Non-Good Alignment<br>Know (religion): 1 rank | You attract followers and a Cohort as if you had the Leadership Feat. Your Leadership score is +2 for attracting Undead, and –4 for attracting living followers. If you decide to attract an Undead Cohort, its maximum ECL is two below yours.  |

## Feats that Grant Spells

| Name                           | Source     | Prerequisite | Description   |
|--------------------------------|------------|--------------|---|
| Communicator<br>[General]      | (CArc p76) | —            | Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer:<br><i>Arcane Mark, Comprehend Languages, Message</i>                              |
| Insightful<br>[General]        | (CArc p80) | —            | Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer:<br><i>Detect Magic, Detect Secret Doors, Read Magic.</i>                          |
| Necropolis Born<br>[General]   | (CArc p81) | —            | Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer:<br><i>Cause Fear, Ghost Sound, Touch of Fatigue.</i> DC is Charisma-based.        |
| Night Haunt<br>[General]       | (CArc p81) | —            | Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer:<br><i>Dancing Lights, Prestidigitation, Unseen Servant.</i> DC is Charisma-based. |
| Soul of the North<br>[General] | (CArc p83) | —            | Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer:<br><i>Chill Touch, Ray of Frost, Resistance.</i> DC is Charisma-based.            |
| Spell Hand<br>[General]        | (CArc p83) | —            | Cast the following 1/day as a Spell-Like Ability as a 1 <sup>st</sup> level Sorcerer:<br><i>Mage Hand, Open/Close, Tenser's Floating Disk.</i> DC is Charisma-based.    |

## Flying Feats

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

## Misc. Feats

| Name                             | Source       | Prerequisite   | Description  |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
|----------------------------------|--------------|--|--|-------|--------|-------|--------|-------|------|------|------|------|-------------|-------|------|-------|------|-----|------|--------|-------------|--------|------|--------|------|-------|------|
| Ancestral Relic<br>[General]     | (BoED p39)   | Good Alignment<br>Character level 3 <sup>rd</sup>                      | Receive an item of masterwork quality that previously belonged to a family member or a member of your religious order.<br>As you go up in level, the item can gain power to match your character level.  |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
| Crowd Tactics<br>[Tactical]      | (RoD p156)   | Dodge<br>Hide: 5 ranks   | You may use the following 3 tactical maneuvers when in a crowd that is Indifferent or Friendly to you:<br><u>Moving with the Flow</u> – Entering a crowd square does not cost you extra movement.<br><u>One with the Crowd</u> – +4 bonus to Hide checks while in a crowd square.<br><u>Master of the Mob</u> – +4 bonus to Diplomacy checks to direct a crowd.  |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
| Danger Sense<br>[General]        | (CAAdv p106) | Improved Initiative  | You may roll two dice when making your Initiative check and take the better roll. Usable 1/day.  |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
| Dragon Friend<br>[General]       | (Den p105)   | Charisma 11<br>Speak Language (Draconic)                               | You are a known and respected ally of dragons.<br>+4 bonus to Diplomacy checks to adjust the attitude of a Dragon.<br>+2 bonus to Ride checks made when you are mounted on a Dragon.<br>+4 bonus on saves against the Frightful Presence of Good Dragons.<br>You cannot take this feat if you have already taken the Dragonthralld feat.   |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
| Dragon Totem<br>[General]        | (Eb p52)     | Region of origin<br>Argonnessen or Seren.<br>Base Attack Bonus +1      | Choose one of the following Dragons to be your Totem. You gain Energy Resistance 5 against the listed energy.<br><table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Totem</th> <th>Energy</th> <th>Totem</th> <th>Energy</th> </tr> </thead> <tbody> <tr> <td>Black</td> <td>Acid</td> <td>Gold</td> <td>Fire</td> </tr> <tr> <td>Blue</td> <td>Electricity</td> <td>Green</td> <td>Acid</td> </tr> <tr> <td>Brass</td> <td>Fire</td> <td>Red</td> <td>Fire</td> </tr> <tr> <td>Bronze</td> <td>Electricity</td> <td>Silver</td> <td>Cold</td> </tr> <tr> <td>Copper</td> <td>Acid</td> <td>White</td> <td>Cold</td> </tr> </tbody> </table> | Totem | Energy | Totem | Energy | Black | Acid | Gold | Fire | Blue | Electricity | Green | Acid | Brass | Fire | Red | Fire | Bronze | Electricity | Silver | Cold | Copper | Acid | White | Cold |
| Totem                            | Energy       | Totem  | Energy   |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
| Black                            | Acid         | Gold   | Fire   |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
| Blue                             | Electricity  | Green  | Acid   |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
| Brass                            | Fire         | Red  | Fire   |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
| Bronze                           | Electricity  | Silver   | Cold   |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
| Copper                           | Acid         | White  | Cold   |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
| Dragonthralld<br>[General]       | (Den p105)   | Speak Language (Draconic)  | You have pledged your life to the service of evil dragonkind.<br>+4 bonus on Bluff checks against a Dragon.<br>+2 bonus to Ride checks made when you are mounted on a Dragon.<br>+4 bonus on saves against the Frightful Presence of Evil Dragons fix!!!<br>-2 to your save<br>You cannot take this feat if you have already taken the Dragonfriend feat.  |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
| Earth Sense<br>[General]         | (RoS p138)   | Constitution 13<br>Wisdom 13   | While touching the ground, you can take a Move Action to sense the number of creatures within 20' who are also touching the ground. You cannot pinpoint the location of any creature with this feat.<br>Note: Creatures with the Air or Aquatic subtypes may not select this feat.   |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
| Greater Kiai Shout<br>[General]  | (CWar p99)   | Charisma 13<br>Base Attack Bonus +9<br>Kiai Shout                      | When you make a Kiai Shout, your opponents are Panicked for 2d6 rounds.  |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
| Heroic Destiny<br>[General]      | (RoD p152)   | Human or Half-Human  | Once per day, before you make an attack roll, ability check, skill check, saving throw, or caster level check, you may roll 1d6 and add it as a bonus to the roll, check, or save.   |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
| Human Heritage<br>[General]      | (RoD p152)   | 1 <sup>st</sup> level only<br>Half-Human or Human-descended (RoD p150) | You are considered Humanoid(human) for the purpose of adjudicating all effects.<br>You retain any other subtypes you had (such as orc or extraplanar).<br>You gain 4 additional skill points.  |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
| Item Familiar<br>[General]       | (UA p170)    | Character level 3 <sup>rd</sup>  | You bond with an object similarly to how a wizard bonds with a familiar. Your 'item familiar' gains aspects of your life-force (which grants you abilities) as you go up in level. See Unearthed Arcana p170.  |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
| Kiai Shout<br>[General]          | (CWar p102)  | Charisma 13<br>Base Attack Bonus +1                                    | As a Standard Action, you may make a shout that causes all opponents within 30' that have fewer HD / Character levels than you to become Shaken (WillNeg DC is Charisma-based).<br>You may use this ability 3 times per day.   |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
| Nymph's Kiss<br>[Exalted]        | (BoED p44)   | —  | 1. +2 bonus on all Charisma-based skill checks.<br>2. +1 bonus on saving throws against spells & spell-like abilities.<br>3. +1 skill point per level, starting at this level.   |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
| Tomb-Born Fortitude<br>[General] | (LM p30)     | Non-Good Alignment<br>Tomb-Tainted Soul                                | You have a 25% chance to resist Critical Hits and Sneak Attacks.<br>You do not risk death from massive damage.   |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
| Tomb-Born Vitality<br>[General]  | (LM p31)     | Non-Good Alignment<br>Tomb-Tainted Soul                                | You do not need to sleep, and are immune to magical sleep effects.<br>If you are a spellcaster, you still require 8 hours of rest to prepare spells.   |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |
| Wild Touch<br>[Anarchic]         | (DR326 p80)  | Chaotic alignment<br>Use Magic Device:<br>8 ranks                      | When determining the random effect of a magic item (i.e., drawing a card from a Deck of Many Things, activating a Rod of Wonder, etc.), you may roll twice and choose the more appropriate of the two. This ability may be used once per day.<br>You gain a Chaotic Aura equal to your Character level. It can discerned by Detect Chaos spell or ability.   |       |        |       |        |       |      |      |      |      |             |       |      |       |      |     |      |        |             |        |      |        |      |       |      |

## Combat Feats

## General Combat Feats

| Name  | Source                   | Prerequisite  | Description  |
|---|--------------------------|---|--|
| Combat Expertise<br>[General, Fighter]          | (PH p92)                 | Intelligence 13   | When you take an Attack action or a Full Attack action, you may take $-X$ to hit and get $+X$ to your AC until your next action. $X$ can be up to your base attack bonus, with a maximum of 5.   |
| Combat Intuition<br>[General, Fighter]          | (CAAdv p106)             | Base Attack Bonus +5<br>Sense Motive: 4 ranks               | As a Free Action, you can make a Sense Motive check to assess the challenge presented by an opponent (CAAdv p102). You gain a +4 bonus to the check, and narrow the result to a single category. Whenever you make a melee attack against a creature you also attacked in melee last round, gain a +1 Insight bonus to your attack roll.   |
| Daunting Presence<br>[General, Fighter]         | (LM p25)                 | Charisma 13<br>Base Attack Bonus +1                         | You may take a Standard Action to 'Awe' an opponent with 30', who can see you, and who has an Intelligence score. If the opponent fails a Will saving throw (DC 10 + $\frac{1}{2}$ your character level + your Charisma modifier) it is Shaken for 10 minutes. This fear has no effect on a creature that is already Shaken.   |
| Earth Adept<br>[General]                        | (RoS p138)               | Constitution 13<br>Wisdom 13<br>Earth Sense                 | +1 bonus on weapon damage if both you and your opponent are touching the ground.   |
| Earth Master<br>[General]                       | (RoS p138)               | Constitution 13<br>Wisdom 13<br>Earth Sense<br>Earth Master | +1 bonus on attack rolls if both you and your opponent are touching the ground.  |
| Flick of the Wrist<br>[General]                 | (CWar p99)<br>(RoW p150) | Dexterity 17<br>Quick Draw<br>Sleight of Hand: 5 ranks      | If you draw a Light weapon and attack with it in the same round, you opponent is Flat-Footed for the first attack.<br>This ability can only be used once per round and only once per opponent in a given battle.   |
| Frightful Presence<br>[General]                 | (Den p106)               | Charisma 15<br>Intimidate: 9 ranks                          | Whenever you attack or charge, all opponents within a 30' radius, who have fewer levels/HD than you do become Shaken for (1d6 + Charisma modifier) rounds (WillNeg, DC = 10 + $\frac{1}{2}$ character level + Charisma modifier). On a successful save, the opponent is immune to your Frightful Presence for 24 hours.<br>This ability cannot affect creatures with Intelligence 3 or lower, nor does it work on Dragons.                           |
| Goad<br>[General, Fighter]                      | (CAAdv p109)             | Charisma 13<br>Base Attack Bonus +1                         | As a Move Action, you can goad an opponent who threatens you, has line of sight on you, can hear you, and has an Intelligence of 3 or higher (Goad is mind-affecting). On the goaded opponent's next turn, if the above still applies, it cannot make <u>melee attacks</u> against anyone but you (WillNeg, DC = 10 + $\frac{1}{2}$ character level + Charisma modifier). The opponent may still move, cast spells, and use ranged attacks normally. |
| Hold the Line<br>[General]                      | (CWar p100)              | Base Attack Bonus +2<br>Combat Reflexes                     | You receive an Attack of Opportunity against an opponent who is charging and that enters a hex that you threaten. Your attack is resolved before the charge finishes.  |
| Holy Subdual<br>[Exalted, Fighter]              | (BoED p44)               | Stunning Strike   | If you cause your weapon to do nonlethal damage, you have the option of making the following do nonlethal damage too: bonus damage from a Holy Sword, Smite Evil class ability, or any other Smite ability.  |
| Improved Combat Expertise<br>[General, Fighter] | (CWar p100)              | Intelligence 13<br>Base Attack Bonus +6<br>Combat Expertise | When you take an Attack action or a Full Attack action, you may take $-X$ to hit and get $+X$ to your AC until your next action. $X$ can be up to your base attack bonus, with a maximum of your Base Attack Bonus (instead of +5).  |
| Improved Initiative<br>[General, Fighter]       | (PH p96)                 | —   | Gain a +4 bonus on Initiative checks.  |
| Intuitive Attack<br>[Exalted, Fighter]          | (BoED p44)               | Base Attack Bonus +1  | When fighting with a Simple Weapon appropriate for your size, or a natural attack, you have the option of using your Wisdom modifier in place of your Dexterity modifier as a bonus on your attacks.   |
| Monkey Grip<br>[General]                        | (CWar p103)              | Base Attack Bonus +1  | You may use some weapons one size category larger than normal in exchange for a $-2$ penalty on attacks. A Medium-sized character could use a Large-sized Longsword as a One-Handed Weapon.<br>This feat does not allow you to use an oversized double weapon or to wield an oversized Light weapon in your off-hand.  |
| Mountain Warrior<br>[General]                   | (RoS p142)               | Base Attack Bonus +3<br>Survival: 5 ranks                   | +1 bonus to attack rolls on ranged attacks made from higher ground.<br>+1 bonus to damage rolls on melee attacks made from higher ground.<br>Opponents making a melee attack from higher ground do not receive the normal +1 to attack roll.<br>+2 bonus on Balance checks made when moving on steep slopes.   |
| Quick Draw<br>[General, Fighter]                | (PH p98)                 | Base Attack Bonus +1  | You may draw a weapon as a Free Action.<br>You may draw a hidden weapon as a Move Action.<br>You may draw thrown weapons as Free Actions, which allows you to make multiple attacks as part of a Full Round Attack (if your BAB is high enough).   |
| Sense Weakness<br>[General]                     | (Den p106)               | Intelligence 13<br>Combat Expertise<br>Weapon Focus (any)   | Whenever you attack with a weapon with which you have Weapon Focus, you may ignore up to 5 points of the target's Damage Reduction. This benefit cannot reduce the effective DR to less than 0.  |
| Simple Weapon Proficiency<br>[General]          | (PH p100)                | —   | Become proficient with <u>all</u> simple weapons (which includes Daggers, Maces, Sickles, Clubs, Morningstars, Spears, Quarterstaves, Crossbows, Darts, Javelins, & Slings).   |

## Defensive Feats

| Name  | Source     | Prerequisite   | Description   |
|---|------------|--|---|
| Close-Quarters Fighting<br>[General, Fighter]     | (CWar p97) | Base Attack Bonus +3   | You receive an Attack of Opportunity when a creature attempts to Grapple you, even if the creature has Improved Grapple or an ability that lets its start a Grapple without an Attack of Opportunity.<br>If you cause damage on your Attack of Opportunity, the Grapple attempt automatically fails unless the attacker has Improved Grapple or a similar ability. In this case, add you damage to the initial Grapple check to see if the creature starts its Grapple.<br>This Feat does not grant an extra Attack of Opportunity. |
| Defensive Strike<br>[General, Fighter]            | (CWar p97) | Dexterity 13<br>Intelligence 13<br>Dodge<br>Combat Expertise                         | If you take a Total Defense action and an opponent attacks & misses you, on your next turn, you receive a +4 bonus to attack that opponent.   |
| Defensive Throw<br>[General]                      | (CWar p97) | Dexterity 13<br>Combat Reflexes<br>Dodge<br>Improved Trip<br>Improved Unarmed Strike | If the opponent that you have designated to receive your Dodge bonus to AC attacks you and misses, you can make an Attack of Opportunity against that opponent to attempt to trip him.  |
| Deflect Arrows<br>[General, Fighter]              | (PH p93)   | Dexterity 13<br>Improved Unarmed Strike  | <i>Monk 2<sup>nd</sup></i><br>You may deflect one projectile per round that would have hit you, but only if the following are true:<br>1. you are not Flat-Footed and aware of the attack.<br>2. one of your hands is free.<br>3. the projectile is not magic (such as Melf's Acid Arrow) or massive (such as a Giant's boulder).   |
| Dodge<br>[General, Fighter]                       | (PH p93)   | Dexterity 13   | During your action, you may specify one opponent against which you gain a +1 Dodge bonus to AC until your next action. If you lose your Dex bonus to AC for any reason, you also lose your Dodge bonus.   |
| Expeditious Dodge<br>[General, Fighter]           | (RoW p150) | Dexterity 13   | Gain a +2 Dodge bonus to AC when you move 40' or more in a single turn. Lasts until your next turn.<br>Note: This feat counts as 'Dodge' for purposes of qualifying for other feats, prestige classes, etc.   |
| Eyes in the Back of Your Head<br>[General] FIX!!! | (CWar p98) | Wisdom 13<br>Base Attack Bonus +1  | Attackers who are flanking you do not receive a +2 attack bonus. You still are considered Flanked, so you can still be Sneak Attacked. This ability does not apply if you are Flat-Footed or deprived of your Dex.  |
| Mobility<br>[General, Fighter]                    | (PH p98)   | Dexterity 13<br>Dodge  | +4 Dodge bonus to AC vs. Attacks of Opportunity due to moving out of or within a threatened area. Any condition that could cause you to lose your Dexterity bonus to AC against an attack causes you to lose this bonus too.  |
| Snatch Arrows<br>[General, Fighter]               | (PH p100)  | Dexterity 15<br>Improved Unarmed Strike<br>Deflect Arrows                            | You may catch one projectile per round that would have hit you, but only if the following are true:<br>1. you are not Flat-Footed and aware of the attack.<br>2. one of your hands is free.<br>3. the projectile is not magic (such as Melf's Acid Arrow) or massive (such as a Giant's boulder).<br>If you catch a thrown weapon (such as a Spear), you may throw it immediately at the person who threw it at you, even though it is not your turn.   |
| Stoneback<br>[General, Fighter]                   | (RoS p144) | Shield Proficiency<br>Tunnel Fighting  | If you have a ready Shield (with which you are proficient) and one side of your space is entirely in contact with a solid wall, you cannot be Flanked.  |
| Titan Fighting<br>[General, Fighter]              | (RoS p145) | Racial Dodge bonus against Giants<br>Dodge   | Against your Dodge-designated Giant-type opponent, you gain your Racial Dodge bonus, instead of the usual +1 for Dodge (e.g. a typical Dwarf would gain a +4 Dodge bonus from this feat against one giant, which stacks with his usual +4 Dodge bonus – so +8 AC against one Giant, and +4 AC against others).  |

## General Melee Feats

| Name  | Source       | Prerequisite  | Description   |
|---|--------------|---|---|
| Blind-Fight<br>[General, Fighter]           | (PH p89)     | —   | If you miss a melee attack due to Concealment, you may reroll the miss chance to see if you can attempt to hit.<br>You keep your Dexterity bonus to AC when attacked in melee by an invisible attacker. Also, your attacker does not get a +2 bonus due to being invisible.<br>Darkness & poor lighting only reduce your movement to 75%, instead of 50%.   |
| Cleave<br>[General, Fighter]                | (PH p92)     | Strength 13<br>Power Attack                             | If you drop a creature (i.e., put it to 0 hp or below, or simply kill it) in melee, you can immediately make a melee attack with the same weapon and at the same attack bonus against a creature within reach. You may not take a 5' step.<br>This ability may be used once per round.  |
| Close-Quarter Defense<br>[General, Fighter] | (DR309 p110) | Combat Reflexes   | You gain a +2 bonus on attack rolls for an Attack of Opportunity generated by any of the following actions: an opponent entering your hex, making an unarmed attack, starting a grapple, bull rushing you, sundering your weapon or armor, etc.<br>If your opponent has a Feat that allows them to do one of the above actions without generating an Attack of Opportunity, you may still take an Attack of Opportunity with a –10 penalty to your attack roll (instead of a +2).   |
| Combat Brute<br>[Tactical, Fighter]         | (CWar p110)  | Base Attack Bonus +6<br>Improved Sunder<br>Power Attack | You may use the following 3 tactical maneuvers:<br><b>Advancing Blows</b> – If you successfully Bull Rush an opponent, you receive a +1 bonus per 5' you moved the opponent on attack & damage rolls against that opponent on the next round only.<br><b>Sundering Cleave</b> – If you destroy an opponent's weapon or shield with a Sunder action, you receive an immediate melee attack on the opponent at the same attack bonus which the Sunder used.<br><b>Momentum Swing</b> – If you successfully Charge an opponent, and then on the following round use Power Attack with at least a –5 penalty, the bonus damage for the power attack is x1½ for a One-Handed weapon or x3 for a Two-Handed weapon. |

| Name                                       | Source       | Prerequisite  | Description  |
|--|--------------|---|--|
| Combat Reflexes<br>[General, Fighter]      | (PH p92)     |   | <i>Monk 2<sup>nd</sup></i><br>1. You may make Attacks of Opportunity while Flat-Footed.<br>2. You may make up to your DEX modifier in extra Attacks of Opportunity per round (instead of the normal limit of 1), but only one such attack per creature each round.   |
| Death Blow<br>[General]                    | (CAdv p106)  | Base Attack Bonus +2<br>Improved Initiative                       | You may perform a Coup de Grace as a Standard Action that provokes an Attack of Opportunity.   |
| Deft Opportunist<br>[General]              | (CAdv p106)  | Dexterity 15<br>Combat Reflexes                                   | +4 bonus on attack rolls when making Attacks of Opportunity.   |
| Double Weapon Disarm<br>[General, Fighter] | (DR309 p110) | Intelligence 13<br>Combat Expertise<br>Improved Disarm            | When you attempt to disarm an opponent wielding a double weapon, you gain a +4 bonus on the check (in addition to the bonus from Improved Disarm).   |
| Elusive Target<br>[Tactical, Fighter]      | (CWar p110)  | Base Attack Bonus +6<br>Dodge<br>Mobility                         | You may use the following 3 tactical maneuvers:<br><u>Negate Power Attack</u> – If the opponent that you have chosen to use your Dodge against uses Power Attack on you, he/she still takes the penalty on the attack, but does <u>not</u> gain the bonus on the damage.<br><u>Diverting Defense</u> – If you are flanked and have chosen one of the flankers as your Dodge opponent, that opponent's first attack on you each round actually target's the other flanker, who is considered Flat-Footed. Any additional attacks that round are treated normally.<br><u>Cause Overreach</u> – If you provoke an Attack of Opportunity by moving out of a threatened hex and your opponent misses, you receive an automatic Trip attempt against the foe. If the Trip attempt misses, your opponent does not get an attempt to trip you.   |
| Expert Tactician<br>[General]              | (CAdv p109)  | Dexterity 13<br>Base Attack Bonus +2<br>Combat Reflexes           | If you hit a creature with an Attack of Opportunity, you and your allies gain a +2 Circumstance bonus on melee attack rolls and damage rolls against that opponent for 1 round.  |
| Flensing Strike<br>[General]               | (Eb p53)     | Exotic Weapon Proficiency (kama)<br>Weapon Focus (kama)           | As a Full Round Attack, make a single attack roll with a Kama. If it hits, your opponent takes the normal damage and is wracked with pain for 1 minute, receiving a –4 penalty on attacks, saves, & checks for 1 minute unless he/she makes a Fortitude save. The DC is 10 + ½ Character level + Wisdom modifier. This ability may only be used on living, corporeal creatures that feel pain and are subject to critical hits. An Evil Monk may take this feat for their 2 <sup>nd</sup> or 6 <sup>th</sup> level bonus Monk Feats.   |
| Giantbane<br>[Tactical, Fighter]           | (CWar p111)  | Medium-size or smaller<br>Base Attack Bonus +6<br>Tumble: 5 ranks | You may use the following 3 tactical maneuvers:<br><u>Duck Underneath</u> – If you take a Total Defense action against a foe who is at least two size categories larger than you, you gain an additional +4 bonus on your AC. If your foe misses on his/her attack, you may make a Tumble check vs. DC 15 to move to the opposite side of your foe.<br><u>Death from Below</u> – If you successfully performed a <u>Duck Underneath</u> maneuver the round before, you can make an immediate single attack on the foe you ducked under. Your foe is Flat-Footed & you gain a +4 bonus on your attack.<br><u>Climb Aboard</u> – If you are adjacent to a foe at least two size categories larger than you, you may make a Climb check vs. DC 10 to climb onto your foe. As long as you are on your foe, he/she has a –4 penalty on attack rolls to hit you & you are carried with him/her. Your foe may get you off with a Grapple check opposed by your Climb check. |
| Great Cleave<br>[General, Fighter]         | (PH p94)     | Strength 13<br>Base Attack Bonus +4<br>Cleave<br>Power Attack     | As 'Cleave', but you may use the ability as many times per round as you are able to drop creatures.  |
| Hear the Unseen<br>[General, Fighter]      | (CAdv p119)  | Blind-Fight<br>Listen: 5 ranks                                    | As a Move Action, you can attempt a Listen check vs. DC 25 to pinpoint all foes within 30' (as long as you have line of effect on them). This benefit does not eliminate your miss chance. If an opponent is using Move Silently, it is an opposed check, with a +15 bonus for your opponent. If you are Deafened, or in an area of <i>Silence</i> , you cannot use this feat.   |
| Improved Disarm<br>[General, Fighter]      | (PH p95)     | Intelligence 13<br>Combat Expertise                               | <i>Monk 6<sup>th</sup></i><br>When you do a Disarm Action, the following apply:<br>Your opponent does not get an Attack of Opportunity against you.<br>You receive a +4 bonus on the Disarm check.<br>If your Disarm attempt fails, your opponent does not get a chance to try to disarm you.  |
| Improved Feint<br>[General, Fighter]       | (PH p95)     | Intelligence 13<br>Combat Expertise                               | You may make a Feint in Combat as a Move Action (instead of a Full Round Action).  |
| Improved Overrun<br>[General, Fighter]     | (PH p96)     | Strength 13<br>Power Attack                                       | When you do an Overrun Action, the following apply:<br>Your opponent does not have the option of avoiding being Overrun.<br>You receive a +4 bonus on the Overrun check to knock your opponent prone.  |
| Improved Sunder<br>[General, Fighter]      | (PH p96)     | Strength 13<br>Power Attack                                       | When you strike at an object held or carried by an opponent, the following apply:<br>Your opponent does not get an Attack of Opportunity against you.<br>You gain a +4 bonus on the attack roll.   |
| Improved Trip<br>[General, Fighter]        | (PH p96)     | Intelligence 13<br>Combat Expertise                               | <i>Monk 6<sup>th</sup></i><br>When you do a Trip Action, the following apply:<br>Your opponent does not get an Attack of Opportunity against you.<br>You gain a +4 bonus on the Strength roll to knock your opponent prone.<br>If you succeed in tripping your opponent in melee combat, you may immediately make a follow-up attack on him/her at the same attack bonus of the action you used to make the trip.  |
| Karmic Strike<br>[General]                 | (CWar p102)  | Dexterity 13<br>Combat Expertise<br>Dodge                         | On your turn, you may choose to take a –4 penalty to your AC in exchange for the option of taking an Attack of Opportunity on any creatures that successfully makes a melee or touch attack on you. This feat does <u>not</u> grant additional Attacks of Opportunity.   |
| Mercurial Strike<br>[General]              | (DR310 p69)  | Quick Draw<br>Base Attack Bonus +5                                | If an opponent generates an Attack of Opportunity and you are unarmed, you may draw a melee weapon and make your Attack of Opportunity, with your opponent being Flat-Footed.  |

| Name                                    | Source       | Prerequisite  | Description   |
|---|--------------|---|---|
| Mighty Are Fallen<br>[General, Fighter] | (DR309 p110) | Intelligence 13<br>Dexterity 13<br>Combat Expertise<br>Dodge<br>Mobility  | You receive a +4 bonus to AC when your opponent is using Power Attack on his/her attack.  |
| Overhead Thrust<br>[General]            | (Den p106)   | Base Attack Bonus +6<br>Close-Quarters Fighting<br>Power Attack   | You can use a Slashing or Piercing weapon to make an Attack of Opportunity against a foe using an attack designed to batter you from above (Overrun, Trample, Power Dive, Dragon Crush). You cannot use this feat if you are flat-footed or already grappled.<br>You gain a special attack modifier based on your opponent's size:<br>Medium or smaller (+0), Large (+4), Huge (+8), Gargantuan (+12), Colossal (+16)<br>If your attack succeeds, you do triple damage.   |
| Power Attack<br>[General, Fighter]      | (PH p98)     | Strength 13   | On your round before making an attack, you may choose a number X to subtract from all melee attacks and add it to your damage (as indicated below) until your next round. The number X may be no more than your Base Attack Bonus.<br>Damage bonus:<br>No damage bonus – Light Weapon; secondary end of a Double-Weapon<br>+X damage bonus – One-Handed Weapon used in one hand; primary end of a Double-Weapon<br>+2X damage bonus – Two-Handed Weapon; One-Handed Weapon used in two hands; Double-Weapon when only one end is being used for an attack.  |
| Precise Swing<br>[General]              | (Eb p58)     | Base Attack Bonus +5  | Ignore the effects of Cover (but not Total Cover) when making any melee attack.   |
| Prone Attack<br>[General, Fighter]      | (CWar p103)  | Dexterity 15<br>Base Attack Bonus +2<br>Lightning Reflexes  | 1. Opponents do not receive a bonus on their melee attack roll when you are Prone.<br>2. If you attack while Prone, you receive no penalty on the attack roll. If it is successful, you regain your feet as a Free Action.  |
| Quell the Profane<br>[Exalted]          | (BoED p45)   | Strength 13<br>Base Attack Bonus +8<br>Power Attack<br>Resounding Blow<br>Intimidate: 7 ranks                     | On a confirmed critical hit upon an Evil creature using a melee weapon with which you are proficient, your opponent takes 1d4+1 Strength damage (FortNeg, DC is Charisma-based).<br>This feat applies to a Monk's Unarmed Strike.   |
| Raptor School<br>[Tactical]             | (CWar p111)  | Wisdom 13<br>Jump: 5 ranks<br>Base Attack Bonus +6  | You may use the following 3 tactical maneuvers:<br><b>Eagle's Swoop</b> – If you Charge or jump down at least 10' onto your foe, you may make a Jump check to do extra damage. You DC is 15 to do +2 damage –or– DC 25 to do +4 damage. If you fail the Jump check, you miss your foe entirely & if the check misses by 5+, you end up Prone.<br><b>Falcon's Feathers</b> – As a Standard Action, you may attempt a Feint action using a cloak to cause the distraction. For this maneuver, you use your Base Attack Bonus in place of your ranks in Bluff for the Feint. If successful, your opponent is Flat-Footed for the next melee attack you make against him/her.<br><b>Hawk's Eye</b> – As a Full Round Action, you observe your opponent (you can do this for up to 3 consecutive rounds). The next melee attack you make on that opponent receives a +2 bonus to attack & damage for each round you observed (maximum of +6). If you do not attack within 3 round of observing or your opponent attacks you first, the bonuses are lost. |
| Resounding Blow<br>[General, Fighter]   | (BoED p45)   | Strength 13<br>Power Attack<br>Intimidate: 7 ranks  | On a confirmed critical hit using a melee weapon with which you are proficient, your opponent is Covered for 1 round (WillNeg, DC is Charisma-based).<br>This feat applies to a Monk's Unarmed Strike.  |
| Retribution<br>[General]                | (DR326 p33)  | Power Attack  | For each 5 hp of damage (round down) inflicted on you by a specific foe in a single round, you gain a +1 on your next attack roll if it is against that foe and takes place in the following round.<br>For example, if a Wizard does 13 hp of damage to you with <i>Magic Missile</i> , you receive a +2 to attack that Wizard if it is the next attack roll you make and it occurs before the end of your turn.  |
| Spring Attack<br>[General, Fighter]     | (PH p101)    | Dex 13<br>Base Attack Bonus +4<br>Dodge<br>Mobility   | When doing an Attack Action with a melee weapon, you may move, attack, and then continue the movement (up to your speed). This does not provoke an Attack of Opportunity from the person you are attacking. You must move at least 5' before and after the attack to make use of this feat.   |
| Subduing Strike<br>[General, Fighter]   | (BoED p46)   | —   | You may deal nonlethal damage with a melee weapon <u>without</u> taking a –4 penalty on the attack roll.<br>If you have Sneak Attack dice, you may do nonlethal Sneak Attack damage with any weapon.  |
| Tunnel Fighting<br>[General, Fighter]   | (RoS p145)   | Base Attack Bonus +1  | You do not take a penalty on your attack rolls or to your AC when squeezing into or through a tight space.  |
| Tunnelfighter<br>[General]              | (Und p27)    | Dexterity 13 –or–<br>Tunnelrunner   | You ignore the penalty for hampered melee in a narrow or low space; your penalty for using a two-handed weapon in such conditions is only –4; you do not lose your Dexterity bonus to armor class in such places.<br>If a space is both low <u>and</u> narrow, you function as if only one of the penalties applied.  |
| Weapon Finesse<br>[General, Fighter]    | (PH p102)    | Base Attack Bonus +1  | Use your Dexterity modifier instead of your Strength modifier as the bonus to your melee attacks when using any Light Weapon, a Rapier, a Spiked Chain, or a Whip. (note: this feat now applies to all appropriate weapons).  |
| Whirlwind Attack<br>[General, Fighter]  | (PH p102)    | Intelligence 13<br>Dexterity 13<br>Base Attack Bonus +4<br>Combat Expertise<br>Dodge<br>Mobility<br>Spring Attack | When making a Full Round Attack, you get one attack on each opponent within your reach at your best attack bonus. Using this feat means you forfeit all bonus attacks, such as those from Cleave, <i>Haste</i> , etc.   |



Two-Weapon Feats

| Name  | Source      | Prerequisite  | Description   |
|---|-------------|---|---|
| Dual Strike<br>[General, Fighter]                   | (CAdv p108) | Two-Weapon Fighting<br>Improved Two-Weapon Fighting   | As a Standard Action, you can make a melee attack with your primary and off-hand weapon. Both attacks use the same attack roll and the worse of the two weapon's attack modifier. If you are using a one-handed or light weapon in your off-hand, you take a -4 penalty; otherwise the penalty is -10.<br>Each weapon deals its damage normally and reduction/resistance is applied separately. Precision damage (such as sneak attack) is only applied once. A critical hit only deals critical damage from the primary. |
| Greater Two-Weapon Defense<br>[General, Fighter]    | (CWar p100) | Dexterity 19<br>Base Attack Bonus +11<br>Improved Two-Weapon Defense<br>Two-Weapon Defense<br>Two-Weapon Fighting | When wielding two weapons (but <u>not</u> when using Unarmed Strikes or Natural Weapons), you gain a +3 Shield bonus to AC.<br>If Fighting Defensively or using Total Defense, you gain a +6 Shield bonus to AC.  |
| Greater Two-Weapon Fighting<br>[General, Fighter]   | (PH p95)    | Dexterity 19<br>Base Attack Bonus +11<br>Improved Two-Weapon Fighting   | <i>Ranger 11<sup>th</sup></i><br>As part of a Full Round Attack, you may make an attack with your secondary weapon at -2, a second attack at -7, and a third attack at -12.   |
| Improved Two-Weapon Defense<br>[General, Fighter]   | (CWar p101) | Dexterity 17<br>Base Attack Bonus +6<br>Two-Weapon Defense<br>Two-Weapon Fighting                                 | When wielding two weapons (but <u>not</u> when using Unarmed Strikes or Natural Weapons), you gain a +2 Shield bonus to AC.<br>If Fighting Defensively or using Total Defense, you gain a +4 Shield bonus to AC.  |
| Improved Two-Weapon Fighting<br>[General, Fighter]  | (PH p96)    | Dexterity 17<br>Base Attack Bonus +6<br>Two-Weapon Fighting   | <i>Ranger 6<sup>th</sup></i><br>As part of a Full Round Attack, you may make an attack with your secondary weapon at -2, a second attack at -7.   |
| Oversized Two-Weapon Fighting<br>[General, Fighter] | (CAdv p111) | Strength 13<br>Two-Weapon Fighting  | When wielding a one-handed weapon in your off hand, you only take penalties as if it were a light weapon.   |
| Pin Shield<br>[General]                             | (CWar p103) | Base Attack Bonus +4<br>Two-Weapon Fighting   | As part of a Full Round Attack, you may skip your off-hand attacks (but still take the -2 penalty) in order to grab your opponent's shield during the attack. This deprives your opponent of his/her Shield Bonus to AC. You may only use this ability when fighting an opponent within one size category larger or smaller than you who is using a shield and you are fighting with two weapons.   |
| Two-Weapon Defense<br>[General, Fighter]            | (PH p102)   | Dexterity 15<br>Two-Weapon Fighting   | When wielding two weapons or a double weapon (but <u>not</u> when using Unarmed Strikes or Natural Weapons), you gain a +1 Shield bonus to AC.<br>If Fighting Defensively or using Total Defense, you gain a +2 Shield bonus to AC.   |
| Two-Weapon Fighting<br>[General, Fighter]           | (PH p102)   | Dexterity 15  | <i>Ranger 2<sup>nd</sup></i><br>Your penalty for fighting with two weapons simultaneously (or with a double weapon) is reduced by -2 on your primary hand & -6 on your secondary hand. This works out to -2 on both hands when wielding a Light or One-Handed weapon in your primary hand and a Light weapon in your secondary hand.<br>As part of a Full Round Attack, you may make a single attack with your secondary weapon.  |

Weapon Specific Feats

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

| Name  | Source      | Prerequisite   | Description   |
|---|-------------|--|---|
| Exotic Weapon Proficiency<br>[General, Fighter]     | (PH p94)    | Base Attack Bonus +1<br>For Dwarven Waraxe or Bastardsword, Str 13   | Become proficient in chosen exotic weapon (i.e., Exotic Weapon Proficiency (spiked chain)) grants proficiency with a Spiked Chain.  |
| Greater Weapon Focus<br>[General, Fighter]          | (PH p95)    | Fighter 8 <sup>th</sup><br>Weapon Focus with the chosen weapon   | Gain an additional +1 bonus to attack rolls with the chosen weapon.   |
| Greater Weapon Specialization<br>[General, Fighter] | (PH p95)    | Fighter 12 <sup>th</sup><br>Weapon Focus with the chosen weapon<br>Greater Weapon Focus with the chosen weapon<br>Weapon Specialization with the chosen weapon | Gain an additional +2 bonus on damage rolls with the chosen weapon.   |
| Improved Critical<br>[General, Fighter]             | (PH p95)    | Base Attack Bonus +8<br>Proficiency with the chosen weapon   | The threat range for the chosen weapon is doubled (20 becomes 19-20, 19-20 becomes 17-20, 18-20 becomes 15-20).<br>Does <u>not</u> stack with Keen Edge or any other effect which also improves threat range.         |
| Martial Weapon Proficiency<br>[General]             | (PH p97)    | —  | Become proficient in chosen martial weapon.<br>Barbarians, Fighters, Paladins, and Rangers receive proficiency in <u>all</u> Martial Weapons.   |
| Power Critical<br>[General, Fighter]                | (CWar p103) | Weapon Focus<br>Base Attack Bonus +4   | Gain a +4 bonus to confirm a threatened critical with your chosen weapon.   |
| Sanctify Martial Strike<br>[Exalted]                | (BoED p46)  | Charisma 15<br>Weapon Focus  | Damage done by chosen weapon is considered 'Good' for the purposes of overcoming Damage Reduction.<br>In addition, the chosen does +1 hp of damage to Evil creatures and +1d4 damage to Evil Outsiders & Evil Undead. |

| Name   | Source    | Prerequisite   | Description  |
|--|-----------|--|--|
| Weapon Focus<br>[General, Fighter]             | (PH p102) | Base Attack Bonus +1<br>Proficiency with the<br>chosen weapon  | Gain a +1 bonus to attack rolls with the chosen weapon.<br>You may take this feat with Unarmed Attacks, Rays, Grapple, or even a Natural Attack. |
| Weapon<br>Specialization<br>[General, Fighter] | (PH p102) | Fighter 4 <sup>th</sup><br>Weapon Focus  | Gain a +2 bonus on damage rolls with the chosen weapon.  |
| Necropotent<br>[General, Fighter]              | (LM p29)  | Fighter 4 <sup>th</sup><br>Weapon Focus with the<br>chosen weapon<br>Weapon Specialization<br>with the chosen weapon | You gain a +4 bonus on all damage rolls you make using the chosen weapon against Undead.   |

## Shield Feats

| Name  | Source       | Prerequisite  | Description  |
|---|--------------|---|--|
| Improved Buckler<br>Defense<br>[General, Fighter] | (CWar p100)  | Shield Proficiency  | When you attack with a weapon in your off-hand, you may still apply your Buckler's Shield bonus to your AC.  |
| Improved Shield Bash<br>[General, Fighter]        | (PH p96)     | Shield Proficiency  | You may attack with your shield and still keep your Shield bonus to AC.  |
| Improved Shield Snare<br>[General, Fighter]       | (DR309 p110) | Shield Proficiency<br>Combat Reflexes<br>Improved Shield Bash<br>Shield Snare | If your opponent is disarmed due to the use of your Shield Snare feat, you can make an Attack of Opportunity against your opponent immediately. You gain a +2 bonus on your attacks against this opponent as long as he/she remains disarmed.  |
| Shield Charge<br>[General, Fighter]               | (CWar p105)  | Base Attack Bonus +3<br>Improved Shield Bash                                  | If you successful hit your opponent with your Shield at the end of a Charge, you may make a Trip attack immediately without provoking an Attack of Opportunity. If it fails, your opponent does not get an attempt to trip you.  |
| Shield Slam<br>[General, Fighter]                 | (CWar p105)  | Base Attack Bonus +6<br>Improved Shield Bash<br>Shield Charge                 | You may make a 'Shield Slam' as a Full Attack or at the end of a Charge. If it hits, your opponent takes normal damage and is Dazed for 1 round (FortNeg, DC is Strength-based).   |
| Shield Snare<br>[General, Fighter]                | (DR309 p110) | Shield Proficiency<br>Improved Shield Bash                                    | To use this Feat, you must ready a Shield Snare action in response to an opponent's melee attack. When your opponent attacks, you immediately make a Disarm attempt with your shield that does not generate an Attack of Opportunity. If you fail, your opponent cannot attempt to disarm you in response.<br>When making the disarm check, treat a Buckler as a Light weapon, a Light Shield as a One-Handed weapon, and a Heavy or Tower Shield as a Two-Handed weapon.<br>If you attempt a Shield Snare action, you lose your Shield Bonus to AC until the start of your next turn. |

## Mounted Combat Feats

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

## Ranged Combat Feats

| Name  | Source      | Prerequisite  | Description   |
|---|-------------|---|---|
| Able Sniper<br>[General]                    | (RoW p148)  | Dexterity 13<br>Hide: 5 ranks   | When using at ranged attack on a flat-footed opponent who is <u>at least</u> 30' away, you gain a +2 bonus on the attack roll.<br>Gain +4 bonus on Hide checks to hide again after making an attack roll from hiding (PH p76).  |
| Bowlinger<br>[General, Fighter]             | (Und p24)   | Base Attack Bonus +1  | +2 bonus on your attack roll when you fire or throw a ranged weapon at a Flat Footed opponent.  |
| Brutal Throw<br>[General, Fighter]          | (CAdv p106) | —   | Use your Strength modifier instead of your Dexterity modifier as a bonus to attack rolls with thrown weapons.   |
| Defensive Archery<br>[General, Fighter]     | (RoW p148)  | Point Blank Shot  | +4 bonus to AC vs. Attacks of Opportunity provoked when you make a ranged attack.   |
| Far Shot<br>[General, Fighter]              | (PH p94)    | Point Blank Shot  | 1. Range increment of projectile weapons you use is multiplied by 1.5.<br>2. Range increment for thrown weapons is multiplied by 2.   |
| Improved Precise Shot<br>[General, Fighter] | (PH p96)    | Dexterity 19<br>Base Attack Bonus +11<br>Point Blank Shot<br>Precise Shot     | <i>Ranger 11<sup>th</sup></i><br>When you are making a ranged attack, the following apply:<br>Ignore the AC bonus granted by Cover (but Total Cover still applies).<br>Ignore the miss chance granted by Concealment (but Total Concealment still applies).<br>When attacking an opponent that is being Grappled, you have no chance of hitting the wrong target.   |
| Improved Rapid Shot<br>[General, Fighter]   | (CWar p101) | Point Blank Shot<br>Rapid Shot<br>Manyshot                                    | When making a Full Attack action with a ranged weapon, you may take one extra attack (at your highest base attack bonus) <u>without</u> the standard –2 penalty.  |
| Manyshot<br>[General, Fighter]              | (PH p97)    | Dexterity 17<br>Base Attack Bonus +6<br>Point Blank Shot<br>Rapid Shot        | <i>Ranger 6<sup>th</sup></i><br>As part of a <u>Standard Action</u> , you may fire two arrows at a single opponent within 30'. You make a single attack roll with a –4 penalty. If it hits, then the opponent takes the damage from both arrows, but only takes "precision based" damage once (this includes Sneak Attack, Ranger Favored Enemy, Critical hits, etc.). Damage Reduction applies to each arrow separately.<br>If your Base Attack Bonus is +11 or higher, you may shoot 3 arrows at once at a penalty of –6.<br>If your Base Attack Bonus is +16 or higher, you may shoot 4 arrows at once at a penalty of –8. |
| Plunging Shot<br>[General]                  | (RoW p152)  | Dexterity 13<br>Point Blank Shot  | If your target is at least 30' lower than you, your ranged attack does +1d6 damage.   |
| Point Blank Shot<br>[General, Fighter]      | (PH p98)    |   | +1 bonus on attack & damage rolls with ranged weapons when used within 30' of their target.<br>A spellcaster receives this bonus when using a Ray or Energy Missile spell.  |
| Power Throw<br>[General, Fighter]           | (CAdv p111) | Strength 13<br>Brutal Throw<br>Power Attack                                   | On your round before making an attack, you may choose a number X to subtract from all thrown weapon attacks and add it to your damage until your next round. The number X may be no more than your base attack bonus.   |
| Precise Shot<br>[General, Fighter]          | (PH p98)    | Point Blank Shot  | You can use ranged weapons into melee without taking a –4 penalty on your attack.<br>A spellcaster receives this bonus when using a Ray or Energy Missile spell.  |
| Ranged Disarm<br>[General, Fighter]         | (CWar p103) | Dexterity 15<br>Base Attack Bonus +5<br>Point Blank Shot<br>Precise Shot      | This feat applies to <u>one ranged weapon</u> with which you are proficient.<br>You may make a Disarm Attempt with the chosen weapon as long as you are within 30' of your opponent.<br>This feat does <u>not</u> stack with Improved Disarm.<br>This feat may be taken multiple times, each with a different weapon.   |
| Ranged Pin<br>[General, Fighter]            | (CWar p104) | Dexterity 15<br>Base Attack Bonus +5<br>Point Blank Shot<br>Precise Shot      | You may pin your opponent's clothes / armor to a wall, tree, etc., that is within 5'. You must succeed on a Ranged Attack and then win an Opposed Grapple Check (size modifier still apply). If successful, you opponent must make an Escape Artist check vs. DC 15 as a Standard Action to become free.<br>This feat does <u>not</u> stack with Improved Grapple.  |
| Ranged Sunder<br>[General, Fighter]         | (CWar p104) | Strength 13<br>Base Attack Bonus +5<br>Point Blank Shot<br>Precise Shot       | When attacking an object, you deal full damage (instead of ½ damage) with Slashing or Bludgeoning Ranged Weapons –or– ½ damage (instead of no damage) with Piercing Ranged Weapons. You must be within 30' of your target to use this feat.<br>This feat does <u>not</u> stack with Improved Sunder.  |
| Rapid Reload<br>[General, Fighter]          | (PH p99)    | Weapon Proficiency with a Crossbow  | You may reload a specific type of Crossbow more quickly than is standard.<br>A Hand Crossbow or a Light Crossbow may be reloaded as a Free Action (which allows you to make multiple attacks as part of a Full Round Attack (if your BAB is high enough)).<br>A Heavy Crossbow may be reloaded as a Move Action.<br>Note: You may take this feat multiple times. Each time it applies to a different type of crossbow.  |
| Rapid Shot<br>[General, Fighter]            | (PH p99)    | Dexterity 13<br>Point Blank Shot  | <i>Ranger 2<sup>nd</sup></i><br>When making a Full Attack action with a ranged weapon, you may take one extra attack (at your highest base attack bonus), but all your attacks are at –2.   |
| Sharp-Shooting<br>[General, Fighter]        | (CWar p105) | Base Attack Bonus +3<br>Point Blank Shot<br>Precise Shot                      | If your target has Cover (but not Total Cover), he/she only gain a +2 bonus to AC (instead of the standard +4 bonus to AC).   |
| Shot on the Run<br>[General, Fighter]       | (PH p100)   | Dexterity 13<br>Base Attack Bonus +4<br>Point Blank Shot<br>Dodge<br>Mobility | When making a Standard Action attack with a ranged weapon, you can move before and after the attack, up to your base movement.  |
| Throw Anything<br>[General, Fighter]        | (CWar p105) | Dexterity 15<br>Base Attack Bonus +2  | You may throw a melee weapon with which you are proficient as if it were a ranged weapon with a range increment of 10' with no penalty on the attack roll.  |

| Name                                   | Source      | Prerequisite                             | Description   |
|--|-------------|--|---|
| Woodland Archer<br>[Tactical, Fighter] | (RoW p154)  | Point Blank Shot<br>Base Attack Bonus +6 | You may use the following 3 tactical maneuvers:<br><u>Adjust for Range</u> – If you miss a foe with a projectile weapon, you gain a +4 bonus on all other attacks in the same round to hit the same foe.<br><u>Pierce the Foliage</u> – If you hit a foe with a Miss Chance due to Concealment with a ranged attack, you can ignore the Miss Chance against the same foe in the following round.<br><u>Moving Sniper</u> – If you succeed in a Sniping Attack (i.e., hit your foe and make a Hide check to remain hidden), the following round you can make a single attack, take a Move Action, and then make a Hide check to remain hidden). As long as you remain unseen, you can continue making Sniping Attacks. |
| Zen Archery<br>[General]               | (CWar p106) | Wisdom 13<br>Base Attack Bonus +1        | You may use your Wisdom modifier instead of your Dexterity modifier when making ranged attacks.   |

## Weapon Style Feats

| Name                          | Source      | Prerequisite   | Description  |
|-------------------------------|-------------|--|--|
| Anvil of Thunder<br>[Style]   | (CWar p112) | Strength 13<br>Improved Sunder<br>Power Attack<br>Two-Weapon Fighting<br>Weapon Focus (light hammer –or– warhammer)<br>Weapon Focus (battleaxe –or– dwarven waraxe –or– handaxe) | If you hit the same creature with both your Axe & your Hammer on the same round, your opponent is Dazed for 1 round (FortNeg, DC is Strength-based).   |
| Axespike<br>[Style]           | (RoS p137)  | Proficiency with Armor Spikes<br>Proficiency with Greataxe<br>Armor Proficiency (heavy)<br>Weapon Focus (Armor Spikes)   | When you make a Full Attack with your Greataxe, you can make an additional attack with your Armor Spikes at a -5 penalty. You can only add ½ your Strength modifier to this attack.  |
| Bear Fang<br>[Style]          | (CWar p112) | Strength 15<br>Power Attack<br>Two-Weapon Fighting<br>Weapon Focus (dagger)<br>Weapon Focus (battleaxe –or– dwarven waraxe –or– handaxe)   | If you hit the same creature with both your Axe & your Dagger on the same round, you have the option of starting a Grapple as a Free Action without provoking an Attack of Opportunity. If successful, you drop your Axe, but gain an additional attack with your Dagger against your foe at your highest attack bonus (with the standard -4 penalty). |
| Crescent Moon<br>[Style]      | (CWar p113) | Improved Disarm<br>Improved Two-Weapon Fighting<br>Two-Weapon Fighting<br>Weapon Focus (dagger)<br>Weapon Focus (bastard sword –or– longsword –or– scimitar –or– short sword)    | If you hit the same creature with both your Sword & your Dagger on the same round, you can make an immediate Disarm attempt as a Free Action.  |
| Hammer's Edge<br>[Style]      | (CWar p113) | Strength 15<br>Improved Bull Rush<br>Two-Weapon Fighting<br>Weapon Focus (bastard sword –or– longsword –or– scimitar)<br>Weapon Focus (light hammer –or– warhammer)              | If you hit the same creature with both your Sword & your Hammer on the same round, your opponent is knocked Prone (FortNeg, DC is Strength-based).   |
| High Sword Low Axe<br>[Style] | (CWar p113) | Improved Trip<br>Two-Weapon Fighting<br>Weapon Focus (bastard sword –or– longsword –or– scimitar)<br>Weapon Focus (battleaxe –or– dwarven waraxe –or– handaxe)                   | If you hit the same creature with both your Sword & your Axe on the same round, you may attempt a Trip action as a Free Action. If successful, you may make your Improve Trip attack immediately.  |
| Lightning Mace<br>[Style]     | (CWar p113) | Combat Reflexes<br>Two-Weapon Fighting<br>Weapon Focus (light mace)  | If fighting with a Light Mace in each hand, anytime you <u>threaten</u> a Critical, you gain an additional attack at the same attack bonus.  |
| Net and Trident<br>[Style]    | (CWar p114) | Dexterity 15<br>Exotic Weapon Proficiency (net)<br>Two-Weapon Fighting<br>Weapon Focus (trident)   | As a Full Round Action, make a combined Net & Trident attack.<br>1. Throw your Net.<br>2. 'Control' your opponent with an opposed Strength check. This must succeed to proceed to steps 3 & 4.<br>3. Take a 5' step.<br>4. Make a Full Round Attack with your Trident.   |
| Quick Staff<br>[Style]        | (CWar p114) | Combat Expertise<br>Dodge<br>Two-Weapon Fighting<br>Weapon Focus (quarter-staff)   | When fighting with your Quarterstaff, if you use Combat Expertise to gain a Dodge bonus, the Dodge bonus is 2 better than your attack penalty.   |
| Shielded Axe<br>[Style]       | (RoS p144)  | Proficiency with Dwarven Waraxe<br>Proficiency with Handaxe<br>Shield Proficiency<br>Two-Weapon Fighting   | When you make a Full Attack with your Dwarven Waraxe (primary hand) and Handaxe (offhand), you still gain the shield bonus for a Buckler. Additionally, you do not take the usual -1 penalty to attack rolls while using a Buckler.  |

| Name                        | Source      | Prerequisite   | Description   |
|-----------------------------|-------------|--|---|
| Spellrazor<br>[Style]       | (RoS p144)  | Combat Casting<br>Exotic Weapon Proficiency (Gnome Quickrazor)<br>Two-Weapon Fighting<br>Concentration: 5 ranks  | As a Full-Round action, you can cast a melee touch attack spell, attack with the spell, and make an off-hand attack with your Gnome Quickrazor.   |
| Spinning Halberd<br>[Style] | (CWar p114) | Combat Reflexes<br>Two-Weapon Fighting<br>Weapon Focus (halberd)   | When you make a Full Round Attack with a Halberd, you receive a +1 Dodge bonus to AC & an additional attack with the staff end at a -5 penalty which is a 1d6 + ½ Strength modifier Bludgeoning damage. |
| Three Mountains<br>[Style]  | (CWar p114) | Strength 13<br>Cleave<br>Improved Bull Rush<br>Power Attack<br>Weapon Focus (heavy mace –or– morningstar –or– greatclub)   | If you strike the same creature twice in the same round with your Heavy Mace, Morningstar, or Greatclub, your opponent is Nauseated for 1 round (FortNeg, DC is Strength-based)                         |
| Turtle Dart<br>[Style]      | (RoS p145)  | Exotic Armor Proficiency (Battle Plate –or– Mountain Plate)<br>Tower Shield Proficiency –or– Exotic Shield Proficiency (Extreme Shield)<br>Weapon Focus (shortsword) | When wearing Exotic Heavy Armor and using an Extreme or Tower Shield, you do not provoke Attacks of Opportunity for moving away from a creature which you attacked with Shortsword in the same round.   |

### Charging Feats

| Name  | Source                 | Prerequisite  | Description  |              |      |              |      |              |  |        |      |            |      |  |       |      |          |      |  |      |      |  |  |
|---|------------------------|---|--|--------------|------|--------------|------|--------------|--|--------|------|------------|------|--|-------|------|----------|------|--|------|------|--|--|
| Combat Brute<br>[Tactical, Fighter]           | (CWar p110)            | Base Attack Bonus +6<br>Improved Sunder<br>Power Attack                 | You may use the following 3 tactical maneuvers:<br><u>Advancing Blows</u> – If you successfully Bull Rush an opponent, you receive a +1 bonus per 5’ you moved the opponent on attack & damage rolls against that opponent on the next round only.<br><u>Sundering Cleave</u> – If you destroy an opponent’s weapon or shield with a Sunder action, you receive an immediate melee attack on the opponent at the same attack bonus which the Sunder used.<br><u>Momentum Swing</u> – If you successfully Charge an opponent, and then on the following round use Power Attack with at least a -5 penalty, the bonus damage for the power attack is x1½ for a One-Handed weapon or x3 for a Two-Handed weapon.  |              |      |              |      |              |  |        |      |            |      |  |       |      |          |      |  |      |      |  |  |
| Flying Kick<br>[General]                      | (CWar p99)             | Strength 13<br>Jump: 4 ranks<br>Improved Unarmed Strike<br>Power Attack | You do +1d12 damage when you Charge & end with an Unarmed Strike.  |              |      |              |      |              |  |        |      |            |      |  |       |      |          |      |  |      |      |  |  |
| Frightful Presence<br>[General]               | (Den p106)             | Charisma 15<br>Intimidate: 9 ranks                                      | Whenever you attack or charge, all opponents within a 30’ radius, who have fewer levels/HD than you do become Shaken for (1d6 + Charisma modifier) rounds (WillNeg, DC = 10 + ½ character level + Charisma modifier). On a successful save, the opponent is immune to your Frightful Presence for 24 hours. This ability cannot affect creatures with Intelligence 3 or lower, nor does it work on Dragons.  |              |      |              |      |              |  |        |      |            |      |  |       |      |          |      |  |      |      |  |  |
| Greater Powerful Charge<br>[General, Fighter] | (Eb p54)               | Medium-size or larger<br>Base Attack Bonus +4<br>Powerful Charge        | As Powerful Charge, but treat yourself as one size category larger.  |              |      |              |      |              |  |        |      |            |      |  |       |      |          |      |  |      |      |  |  |
| Leap Attack<br>[General]                      | (CAdv p110)            | Power Attack<br>Jump: 8 ranks   | You can combine a jump with a charge against an opponent. If your jump covers at least 10’ of horizontal distance and end in a square which threatens your opponent, you can double the damage bonus from your Power Attack (triple if using a two-handed weapon).   |              |      |              |      |              |  |        |      |            |      |  |       |      |          |      |  |      |      |  |  |
| Powerful Charge<br>[General, Fighter]         | (Eb p57)<br>(MM3 p207) | Medium-size or larger<br>Base Attack Bonus +1                           | If the melee attack you make at the end of a Charge hits, you do extra damage. If you have multiple attacks at the end of a Charge, the bonus damage only applies to one of them. Fix!!!<br><table border="0" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;"></td> <td style="width: 15%; text-align: center;">Size</td> <td style="width: 15%; text-align: center;">Bonus Damage</td> <td style="width: 15%; text-align: center;">Size</td> <td style="width: 15%; text-align: center;">Bonus Damage</td> </tr> <tr> <td></td> <td style="text-align: center;">Medium</td> <td style="text-align: center;">+1d8</td> <td style="text-align: center;">Gargantuan</td> <td style="text-align: center;">+4d6</td> </tr> <tr> <td></td> <td style="text-align: center;">Large</td> <td style="text-align: center;">+2d6</td> <td style="text-align: center;">Colossal</td> <td style="text-align: center;">+6d6</td> </tr> <tr> <td></td> <td style="text-align: center;">Huge</td> <td style="text-align: center;">+3d6</td> <td></td> <td></td> </tr> </table> |              | Size | Bonus Damage | Size | Bonus Damage |  | Medium | +1d8 | Gargantuan | +4d6 |  | Large | +2d6 | Colossal | +6d6 |  | Huge | +3d6 |  |  |
|   | Size                   | Bonus Damage  | Size   | Bonus Damage |      |              |      |              |  |        |      |            |      |  |       |      |          |      |  |      |      |  |  |
|   | Medium                 | +1d8  | Gargantuan   | +4d6         |      |              |      |              |  |        |      |            |      |  |       |      |          |      |  |      |      |  |  |
|   | Large                  | +2d6  | Colossal   | +6d6         |      |              |      |              |  |        |      |            |      |  |       |      |          |      |  |      |      |  |  |
|   | Huge                   | +3d6  |  |              |      |              |      |              |  |        |      |            |      |  |       |      |          |      |  |      |      |  |  |
| Raptor School<br>[Tactical]                   | (CWar p111)            | Wisdom 13<br>Jump: 5 ranks<br>Base Attack Bonus +6                      | You may use the following 3 tactical maneuvers:<br><u>Eagle’s Swoop</u> – If you Charge or jump down at least 10’ onto your foe, you may make a Jump check to do extra damage. You DC is 15 to do +2 damage –or– DC 25 to do +4 damage. If you fail the Jump check, you miss your foe entirely & if the check misses by 5+, you end up Prone.<br><u>Falcon’s Feathers</u> – As a Standard Action, you may attempt a Feint action using a cloak to cause the distraction. For this maneuver, you use your Base Attack Bonus in place of your ranks in Bluff for the Feint. If successful, your opponent is Flat-Footed for the next melee attack you make against him/her.<br><u>Hawk’s Eye</u> – As a Full Round Action, you observe your opponent (you can do this for up to 3 consecutive rounds). The next melee attack you make on that opponent receives a +2 bonus to attack & damage for each round you observed (maximum of +6). If you do not attack within 3 round of observing or your opponent attacks you first, the bonuses are lost.  |              |      |              |      |              |  |        |      |            |      |  |       |      |          |      |  |      |      |  |  |
| Shock Trooper<br>[Tactical, Fighter]          | (CWar p112)            | Base Attack Bonus +6<br>Improved Bull Rush<br>Power Attack              | You may use the following 3 tactical maneuvers:<br><u>Directed Bull Rush</u> – On a successful Bull Rush at the end of a Charge, you may move your opponent one hex to the left or right for each hex you move him/her backwards.<br><u>Domino Rush</u> – On a successful Bull Rush that pushes your opponent into the same hex as another opponent, you may attempt to Trip both opponents & they cannot attempt to trip you if you fail.<br><u>Heedless Charge</u> – If you make a Charge that ends in an attack that uses Power Attack (at least a -5 to your attack roll), you may transfer part or all of the attack roll penalty to your AC as a penalty. This is in addition to the -2 AC due to the Charge.  |              |      |              |      |              |  |        |      |            |      |  |       |      |          |      |  |      |      |  |  |

## Unarmed Combat Feats

| Name  | Source                   | Prerequisite  | Description  |
|---|--------------------------|---|--|
| Cleaver Wrestling<br>[General]                | (CWar p97)<br>(Den p103) | Small or Medium size<br>Improved Unarmed Strike                             | When grappling with an opponent greater than Medium size, you gain a bonus when attempting to escape a Grapple or Pin. The size of the bonus depends on the opponent's size:<br>Large – +2 Huge – +4 Gargantuan – +6 Colossal – +8   |
| Cunning Sidestep<br>[General]                 | (Den p103)               | Small or Medium size<br>Improved Unarmed Strike<br>Cleaver Wrestling        | When you opponent is larger than Medium size, you gain a bonus on any opposed check you make to avoid being Bull Rushed, Tripped, Knocked Down, or Pushed. The bonus depends on the opponent's size:<br>Large – +2 Huge – +4 Gargantuan – +6 Colossal – +8<br>This feat is effective against the Large and in Charge feat.<br>The bonus from this feat <u>does not</u> stack with Cleaver Wrestling. |
| Eagle Claw Attack<br>[General]                | (CWar p97)               | Wisdom 13<br>Improved Sunder<br>Improved Unarmed Strike                     | When you make an Unarmed Strike against an object, add your Wisdom modifier to your damage.  |
| Earth's Embrace<br>[General]                  | (CWar p97)               | Strength 15<br>Improved Grapple or improved grab<br>Improved Unarmed Strike | Each round you Maintain a Pin, you do an extra +1d12 damage as long as you and the person you are grappling both remain immobile (granting opponents a +4 bonus to attack you).<br>You do not do extra damage on creatures immune to critical hits.  |
| Flying Kick<br>[General]                      | (CWar p99)               | Strength 13<br>Jump: 4 ranks<br>Improved Unarmed Strike<br>Power Attack     | You do +1d12 damage when you Charge & end with an Unarmed Strike.  |
| Improved Grapple<br>[General, Fighter]        | (PH p95)                 | Dexterity 13<br>Improved Unarmed Strike                                     | <i>Monk 1<sup>st</sup></i><br>When you make a Grapple action, the following apply:<br>Your opponent does not get an Attack of Opportunity against you when you make the touch attack to being a Grapple.<br>You receive a +4 bonus on all Grapple checks, no matter who began the Grapple.   |
| Improved Unarmed Strike<br>[General, Fighter] | (PH p96)                 | —   | <i>Monk 1<sup>st</sup></i><br>You are considered 'armed' when not using a weapon (i.e., an armed opponent does not get an Attack of Opportunity against you when you attack).<br>Your Unarmed Strike does Lethal or Nonlethal damage, as you desire.   |
| Roundabout Kick<br>[General]                  | (CWar p105)              | Strength 15<br>Improved Unarmed Strike<br>Power Attack                      | If you confirm a Critical Hit with an Unarmed Strike, you can immediately make another unarmed attack at the same bonus on the opponent that received your Critical Hit.   |

## Stunning Fist Feats

| Name   | Source      | Prerequisite  | Description  |
|--|-------------|---|--|
| Extra Stunning<br>[General]                  | (CWar p98)  | Base Attack Bonus +2<br>Improved Unarmed Strike<br>Stunning Fist              | You can use Stunning Fist +3 times per day.<br>You may take this feat multiple times.  |
| Fists of Iron<br>[General]                   | (CWar p99)  | Base Attack Bonus +2<br>Improved Unarmed Strike<br>Stunning Fist              | By using up one of your daily Stunning Fist attacks, you cause +1d6 damage. You must declare the use of this ability before making your attack roll & the use is lost if you miss.   |
| Freezing the Lifeblood<br>[General, Fighter] | (CWar p99)  | Wisdom 17<br>Base Attack Bonus +2<br>Improved Unarmed Strike<br>Stunning Fist | You must declare that you are using this ability before you attack. If it hits, you do no damage, but your Humanoid opponent is Paralyzed for 1d4+1 rounds unless it makes a Fortitude save (DC = 10 + Character level + Wisdom modifier). Does not effect non-Humanoids & opponents immune to Stunning.<br>Depletes one use of Stunning Fist even if the attack misses.   |
| Pain Touch<br>[General]                      | (CWar p103) | Wisdom 15<br>Base Attack Bonus +2<br>Stunning Fist                            | The target of a successful Stunning Fist attack is Nauseated for 1 round after the round which he/she was Stunned. This ability may not be used on creatures two size categories or more larger than the user.   |
| Rapid Stunning<br>[General, Fighter]         | (CWar p104) | Combat Reflexes<br>Base Attack Bonus +6<br>Stunning Fist                      | You may make one extra Stunning Fist-based attack in a round (normally you can only make one such attack each round). This feat does <u>not</u> grant extra uses overall, just the ability to try more than once in a single round.<br>You may take this feat multiple times. Their effects stack.   |
| Stone Monkey<br>[General]                    | (DR309 p68) | Wisdom 15<br>Improved Unarmed Strike<br>Stunning Fist                         | When Grappling, you gain the new Grapple Option of partially disabling an opponent's arm or leg. On a successful check, your opponent must make a Fortitude save (DC is Wisdom-based) to avoid receiving a –2 penalties on all rolls & checks using the targeted limb for 1d6+1 rounds. If the limb is also used for movement (legs for walking, arms for climbing, etc.), the movement is reduced by 5' (minimum 0'). Once partially disabled, targeting the same limb again has no additional effect.  |
| Stunning Fist<br>[General, Fighter]          | (PH p101)   | Dexterity 13<br>Wisdom 13<br>Base Attack Bonus +8<br>Improved Unarmed Strike  | <i>Monk 1<sup>st</sup></i><br>You must declare you are using this ability before you make an Attack with your Unarmed Strike. If your foe is damaged by the attack, he/she must make a Fortitude save vs. DC (10 + ½ Character level + Wisdom modifier). If your foe fails, he/she is Stunned for 1 round (i.e., until your next action). A Stunned creature cannot take any Action, loses any Dexterity bonus to AC, & has an additional –2 penalty to AC.<br>Creature immune to critical hits are immune to being Stunned.<br>You may attempt to Stun a creature once per four non-Monk levels + one per Monk levels each day. |
| Weakening Touch<br>[General, Fighter]        | (CWar p106) | Wisdom 17<br>Base Attack Bonus +2<br>Improved Unarmed Strike<br>Stunning Fist | On a successful unarmed strike, you cause no damage, but your opponent receives a –6 penalty to his/her Strength for 1 minute. Multiple uses do <u>not</u> stack.<br>Depletes one use of Stunning Fist even if the attack misses.  |

## Group Tactics Feats

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

## Enemy-Specific Feats

## vs. Casters

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

## vs. Dragons

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

## vs. Undead

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



## vs. Big Creatures

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

## Spellcaster Feats

## Item Creation Feats

| Name  | Source                  | Prerequisite  | Description   |
|---|-------------------------|---|---|
| Attune Magic Weapon<br>[Item Creation]        | (Eb p50)                | Craft Magic Arms and Armor<br>Caster level 5 <sup>th</sup>                        | After spending 24 hours with a new magic weapon, you gain a +1 Insight bonus on attack roll & damage with it.   |
| Bind Elemental<br>[Item Creation]             | (Eb p51)                | Craft Wondrous Item<br>Caster level 9 <sup>th</sup>                               | Able to create items with bound elements, including vehicles such as flying boats.  |
| Brew Potion<br>[Item Creation]                | (PH p89)                | Caster level 3 <sup>rd</sup>  | Create a potion of a spell up to 3 <sup>rd</sup> level that you know.   |
| Craft Construct<br>[Item Creation]            | (MM p303)<br>(MM3 p206) | Craft Magic Arms and Armor<br>Craft Wondrous Item                                 | Create any Construct whose prerequisites you meet.  |
| Craft Contingent Spell<br>[Item Creation]     | (CArc p77)              | Caster level 11 <sup>th</sup>   | Creates a one-shot spell that is triggered on the willing subject that is automatically cast when a set of conditions are true.   |
| Craft Magic Arms and Armor<br>[Item Creation] | (PH p92)                | Caster level 5 <sup>th</sup>  | Create any magic weapon, armor or shield whose prerequisites you meet.  |
| Craft Rod<br>[Item Creation]                  | (PH p92)                | Caster level 9 <sup>th</sup>  | Create any magic rod whose prerequisites you meet.  |
| Craft Rune Circle<br>[Item Creation]          | (RoS p137)              | Caster level 5 <sup>th</sup>  | Create any rune circle whose prerequisites you meet.  |
| Craft Staff<br>[Item Creation]                | (PH p92)                | Caster level 13 <sup>th</sup>   | Create any magic staff whose prerequisites you meet.  |
| Craft Wand<br>[Item Creation]                 | (PH p92)                | Caster level 5 <sup>th</sup>  | Create any magic wand whose prerequisites you meet.   |
| Craft Wondrous Item<br>[Item Creation]        | (PH p92)                | Caster level 3 <sup>rd</sup>  | Create any wondrous item whose prerequisites you meet.  |
| Etch Rune<br>[Item Creation]                  | (DR324 p26)             | Scribe Scroll   | Imbues an item with a single-use spell that anyone can activate.  |
| Exceptional Artisan<br>[Item Creation]        | (Eb p52)                | any Item Creation feat  | Reduce the base time for crafting any magical item by 25%.  |
| Extra Rings<br>[Item Creation]                | (Eb p53)                | Forge Ring<br>Caster level 12 <sup>th</sup>                                       | You may benefit from up to two magical ring on each hand, to a total of 4 rings.  |
| Extraordinary Artisan<br>[Item Creation]      | (Eb p53)                | any Item Creation feat  | Reduce the cost of raw material for crafting any magical item by 25%.   |
| Forge Ring<br>[Item Creation]                 | (PH p94)                | Caster level 12 <sup>th</sup>   | Create any magic ring whose prerequisites you meet.   |
| Graft Aboleth Flesh<br>[Item Creation]        | (LM p27)                | Aboleth only<br>Heal: 10 ranks  | Create Aboleth Grafts and apply them to another living creature (including yourself).   |
| Graft Beholder Flesh<br>[Item Creation]       | (LM p27)                | Heal: 10 ranks  | Create Beholder Grafts and apply them to another living creature (including yourself).  |
| Graft Fiendish Flesh<br>[Item Creation]       | (LM p27)                | Fiends only<br>Heal: 10 ranks   | Create Fiendish Grafts and apply them to another living creature (including yourself).  |
| Graft Illithid Flesh<br>[Item Creation]       | (LM p27)<br>(Und p25)   | Illithids only<br>Heal: 10 ranks  | Create Illithid Grafts and apply them to another living creature (including yourself).  |
| Graft Undead Flesh<br>[Item Creation]         | (LM p27)                | Heal: 10 ranks  | Create Undead Grafts and apply them to another living creature (including yourself).  |
| Graft Yuan-ti Flesh<br>[Item Creation]        | (LM p27)                | Heal: 10 ranks  | Create Yuan-ti Grafts and apply them to another living creature (including yourself).   |
| Inscribe Rune<br>[Item Creation]              | (PGF p40)               | Intelligence 13<br>Divine Caster level 3 <sup>rd</sup><br>appropriate Craft skill | You may imbue an object with a single-use Divine spell by inscribing the appropriate Rune upon it. Creatures may not have Runes place upon them, but may have them on their objects. The Cost Multiplier of a Rune is 50.   |
| Legendary Artisan<br>[Item Creation]          | (Eb p56)                | any Item Creation feat  | Reduce the cost of XP for crafting any magical item by 25%.   |
| Portal Master<br>[Item Creation]              | (PGF p42)               | Craft Wondrous Item   | You understand Portals (i.e., teleportation tunnels with fixed ends) better than most.<br>1. You may create a Portal at ½ cost (this bonus does not stack with the Magical Artisan feat).<br>2. You may attempt to stabilize a ‘dangerous’ Portal for 1 minute with a Spellcraft check. |
| Sanctify Relic Item<br>[Item Creation]        | (CDiv p84)              | any other Item Creation feat  | You can create a relic, which has a special relationship to a deity and its followers.  |
| Scribe Scroll<br>[Item Creation]              | (PH p99)                | Caster level 1 <sup>st</sup>  | Create any magic scroll whose prerequisites you meet.   |
| Wand Mastery<br>[Item Creation]               | (Eb p62)                | Craft Wand<br>Caster level 9 <sup>th</sup>  | Any spell you cast from a wand has its DC increased by 2 and its effective caster level increased by 2.   |

Feats Related to Item Creation

| Name                               | Source      | Prerequisite   | Description   |
|------------------------------------|-------------|--|---|
| Double Wand Wielder<br>[General]   | (CArc p77)  | Craft Wand<br>Two-Weapon Fighting  | As a Full Round Action, you can fire a Wand in each hand. The Wand in your secondary hand (your choice) uses up 2 charges, while one in your primary hand uses up 1 charge.   |
| Dragoncrafter<br>[General]         | (Dcn p105)  | Know (arcana): 2 ranks   | You can create Dragoncraft Items whose prerequisites you meet.<br>See Dcn p116 for details on Dragoncrafted Items.  |
| Magical Artisan<br>[General]       | (PGF p41)   | any Item Creation Feat   | Choose one Item Creation feat that you possess. When you make an item with that feat, you pay only 75% of the normal cost to creation the item.<br>You may take this feat multiple times, each time with a new Item Creation feat.  |
| Reckless Wand Wielder<br>[General] | (CArc p82)  | Craft Wand<br>Use Magic Device:<br>1 rank.   | You may increase a Wand's caster level by +2 by consuming one extra charge when using it.   |
| Theurgic Creationist<br>[General]  | (DR325 p62) | any Item Creation feat<br>ability to cast spells<br>from at least two spell<br>lists | Add the levels from all your spellcasting classes to determine your Caster lvl for taking an Item Creation feat<br>Also, your combined spellcaster level is your Caster level for the items you create. Note that you must still have access to the spells needed for making an item.   |
| Wandstrike<br>[General]            | (CArc p84)  | Use Magic Device:<br>4 rank.   | You may make a Melee Touch Attack with a Wand which does 1d6 damage & consumes 1 charge.<br>Since it is a touch attack, you may <u>not</u> apply extra damage bonuses (such as your Strength modifier) or bonus dice (such as Sneak Attack or Smite enemy).<br>The Wand's effect automatically hits (in the case of a Ray or Touch attack) or is centered on the opponent.<br>A Wand's spell effect that does not cover an area (such as <i>Summon Monster I</i> ) cannot be used with this feat. |

Feats that Increase a Spell's DC

| Name                             | Source      | Prerequisite              | Description   |
|----------------------------------|-------------|---------------------------|---|
| Commanding<br>[General]          | (DR312 p51) | Charisma 15<br>Persuasive | Spells with the 'compulsion' subtype that you cast receive a +1 DC.   |
| Earth Focus<br>[General]         | (DR314 p29) | —                         | Any spell you cast with the [earth] subtype receives a +1 bonus to its DC.<br>If the spell has not saving throw, you cast it with a +1 effective level.   |
| Greater Spell Focus<br>[General] | (PH p94)    | Spell Focus               | All spells from the chosen School of Magic receives an additional +1 DC.<br>May be taken more than once, each time with a different School of Magic.  |
| Spell Focus (Chaos)<br>[General] | (CDiv p84)  | any Chaotic alignment     | Any spell you cast with the [chaotic] subtype receives a +1 bonus to its DC.<br>This does not stack with other Spell Focus feats.   |
| Spell Focus (Evil)<br>[General]  | (CDiv p84)  | any Evil alignment        | Any spell you cast with the [evil] subtype receives a +1 bonus to its DC.<br>This does not stack with other Spell Focus feats.  |
| Spell Focus (Good)<br>[General]  | (CDiv p84)  | any Good alignment        | Any spell you cast with the [good] subtype receives a +1 bonus to its DC.<br>This does not stack with other Spell Focus feats.  |
| Spell Focus (Good)<br>[General]  | (BoED p46)  | any Good alignment.       | Any spell you cast with the [good] subtype receives a +2 bonus to its DC.<br>When you are using <i>Detect Evil</i> or <i>Magic Circle against Evil</i> to find a Fiend who has possessed a creature, it has a +2 to its Hide DC to avoid being found. |
| Spell Focus (Law)<br>[General]   | (CDiv p84)  | any Lawful alignment      | Any spell you cast with the [lawful] subtype receives a +1 bonus to its DC.<br>This does not stack with other Spell Focus feats.  |
| Spell Focus<br>[General]         | (PH p100)   | —                         | All spells from the chosen school of magic receives +1 DC.<br>May be taken more than once, each time with a different School of Magic.  |
| Water Focus<br>[General]         | (DR314 p45) | —                         | Any spell you cast with the [water] subtype receives a +1 bonus to its DC.<br>If the spell has not saving throw, you cast it with a +1 effective level.   |

## Metamagic Feats

| Name                                      | Source                    | Prerequisite  | Level Adjustment | Description  |
|---|---------------------------|---|------------------|--|
| Alternative Source Spell<br>[Metamagic]   | (DR325 p61)               | Able to cast both Arcane and Divine spells                            | +0               | You may prepare an Arcane spell in a Divine spell slot of the same level and/or a Divine spell in an Arcane spell slot of the same level. In each case, the Caster level of that spell is <u>one lower</u> than usual.   |
| Black Lore of Moil<br>[Metamagic]         | (CArc p75)                | Caster level 7 <sup>th</sup><br>Spell Focus (necromancy)              | +0               | Any Necromancy spell you cast does an additional +1d6 per two spell levels of Negative Energy Damage (i.e., +1d6 for a 1 <sup>st</sup> level spell, +2d6 for a 2 <sup>nd</sup> & 3 <sup>rd</sup> level spell, etc.). If the Necromancy spell allows a saving throw, the target takes ½ Negative Energy Damage on a successful save.<br>A ‘Moil’ spell requires a special material component – a small bone inscribed with 25gp per Negative Energy die the spell is to cause. Only someone with this feat can create or use these components, which require an hour each to create.<br>Thus, the extra dice of damage a ‘Moil’ spells does is limited by both the spell level and the cost of the material component expended with that spell.   |
| Born of The Three Thunders<br>[Metamagic] | (CArc p76)                | Energy Substitution (electricity)<br>Know (nature): 4 ranks           | +0               | At cast time, you may declare a spell whose type is [electricity] or [sonic] to be a spell of ‘three thunders’, which does the following:<br>1. The spell’s type changes to [electricity][sonic].<br>2. Damage done by the spell is ½ electricity and ½ sonic;<br>3. Any creature damaged by the spell is <u>Stunned</u> for 1 round (FortNeg);<br>4. Any creature Stunned by the spell is knocked <u>Prone</u> (RefNeg);<br>5. The caster of the spell is <u>Dazed</u> for 1 round (no save).   |
| Cooperative Spell<br>[Metamagic]          | (CArc p76)                | any other Metamagic   | +0               | Using this feat, multiple casters can cast the same spell at the same time to result in a single spell with a higher DC and a better chance of penetrating Spell Resistance.<br>To cast a cooperative spell, the following must be true:<br>1. Each caster must cast the same spell modified by this feat at the same time.<br>2. Each caster must be next to another cooperative spell caster.<br>The result is a single spell with the following modifications:<br>1. The spell’s DC is the highest DC of the cooperative casters (based on stats, feats, etc.) +2 for 1 <sup>st</sup> additional cooperative caster +1 for each additional cooperative caster.<br>2. The spell’s chance of penetrating the target’s Spell Resistance is the highest cooperative caster’s chance of defeating the Spell Resistance (based on level, feats, etc.) +1 per additional cooperative caster. |
| Energy Substitution<br>[Metamagic]        | (CArc p79)<br>(DR325 p58) | any other Metamagic<br>Know (arcana): 5 ranks                         | +0               | Choose one Energy Type when you take this feat (i.e., Acid, Cold, Electricity, or Fire). You may change any spell with a different Energy Type to this Energy Type. All other effects of the spell remain the same.<br>You may take this feat multiple times, each with a different Energy Type.   |
| Eschew Materials<br>[Metamagic]           | (PH p94)                  | —   | +0               | Material components worth 1 gp or less are no longer needed for the target spell.  |
| Lord of the Uttercold<br>[Metamagic]      | (CArc p80)                | Energy Substitution (cold)<br>Know (the planes): 9 rank               | +0               | A [cold] spell can be modified to do ½ Cold damage and ½ <u>Negative Energy Damage</u> . All other aspects of the spell remain the same.   |
| Sanctum Spell<br>[Metamagic]              | (CArc p82)                | any other Metamagic   | +0               | A spell effected by this feat is cast at +1 Caster level if within your ‘Sanctum’ and at –1 Caster level if cast outside your ‘Sanctum’.<br>A caster can only have one Sanctum, which requires several months to set up and can be no larger than 20’ per level in diameter.   |
| Consecrate Spell<br>[Metamagic]           | (BoED p42)<br>(CDiv p79)  | Good alignment  | +1               | 1. Spell gains the [good] subtype.<br>2. Halve the damage dealt by the spell is divine, so it is not blocked by any form of energy resistance.   |
| Corrupt Spell<br>[Metamagic]              | (CDiv p79)                | Evil alignment  | +1               | 1. Spell gains the [evil] subtype.<br>2. Halve the damage dealt by the spell is divine, so it is not blocked by any form of energy resistance.   |
| Enervate Spell<br>[Metamagic]             | (LM p26)                  | Non-Good Alignment<br>Must <u>not</u> have the ability to Turn Undead | +1               | Your spells do 150% damage to Living Creatures, but 50% damage to Constructs, Undead, and objects.   |
| Enlarge Spell<br>[Metamagic]              | (PH p94)                  | —   | +1               | Spells whose range is defined as “Close-range”, “Medium-range”, or “Long-range” have their range doubled.  |
| Extend Spell<br>[Metamagic]               | (PH p94)                  | —   | +1               | Target spell has its duration doubled.<br>Does not effect spells with a duration of “Instantaneous”, “Concentration”, or “Permanent”   |
| Fell Energy Spell<br>[Metamagic]          | (DR312 p37)               | —   | +1               | Any numerical bonuses granted by the target spell (such as <i>Bull’s Strength</i> granting a bonus to Strength) increases by +2 if cast upon an Undead.  |
| Fell Weaken<br>[Metamagic]                | (LM p27)                  | —   | +1               | Any living creature damaged by a Fell Weakened spell receives a –4 penalty to Strength for 1 minute. This penalty does not stack with itself.  |
| Nonlethal Substitution<br>[Metamagic]     | (CArc p81)<br>(BoED p44)  | any other Metamagic<br>Know (arcana): 5 ranks                         | +1               | Choose one <u>Energy Type</u> when you take this feat. You may change the damage from that spell from its energy type to Nonlethal.<br>You may take this feat multiple times, each with a different Energy Type.   |
| Purify Spell<br>[Metamagic]               | (BoED p44)                | Good alignment  | +1               | 1. The spell gains the [good] subtype.<br>2. Neutral creatures take ½ damage.<br>3. Good creatures take no damage.<br>4. Evil outsiders have the die size of the damage dice increased by one category (i.e., 1d6 becomes a 1d8, a 1d8 becomes 2d6, etc.)  |

| Name                                  | Source                   | Prerequisite   | Level Adjustment | Description   |               |               |               |               |              |                   |                  |          |                 |              |                |        |
|---------------------------------------|--------------------------|--|------------------|---|---------------|---------------|---------------|---------------|--------------|-------------------|------------------|----------|-----------------|--------------|----------------|--------|
| Rapid Spell<br>[Metamagic]            | (CDiv p84)               | —  | +1               | Decreases the casting time for spells.<br><table border="1"> <thead> <tr> <th>Old Cast Time</th> <th>New Cast Time</th> <th>Old Cast Time</th> <th>New Cast Time</th> </tr> </thead> <tbody> <tr> <td>1 Full Round</td> <td>1 Standard Action</td> <td>Multiple Minutes</td> <td>1 Minute</td> </tr> <tr> <td>Multiple Rounds</td> <td>1 Full Round</td> <td>Multiple Hours</td> <td>1 Hour</td> </tr> </tbody> </table>  | Old Cast Time | New Cast Time | Old Cast Time | New Cast Time | 1 Full Round | 1 Standard Action | Multiple Minutes | 1 Minute | Multiple Rounds | 1 Full Round | Multiple Hours | 1 Hour |
| Old Cast Time                         | New Cast Time            | Old Cast Time  | New Cast Time    |   |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| 1 Full Round                          | 1 Standard Action        | Multiple Minutes   | 1 Minute         |   |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Multiple Rounds                       | 1 Full Round             | Multiple Hours   | 1 Hour           |   |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Sculpt Spell<br>[Metamagic]           | (CArc p83)               | any other Metamagic  | +1               | An area of effect spell can have its area changed to one of the following:<br>1. Cylinder with a 10' radius & 30' height;<br>2. 40' Cone;<br>3. four 10' cubes;<br>4. 20' radius Sphere; or<br>5. 120' Line.  |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Silent Spell<br>[Metamagic]           | (PH p100)                | —  | +1               | The target spell no longer has a verbal component.<br>Cannot be used with Bard spells.  |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Song of the Dead<br>[Metamagic]       | (DR312 p37)              | —  | +1               | Mind-Affecting spells prepared with this feat effect Intelligence Undead, but not Mindless Undead, Constructs, or any living creatures of any type.<br>Any spells prepared with this Feat become Necromancy spells.   |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Still Spell<br>[Metamagic]            | (PH p101)                | —  | +1               | The target spell no longer has a somatic component. Casting such a spell in armor does not require an Arcane Penalty check.   |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Transdimensional Spell<br>[Metamagic] | (CDiv p85)<br>(CArc p84) | —  | +1               | Spells modified with this metamagic have full effect on targets that are Incorporeal, Ethereal, using <i>Blink</i> or <i>Rope Trick</i> , etc. You must still perceive a foe to target it with a spell, but area of effect spells work normally.  |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Empower Spell<br>[Metamagic]          | (PH p93)                 | —  | +2               | All variable numeric values (typically the dice of damage) of the target spell are increased by +50%.   |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Explosive Spell<br>[Metamagic]        | (CArc p79)               | —  | +2               | A spell that has a <u>Cone</u> , <u>Cylinder</u> , <u>Line</u> , or <u>Burst</u> that allows a Reflex save will now push any creature that fails its Reflex save out of the area of effect. For every full 10' a target is moved, he/she takes an additional 1d6 damage, plus an extra 1d6 if he/she strikes a barrier. In addition, the target is knocked <u>Prone</u> .   |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Fell Drain<br>[Metamagic]             | (LM p27)                 | —  | +2               | Any living creature that is dealt damage by a Fell Draining spell gains 1 Negative Level. If the subject has at least as many Negative Level as HD, it dies. Negative Levels gained as a result of Fell Draining spells last one hour per Caster level (max 15 hours).  |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Fell Frighten<br>[Metamagic]          | (LM p27)                 | —  | +2               | Any creature subject to Fear effects and Mind-Affecting spells, who are damaged by a Fell Frightening spell, are Shaken for 1 minute.   |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Radiant Spell<br>[Metamagic]          | (DR314 p21)              | Charisma 15<br>Ability to cast a spell with the [fire] subtype | +2               | Can only target spells with the [fire] subtype that do damage. Each time an opponent is damage by the target spell, he/she is Blinded for one round per Spell Level (prior to adjustment) unless a Will save against the spell's DC is made (use the standard DC calculation if the target spell has no save). On a successful save, the target is still Dazzled for 1 round.   |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Reach Spell<br>[Metamagic]            | (CDiv p84)               | —  | +2               | A spell with range touch now has a range of 30' and effectively becomes a ray (requiring a Ranged Touch attack).  |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Split Ray<br>[Metamagic]              | (CArc p83)               | any other Metamagic  | +2               | A ray spell generates an additional ray when cast. It must be target within 30' of another ray (a single creature can be targeted twice) and a separate attack roll is needed.  |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Chain Spell<br>[Metamagic]            | (CArc p76)               | any other Metamagic  | +3               | A spell with a single target whose range is greater than 'touch' now effects a primary target normally and also a number of secondary target up to your Caster level (max 20). No creature can be targeted more than once.<br>If the spell does damage, the secondary targets take ½ damage and are allowed a Reflex save to cut the damage in half again (even if the original spell did not allow a save).<br>If the spell does <u>not</u> do damage, the secondary targets have a saving throw that is 4 easier.               |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Delay Spell<br>[Metamagic]            | (PGF p37)                | any other Metamagic  | +3               | Any personal, touch, or area of effect spell can be delayed for up to 5 rounds.   |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Delay Spell<br>[Metamagic]            | (CArc p77)               | any other Metamagic  | +3               | A spell with the range of 'touch', 'personal', or that effects an area can be delayed for 1 to 5 rounds. All decisions, such as where to target, are determined at cast time. Once the delay and other decisions are made, they cannot be changed.<br>A delayed spell can be detected and dispelled.  |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Fell Animate<br>[Metamagic]           | (LM p26)                 | —  | +3               | Any living creature that could normally be raised as a Zombie and that does not possess more than double your HD, when slain outright by damage from a Fell Animated spell, rises as a Zombie under your control at the beginning of your next turn.<br>Even if you kill several creatures with a single Fell Animated spell, you can't create more HD of undead than twice your Caster level. The standard rules for controlling Undead (PH p198) apply to Zombies created with this feat.                                       |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Maximize Spell<br>[Metamagic]         | (PH p97)                 | —  | +3               | All variable numeric values (typically the dice of damage) of the target spell automatically roll maximum (i.e., all d6 count as '6').  |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Repeat Spell<br>[Metamagic]           | (CArc p82)               | any other Metamagic  | +3               | On round after a Repeat spell was cast, it is cast again from the same starting location (even if the caster has moved) and at the same target. If targeted on a creature, the spell will target that creature again as long as he/she has not moved more than 30'.<br>Otherwise, the spell fails. Spells with range 'touch' cannot be effected by this feat.   |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Widen Spell<br>[Metamagic]            | (PH p102)                | —  | +3               | A spell with an area of effect of 'Burst', 'Emanation', 'Line', or 'Spread' has its dimensions doubled.   |               |               |               |               |              |                   |                  |          |                 |              |                |        |
| Energy Admixture<br>[Metamagic]       | (CArc p78)               | Energy Substitution  | +4               | Choose an <u>Energy Type</u> that you took with the Energy Substitution feat. Any spell with an energy subtype can be modified to do its damage again with the chosen energy type in addition to its own.<br>For example Energy Admixture (acid) could make a <i>Fireball</i> that does 6d6 Fire damage and 6d6 Acid damage. Alternatively, the same <i>Fireball</i> modified by Energy Admixture (fire) would do 12d6 Fire damage.<br>You may take this feat multiple times, each time choosing a different <u>Energy Type</u> . |               |               |               |               |              |                   |                  |          |                 |              |                |        |

| Name                            | Source                  | Prerequisite  | Level Adjustment | Description  |
|---------------------------------|-------------------------|---|------------------|--|
| Quicken Spell<br>[Metamagic]    | (PH p98)                | —   | +4               | The target spell may be cast as a Free Action. Only one quickened spell may be cast per round.<br>This feat may only be used with Prepared spells whose cast time is no more than 1 Round.   |
| Twin Spell<br>[Metamagic]       | (CArc p84)<br>(PGF p46) | any other Metamagic                                     | +4               | The target spell takes effect twice, as if you cast it two times simultaneously on the same target & with the same choices. Each must be saved against and/or dispelled separately.  |
| Persistent Spell<br>[Metamagic] | (CArc p81)<br>(PGF p42) | Extend Spell  | +6               | The duration of the target spell becomes 24 hours. The spell must be Personal or have a fixed range (such as <i>Detect Magic</i> ), cannot have an Instantaneous duration, and cannot be an effect that is discharged (such as <i>Protection from Element</i> ).<br>Spells that require concentration (such as <i>Detect Magic</i> ) persists even when not being concentrated upon. The first round detection occurs at all times, but the caster must use a Standard Action to begin concentrating again to get extra details. |
| Fortify Spell<br>[Metamagic]    | (CArc p80)              | —   | <variable>       | By increasing a spell's level by +1, the spell receives a +2 bonus on the Caster check to overcome Spell Resistance.<br>This feat may be applied multiple times, each time increasing the spell's level by +1 and granting an extra +2 on the roll to overcome Spell Resistance.   |
| Heighten Spell<br>[Metamagic]   | (PH p95)                | —   | <variable>       | The target spell is treated as if it were a higher level spell. This effects a spell's DC, whether it is blocked by a <i>Sphere of Invulnerability</i> , etc.  |
| Easy Metamagic<br>[Metamagic]   | (DR325 p62)             | any other Metamagic with at least a +2 Level Adjustment | n/a              | Choose a Metamagic feat you know. When preparing or casting spells with this feat, treat the Level Adjustment as being one lower than it actually is (min +1). For example, Easy Metamagic could reduce Quicken Spell from +4 to +3.<br>You may take this feat multiple times. Each time it applies to a new Metamagic Feat.   |
| Innate Spell<br>[Metamagic]     | (PGF p39)               | Silent Spell<br>Still Spell                             | n/a              | Choose a spell you know. You may use this spell 3 times per day as a Spell-Like Ability (i.e., no need for verbal, somatic, & material components). You lose one spell slot of an identical level to your Innate Spell.<br>You may take this Feat more than once, choosing a different spell each time.  |

### Sudden Metamagic Feats

| Name                           | Source     | Prerequisite   | Description  |
|--------------------------------|------------|--|--|
| Sudden Empower<br>[Metamagic]  | (CArc p83) | any other Metamagic  | Once per day, you may apply Empower Spell to a spell you cast without increasing the spell's level.  |
| Sudden Extend<br>[Metamagic]   | (CArc p83) | —  | Once per day, you may apply Extend Spell to a spell you cast without increasing the spell's level.   |
| Sudden Maximize<br>[Metamagic] | (CArc p83) | any other Metamagic  | Once per day, you may apply Maximize Spell to a spell you cast without increasing the spell's level. |
| Sudden Quicken<br>[Metamagic]  | (CArc p83) | Quicken Spell<br>Sudden Empower<br>Sudden Extend<br>Sudden Maximize<br>Sudden Silent<br>Sudden Still | Once per day, you may apply Quicken Spell to a spell you cast without increasing the spell's level.  |
| Sudden Silent<br>[Metamagic]   | (CArc p83) | —  | Once per day, you may apply Silent Spell to a spell you cast without increasing the spell's level.   |
| Sudden Still<br>[Metamagic]    | (CArc p83) | —  | Once per day, you may apply Still Spell to a spell you cast without increasing the spell's level.    |
| Sudden Widen<br>[Metamagic]    | (CArc p83) | —  | Once per day, you may apply Widen Spell to a spell you cast without increasing the spell's level.    |

### Feats for Making Undead

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

## Arcane Caster Feats

| Name                               | Source                      | Prerequisite   | Description   |
|------------------------------------|-----------------------------|--|---|
| Arcane Disciple<br>[General]       | (CDiv p79)                  | Know (religion): 4 ranks<br>Spellcraft: 4 ranks<br>Able to cast Arcane spells<br>Same alignment as your Patron deity | Spells from of your Patron Deity's Domains are added to your Arcane spell list. You may memorize or spontaneously cast one per level each day. The availability of the spell is based on your Wisdom (i.e., you must have a Wisdom of 10 + spell level to use a given spell) and all save DC's are calculated from your Wisdom score.<br>You may take this feat more than once. Each time, you gain a different Domain from you Patron Deity.   |
| Arcane Mastery<br>[General]        | (CArc p73)<br>(CArcErrata)+ | Ability to cast Arcane spells or use spell-like abilities  | You may "Take 10" on Caster level checks (such as with <i>Dispel Magic</i> ), even if under stress.   |
| Arcane Preparation<br>[General]    | (CArc p73)<br>(PGF p32)     | Able to cast Impromptu Arcane spells   | You may use one or more of your spell slots to prepare spells with Metamagic Feats. These prepared spells can be base as a Standard Action. The prepared spell slots cannot be used for any other spell.<br>Normal: Sorcerers & Bards can only apply Metamagics to their spells by increasing their casting time to a Full Round Action.  |
| Arcane Strike<br>[General]         | (CWar p96)<br>(DR310 p58)   | Base Attack Bonus: +4<br>Able to cast Arcane spells  | Once per round as a Free Action, you can sacrifice an Arcane spell for the day to receive a bonus on your next melee or ranged attack. You gain a +2 bonus per spell level (up to your Base Attack Bonus) and +1d4 damage per spell level.  |
| Battle Caster<br>[General]         | (CArc p75)                  | Ability to ignore Arcane Spell Failure Chance from Armor   | You may wear armor one category heavier than you could normally wear while avoiding Arcane Spell Failure checks. For example, a Bard with this feat could wear Medium Armor without needing to make an Arcane Spell Failure check.  |
| Obtain Familiar<br>[General]       | (CArc p81)                  | Arcane spellcaster 3 <sup>rd</sup> lvl<br>Know (arcana): 4 ranks   | You may obtain a Familiar as if you were a Sorcerer or a Wizard.  |
| Precocious Apprentice<br>[General] | (CArc p181)                 | Arcane spellcaster 1 <sup>st</sup> lvl<br>Spellcasting Ability score (Int or Cha) 15+<br>1 <sup>st</sup> level only  | +2 bonus on Spellcraft checks.<br>Choose a 2 <sup>nd</sup> level spell from a school of magic to which you have access. You may cast this spell once per day by making a Caster level check vs. DC 8 (failure means the spell is depleted for the day).<br>When you gain 2 <sup>nd</sup> level spells, you continue to have an extra spell slot, though it no longer has to be dedicated to the originally chosen spell.  |
| Spell Thematics<br>[General]       | (PGF p44)                   | Arcane spellcaster 1 <sup>st</sup> lvl   | Your spells have a visual theme, such as 'sphere' or 'lightning'. Spells you cast have special effects based on your theme, such as Summon Monster I manifesting as the creature springing from a thrown sphere.<br>1. Since your spells look different, Spellcraft checks to identify what spell you are casting are at +4 DC.<br>2. For each of your current and future caster levels, you may designate one spell as a 'thematic spell', which is thereafter cast at +1 effective Caster level.<br>Note: you cannot make your spell invisible & the effects of your spells are not changed in any way. |

## Divine Caster Feats

| Name                              | Source     | Prerequisite  | Description   |
|-----------------------------------|------------|---|---|
| Spontaneous Healer<br>[General]   | (CDiv p84) | Know (religion): 4 ranks<br>non-Evil alignment<br>Able to cast <i>Cure Wounds</i> spells                        | You may convert your spells into Cure Wound spells of equal or lower level (as a Cleric). You may do this up to Wisdom modifier times per day.          |
| Spontaneous Summoner<br>[General] | (CDiv p85) | Wisdom 13<br>Know (nature): 4 ranks<br>any Neutral alignment<br>Able to cast <i>Summon Nature's Ally</i> spells | You may convert your spells into Summon Nature's Ally spells of equal or lower level (as a Druid). You may do this up to Wisdom modifier times per day. |
| Spontaneous Wounder<br>[General]  | (CDiv p84) | Wisdom 13<br>Know (religion): 4 ranks<br>non-Good alignment<br>Able to cast <i>Inflict Wounds</i> spells        | You may convert your spells into Inflict Wound spells of equal or lower level (as a Cleric). You may do this up to Wisdom modifier times per day.       |

## Other Spellcasting Feats

| Name                                   | Source       | Prerequisite  | Description   |
|--|--------------|---|---|
| Arcane Defense<br>[General]            | (CArc p73)   | Spell Focus (any school)  | You receive a +3 bonus on your saves vs. the chosen school of magic.<br>You may take this feat multiple times, each time applying to a different school of magic that you have Spell Focus in.  |
| Augment Healing<br>[General]           | (CDiv p79)   | Heal: 4 ranks   | Any Conjunction (healing) spell you cast that heals damage heals an additional +2 hp per level.   |
| Augment Summoning<br>[General]         | (PH p89)     | Spell Focus (conjunction)   | All creatures you conjure with <i>Summon</i> spells gain a +4 Enhancement bonus to Strength and Constitution for the duration of the spell.   |
| Battle Casting<br>[General]            | (RoW p148)   | Dexterity 13<br>Combat Casting<br>Concentration: 5 ranks  | When casting a spell, gain a +2 Dodge bonus to AC until the beginning of your next turn. You cannot make Attacks of Opportunity when claiming the Dodge bonus from this feat.   |
| Burning Focus<br>[General]             | (DR314 p21)  | Charisma 13<br>Spell Penetration<br>Greater Spell Penetration   | If you fail to beat a creature's Spell Resistance, you may cast another spell on that creature within one minute that has a Spell Resistance check & receive a +1 Morale bonus on the Spell Resistance check.<br>Each time your spell fails to get through, you may try again with a cumulative +1 bonus (up to +10 Morale bonus after 10 consecutive failed spells).<br>If a minute goes by with out an attempt to beat the creature's Spell Resistance, you lose the bonus.<br>If you beat the creature's Spell Resistance, you lose the bonus.   |
| Charming<br>[General]                  | (DR312 p51)  | Charisma 13<br>Negotiator   | You receive a +3 bonus on rolls to exert control over the target a Mind-Affecting spell cast by you. This includes opposed Charisma checks when two casters are giving conflicting orders, causing the target to take an action it normally would not, etc.   |
| Combat Charm<br>[General]              | (DR312 p51)  | Wisdom 13   | When you cast a <i>Charm Person</i> , <i>Charm Monster</i> , <i>Charm Animal</i> , etc., on a target that is being threatened by you or your allies, it does <u>not</u> receive a +5 bonus on its saving throw.   |
| Earth Spell<br>[General]               | (RoS p138)   | Constitution 13<br>Wisdom 13<br>Earth Sense<br>Heighten Spell   | As long as you are standing on stone or unworked earth, your Heighten Spell feat adds one extra spell level and caster level per level adjustment (i.e. casting a spell with a +2 level adjustment treats the spell as if it were three levels higher, and your caster level is treated as two levels higher).  |
| Extra Slot<br>[General]                | (CArc p79)   | Ability to cast Impromptu Spells<br>Caster level 4 <sup>th</sup>  | Gain an extra spell slot at any level one lower than your highest spell level.<br>You may take this feat multiple times.  |
| Extra Spell<br>[General]               | (CArc p79)   | Caster level 3 <sup>rd</sup>  | You learn an extra spell whose level is at least one lower than your highest spell level.<br>You may take this feat multiple times.   |
| Extraordinary Spell Aim<br>[General]   | (CAAdv p109) | Spellcraft: 15 ranks  | With a Spellcraft check (DC 25 + spell level) you can shape an area spell so it does not affect one creature within its area. Casting a spell affected by this feat is a Full Round action, unless the spell's casting time is greater, in which case the casting time is unchanged.  |
| Flash Casting<br>[General]             | (DR314 p21)  | Charisma 13<br>Ability to cast a spell with the [fire] or [light] subtype.                              | When you cast a spell with the [fire] and/or [light] subtype, you glow brightly for one round. You cannot hide, but any attempt to attack you is at a -2 penalty as long as the creature can see.   |
| Greater Spell Penetration<br>[General] | (PH p94)     | Spell Penetration   | Gain an additional +2 bonus on Caster checks to overcome Spell Resistance (total of +4)   |
| Heads Up<br>[General]                  | (DR328 p69)  | Ability to cast Arcane or Divine spells –or– Spell-like abilities                                       | If you grasp the severed head of a creature with a Gaze Supernatural ability (such as the Petrifying Gaze of a Medusa) within 1 hour of the creature being slain, you may use that creature's head to employ the slain creature's gaze supernatural ability as a Standard Action up to 3 times during the next 24 hours. After that time, the head is rendered useless.   |
| Improved Counterspell<br>[General]     | (PH p95)     | —   | When counterspelling, you may use a spell of the same school that is one spell levels higher than the target spell.   |
| Innate Spell <sup>1</sup><br>[General] | (CArc p80)   | Silent Spell<br>Still Spell<br>Quicken Spell  | Choose a spell you know. You may use once per round as a Spell-Like Ability (i.e., no need for verbal, somatic, & material components). You lose one spell slot eight levels higher than the level of your Innate Spell.<br>You may take this feat more than once, choosing a different spell each time.  |
| Magic of the Land<br>[General]         | (RoW p152)   | Caster level 1 <sup>st</sup><br>Concentration: 5 ranks<br>Know (nature): 5 ranks<br>Spellcraft: 5 ranks | When casting a spell in a 'natural setting' (i.e., one without buildings and/or a community (unworked underground areas count)), you can imbue some of your spells with healing.<br>Make a Know (nature) check vs. DC (15 + spell level) as a Free Action when casting a spell that has a 'target' entry. If the check succeeds, each target of the spell receives 2hp per spell level of Positive Energy, which heal living creatures and damages Undead (WillNeg).<br>If the check fails, the spell is lost.<br>This effect cannot be applied to Necromancy spells or spells with an alignment descriptor.      |
| Mobile Spellcasting<br>[General]       | (CAAdv p111) | Concentration: 8 ranks  | You can make a special Concentration check (DC 20 + spell level) to cast a spell and move as one Standard Action. You can't use this ability to cast spells that normally take longer than a Standard Action to cast.<br>If you fail the check, you lose the spell. You may combine the effect of this feat with casting on the defensive, by raising the DC by 5.  |
| Mother Cyst<br>[General]               | (LM p28)     | Caster level 1 <sup>st</sup><br>Know (religion): 2 ranks  | You grow an internal cyst of Undead flesh which adds the following spells to your known list:<br>1 <sup>st</sup> – <i>Necrotic Awareness</i> 2 <sup>nd</sup> – <i>Necrotic Cyst</i> 3 <sup>rd</sup> – <i>Necrotic Bloat</i> ,<br>4 <sup>th</sup> – <i>Necrotic Domination</i> 5 <sup>th</sup> – <i>Necrotic Burst</i> 6 <sup>th</sup> – <i>Necrotic Eruption</i> ,<br>7 <sup>th</sup> – <i>Necrotic Tumor</i> 8 <sup>th</sup> – <i>Necrotic Empowerment</i> 9 <sup>th</sup> – <i>Necrotic Termination</i><br>If you are a caster who prepares spells, you can prepare all necrotic spells without your spellbook. |
| Necromatic Might<br>[General]          | (LM p28)     | Necromatic Presence   | Whenever Undead you control are within 60' of you, they gain a +2 Enhancement bonus on attack rolls and saving throws.  |
| Necromatic Presence<br>[General]       | (LM p28)     | —   | Whenever Undead you control are within 60' of you, they gain a +4 bonus to their Turn Resistance.   |



| Name  | Source      | Prerequisite   | Description  |
|---|-------------|--|--|
| Puppet Master<br>[General]                  | (DR312 p51) | Wisdom 13  | If the target of one of your Mind-Affecting spells is being checked for magical influence with a Sense Motive check, the DC is at +5 (i.e., DC 20 for <i>Dominate Person</i> or <i>Dominate Monster</i> , DC 30 for most other spells).  |
| Ranged Spell<br>Specialization<br>[General] | (CArc p82)  | Caster level 4 <sup>th</sup><br>Weapon Focus (ranged spell)    | If you cast a spell that requires a ranged touch attack roll, does hp damage, & your target is within 30', the spell does +2hp of damage. This only applies to one spell target (if there are more than one) and does not apply to subsequent rounds (such as the ongoing damage of <i>Melf's Acid Arrow</i> ).  |
| Reactive Counterspell<br>[General]          | (PGF p42)   | Improved Counterspell<br>Improved Initiative                   | You may attempt to counterspell an opponent's spell even if you have not readied an action to do so. This causes you to lose your next turn. You cannot use this feat when Flat-Footed.  |
| Sanctify Weapon<br>[Exalted]                | (BoED p46)  | Able to cast <i>Align Weapon</i>                               | When you cast <i>Align Weapon</i> , the target weapon also becomes 'sanctified', which results in +1 hp of Holy damage to Evil creatures & +1d4 Holy damage to Evil Outsiders & Evil Undead. In addition, creatures with the Corrupted template(BoVD p186) do not heal damage done by the Sanctified weapon through natural or Fast healing.                     |
| Shielded Casting<br>[General]               | (RoS p144)  | Combat Casting<br>Shield Proficiency<br>Concentration: 5 ranks | As long as you have a Light, Heavy or Tower Shield ready, you do not provoke Attacks of Opportunity for casting spells in combat.  |
| Spell Penetration<br>[General]              | (PH p100)   | —  | Gain a +2 bonus on Caster checks to overcome Spell Resistance.   |
| Spellcasting Prodigy<br>[General]           | (PGF p44)   | 1 <sup>st</sup> level only                                     | For purposes of determining bonus spells, treat your primary spellcasting ability score (i.e., Intelligence for Wizards, Wisdom for Clerics, Druids, Paladins, & Rangers, etc.) as 2 higher. You may take this feat multiple times, each time applying to a different ability score. Note: you do not need to be able to cast spell yet when you take this feat. |
| Touch Spell<br>Specialization<br>[General]  | (CArc p83)  | Caster level 4 <sup>th</sup><br>Weapon Focus (touch spell)     | If you cast a spell that requires a melee touch attack roll and does hp damage, the spell does +2hp of damage. If the touch spell allows multiple uses with one casting, the bonus damage only applies to the first target of the spell.   |
| War Magic Study<br>[General]                | (DR309 p46) | Great Fortitude<br>Iron Will<br>Caster level 3 <sup>rd</sup>   | You may acquire & cast spells with the [war] subtype. These spells cover a huge area, can feed whole armies, etc., but have very expensive Material Components & long casting times. See DR309 p44 for details.  |

## Class & Class-Ability Feats

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

### Barbarian

#### Rage & Frenzy Feats

| Name                            | Source                 | Prerequisite   | Description  |
|---------------------------------|------------------------|--|--|
| Channeled Rage<br>[General]     | (RoD p150)             | Half-Orc<br>Ability to Rage  | Spend one of your uses of rage as an immediate action to add your Strength bonus on a Will saving throw.   |
| Chaos Rage<br>[Anarchic]        | (DR326 p80)            | Ability to Rage<br>Chaotic alignment<br>Intimidate: 4 ranks  | Your effective Barbarian level for purposes of using your Barbarian Rage class ability increases by +4, up to your HD. This benefits a multi-classed Barbarian or one with Racial HD.<br>You gain a Chaotic Aura equal to your Character level. It can discerned by Detect Chaos spell or ability.               |
| Destructive Rage<br>[General]   | (CWar p97)             | Ability to Rage or Frenzy  | When in a Rage or Frenzy, you receive a +8 bonus on Strength checks to breaks doors or other inanimate objects.  |
| Dragon Rage<br>[General]        | (Eb p52)               | Ability to Rage or Frenzy<br>Base Attack Bonus +4<br>Dragon Totem<br>Region of origin<br>Argonnessen or Seren. | When Raging or Frenzying, you receive the following benefits:<br>1. Your Natural Armor bonus to AC improves by 2.<br>2. The Energy Resistance granted you by the Dragon Totem feat increase to 10.   |
| Extend Rage<br>[General]        | (CWar p97)<br>(Eb p52) | Ability to Rage or Frenzy  | Each use of your Rage and / or Frenzy lasts +5 rounds.<br>You may take this feat multiple times. The extensions stack.   |
| Extra Rage<br>[General]         | (CWar p98)             | Ability to Rage or Frenzy  | You receive 2 extra Rages or Frenzies per day.<br>You may take this feat multiple times.   |
| Instantaneous Rage<br>[General] | (CWar p102)            | Ability to Rage or Frenzy  | You may enter a Rage or Frenzy on another creature's turn in response to an attack that you are aware of.<br>This feat applies if you are Flat-Footed.   |
| Intimidating Rage<br>[General]  | (CWar p102)            | Ability to Rage or Frenzy  | Once per rage / frenzy, you may attempt a Demoralize (i.e., a Intimidate check to make an opponent Shaken) as a Free Action. If successful, the target stays Demoralized for the duration of your rage / frenzy (instead of 1 round as usual).   |
| Raging Bull Rush<br>[General]   | (DR310 p30)            | Ability to Rage or Frenzy<br>Strength 13<br>Power Attack<br>Improved Bull Rush                                 | While Raging and/or Frenzying, you receive a +4 bonus on the opposed Strength check portion of a Bull Rush action.<br>This bonus stacks with the bonus from Improved Bull Rush.  |
| Raging Overrun<br>[General]     | (DR310 p30)            | Ability to Rage or Frenzy<br>Strength 13<br>Power Attack<br>Improved Overrun                                   | While Raging and/or Frenzying, you receive a +4 bonus on the opposed Strength check portion of an Overrun action.<br>This bonus stacks with the bonus from Improved Overrun.   |
| Raging Sunder<br>[General]      | (DR310 p30)            | Ability to Rage or Frenzy<br>Strength 13<br>Power Attack<br>Improved Sunder                                    | While Raging and/or Frenzying, you receive a +4 bonus on the attack roll portion of a Sunder action.<br>This bonus stacks with the bonus from Improved Sunder.   |
| Reckless Rage<br>[General]      | (RoS p143)             | Ability to Rage<br>Constitution 13   | When you Rage, you take an additional -2 on AC, but gain an additional +2 on Strength and Constitution.<br>These effects stack with the effects of Rage, Greater Rage, and Mighty Rage.  |
| Righteous Wrath<br>[Exalted]    | (BoED p45)             | Ability to Rage  | 1. You maintain you mental abilities while you Rage, allowing you deal nonlethal damage (if desired), stop attacking, etc.<br>2. The first time you hit a foe while Raging, your foe is Shaken until you leave the combat (or are defeated) WillNeg (DC 10 + ½ Raging ability class levels + Charisma modifier). |
| Stone Rage<br>[General]         | (RoS p144)             | Ability to Rage<br>Constitution 13<br>Wisdom 13<br>Earth Sense   | As long as you are touching the ground when you being your Rage, you gain a +1 Enhancement bonus to Natural Armor for the duration of your Rage.   |

#### Damage Reduction Feats

| Name                            | Source     | Prerequisite   | Description  |
|---------------------------------|------------|--|--|
| Greater Resiliency<br>[General] | (CWar p99) | Damage Reduction as a class feature ore innate ability | Your Damage Reduction absorbs one extra hp. If you have more than one Damage Reduction, you must choose which one is effected when you take this feat. |

## Bard

## Bardic Music Feats

| Name                            | Source                  | Prerequisite  | Description   |
|---------------------------------|-------------------------|---|---|
| Chant of Fortitude<br>[General] | (CAdv p113)             | Bardic Music class ability<br>Concentration: 8 ranks<br>Perform: 9 ranks  | As an Immediate Action, use your Bardic Music to give all allies (and yourself) the Diehard feat for one round.   |
| Chaos Music<br>[Anarchic]       | (DR326 p80)             | Chaotic alignment<br>Bardic Music class ability<br>Perform: 4 ranks   | Your effective Bard level for purposes of using your Bardic Music class ability increases by +4, up to your HD. This means that a multi-classed Bard or one with Racial HD benefits.<br>You gain a Chaotic Aura equal to your Character level. It can be discerned by <i>Detect Chaos</i> spell or ability.   |
| Disguise Spell<br>[General]     | (CAdv p108)             | Bardic Music class ability<br>Perform: 9 ranks  | Onlookers realize you're performing, but don't realize you're casting a spell unless they make an opposed Spot check against your Perform check.  |
| Dragon Song<br>[General]        | (Den p105)              | Charisma 13<br>Know (arcana): 4 ranks<br>Perform: 6 ranks<br>Speak Language (Draconic)                                      | +2 save DC to resist your mind-affecting effects based generated by your Bardic Music.<br>+2 bonus on Perform checks involving song, poetry, or any other verbal/spoken form of performance.  |
| Enchanting Song<br>[General]    | (RoS p139)              | Bardic Music class ability<br>Spell Focus (Enchantment)<br>Perform: 6 ranks   | When casting a spell from the School of Enchantment, you may expend one use of Bardic Music to increase the DC <u>and</u> your caster level by 1. This effect stacks with other feats that increase DC or caster level.   |
| Extra Music<br>[General]        | (Eb p52)<br>(CAdv p109) | Bardic Music class ability  | You may use your Bardic Music 4 extra times per day.<br>Note: You may take this feat multiple times.  |
| Green Ear<br>[General]          | (CAdv p110)             | Bardic Music class ability<br>Perform: 10 ranks   | You may alter any of your mind-affecting Bardic Music abilities to affect Plants creatures only.<br>Plant creatures gain a +5 bonus to saving throws against your music.  |
| Haunting Melody<br>[General]    | (Eb p54)                | Bardic Music class ability<br>Perform: 9 ranks  | By consuming one of your daily uses of Bardic Music, you can cause all enemies within 30' that hear your performance to become Shaken for 1 round per rank in Perform (WillNeg, DC = 10 + ½ Bard level + Charisma modifier). This is a [mind][fear] effect.   |
| Hymnist<br>[General]            | (DR325 p62)             | Bardic Music class ability<br>Ability to cast Divine spells   | 1. Perform is always a Class skill for you.<br>2. Receive your Wisdom modifier as a bonus to all Perform checks.  |
| Inspire Spellpower<br>[General] | (RoS p141)              | Bardic Music class ability<br>Perform: 8 ranks  | As a Standard Action, you can consume one use of your Bardic Music to increase the effective caster level of allies (but not yourself) by 1. This lasts for as long as they hear your performance plus 5 rounds afterwards.   |
| Ironskin Chant<br>[General]     | (CAdv p113)             | Bardic Music class ability<br>Concentration: 12 ranks<br>Perform: 12 ranks  | As a Swift Action, use your Bardic Music to provide Damage Reduction 5 / — to yourself or one ally within 30' who can hear you. Lasts until the start of your next turn.  |
| Lyric Spell<br>[General]        | (CAdv p113)             | Bardic Music class ability<br>Concentration: 12 ranks<br>Ability to cast 2 <sup>nd</sup> level<br>Spontaneous Arcane spells | As a Standard Action, you may cast one of your available Spontaneous Arcane Spells by expending (1 + spell level) uses of Bardic Music.<br>You cannot use this feat to cast a spell with the Silent Spell metamagic feat applied to it.   |
| Metamagic Song<br>[General]     | (RoS p142)              | Bardic Music class ability<br>any two Metamagic feats   | When casting a spontaneous spell enhanced by a metamagic feat, you can spend a number of Bardic Music uses equal to the level adjustment of the feat to cast the modified spell at its normal level.<br>You cannot partially reduce the level adjustment of a metamagic feat (either all or none).<br>You cannot use this feat to improve a spell with the Silent Spell feat.   |
| Misleading Song<br>[General]    | (RoS p142)              | Bardic Music class ability<br>Spell Focus (Illusion)<br>Perform: 12 ranks   | As you cast spell from the School of Illusion, you can spend one Bardic Music use to increase the caster level <u>and</u> saving throw DC of the spell by 1. This stacks with other feats that increase caster level and/or DC.   |
| Music of Growth<br>[General]    | (Eb p57)                | Bardic Music class ability<br>Perform: 12 ranks   | By consuming one of your daily uses of Bardic Music, all Animals & Plants within 30' of you gain a +4 Enhancement bonus to Strength and Constitution as long as you continue performing.  |
| Music of Making<br>[General]    | (Eb p57)                | Bardic Music class ability<br>Perform: 9 ranks  | By consuming one of your daily uses of Bardic Music, you may do one of the following:<br>1. The duration of a Conjuraction (creation) spell you cast is doubled.<br>2. Gain a +4 Sacred bonus on your Craft check.  |
| Requiem<br>[General]            | (LM p29)                | Bardic Music class ability<br>Perform: 8 ranks  | Your mind-affecting Bardic Music and Virtuoso's Performance abilities can affect the Undead.<br>All Bardic Music effects on Undead creatures have only half their normal duration.  |
| Song of the Heart<br>[General]  | (Eb p60)                | Bardic Music class ability<br>Perform: 6 ranks  | Your Bardic Music abilities are improved:<br>Inspire Courage, Inspire Competence, Inspire Greatness, & Inspire Heroics have their bonuses increased by 1.<br>Fascinate, Suggestion, & Mass Suggestion have their DC increased by 1.<br>Haunting Melody has its DC increased by 1.<br>Music of Growth has its Enhancement bonuses increased to +6.<br>Music of Making has its Craft bonus increased to +6.<br>Soothe the Beast receives a +2 Circumstance bonus on Perform check to improve the attitude of an Animal or Magical Animal. |
| Soothe the Beast<br>[General]   | (EB p60)                | Bardic Music class ability<br>Perform: 6 ranks  | By consuming one of your daily uses of Bardic Music, you may attempt to change an Animal or Magical Animal's attitude toward you. Using the Diplomacy check table, make a Perform check to change the creature's attitude. Magical Beasts with an Intelligence of 1 or 2 may be targeted, but you receive a -4 penalty to do so. The check takes at least 1 minute.<br>Most Animals start with an attitude of Indifferent & most Magical Animals start at Unfriendly.   |
| Subsonics<br>[General]          | (CAdv p112)             | Bardic Music class ability<br>Perform: 10 ranks   | You can produce music or poetry so subtly, others do not audibly realize you are the source – though they are still affected normally.  |

Bardic Knowledge Feats

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

ClericDomain Feats

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

Turning & Rebuking Feats

| Name                                  | Source                                       | Prerequisite  | Description  |
|---------------------------------------|--|---|--|
| Consecrate Spell Trigger<br>[Exalted] | (BoED p42)                                   | Craft Wand –or– Craft Staff<br>Able to Turn Undead  | When using a Wand or Staff, you can consume one of your Turns per day to apply the Consecrate Spell feat to the item's effect. Charges are still used up as normal.  |
| Disciple of the Sun<br>[Divine]       | (CDiv p80)                                   | Ability to Turn Undead  | If you spend two of your daily uses of ‘Turn Undead’ instead of one, the Undead you turn are destroyed instead.  |
| Divine Accuracy<br>[Divine]           | (LM p112)                                    | Ability to Turn or Rebuke Undead  | As a Standard Action, use up one of your Turn/Rebuke Undead uses to grant all allies in a 60' radius burst (and yourself) the ability to reroll their miss chance from incorporeality (melee attacks only). This lasts for 1 minute, and can only be used to reroll once per melee attack.   |
| Divine Cleansing<br>[Divine]          | (CWar p106)                                  | Ability to Turn or Rebuke creatures   | As a Standard Action, use up one of your daily Turn / Rebuke uses to grant all allies in a 60' radius Burst plus yourself with a +2 Sacred bonus on Fortitude saves for (Charisma modifier) rounds.  |
| Divine Damage Reduction<br>[Divine]   | (RoS p137)                                   | Ability to Rebuke Earth Creatures<br>Constitution 13<br>Wisdom 13<br>Earth Sense<br>Earth's Warding | As a Standard Action, use up one of your Rebuke Earth Creature uses to give yourself Damage Reduction 2 / adamantite for a number of rounds equal to your character level.<br>You must be touching the ground to use this feat.  |
| Divine Metamagic<br>[Divine]          | (CDiv p80)<br>(CDivErrata)+<br>(DR324 p103)+ | Ability to Turn or Rebuke creatures<br>any Metamagic feat   | Choose a Metamagic feat you possess. As a Free Action, you may apply that feat to a Divine spell you are casting without changing its level by sacrificing (1 + the feat's level adjustment value) of your Turn/Rebuke attempts of the day.<br>You may take this feat multiple times. Each time, it applies to a different Metamagic feat. |

| Name                                     | Source                 | Prerequisite   | Description  |
|--|------------------------|--|--|
| Divine Might<br>[Divine]                 | (CWar p106)            | Ability to Turn or Rebuke creatures<br>Strength 13<br>Power Attack                   | As a Free Action, use up one of your daily Turn / Rebuke uses to add your Charisma bonus to your weapon's damage for 1 Full Round  |
| Divine Resistance<br>[Divine]            | (CWar p106)            | Ability to Turn or Rebuke creatures<br>Divine Cleansing                              | As a Standard Action, use up one of your daily Turn / Rebuke uses to grant all allies within a 60' radius Burst plus yourself with Cold Resistance 5, Electricity Resistance 5, & Fire Resistance 5. These last for (Charisma modifier) rounds.  |
| Divine Shield<br>[Divine]                | (CWar p106)            | Ability to Turn or Rebuke creatures<br>Shield Proficiency                            | As a Standard Action, use up one of your daily Turn / Rebuke uses to add you Charisma modifier to your Shield bonus to AC for one round per two Character levels.  |
| Divine Spell Power<br>[Divine]           | (CDiv p80)             | Ability to Turn or Rebuke Undead<br>Able to cast 1 <sup>st</sup> level Divine spells | You may expend one of your daily uses of 'Turn Undead' as a Free Action to adjust the Effective Caster level of the next <u>Divine spell</u> you cast.<br>The adjustment is calculated by you making your Turning Check with a +3 bonus. The resulting modifier to your level is the modifier to your Caster level (ex: a Cleric who rolls a 16 would get a +2).                           |
| Divine Spellshield Reduction<br>[Divine] | (RoS p137)             | Ability to Rebuke Earth Creatures<br>Racial bonus on saves vs. spells                | As a Standard Action, use up one of your Rebuke Earth Creature uses to grant all allies with 30' a +2 Sacred bonus on saving throws against spells and spell-like effects for a number of rounds equal to your character level.<br>You must be touching the ground to use this feat.   |
| Divine Vigor<br>[Divine]                 | (CWar p107)            | Ability to Turn or Rebuke creatures  | As a Standard Action, use up one of your daily Turn / Rebuke uses to gain +10' movement and +2 Temporary HP per Character level. Both effects last for (Charisma modifier) minutes.  |
| Domain Spontaneity<br>[Divine]           | (CDiv p80)             | Ability to Turn or Rebuke Undead   | Choose one of your Domains. You may now convert your Prepared Divine spells into a spell from your chosen Domain list of equal or lower level on-the-fly.<br>You may take this feat more than once, each time with a different Domain.   |
| Earth's Warding<br>[Divine]              | (RoS p137)             | Ability to Rebuke Earth Creatures<br>Constitution 13<br>Wisdom 13<br>Earth Sense     | As a Standard Action, use up one of your Rebuke Earth Creature uses to increase your Natural Armor bonus to AC by 2 for (Charisma modifier) minutes.<br>You must be touching the ground to use this feat.  |
| Elemental Healing<br>[Divine]            | (CDiv p80)             | Ability to Rebuke creatures with an Elemental subtype                                | As a Standard Action, you may expend one of your Elemental Rebuke attempts to heal of all creatures with the matching subtype within a 60' radius Burst by 1d8 per 2 levels.<br>These special types of Rebukes can be acquired with the Air, Earth, Fire, or Water Domains.  |
| Elemental Smiting<br>[Divine]            | (CDiv p81)             | Ability to Turn creatures with an Elemental subtype                                  | As a Free Action, you may expend one of your Elemental Turn attempts to do extra damage with a melee attack on a creature with the matching subtype. You must decide before you roll your attack. If successful, you do +(Cleric level) damage. This ability can only be used once per round.<br>These special types of Turns can be acquired with the Air, Earth, Fire, or Water Domains. |
| Empower Turning<br>[General]             | (CDiv p81)             | Ability to Turn or Rebuke Undead   | Multiple your Turning Damage (after adding in your Cleric level & your Charisma modifier) by 1.5 to determine the number of Undead HD you effect.  |
| Exalted Turning<br>[Exalted]             | (BoED p42)             | Ability to Turn Undead   | Any Undead you successfully Turn also takes 3d6 damage.  |
| Extra Turning<br>[General]               | (PH p94)               | Ability to Turn or Rebuke creatures  | Each time you take this feat, you gains an additional 3 uses per day of your Turning / Rebuking ability.<br>If you have more than one such ability, you must choose which ability it adds to when you take the feat.<br>You may take this feat multiple times.   |
| Glorious Weapons<br>[Divine]             | (CDiv p82)             | Ability to Turn or Rebuke Undead   | All of your allies weapons within a 60' radius Burst to do 'good' damage (if you channel positive energy) or 'evil' (if you channel negative energy) for purposes of overcoming Damage Reduction. This effect lasts the end of your next turn.<br>This effect requires a Standard Action and consumes one of your Turn Undead uses for the day.  |
| Heighten Turning<br>[General]            | (LM p27)               | Ability to Turn or Rebuke Undead<br>Charisma 13<br>Extra Turning                     | When you Turn or Rebuke Undead, you may choose a number no higher than your effective Cleric level. Add that number to your Turning Check, then subtract it from your Turning Damage roll.   |
| Improved Turning<br>[General]            | (PH p96)               | Ability to Turn or Rebuke creatures  | You may turn or rebuke creatures as if you were one level higher in the class that grants the ability.   |
| Pierce the Darkness<br>[Divine]          | (RoS p143)             | Ability to Turn Undead<br>Darkvision racial ability                                  | As a Standard Action, spend one of your Turn Attempts to double the range of your darkvision for (Character level) minutes.  |
| Profane Boost<br>[Divine]                | (CDiv p84)             | Ability to Rebuke Undead   | All Undead within a 60' radius Burst who are targeted with an <i>Inflct</i> spell before the end of your next turn have the <i>Inflct</i> spell Maximized for free.<br>This effect requires a Standard Action and consumes one of your Rebuke Undead uses for the day.   |
| Profane Lifeleech<br>[Divine]            | (LM p29)               | Ability to Rebuke Undead   | As a Standard Action, spend two Rebuke Attempts to deal 1d6 points of damage to all living creatures within a 30' burst. This effect can't reduce any creature's current hit point to less than 0. You heal the total amount of damage dealt (but do not exceed your normal maximum).<br>Note: This feat deals no damage to Constructs or Undead.  |
| Profane Vigor<br>[Divine]                | (LM p29)               | Ability to Rebuke Undead<br>Charisma 11  | As a Standard Action, spend one Rebuke Attempt to heal one Undead ally within 60' 2 hit points per Cleric level. This does not allow the Undead to exceed their full normal hit points.  |
| Purify Spell Trigger<br>[Exalted]        | (BoED p45)             | Craft Wand—or– Craft Staff<br>Able to Turn Undead                                    | When using a Wand or Staff, you can consume one of your Turns per day to apply the Purify Spell feat to the item's effect. Charges are still used up as normal.  |
| Quicken Turning<br>[Divine]              | (CDiv p84)<br>(LM p20) | Ability to Turn or Rebuke Undead   | You may make a Turn or Rebuke Undead attempt as Free Action. You may only make an attempt once per round.  |

| Name                            | Source                  | Prerequisite                            | Description  |
|---------------------------------|-------------------------|---|--|
| Sacred Boost<br>[Divine]        | (CDiv p84)              | Ability to Turn Undead                  | All creatures within a 60' radius Burst who are targeted with a <i>Cure</i> spell before the end of your next turn have the <i>Cure</i> spell Maximized for free.<br>This effect requires a Standard Action and consumes one of your Turn Undead uses for the day.   |
| Sacred Healing<br>[Divine]      | (CDiv p84)              | Ability to Turn Undead<br>Heal: 8 ranks | All living creatures within a 60' radius Burst gain Fast Healing 3 for (1 + Charisma modifier) rounds.<br>This effect requires a Full Round Action and consumes one of your Turn Undead uses for the day.  |
| Sacred Vengeance<br>[Divine]    | (CWar p107)<br>(LM p30) | Ability to Turn or Rebuke creatures     | As a Free Action, use up one of your daily Turn / Rebuke uses to add 2d6 damage to all melee attacks against Undead until the end of the current round.  |
| Sacred Vitality<br>[Divine]     | (LM p30)                | Ability to Turn Undead                  | As a Standard Action, spend one Turn Attempt to gain immunity to Ability Damage, Ability Drain, and Energy Drain for 1 minute.   |
| Spurn Death's Touch<br>[Divine] | (LM p30)                | Ability to Turn Undead                  | As a Standard Action that does <u>not</u> provoke an Attack of Opportunity, spend one Turn Attempt to heal a touched ally of <u>one</u> of the following:<br>1. Heal 1d4 points of Ability Damage<br>2. Remove a Paralysis effect<br>3. Remove a Negative level<br>You can only use this feat to heal ability damage or remove effects caused by an Undead creature. |

**Initiate Feats**

(see also Forgotten Realms-specific Initiate Feats)

| Name                            | Source     | Prerequisite   | Description  |
|---------------------------------|------------|--|--|
| Arcane Insight<br>[Initiate]    | (RoD p154) | Patron Deity: Boccob<br>Cleric level 3 <sup>rd</sup>                           | Add Knowledge (arcana) to your Cleric class skills. Gain +2 Insight bonus on Spellcraft checks.<br>Add the following to your Cleric spell list:<br>1 <sup>st</sup> – <i>True Strike</i> 3 <sup>rd</sup> – <i>Arcane Sight</i> 5 <sup>th</sup> – <i>Rary's Telepathic Bond</i><br>7 <sup>th</sup> – <i>Greater Arcane Sight</i> 8 <sup>th</sup> – <i>Moment of Prescience</i> 9 <sup>th</sup> – <i>Necrotic Termination</i>   |
| Dread Tyranny<br>[Initiate]     | (RoD p154) | Patron Deity: Hextor<br>Cleric level 3 <sup>rd</sup><br>Strength 13            | Add Intimidate to your Cleric class skills. Add your Strength <u>and</u> Charisma modifiers to Intimidate checks.<br>When you use a lethal weapon to deal nonlethal damage, you reduce the attack roll penalty to -2.<br>Add the following to your Cleric spells list:<br>2 <sup>nd</sup> – <i>Scare</i> 4 <sup>th</sup> – <i>Evard's Black Tentacles</i> 5 <sup>th</sup> – <i>Dominate Person</i><br>6 <sup>th</sup> – <i>Eyebite</i> 8 <sup>th</sup> – <i>Demand</i> 9 <sup>th</sup> – <i>Dominate Monster</i> |
| Eternal Strength<br>[Initiate]  | (RoD p155) | Patron Deity: Kord<br>Cleric level 5 <sup>th</sup><br>Strength 13              | +4 bonus on saves against Strength damage or drain.<br>Add the following to your Cleric spell list:<br>3 <sup>rd</sup> – <i>Heroism</i> 5 <sup>th</sup> – <i>Waves of Fatigue</i> 6 <sup>th</sup> – <i>Greater Heroism</i><br>7 <sup>th</sup> – <i>Waves of Exhaustion</i>   |
| Far Horizons<br>[Initiate]      | (RoD p155) | Patron Deity: Fharlanghn<br>Cleric level 1 <sup>st</sup>                       | Add Climb, Jump, and Swim to your Cleric class skills. You always know which direction is North.<br>Add the following to your Cleric spells list:<br>1 <sup>st</sup> – <i>Expeditious Retreat</i> 3 <sup>rd</sup> – <i>Leomund's Tiny Hut</i> 5 <sup>th</sup> – <i>Overland Flight</i><br>6 <sup>th</sup> – <i>Shadow Walk</i>   |
| Law Inviolat<br>[Initiate]      | (RoD p155) | Patron Deity: St. Cuthbert<br>Cleric level 1 <sup>st</sup><br>Lawful alignment | Any weapons you wield (including natural) are considered Lawful-aligned for overcoming DR.<br>Add the following to your Cleric spell list:<br>1 <sup>st</sup> – <i>Color Spray</i> 2 <sup>nd</sup> – <i>Daze Monster</i> 3 <sup>rd</sup> – <i>Suggestion</i><br>5 <sup>th</sup> – <i>Passwall</i> 6 <sup>th</sup> – <i>Mass Suggestion</i> 8 <sup>th</sup> – <i>Passwall</i>   |
| Radiant Fire<br>[Initiate]      | (RoD p155) | Patron Deity: Pelor<br>Cleric level 3 <sup>rd</sup>                            | +2 Insight bonus to damage rolls against Evil creatures.<br>Add the following to your Cleric spell list:<br>2 <sup>nd</sup> – <i>Scorching Ray</i> 3 <sup>rd</sup> – <i>Summon Monster III*</i> 5 <sup>th</sup> – <i>Summon Monster V*</i><br>6 <sup>th</sup> – <i>Summon Monster VI*</i> 8 <sup>th</sup> – <i>Summon Monster VII*</i> * Fire Elementals only  |
| Undying Fate<br>[Initiate]      | (RoD p155) | Patron Deity: Wee Jas<br>Cleric level 3 <sup>rd</sup>                          | As a Swift Action, you can determine how close creatures are to death. This is an Extraordinary ability that functions as the <i>Deathwatch</i> spell.<br>Add the following to your Cleric spell list:<br>2 <sup>nd</sup> – <i>False Life</i> 3 <sup>rd</sup> – <i>Halt Undead</i> 5 <sup>th</sup> – <i>Blight</i><br>7 <sup>th</sup> – <i>Finger of Death</i>   |
| Whispered Secrets<br>[Initiate] | (RoD p155) | Patron Deity: Vecna<br>Cleric level 1 <sup>st</sup>                            | Add Listen and Spot to your Cleric class skills. You automatically become aware of any attempt to observe you by Scribing as an Extraordinary ability.<br>Add the following to your Cleric spell list:<br>1 <sup>st</sup> – <i>Disguise Self</i> 2 <sup>nd</sup> – <i>Darkvision</i> 3 <sup>rd</sup> – <i>Glibness</i><br>4 <sup>th</sup> – <i>Arcane Eye</i> 5 <sup>th</sup> – <i>Prying Eyes</i> 6 <sup>th</sup> – <i>Analyze Dweomer</i><br>8 <sup>th</sup> – <i>Mind Bank</i>                                |

Druid

Animal Companion Feats

| Name                                    | Source       | Prerequisite  | Description  |
|---|--------------|---|--|
| Coordinated Strike<br>[General]         | (RoW p149)   | Animal Companion or Special Mount class ability<br>Handle Animal: 5 ranks | During any round in which your Animal Companion or Special Mount makes a melee attack, you gain a +1 Competence bonus on your attack rolls again the same opponent.  |
| Exalted Companion<br>[Exalted]          | (BoED p42)   | Able to acquire a new Animal Companion                                    | Instead of gaining an Animal as your companion, you get a Magical Beast. See (BoED p42) for a full list.   |
| Monstrous Animal Companion<br>[General] | (DR326 p32)  | Able to acquire a new Animal Companion<br>Savage Empathy                  | If you can find a Magical Beast off the Monstrous Animal Companion list in the Creature Index, you can make it your companion if you can changes its attitude towards you to 'helpful' or 'friendly' using Wild Empathy. |
| Natural Bond<br>[General]               | (CAAdv p114) | Animal Companion class ability  | Add three to your Effective Druid level (not to exceed your Character level) for determining your Animal Companion's bonuses.  |

Wild Empathy Feats

| Name                          | Source           | Prerequisite  | Description  |       |             |       |             |         |                  |          |                 |          |                  |         |                  |                 |                 |             |                  |        |                  |        |                  |
|-------------------------------|------------------|---|--|-------|-------------|-------|-------------|---------|------------------|----------|-----------------|----------|------------------|---------|------------------|-----------------|-----------------|-------------|------------------|--------|------------------|--------|------------------|
| Animal Friend<br>[Exalted]    | (BoED p41)       | Charisma 15<br>Wild Empathy class ability   | Gain a +4 Exalted bonus on Wild Empathy checks to change the attitudes of animals and good aligned magical beasts.   |       |             |       |             |         |                  |          |                 |          |                  |         |                  |                 |                 |             |                  |        |                  |        |                  |
| Beast Totem<br>[General]      | (Eb p51)         | Wild Empathy class ability  | Choose one of the following Magical Beasts to be your Totem. You gain a +4 Circumstance bonus on saving throws vs. the listed attack form.<br><table border="1" style="margin-left: 20px;"> <thead> <tr> <th>Totem</th> <th>Attack Form</th> <th>Totem</th> <th>Attack Form</th> </tr> </thead> <tbody> <tr> <td>Chimera</td> <td>Breath Weapons</td> <td>Krenshar</td> <td>Fear</td> </tr> <tr> <td>Digester</td> <td>Acid</td> <td>Unicorn</td> <td>Poison</td> </tr> <tr> <td>Displacer Beast</td> <td>Targeted Spells</td> <td>Winter Wolf</td> <td>Cold</td> </tr> <tr> <td>Gorgon</td> <td>Petrifaction</td> <td>Yrthak</td> <td>Sonic</td> </tr> </tbody> </table>  | Totem | Attack Form | Totem | Attack Form | Chimera | Breath Weapons   | Krenshar | Fear            | Digester | Acid             | Unicorn | Poison           | Displacer Beast | Targeted Spells | Winter Wolf | Cold             | Gorgon | Petrifaction     | Yrthak | Sonic            |
| Totem                         | Attack Form      | Totem   | Attack Form  |       |             |       |             |         |                  |          |                 |          |                  |         |                  |                 |                 |             |                  |        |                  |        |                  |
| Chimera                       | Breath Weapons   | Krenshar  | Fear   |       |             |       |             |         |                  |          |                 |          |                  |         |                  |                 |                 |             |                  |        |                  |        |                  |
| Digester                      | Acid             | Unicorn   | Poison   |       |             |       |             |         |                  |          |                 |          |                  |         |                  |                 |                 |             |                  |        |                  |        |                  |
| Displacer Beast               | Targeted Spells  | Winter Wolf   | Cold   |       |             |       |             |         |                  |          |                 |          |                  |         |                  |                 |                 |             |                  |        |                  |        |                  |
| Gorgon                        | Petrifaction     | Yrthak  | Sonic  |       |             |       |             |         |                  |          |                 |          |                  |         |                  |                 |                 |             |                  |        |                  |        |                  |
| Combined Empathy<br>[General] | (DR325 p61)      | Druid level 1+<br>Ranger level 1+   | Add your Druid and Ranger levels to your Wild Empathy checks.  |       |             |       |             |         |                  |          |                 |          |                  |         |                  |                 |                 |             |                  |        |                  |        |                  |
| Savage Empathy<br>[General]   | (DR326 p33)      | Wild Empathy class ability  | You no longer receive a -4 penalty when trying to use Wild Empathy on a Magical Beast. Choose a creature type other than Animals, Construct, Humanoids, or Undead. You can now user Wild Empathy to influence a creature of this type if it has an Intelligence of 3 or less. You may take this feat multiple times. Each time, it applies to a different creature type.   |       |             |       |             |         |                  |          |                 |          |                  |         |                  |                 |                 |             |                  |        |                  |        |                  |
| Totem Companion<br>[General]  | (Eb p61)         | Wild Empathy class ability<br>Beast Totem<br>Ability to acquire a new Animal Companion<br>Appropriate minimum level | You may take the Magical Beast that you chose as your Beast Totem as an 'Animal Companion'. Any spell you normally could cast on an Animal can be cast on your new companion.<br>Your companion gains Animal Companion abilities based on the number of level you are above the minimum needed to summon the creature. As always, a Ranger's effective level is ½ his Ranger level.<br><table border="1" style="margin-left: 20px;"> <thead> <tr> <th>Totem</th> <th>Min. Level</th> <th>Totem</th> <th>Min. Level</th> </tr> </thead> <tbody> <tr> <td>Chimera</td> <td>13<sup>th</sup></td> <td>Krenshar</td> <td>7<sup>th</sup></td> </tr> <tr> <td>Digester</td> <td>10<sup>th</sup></td> <td>Unicorn</td> <td>10<sup>th</sup></td> </tr> <tr> <td>Displacer Beast</td> <td>7<sup>th</sup></td> <td>Winter Wolf</td> <td>10<sup>th</sup></td> </tr> <tr> <td>Gorgon</td> <td>16<sup>th</sup></td> <td>Yrthak</td> <td>16<sup>th</sup></td> </tr> </tbody> </table> | Totem | Min. Level  | Totem | Min. Level  | Chimera | 13 <sup>th</sup> | Krenshar | 7 <sup>th</sup> | Digester | 10 <sup>th</sup> | Unicorn | 10 <sup>th</sup> | Displacer Beast | 7 <sup>th</sup> | Winter Wolf | 10 <sup>th</sup> | Gorgon | 16 <sup>th</sup> | Yrthak | 16 <sup>th</sup> |
| Totem                         | Min. Level       | Totem   | Min. Level   |       |             |       |             |         |                  |          |                 |          |                  |         |                  |                 |                 |             |                  |        |                  |        |                  |
| Chimera                       | 13 <sup>th</sup> | Krenshar  | 7 <sup>th</sup>  |       |             |       |             |         |                  |          |                 |          |                  |         |                  |                 |                 |             |                  |        |                  |        |                  |
| Digester                      | 10 <sup>th</sup> | Unicorn   | 10 <sup>th</sup>   |       |             |       |             |         |                  |          |                 |          |                  |         |                  |                 |                 |             |                  |        |                  |        |                  |
| Displacer Beast               | 7 <sup>th</sup>  | Winter Wolf   | 10 <sup>th</sup>   |       |             |       |             |         |                  |          |                 |          |                  |         |                  |                 |                 |             |                  |        |                  |        |                  |
| Gorgon                        | 16 <sup>th</sup> | Yrthak  | 16 <sup>th</sup>   |       |             |       |             |         |                  |          |                 |          |                  |         |                  |                 |                 |             |                  |        |                  |        |                  |

## Wild Shape Feats

| Name                            | Source       | Prerequisite   | Description   |
|---------------------------------|--------------|--|---|
| Beast Shape<br>[General]        | (Eb p50)     | Wild Shape class ability<br>into a Huge animal<br>Wild Empathy class<br>ability<br>Beast Totem | You may use your Wild Shape ability to take of form of your Beast Totem. You gain its Extraordinary & Supernatural abilities.   |
| Blindsense<br>[Wild]            | (CAAdv p114) | Wild Shape class ability<br>Listen: 4 ranks  | Spend a Wild Shape use to gain Blindsense (30') for 1 minute per HD. You retain this benefit regardless of which form you are in.   |
| Boar's Ferocity<br>[Wild]       | (CDiv p79)   | Wild Shape class ability   | If your hit-points are reduced to 0 or less (but you are still alive), you may spend one of your daily Wild Shape uses as a Free Action (even if it isn't your turn) to continue acting as if you are not Disabled or Dying. This effect lasts 1 minute.  |
| Cheetah's Speed<br>[Wild]       | (CDiv p79)   | Wild Shape class ability   | You may spend one of your daily uses of Wild Shape to set your base land speed to 50' for 1 hour. You may move 10x your normal speed as part of a charge, once in the hour.   |
| Climb Like an Ape<br>[Wild]     | (CAAdv p114) | Wild Shape class ability   | Spend a Wild Shape use to gain Climb speed equal to your land speed for 10 minutes per HD. You also gain a +8 racial bonus on Climb checks, and can take 10 on Climb checks, even when rushed or threatened.  |
| Cougar's Vision<br>[Wild]       | (CAAdv p114) | Wild Shape class ability   | Spend a Wild Shape use to gain Low-Light Vision for 1 hour per HD. You also gain a +4 bonus on all Spot checks. You retain these benefits regardless of which form you are in.  |
| Dragon Wild Shape<br>[General]  | (Den p105)   | Wild Shape class ability<br>Wisdom 19<br>Know (nature): 15 ranks                               | You may use your Wild Shape ability to change into a Small or Medium Dragon. You gain all the Extraordinary and Supernatural abilities of the Dragon whose form you take, but not any Spell-like Abilities or Spellcasting powers.  |
| Eagle's Wings<br>[Wild]         | (CDiv p80)   | Wild Shape class ability   | You may spend one of your daily uses of Wild Shape to grow feathery wings, which grant you a Flying speed of 60' with Average maneuverability, for 1 hour.  |
| Elephant's Hide<br>[Wild]       | (CDiv p81)   | Able to Wild Shape into<br>a Large creature  | You may spend one of your daily uses of Wild Shape to set your Natural Armor bonus to AC to 7 (i.e., does not stack with other Natural Armor bonuses). Lasts for 10 minutes.  |
| Exalted Wild Shape<br>[Exalted] | (BoED p42)   | Wild Shape class ability<br>Wild Shape Class lvl 8   | In addition to the normal forms you can take with Wild Shape, you can also take the form of a Blink Dog, Giant Eagle, Giant Owl, Pegasus, Unicorn, or the Celestial version of an Animal that you can normally take the shape of.   |
| Extra Wild Shape<br>[Wild]      | (CDiv p81)   | Wild Shape class ability   | You may use your Wild Shape class ability 2 additional times per day. If you have gained the Wild Shape ability to become an Elemental, you gain 1 additional use per day. You may take this feat multiple times.   |
| Fast Wild Shape<br>[Wild]       | (CDiv p81)   | Dexterity 13<br>Wild Shape class ability   | You may use Wild Shape as a Move Action (instead of a Standard Action).   |
| Grizzly's Claws<br>[Wild]       | (CDiv p82)   | Wild Shape class ability   | You may spend one of your daily uses of Wild Shape to gain two primary Claw attacks (both at your base attack bonus + Strength). The claws do Slashing & Piercing damage equal to a Short Sword appropriate for your size. This effect lasts for 1 hour.  |
| Hawk's Vision<br>[Wild]         | (CAAdv p114) | Wild Shape class ability   | Spend a Wild Shape use to gain a +8 bonus to Spot checks for 1 hour per HD. While this benefit is in effect, you only take -1 on ranged attacks per increment, and are at -1 to Spot per 20' of distance. You retain these benefits regardless of which form you are in.  |
| Lion's Pounce<br>[Wild]         | (CDiv p82)   | Wild Shape class ability   | You may spend one of your daily uses of Wild Shape to receive a Full Attack at the end of a Charge (instead of a Single Attack). This effect lasts for 1 hour.  |
| Natural Spell<br>[General]      | (PH p98)     | Wisdom 13<br>Wild Shape class ability  | You can complete the verbal & somatic components of spells while in a Wild Shape.   |
| Oaken Resilience<br>[Wild]      | (CDiv p82)   | Able to Wild Shape into<br>a Plant creature  | You may spend one of your daily uses of Wild Shape to receive immunity to Critical Hits, Poison, Sleep, Paralysis, Polymorph, and Stunning. You also gain +8 bonus to avoid being Bull Rushed or Tripped due to greater stability. This effect lasts for 10 minutes.  |
| Powerful Wild Shape<br>[Wild]   | (RoS p143)   | Wild Shape class ability<br>Powerful Build racial<br>trait                                     | You can Wild Shape into a Powerful-Build version of a creature you can normally shape into. Powerful Build creatures count as one category larger for the purposes of opposed checks for Bull Rush, Trip, & Grapple; whether another creature's special attack affects him; and for the purpose of using larger weapons.              |
| Savage Grapple<br>[Wild]        | (CAAdv p114) | Wild Shape class ability<br>Sneak Attack class<br>ability                                      | While you are in a Wild Shape, you may apply your Sneak Attack damage to your Grapple damage. Creatures not subject to sneak attacks don't take this extra damage.  |
| Savage Mobility<br>[General]    | (DR326 p33)  | Dexterity 13<br>Wild Shape class ability   | When you use Wild Shape, your speed increases by +10'. This applies to your land, burrow, climb, fly, and swim speeds.  |
| Scent<br>[Wild]                 | (CAAdv p114) | Wild Shape class ability   | Spend a Wild Shape use to gain the Scent ability (DMG p314) for 1 hour per HD. In addition, if you have the Track feat, you can track creatures by scent. You retain this benefit regardless of which form you are in.  |
| Serpent's Venom<br>[Wild]       | (CDiv p84)   | Wild Shape class ability   | You may spend one of your daily uses of Wild Shape to gain one secondary Bite attack (at your base attack bonus - 5 & Strength / 2). The bite does Bludgeoning, Slashing, & Piercing damage equal to a Dagger appropriate for your size, plus poison that does 1d6 Constitution / 1d6 Constitution damage (DC is Constitution based). |
| Stone Form<br>[Wild]            | (RoS p144)   | Wild Shape class ability<br>Constitution 13  | As a Standard Action, spend a Wild Shape use to gain a +4 bonus to Fortitude saves; your Natural Armor bonus becomes +4 (though Enhancement bonuses stack). You also gain a Slam attack which does damage equal to a Morningstar of your size (1d6/1d8/2d6)   |
| Swim like a Fish<br>[Wild]      | (CDiv p85)   | Wild Shape class ability   | You may spend one of your daily uses of Wild Shape to be able to breath underwater (in addition to air), gain a Swim speed of 40', and gain a +8 bonus on Swim checks. This effect lasts for 1 hour.  |
| Wolverine's Rage<br>[Wild]      | (CDiv p86)   | Wild Shape class ability   | If you have taken damage during the last round, you may spend one of your daily uses of Wild Shape as a Free Action to enter a rage. You gain +2 bonus to Strength & Constitution, and -2 penalty to AC. This effect lasts 5 rounds and <u>cannot</u> be ended early.   |



MonkMonk Only Feats

| Name                           | Source   | Prerequisite               | Description   |
|--------------------------------|----------|----------------------------|---|
| Monastic Training<br>[General] | (Eb p57) | Monk level 1 <sup>st</sup> | <i>Monk 1<sup>st</sup>, Monk 2<sup>nd</sup>, Monk 6<sup>th</sup></i><br>Pick one class. You may now multiclass in the chosen class and still take levels of Monk.<br>You may take this feat as your 1 <sup>st</sup> , 2 <sup>nd</sup> , or 6 <sup>th</sup> level Monk feat. |

Ki Strike Feats

| Name                                      | Source     | Prerequisite   | Description   |
|---|------------|--|---|
| Axiomatic Strike<br>[General]             | (CWar p96) | Ki Strike (lawful) class ability<br>Stunning Fist  | Before you attack, you can declare that you are using one of your Stunning attacks for the day to do +2d6 damage to a Chaotic opponent.   |
| Fist of the Heavens<br>[Exalted, Fighter] | (BoED p43) | Wisdom 15<br>Sanctify <i>Ki</i> Strike<br>Stunning Fist  | If you use your Stunning Fist on an Evil Creature, its DC is +2. Also, if effected, the target is Staggered for 1 round following being Stunned.  |
| Holy <i>Ki</i> Strike<br>[Exalted]        | (BoED p43) | Charisma 15<br>Improved Unarmed Strike<br><i>Ki</i> Strike (holy) class ability<br>Sanctified <i>Ki</i> Strike | Evil creatures hit by your Unarmed Strike take +2d6 damage (does not stack with Sanctified <i>Ki</i> Strike) and all of the strike's damage is considered Holy for purposes of overcoming Damage Reduction. |
| Sanctify <i>Ki</i> Strike<br>[Exalted]    | (BoED p46) | Charisma 15<br>Improved Unarmed Strike<br><i>Ki</i> Strike (lawful) class ability                              | Your Unarmed Strike is considered 'good' for purposes of overcoming Damage Reduction. In addition, it does +1 hp of damage to Evil creatures and +1d4 damage to Evil Outsiders & Evil Undead.               |

Flurry of Blows Feats

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

PaladinPaladin Only Feats

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

Special Mount Feats

| Name                            | Source      | Prerequisite  | Description   |
|---------------------------------|-------------|---|---|
| Celestial Mount<br>[Exalted]    | (BoED p42)  | Paladin level 4 <sup>th</sup>   | Your Special Mount gains the Celestial template.  |
| Coordinated Strike<br>[General] | (RoW p149)  | Animal Companion or Special Mount class ability<br>Handle Animal: 5 ranks | During any round in which your Animal Companion or Special Mount makes a melee attack, you gain a +1 Competence bonus on your attack rolls again the same opponent. |
| Holy Mount<br>[General]         | (DR325 p62) | Ability to gain a Special Mount<br>any other Divine caster class          | When determining the abilities of your Special Mount, add your Paladin levels to those of your other Divine caster class (typically Cleric).                        |
| Theurgic Mount<br>[General]     | (DR325 p62) | Ability to gain a Special Mount<br>any Arcane caster class                | When determining the abilities of your Special Mount, add your Paladin levels to those of your Arcane caster classes.   |

Divine Grace Feats

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

Lay-on-Hands Feats

| Name                             | Source     | Prerequisite                              | Description   |
|----------------------------------|------------|---|---|
| Hands of the Healer<br>[Exalted] | (BoED p43) | Charisma 13<br>Lay on Hands class ability | When calculating the number of hit-points you can heal each day, treat your Charisma as being +2. |

Smiting Feats

| Name                           | Source     | Prerequisite   | Description  |
|--------------------------------|------------|--|--|
| Exalted Smite<br>[Exalted]     | (BoED p42) | Smite Evil class ability                                 | When you use your Smite Evil ability, your weapon is considered 'good' for purposes of bypassing Damage Reduction.   |
| Extra Smiting<br>[General]     | (CWar p98) | Smite <any> class ability<br>Base Attack Bonus +4        | Gain two extra attempts to Smite each day. You may take this feat multiple times.  |
| Improved Smiting<br>[General]  | (CDiv p82) | Charisma 13<br>Smite <any> class ability                 | Your smite ability is considered aligned for purposes of overcoming Damage Reduction. If your smite ability is not inherently aligned (i.e., Smite Evil does 'good' damage, Smite Good does 'evil' damage), you must choose the alignment your Smite will be aligned with. It must be appropriate for your alignment and your Deity's. |
| Ranged Smite Evil<br>[Exalted] | (BoED p45) | Smite Evil class ability                                 | You may apply your Smite Evil ability to your missile weapons.   |
| Silver Smite<br>[General]      | (Eb p60)   | Smite Evil class ability<br>follower of the Silver Flame | Your Smite Evil ability does +1d6 Sacred damage & has the appearance of silvery fire.  |

RangerFavored Enemy Feats

| Name                                    | Source                     | Prerequisite  | Description   |
|---|----------------------------|---|---|
| Favored Power Attack<br>[General]       | (CWar p98)<br>(DR310 p58)  | At least one Favored Enemy<br>Base Attack Bonus: +4<br>Power Attack | Choose one of your Favored Enemies when you take this feat. When using power attack against this enemy, the following damage bonuses apply:<br>No damage bonus – Light Weapon; secondary end of a Double-Weapon<br>+2X damage bonus – One-Handed Weapon used in one hand; primary end of a Double-Weapon<br>+3X damage bonus – Two-Handed Weapon; One-Handed Weapon used in two hands; Double-Weapon when only one end is being used for an attack. |
| Improved Favored Enemy<br>[General]     | (CWar p101)<br>(DR310 p58) | At least one Favored Enemy<br>Base Attack Bonus: +5                 | Choose one of your Favored Enemies when you take this feat. You do an additional +3 damage to that enemy.   |
| Nemesis<br>[Exalted]                    | (BoED p44)                 | At least one Favored Enemy  | Choose one of your Favored Enemies when you take this feat. You may detect creatures of that race within 60' (even through walls). Also, you do +1d6 damage to an Evil member of your enemy race.   |
| Unquenchable Flame of Life<br>[General] | (LM p31)                   | —   | +2 bonus on saving throws vs. the Extraordinary and Supernatural abilities of Undead. If you have Undead as a Favored Enemy, your saving throw bonus is instead equal to your Favored Enemy bonus.  |

RogueSneak Attack Feats

| Name                           | Source      | Prerequisite  | Description   |
|--------------------------------|-------------|---|---|
| Arterial Strike<br>[General]   | (CWar p96)  | Sneak Attack class ability<br>Base Attack Bonus +4                                  | On a successful Sneak Attack, you may reduce the Sneak Attack dice by 1d6 to cause a wound that bleeds for 1 hit-point per round. The wound continues to bleed until it is magically healed or successfully bandaged by a Heal check vs. DC 15. Multiple bleeding wounds stack.   |
| Hamstring<br>[General]         | (CWar p100) | Sneak Attack class ability<br>Base Attack Bonus +4                                  | On a successful Sneak Attack, you may reduce the Sneak Attack dice by 2d6 to damage your opponent's legs, which reduces its movement by half. A creature with 4 legs requires two Hamstring attacks to have its movement impaired. Creatures with more than 4 legs are immune to this effect, as are those immune to sneak attacks.<br>The movement reduction lasts until it is magically healed, successfully bandaged by a Heal check vs. DC 15, or 24 hours pass.<br>This ability may be used one per round. |
| Precise Strike<br>[General]    | (DR310 p69) | Sneak Attack class ability<br>Dexterity 13  | When making a Sneak Attack, you may reduce the number of Sneak Attack dice that will apply to damage in exchange for a +2 Competence bonus to hit per die sacrificed.<br>Note: The bonus to attack & reduction to damage applies to every Sneak Attack for one round.   |
| Sacred Strike<br>[Exalted]     | (BoED p45)  | Sneak Attack class ability  | If you deal damage with a melee Sneak Attack, your opponent is Staggered for one round (Fort/Neg DC = damage dealt). If the target is treated with the Heal skill (DC 15) or any spell that heals at least one hit point, the effect is also removed. This feat has no effect on creatures immune to Sneak Attacks.   |
| Staggering Strike<br>[General] | (CAdv p112) | Sneak Attack class ability<br>Base Attack Bonus +4                                  | When you succeed with a sneak attack again an Evil foe, roll d8's for the Sneak Attack damage (instead of d6's) and the damage qualifies as 'good' damage for purposes of overcoming Damage Reduction.  |
| Deft Strike<br>[General]       | (Den p103)  | Sneak Attack class ability<br>Intelligence 13<br>Combat Expertise<br>Spot: 10 ranks | As a Standard Action, you can attempt to find a weak spot in a visible target's armor with a Spot check (DC = target's AC). If you succeed, your next attack (which must be made no later than the end of your next turn) ignores the target's Armor and Natural Armor bonuses, as well as Enhancement bonuses to these. If you use a ranged attack, you must be within 30' to gain the benefit of this feat.   |

## Sorcerer Feats

See [Bloodline Feats](#) (page 55).

## Familiar Feats

| Name                                 | Source                                  | Prerequisite  | Description  |
|--------------------------------------|---|---|--|
| Celestial Familiar<br>[Exalted]      | (BoED p41)                              | Able to acquire a new Familiar  | Get access to a Good Outsider as your familiar.<br>3 <sup>rd</sup> : Celestial Animal<br>7 <sup>th</sup> : Coure Eladrin (CG), Lantern Archon (LG), Musteval Guardinal (NG)  |
| Dragon Familiar<br>[General]         | (Dcn p104)                              | Able to acquire a new Familiar<br>Charisma 13<br>Arcane Spellcaster 7 <sup>th</sup><br>Able to speak Draconic<br>Compatible Alignment | When you acquire a new familiar, you may select a Wyrmling-aged Dragon as a familiar.<br>See Dcn p141 for details on Dragons as Familiars.   |
| Stitched Flesh Familiar<br>[General] | (LM p30)                                | Able to acquire a new Familiar<br>Able to cast 3 Necromancy spells  | When choosing a familiar, you may choose a Stitched Flesh Familiar.<br><i>Hit Dice</i> : d12, with no Constitution bonus; can use own HD or master's for effects dealing with HD<br><i>Hit Points</i> : Use half the master's total, or the familiar's normal, whichever is higher.<br><i>Attacks</i> : Master's or familiar's Base Attack Bonus, whichever is higher.<br><i>Saving Throws</i> : Master's or familiar's base saves, whichever are individually higher.<br><i>Familiar Special Abilities</i> : Use the second Familiar table (PH p52); instead of the noted special ability, a stitched flesh familiar allows its master to control an additional 4 HD of Undead. |
| Improved Familiar<br>[General]       | (DMG p200)<br>(PGF p39)<br>(CWar p100)+ | Able to acquire a new Familiar  | The following creatures can be taken as Improved Familiars:<br>3 <sup>rd</sup> : Flying Snake, Spitting Crawler Lizard, Lynx, Krenshar, Worg<br>5 <sup>th</sup> : Osquip (NE), Tressym (NG), Blink Dog, Hell Hound<br>7 <sup>th</sup> : Hippogriff, Howler, Winter Wolf<br>9 <sup>th</sup> : Deathfang (NE).   |

## Wizard Feats

| Name                                 | Source      | Prerequisite  | Description   |
|--------------------------------------|-------------|---|---|
| Ability Enhancer<br>[General]        | (DR325 p77) | Transmuter level 1 <sup>st</sup><br>Spell Focus (transmutation)               | Any Transmutation spell you cast that enhances an ability score increases by ability score by an additional +2 (i.e., <i>Bull's Strength</i> will grant a +6 Enhancement bonus to Strength).  |
| Abjorative Potency<br>[General]      | (DR325 p77) | Abjurer level 1 <sup>st</sup><br>Spell Focus (abjuration)                     | Any Abjuration spell you cast that provides a bonus to AC improves adds an additional +1 (i.e., <i>Shield</i> will grant a +5 Shield bonus to AC).  |
| Charmer<br>[General]                 | (DR325 p77) | Enchanter level 1 <sup>st</sup><br>Spell Focus (enchantment)                  | Add +1 DC to all Enchantment (charm) spells you cast.   |
| Collegiate Wizard<br>[General]       | (CArc p181) | Wizard level 1 <sup>st</sup><br>Intelligence 13<br>1 <sup>st</sup> level only | +2 bonus on Knowledge (arcana) checks.<br>As a 1 <sup>st</sup> level Wizard, you gain six 1 <sup>st</sup> level spells (instead of 4).<br>At each level after 1 <sup>st</sup> , you gain 4 new spell (instead of 2).  |
| Diversified Casting<br>[General]     | (DR325 p61) | At least one Prohibited School of Magic                                       | You may add up to three spells from one Prohibited School of Magic to your spell list. This allows you to use spell-completion and spell-trigger items based on these spells in addition to being able cast them. You may take this feat once for each Prohibited School of Magic you have. Each time, this feat applies to a different School.   |
| Enhanced Shadow Reality<br>[General] | (DR325 p77) | Illusionist level 1 <sup>st</sup><br>Spell Focus (illusion)                   | Any Illusion (shadow) spell you cast is 20% "more real". For example, <i>Shadow Conjuration</i> would do 40% damage if disbelieved instead of the standard 20%.   |
| Evocation Resistance<br>[General]    | (DR325 p77) | Evoker level 1 <sup>st</sup><br>Spell Focus (evocation)                       | You take 1 less damage per die from any Evocation spell that damages you.   |
| Girded Soul<br>[General]             | (DR325 p77) | Necromancer level 1 <sup>st</sup><br>Spell Focus (necromancy)                 | +4 bonus on saves vs. energy drain or death effects.  |
| Heavy Teleport<br>[General]          | (DR325 p77) | Conjurer level 1 <sup>st</sup><br>Spell Focus (conjuration)                   | Any Conjuration (teleportation) spell you cast can carry one extra Medium-sized creature.   |
| Hidden Thoughts<br>[General]         | (DR325 p77) | Diviner level 1 <sup>st</sup><br>Spell Focus (divination)                     | +4 bonus on Wills saves to resist Divination spells.<br>+4 bonus on Intelligence checks to notice a Scrying Sensor.   |
| Potent Enchantment<br>[General]      | (DR325 p77) | Enchanter level 1 <sup>st</sup><br>Spell Focus (enchantment)                  | Enchantment spells you cast that effect a fixed number of Hit Dice (such as <i>Sleep</i> or <i>Hypnotism</i> ) effect +3HD.   |
| Signature Spell<br>[General]         | (PGF p43)   | Spell Mastery   | Choose one spell that you have mastered with Spell Mastery when you take this feat. You may spontaneously convert a Prepared Arcane spell into your Signature Spell as long as it is the same level or higher. This ability is similar to a Cleric spontaneously converting a spell into a Cure spell. You may take this feat multiple times, each time granting you a different Signature Spell. |
| Spell Mastery<br>[General]           | (PH p100)   | Wizard level 1 <sup>st</sup>  | Choose a number of spells equal to your Int modifier. You may prepare these spells without a spellbook. You may take this feat multiple times, each time with different spells.<br>Note: All Wizards have Spell Mastery of <i>Read Magic</i> .  |
| Theurgic Specialist<br>[General]     | (DR325 p62) | Specialist Wizard 3 <sup>rd</sup><br>any other spellcasting class             | When you cast spells from your Specialized School of Magic from any of your spellcasting classes, your effective Caster level is the sum of all your spellcasting classes.  |

## Feats Aiding Multiclassed Characters

| Name                                    | Source                   | Prerequisite   | Description   |
|---|--------------------------|--|---|
| Aligned Theurgy<br>[General]            | (DR325 p60)              | At least one Alignment-based Cleric Domain<br>Ability to cast Arcane spells with the same alignment descriptor   | Choose one Alignment-based Cleric Domain (i.e., Chaos, Evil, Good, or Law). Any spells you cast with this descriptor have a Caster level equal to the sum of your Cleric and Arcane Caster levels.<br>You may take this feat multiple times, each time applying to a different Alignment  |
| Alternative Source Spell<br>[Metamagic] | (DR325 p61)              | Able to cast both Arcane and Divine spells   | You may prepare an Arcane spell in a Divine spell slot of the same level and/or a Divine spell in an Arcane spell slot of the same level. In each case, the Caster level of that spell is <u>one lower</u> than usual.<br>+0 Level Adjustment.  |
| Ascetic Hunter<br>[General]             | (CAdv p105)              | Improved Unarmed Strike<br>Favored Enemy class ability   | When you use an Unarmed Strike to deliver a Stunning Attack against a Favored Enemy, add one-half your Favored Enemy bonus damage to the DC of your Stunning attempt.<br>If you have levels in both Ranger and Monk, those levels stack to determine your Unarmed Damage.<br>You may multiclass between Ranger and Monk freely (alignment and XP penalties still apply as normal).  |
| Ascetic Knight<br>[General]             | (CAdv p105)              | Improved Unarmed Strike<br>Smite Evil class ability  | Your Paladin and Monk levels stack to determine your Unarmed Damage, as well as your Smite damage.<br>You may multiclass between Paladin and Monk freely (alignment and XP penalties still apply as normal).  |
| Ascetic Mage<br>[General]               | (CAdv p105)              | Improved Unarmed Strike<br>Ability to Spontaneously cast 2 <sup>nd</sup> level Arcane spells   | As a Swift Action, you may sacrifice a spell slot to add that slot's level as a bonus to attack and damage rolls for one round.<br>Your Sorcerer and Monk levels stack to determine your Monk AC bonus; you may add either your Wisdom or Charisma bonus.<br>You may multiclass between Sorcerer and Monk freely (alignment and XP penalties still apply as normal).  |
| Ascetic Rogue<br>[General]              | (CAdv p106)              | Improved Unarmed Strike<br>Sneak Attack class ability  | When making a Stunning Attack as a Sneak attack, add 2 to the DC.<br>Your Rogue and Monk levels stack to determine your Unarmed Damage.<br>You may multiclass between Rogue and Monk freely (alignment and XP penalties still apply as normal).   |
| Combined Empathy<br>[General]           | (DR325 p61)              | Druid level 1+<br>Ranger level 1+  | Add your Druid and Ranger levels to your Wild Empathy checks.   |
| Devoted Inquisitor<br>[General]         | (CAdv p107)              | Smite Evil class ability<br>Sneak Attack class ability   | When you successfully use both Smite Evil and Sneak Attack on the same foe in one attack, it is Dazed for one round (Will/Neg DC 10 + ½ character level + Charisma modifier)<br>You may multiclass between Paladin and Rogue freely (alignment and XP penalties still apply as normal).   |
| Devoted Performer<br>[General]          | (CAdv p107)              | Smite Evil class ability<br>Bardic Music class ability   | Your Bard and Paladin levels stack to determine your Smite damage and daily uses of Bardic Music.<br>You may multiclass between Bard and Paladin freely (alignment and XP penalties still apply as normal).   |
| Devoted Tracker<br>[General]            | (CAdv p107)              | Smite Evil class ability<br>Wild Empathy class ability<br>Track  | Your Paladin and Ranger levels stack to determine your Smite damage and Wild Empathy.<br>If you have both the Special Mount and an Animal Companion ability, you may designate your mount as your companion, granting it both sets of bonuses.<br>You may multiclass between Paladin and Ranger freely (alignment and XP penalties still apply as normal).  |
| Druidic Theurgy<br>[General]            | (DR325 p61)              | Able to cast 3 <sup>rd</sup> level Druid spells<br>Able to cast spells from a different spell list   | Choose one of your non-Druidic spell lists. Any spell which appears on this list <u>and</u> the Druidic spell list is cast with a Caster level of (Druid level + the level of the other class).   |
| Elemental Theurgy<br>[General]          | (DR325 p61)              | At least one Element-based Cleric Domain<br>Ability to cast Arcane spells with the same element descriptor   | Choose one Element-based Cleric Domain (i.e., Air, Earth, Fire, or Water). Any spells you cast with this descriptor have a Caster level equal to the sum of your Cleric and Arcane Caster levels.<br>You may take this feat multiple times, each time applying to a different Element.  |
| Holy Mount<br>[General]                 | (DR325 p62)              | Ability to gain a Special Mount<br>any other Divine caster class   | When determining the abilities of your Special Mount, add your Paladin levels to those of your other Divine caster class (typically Cleric).  |
| Hymnist<br>[General]                    | (DR325 p62)              | Bardic Music class ability<br>Ability to cast Divine spells  | 1. Perform is always a Class skill for you.<br>2. Receive your Wisdom modifier as a bonus to all Perform checks.  |
| Practiced Spellcaster<br>[General]      | (CDiv p82)<br>(CArc p82) | Spellcraft: 4 ranks  | Choose one of your spellcasting classes. The spells you cast from this class have +4 Caster level (up to your number of HD).<br>This feat helps multiclassed characters.  |
| Rage Casting<br>[General]               | (DR310 p30)              | Ability to Rage or Frenzy<br>Able to cast 1 <sup>st</sup> lvl spells<br>Combat Casting<br>Quicken Spell<br>Concentration: 5 ranks                                      | While Raging and/or Frenzying, you may cast spell with a casting time of 'Free Action', typically spells modified by the Quicken Spell metamagic feat.<br>You may also use magic items activated by Spell Trigger, Spell Completion, & Command Word.<br>Normally, you cannot cast spell & use activated magic items while Raging and/or Frenzying.  |
| Raging Spell Penetration<br>[General]   | (DR310 p30)              | Ability to Rage or Frenzy<br>Able to cast 1 <sup>st</sup> lvl spells<br>Combat Casting<br>Quicken Spell<br>Spell Penetration<br>Rage Casting<br>Concentration: 5 ranks | By consuming one of your daily Rages or Frenzies, you gain a +2 bonus on overcoming Spell Resistance for 3 + Constitution modifier rounds. At the end of this time, you are Fatigued for the duration of the current encounter.<br>This bonus stacks with the bonus from Spell Penetration.   |
| Razing Strike<br>[General]              | (CAdv p112)              | Sneak Attack class ability<br>Caster level 6 <sup>th</sup>   | As a Swift Action, you may sacrifice one of your allotment of spells. You gain that spell's level as an Insight bonus on your attack rolls for one round, and a number of extra d6 of damage equal to that spell's level plus your Sneak Attack dice bonus against one type of creatures. If the spell was Divine, the bonus is against Undead; if Arcane, then the bonus applies to Constructs.<br>Note: This feat does <u>not</u> enable you to deliver Critical Hits or Sneak Attacks to Constructs or Undead. |

| Name                             | Source       | Prerequisite   | Description   |
|----------------------------------|--------------|--|---|
| Theurgic Bond<br>[General]       | (DR325 p62)  | Ability to gain a Familiar<br>Ability to gain an Animal Companion              | Choose your Familiar –or– your Animal Companion. When determining its abilities, add the levels of your Familiar granting classes to your Animal Companion granting classes.<br>You may take this feat multiple times. Each time, it either applies to your Familiar or Animal Companion. |
| Savage Grapple<br>[Wild]         | (CAAdv p114) | Wild Shape class ability<br>Sneak Attack class ability                         | While you are in a Wild Shape, you may apply your Sneak Attack damage to your Grapple damage.<br>Creatures not subject to Sneak Attacks don't take this extra damage.   |
| Shared Fury<br>[General]         | (RoW p152)   | Rage class feature<br>Animal Companion class feature<br>Handle Animal: 4 ranks | When you Rage, your Animal Companion gains the same benefits and penalties from your Rage as you do, but only if it is within 5' of you. The effect ends when your Animal Companion moves more than 5' from you or when your Rage ends.   |
| Theurgic Empathy<br>[General]    | (DR325 p62)  | Bardic Music ability<br>Wild Empathy ability                                   | Add your Bard level as a bonus to your Wild Empathy checks.   |
| Theurgic Mount<br>[General]      | (DR325 p62)  | Ability to gain a Special Mount<br>any Arcane caster class                     | When determining the abilities of your Special Mount, add your Paladin levels to those of your Arcane caster classes.   |
| Theurgic Specialist<br>[General] | (DR325 p62)  | Specialist Wizard 3 <sup>rd</sup><br>any other spellcasting class              | When you cast spells from your Specialized School of Magic from any of your spellcasting classes, your effective Caster level is the sum of all your spellcasting classes.  |

Table of Multiclassing Feats

|          | Barbarian   | Bard  | Cleric   | Druid  | Monk           | Paladin                                    | Ranger                                    | Rogue         |
|----------|---|---|--|--|----------------|--|---|---------------|
| Bard     | Rage Casting<br>Raging Spell Penetration                |   |  |  |                |  |   |               |
| Cleric   | Rage Casting<br>Raging Spell Penetration                | Aligned Theurgy<br>Alternative Source Spell<br>Hymnist<br>Elemental Theurgy |  |  |                |  |   |               |
| Druid    | Rage Casting<br>Raging Spell Penetration<br>Shared Fury | Alternative Source Spell<br>Druidic Theurgy<br>Hymnist<br>Theurgic Empathy  |  |  |                |  |   |               |
| Monk     |   |   |  |  |                |  |   |               |
| Paladin  |   | Alternative Source Spell<br>Devoted Performer<br>Hymnist<br>Theurgic Mount  | Holy Mount   |  | Ascetic Knight |  |   |               |
| Ranger   | Rage Casting<br>Raging Spell Penetration<br>Shared Fury | Alternative Source Spell<br>Hymnist<br>Theurgic Empathy                     |  | Combined Empathy<br>Druidic Theurgy                          | Ascetic Hunter | Devoted Tracker<br>Holy Mount              |   |               |
| Rogue    |   | Razing Strike   | Razing Strike  | Razing Strike<br>Savage Grapple                              | Ascetic Rogue  | Devoted Inquisitor<br>Razing Strike        | Razing Strike                             |               |
| Sorcerer | Rage Casting<br>Raging Spell Penetration                |   | Alternative Source Spell<br>Aligned Theurgy<br>Elemental Theurgy | Alternative Source Spell<br>Druidic Theurgy<br>Theurgic Bond | Ascetic Mage   | Alternative Source Spell<br>Theurgic Mount | Alternative Source Spell<br>Theurgic Bond | Razing Strike |
| Wizard   | Rage Casting<br>Raging Spell Penetration                | Theurgic Specialist   | Aligned Theurgy<br>Elemental Theurgy<br>Theurgic Specialist      | Druidic Theurgy<br>Theurgic Bond<br>Theurgic Specialist      |                | Theurgic Mount<br>Theurgic Specialist      | Theurgic Bond<br>Theurgic Specialist      | Razing Strike |

Feats for Other Classes

| Name                            | Source     | Prerequisite  | Description  |
|---------------------------------|------------|---|--|
| Extra Edge<br>[General]         | (CArc p79) | Warmage 4 <sup>th</sup> level   | You gain a +1 bonus to your Warmage Edge, plus an additional 1 per four Warmage levels.  |
| Extra Invocation<br>[General]   | (CArc p79) | Warlock 6 <sup>th</sup> level   | You gain an additional Invocation that is one grade less than the highest grade available to you.<br>You may take this feat multiple times, each time gaining a new Invocation.  |
| Extra Spell Secret<br>[General] | (CArc p80) | Spell Secret class ability<br>Able to cast 2 <sup>nd</sup> lvl spells | Gain an additional use of the Spell Secret class ability, which allows you to permanently cast one spell as if it were modified by Enlarge Spell, Extend Spell, Still Spell, or Silent Spell without its level changing. |
| Guardian Spirit<br>[General]    | (CArc p80) | Watchful Spirit class ability   | Reroll your Initiative Roll, usable 2/day. Fix!!! Does this allow a rerolling of a saving throw too?   |

## Racial Feats

## Drow Feats

| Name                                  | Source               | Prerequisite   | Description  |
|---------------------------------------|----------------------|--|--|
| Damage Mastery<br>[Drow]              | (DR327 p71)          | Drow   | Choose one of the following types of weapon damage: Bludgeoning, Piercing, or Slashing. When doing this type of damage with a weapon, gain a Competence bonus to your damage of +1 + 1 per three other Racial Feats you have (so four Racial Feats are needed for +2).<br>You may take this Feat multiple times, each time applying it to a different type of damage.                                  |
| Daylight Adaptation<br>[General]      | (PGF p37)<br>(PGFe)+ | Must be from a race that has difficulties with sunlight, such as Drow. | You are not Dazzled by exposure to bright light or sunlight, though light-related spells affect you normally.  |
| Disease Bolt<br>[Drow]                | (DR327 p71)          | Drow<br>Charisma 13<br>any two Drow Racial Feats                       | You can make a Ranged Touch attack that does 1d6 per Racial Feat of Negative Energy damage. This Supernatural effect is activated as a Standard Action and can be used a number of times per day equal to your number of Racial Feats.<br>As usual, Negative Energy heals Undead.  |
| Disease Shield<br>[Drow]              | (DR327 p71)          | Drow<br>Charisma 17<br>any three Drow Racial Feats                     | As a Standard Action, you can surround yourself with a 5' radius Emanation. Any creature that comes in contact with it becomes Sickened for one round per Racial Feat you possess (FortNeg, DC = 10 + Charisma modifier + number of Racial Feats). The Disease Shield may be active for 1 round per Racial Feat per day, though the rounds may be broken up as desired. This is a Supernatural effect. |
| Elfhunter<br>[General]                | (Und p25)            | Drow   | Choose one subrace of elf. When fighting that subtype, you gain +1 Competence bonus on melee damage rolls and ranged attack rolls within 30 feet. You also gain the benefits of the Improved Critical feat (though this does not stack with that feat).<br>You may take this feat multiple times, choosing a new subtype.  |
| Highborn Drow<br>[General]            | (Und p25)            | Drow<br>Base Will Save +2  | You may use <i>Detect Good</i> , <i>Detect Magic</i> , and <i>Levitate</i> once per day as spell-like abilities, with a caster level equal to your character level.  |
| Improved Levitation<br>[General]      | (Und p25)            | <i>Levitate</i> as a Spell-like ability                                | You may use your <i>Levitate</i> ability in 10 minute increments instead of using the entire duration at once. The number of times per day that you can use <i>Levitate</i> at the shorter duration is equal to your caster level.   |
| Increased Carrying Capacity<br>[Drow] | (DR327 p71)          | Drow   | Add the number of Racial Feats you possess to your Strength score when determining your carrying capacity.   |
| Life Tap<br>[Drow]                    | (DR327 p71)          | Drow<br>Wisdom 13<br>any one Drow Racial Feat                          | When you kill a living creature with a melee weapon, you heal 1hp per 2HD the creature possessed (minimum 1hp). You may activate this Supernatural Ability as a Free Action a number of times per day equal to the number of Racial Feats you possess.   |
| Lolth's Meat<br>[General]             | (Und p26)            | Drow   | If you kill a living creature with an Intelligence of 3 or higher with a melee attack, you gain a +1 Morale bonus on attack rolls, damage rolls, and saving throws for the rest of the encounter.<br>If you kill such a creature with a Coup de Grace or touch spell, the bonus is +2.<br>Note: Kill, as in reduce to -10 hp (or worse), or a death effect – not just reduce to {0 to -9}.             |
| Tainted Strike<br>[Drow]              | (DR327 p71)          | Drow<br>any two Drow Racial Feats                                      | When you do a Critical Hit with a melee weapon, you have the option of doing +1 hp damage per Racial Feat of Negative Energy damage. This is a Supernatural Effect.  |
| Undead Command<br>[Drow]              | (DR327 p71)          | Drow<br>Charisma 19<br>any two Drow Racial Feats                       | You can vocally order a single Undead within 30' to take a named action, as per <i>Command</i> (WillNeg, DC = 10 + Charisma modifier + number of Racial Feats). You may activate this Supernatural & Language-Dependant Ability as a Standard Action a number of times per day equal to the number of Racial Feats you possess.  |

## Dwarf Feats

| Name                                 | Source     | Prerequisite   | Description  |
|--------------------------------------|------------|--|--|
| Ancestral Knowledge<br>[General]     | (RoS p130) | Dwarf<br>Wisdom 15   | You can make any Knowledge check untrained<br>You can use your Wisdom modifier (instead of your Intelligence modifier) on Knowledge checks.  |
| Battle Hardened<br>[General]         | (RoS p137) | Dwarf<br>Base Attack Bonus +4  | +2 bonus on Initiative checks.<br>+4 bonus on Saving Throws vs. Fear.  |
| Clan Prestige<br>[General]           | (RoS p137) | Dwarf<br>Charisma 13   | +4 bonus on all Charisma-based skill checks when dealing with other members of your clan. The clan must be specified when this feat is taken and cannot be changed.<br>This feat <u>cannot</u> be taken more than once.  |
| Earth Fist<br>[General, Fighter]     | (RoS p138) | Dwarf, Gnome, or Goliath<br>Constitution 13<br>Wisdom 13<br>Improved Unarmed Strike<br>Earth Sense | As long as you are touching the ground, your unarmed attacks are treated as Cold Iron weapons for the purpose of overcoming Damage Reduction.  |
| Moradin's Smile<br>[General]         | (RoS p153) | Dwarf  | +2 bonus on all Charisma-based skill checks.   |
| Titan Fighting<br>[General, Fighter] | (RoS p145) | Racial Dodge bonus against Giants<br>Dodge   | Against your Dodge-designated Giant-type opponent, you gain your Racial Dodge bonus, instead of the usual +1 for Dodge (e.g. a typical Dwarf would gain a +4 Dodge bonus from this feat against one giant, which stacks with his usual +4 Dodge bonus – so +8 AC against one Giant, and +4 AC against others). |



## Elf Feats

| Name                        | Source     | Prerequisite  | Description  |
|-----------------------------|------------|---|--|
| Elf Dilettante<br>[General] | (RoW p150) | Elf<br>Intelligence 13  | Gain a +1 bonus on all <u>untrained</u> skill checks (i.e., a skill that you have no ranks in).<br>You may attempt an untrained skill checks with skills that do not normally allow them (such as Open Lock).                  |
| Focused Mind<br>[General]   | (RoW p151) | Elf<br>Concentration: 2 ranks                                     | When you ‘Take 10’ or ‘Take 20’ on an Intelligence check or an Intelligence-based skill check, you gain a +2 bonus on the check.   |
| Lightfeet<br>[General]      | (RoW p151) | Elf<br>Dexterity 13<br>Balance: 2 ranks<br>Move Silently: 2 ranks | 1. When making a Move Silently check while moving through ‘noisy’ or ‘very noisy’ terrain, you do not receive a terrain penalty.<br>2. The DC to track you is at +5 (or +10 if you are moving at ½ speed to cover your trail). |

## Gnome Feats

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

## Goliath Feats

| Name                               | Source     | Prerequisite  | Description  |
|------------------------------------|------------|---|--|
| Auspicious Marking<br>[General]    | (RoS p136) | Goliath   | +2 bonus on all Charisma-based skill checks when dealing with other Goliaths.<br>You may reroll any Stabilization check once per turn.   |
| Fling Ally<br>[General]            | (RoS p139) | Goliath –or– Large size<br>Strength 19<br>Rock Hurling (or the racial ability to do so) | You can pick up and ally at least one size category smaller (as a Move Action) and throw him/her (as a Standard Action) towards a specific square. You make a ranged touch attack against the target square (AC 5) with a range increment of 5’ (15’ if your ally is two or more categories smaller). Your ally does not provoke an Attack of Opportunity for being flung. If the target square is occupied your ally lands in the square prone. If you have Improved Rock Hurling, the increment is 20’ or 40’.<br>Goliaths count as Large size owing to their stature. You ally must be under your maximum load to be flung. |
| Fling Foe<br>[General]             | (RoS p140) | Goliath –or– Large size<br>Strength 19<br>Rock Hurling (or the racial ability to do so) | As a Standard Action you may fling an opponent with a successful Grappling check. For every 5 points by which you beat your opponent’s check you can throw them 10’. You foe lands in the square you designate. If your opponent is one size category smaller, you may throw them no more than 25’; if two categories or more smaller, no more than 75’. If you have Improved Rock Hurling, the maximums are 100’/200’.<br>Their movement does not provoke an Attack of Opportunity.   |
| Heavy Lithoderms<br>[General]      | (RoS p141) | Goliath   | +1 Natural Armor bonus to AC.  |
| Improved Rock Hurling<br>[General] | (RoS p141) | Goliath –or– Large size<br>Strength 23<br>Rock Hurling (or the racial ability to do so) | You can hurl rocks weighing 40-50 pounds with range increment 80’ for 2d6 + Strength modifier.<br>+1 on attack rolls when hurling rocks.   |
| Knockback<br>[General, Fighter]    | (RoS p142) | Goliath –or– Large size<br>Improved Bull Rush<br>Power Attack                           | If you hit while using Power Attack, you may make a free Bull Rush, with a bonus equal to your Power Attack damage bonus.<br>This does not provoke an Attack of Opportunity, nor may you move with the enemy you knock backwards.  |

## Racial Feats

| Name                                | Source     | Prerequisite   | Description  |
|-------------------------------------|------------|--|--|
| Marking of the Blessed<br>[General] | (RoS p142) | Goliath<br>Auspicious Marking                                    | You may roll two dice on a Saving Throw and take the better result. Usable 3 times per day.  |
| Marking of the Hunter<br>[General]  | (RoS p142) | Goliath<br>Auspicious Marking                                    | You may roll two dice on an Initiative roll and take the better result. Usable 3 times per day.  |
| Marking of the Magi<br>[General]    | (RoS p142) | Goliath<br>Auspicious Marking                                    | You may roll two dice on a Caster level check and take the better result. Usable 3 times per day.  |
| Marking of the Maker<br>[General]   | (RoS p142) | Goliath<br>Auspicious Marking                                    | You may roll two dice on a Skill check and take the better result. Usable 3 times per day.   |
| Marking of the Warrior<br>[General] | (RoS p142) | Goliath<br>Auspicious Marking                                    | You may roll two dice on an Attack roll and take the better result. Usable 3 times per day.  |
| Rampaging Bull Rush<br>[General]    | (RoS p150) | Goliath –or– Large size<br>Ability to Rage<br>Improved Bull Rush | While you Rage, you can attempt to knock down a creature you have successfully Bull Rushed. You take a –4 penalty to your Strength check, but if you win, the opponent is knocked prone at the end of the Bull Rush. |
| Rock Hurling<br>[General]           | (RoS p143) | Goliath –or– Large size<br>Strength 19                           | You can hurl rocks weighing 40-50 pounds with range increment 15' for 2d6 + Strength modifier.   |
| Steady Mountaineer<br>[General]     | (RoS p144) | Goliath<br>-or-<br>Climb: 8 ranks<br>Jump: 8 ranks               | You can always 'Take 10' on Climb checks.  |

### Half-Elf Feats

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

### Half-Orc Feats

| Name                            | Source      | Prerequisite  | Description  |
|---------------------------------|-------------|---|--|
| Channeled Rage<br>[General]     | (RoD p150)  | Half-Orc<br>Ability to Rage   | Spend one of your uses of rage as an immediate action to add your Strength bonus on a Will saving throw.   |
| Diverse Background<br>[General] | (RoD p150)  | Half-Human<br>1 <sup>st</sup> level only                                      | Choose one class. This class is a Favored Class for you.   |
| Heroic Destiny<br>[General]     | (RoD p152)  | Human or Half-Human   | Once per day, before you make an attack roll, ability check, skill check, saving throw, or caster level check, you may roll 1d6 and add it as a bonus to the roll, check, or save. |
| Human Blood<br>[Racial]         | (DR324 p78) | Partial Human ancestry<br>(i.e., Half-Elf, etc)<br>1 <sup>st</sup> level only | Gain +1 Skill point at 1 <sup>st</sup> level and ever level afterwards.<br>For all effects related to race, you are 'human'.   |
| Menacing Demeanor<br>[General]  | (RoS p142)  | Orc or Orc blood  | +4 bonus on Intimidate checks.   |
| Protected Destiny<br>[General]  | (RoD p153)  | Human or Half-Human<br>Character level 3 <sup>rd</sup><br>Heroic Destiny      | If you roll a Natural 1 on a saving throw, you may reroll it. Usable once per day.   |

Halfling Feats

| Name                              | Source     | Prerequisite            | Description  |
|-----------------------------------|------------|-------------------------|--|
| Dallah Thau'n's Luck<br>[General] | (RoW p149) | Halfling<br>Charisma 13 | Once per day, gain a +5 Luck bonus on one saving throw.<br>After using this ability, you receive a –2 penalty on all saving throws until the next sunrise. |
| Yondalla's Sense<br>[General]     | (RoW p152) | Halfling                | Add your Wisdom modifier to your Initiative checks.  |

Human Feats

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

Illumian Feats

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

Shifter Feats

| Name                                     | Source                  | Prerequisite  | Description  |
|--|-------------------------|---|--|
| Beasthide Elite<br>[Shifter]             | (Eb p51)                | Shifter with Beasthide  | When Shifting, your Natural Armor improves by +4 (instead of +2).  |
| Cliffwalk Elite<br>[Shifter]             | (Eb p52)                | Shifter with Cliffwalk  | When Shifting, your Climb speed becomes 30' (instead of 20').  |
| Extra Shifter Trait<br>[Shifter]         | (Eb p53)<br>(MM3 p150)  | Shifter<br>any 2 [Shifter] feats                                | Choose a second Shifter trait. You gain the special ability (but <u>not</u> the ability score increase) when you are Shifting  |
| Great Bite<br>[Shifter]                  | (Eb p54)                | Shifter with Longtooth<br>Base Attack Bonus +6                  | When Shifting, your Bite attack has a x3 Critical multiplier (instead of x2).  |
| Great Rend<br>[Shifter]                  | (Eb p54)                | Shifter with Razorclaws<br>Base Attack Bonus +4                 | When Shifting, if both your Claw attacks hit the same target in the same round, do an additional (1d4 + ½ Strength modifier + 1 per 4 levels) Rending damage.  |
| Healing Factor<br>[Shifter]              | (Eb p55)<br>(MM3 p150)  | Shifter<br>Constitution 13                                      | When your Shifting ends, heal hp equal to your Character level.  |
| Improved Natural<br>Attack<br>[Shifter]  | (Eb p55)                | Shifter with Longtooth<br>or Razorclaws<br>Base Attack Bonus +4 | Increase the damage of your natural attack by one size category. A Longtooth's Bite attack now does 1d8 (instead of 1d6). A Razorclaws Claw attack now does 1d6 (instead of 1d4).  |
| Longstride Elite<br>[Shifter]            | (Eb p57)                | Shifter with Longstride   | When Shifting, your Movement increases by +20' (instead of +10').  |
| Shifter Defense<br>[Shifter]             | (Eb p60)<br>(MM3 p150)  | Shifter<br>any 2 [Shifter] feats                                | When Shifting, gain Damage Reduction 2 / silver.   |
| Shifter Defense,<br>Greater<br>[Shifter] | (Eb p54)                | Shifter<br>Shifter Defense<br>any 3 [Shifter] feats             | When Shifting, gain Damage Reduction 4 / silver.   |
| Shifter Ferocity<br>[Shifter]            | (Eb p60)<br>(EbErrata)+ | Shifter<br>Wisdom 13  | When Shifting, you may continue to fight without penalty if you are Disabled (0 hp) or Dying (-1 to -9 hp).<br>While Disabled, you are not limited to one Standard or Move Action and do <u>not</u> lose 1 hp for performing such an action.<br>While Dying, you are not Unconscious and do not automatically lose 1 hp per round. |
| Shifter Instincts<br>[Shifter]           | (MM3 p150)              | Shifter   | +1 bonus to Listen, Sense Motive, & Spot checks.<br>+2 bonus to Initiative rolls.  |
| Shifter Multiattack<br>[Shifter]         | (Eb p60)                | Shifter with Longtooth<br>or Razorclaws<br>Base Attack Bonus +6 | Your secondary attack with a Natural Weapon takes only a -2 penalty.   |

Warforged Feats

| Name  | Source   | Prerequisite                            | Description  |
|---|----------|---|--|
| Adamantine Body<br>[Warforged]              | (Eb p50) | Warforged<br>1 <sup>st</sup> level only | Your body is effectively wearing Heavy Armor at all times.<br>+8 Armor bonus to AC.<br>Damage Reduction 2 / adamantine; Base Speed is 20'; Max Dexterity bonus to AC is +1.<br>-5 Armor check penalty.<br>35% Arcane Spell Failure chance. |
| Improved Damage<br>Reduction<br>[Warforged] | (Eb p55) | Warforged                               | Gain Damage Reduction 1 / adamantine –or– improve your current Damage Reduction by 1.<br>If you have the Adamantine Body feat, you may take this feat multiple times.  |
| Improved<br>Fortification<br>[Warforged]    | (Eb p55) | Warforged<br>Base Attack Bonus +6       | You become immune to Critical Hits and Sneak Attacks, but cannot be healed by Conj(healing) spells.  |
| Mithral Body<br>[Warforged]                 | (Eb p57) | Warforged<br>1 <sup>st</sup> level only | Your body is effectively wearing Light Armor at all times.<br>+5 Armor bonus to AC.<br>Max Dexterity bonus to AC is +5.<br>-2 Armor check penalty.<br>15% Arcane Spell Failure chance.   |
| Mithral Fluidity<br>[Warforged]             | (Eb p57) | Warforged<br>Mithral Body               | Your Mithral body moves more efficiently than before. Reduce your Armor check penalty by 1 and increase your Max Dexterity bonus to AC by 1.<br>You may take this Feat multiple times.   |

## Feats for Small Races

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

## Feats for Other Races

| Name                                  | Source      | Prerequisite  | Description   |
|---------------------------------------|-------------|---|---|
| Able Learner<br>[General]             | (RoD p150)  | Doppelganger or Human<br>1 <sup>st</sup> Level only                           | All skills are “in-class” and only cost 1 skill point.<br>Does not effect the cost of learning a language or gaining literacy.  |
| Axeshield<br>[General, Fighter]       | (Und p24)   | Grimlock  | In any combat round during which you make a Full Attack while wielding a Battleaxe, you gain a +2 Dodge bonus to Armor Class that lasts until your next action.   |
| Catfolk Pounce<br>[General, Fighter]  | (RoW p148)  | Catfolk<br>Dexterity 13   | If you Charge a Flat-Footed opponent, you can make a Full Attack at the end of the charge.  |
| Caustic Adaptation<br>[General]       | (Und p24)   | Kuo-toa   | A creature that makes a successful bite attack against you takes 1d4 acid damage.<br>Creatures immune to poison are not affected.   |
| Centaur Trample<br>[General, Fighter] | (RoW p148)  | Centaur<br>Dexterity 15   | When you make take Overrun action, your opponent may not choose to avoid you. If you knock your opponent prone, you may make one Hoof attack on him/her.  |
| Enhanced Adhesive<br>[General]        | (Und p24)   | Kuo-toa   | +2 DC to saves/checks involving your natural adhesive.  |
| Gnoll Ferocity<br>[General]           | (RoW p151)  | Gnoll<br>Rage or Frenzy class ability   | When you use your Rage or Frenzy class abilities, gain a 1d6 Bite attack that can be used in two ways:<br>1. Single attack, in which case you add your full Strength modifier to the damage.<br>2. Secondary attack in a Full Attack, in which case it has a –5 penalty on the attack roll (but the other attacks receive no penalty) and you add ½ your Strength modifier to the damage. |
| Human Blood<br>[Racial]               | (DR324 p78) | Partial Human ancestry<br>(i.e., Half-Elf, etc)<br>1 <sup>st</sup> level only | Gain +1 Skill point at 1 <sup>st</sup> level and ever level afterwards.<br>For all effects related to race, you are ‘human’.  |
| Human Heritage<br>[General]           | (RoD p152)  | Half-Human or Human-descended (RoD p150)<br>1 <sup>st</sup> level only        | You are considered Humanoid (human) for the purpose of adjudicating all effects.<br>You retain any other subtypes you had (such as orc or extraplanar).<br>You gain 4 additional skill points.  |
| Killoren Ancient<br>[General]         | (RoW p151)  | Killoren  | When manifesting the ‘Aspect of the Ancient’, you may spend 10 minutes concentrating on a question. After this time, you may make a Knowledge check with a +4 Insight bonus to receive an answer. The question can be based on any Knowledge skill, even if you have no ranks in it.  |
| Killoren Destroyer<br>[General]       | (RoW p151)  | Killoren  | When manifesting the ‘Aspect of the Destroyer’, any foe struck by your Killoren Smite attack is Dazed for 1 round (WillNeg, DC 10 + ½ character level + Charisma modifier). The foe must be vulnerable to the Smite attack.   |
| Killoren Hunter<br>[General]          | (RoW p151)  | Killoren  | When manifesting the ‘Aspect of the Hunter’, you can take a Move Action to pinpoint the location of any living creature within 30’ that you have Line of Effect with. If you cannot see the creature, it still benefits from Total Concealment.   |
| Portal Sensitive<br>[General]         | (Und p27)   | Deep Imaskar or Gloaming  | You can detect an active or inactive portal with a DC 20 Search check. If you pass within 5’ of one, you get an automatic check to detect it. You also gain a +2 bonus on your caster level check when trying to discern portal properties with the <i>analyze portal</i> spell.  |
| Stone Soul<br>[General]               | (Und p27)   | Deep Imaskar or Slyth   | +2 on Search checks to notice unusual stonework; approaching within 10’ of such = free check<br>Special: You may take this feat only as a 1 <sup>st</sup> level character.  |
| Tunnelrunner<br>[General]             | (Und p27)   | Chitine or Grimlock   | You ignore speed and armor class reductions for moving in a narrow or low space.<br>If a space is both low and narrow, you function as if only one of the penalties applied.  |
| Wisdom Breeds Caution<br>[General]    | (Und p27)   | Slyth or Svirfneblin  | At first level, use your Wisdom modifier to determine bonus HP; after first level, use Constitution.<br>Gain one permanent HP for each permanent point of Wisdom gained.<br>Note: This feat can only be taken at 1 <sup>st</sup> level.   |

Non-Specific Racial Feats

| Name  | Source      | Prerequisite  | Description   |
|---|-------------|---|---|
| Improved Weapon Familiarity<br>[General, Fighter] | (CWar p101) | Base Attack Bonus +1  | All Exotic Weapons that have your race's name associated with them (i.e., Elven Thinblade) are considered Martial Weapons for you.  |
| Innate Magic<br>[Racial]                          | (DR324 p78) | 1 <sup>st</sup> level only<br>Intelligence 3<br>Charisma 11   | Choose a 0 <sup>th</sup> level spell. You may cast this spell once per day as a 1 <sup>st</sup> level Caster. The DC (if any) is 10 + Charisma modifier.  |
| Moonwarrior<br>[General]                          | (DR313 p31) | Strength 15<br>Low-Light Vision racial ability                | When in low-light conditions, such as starlight, torchlight, or even a <i>Light</i> spell, you gain a +1 Morale bonus on attack rolls.<br>When in moonlight, you also gain a +1 Morale bonus on damage rolls. |
| Slender<br>[Racial]                               | (DR324 p78) | 1 <sup>st</sup> level only                                    | +1 Racial bonus on Disable Device, Escape Artist, Move Silently, & Tumble checks.<br>Decrease your weight by 10%.   |
| Slow Maturation<br>[Racial]                       | (DR324 p78) | 1 <sup>st</sup> level only<br>Must be younger than Middle Age | It takes you 50% longer than normal for your race to react the next age category.   |
| Stocky<br>[Racial]                                | (DR324 p78) | 1 <sup>st</sup> level only                                    | +4 bonus on ability checks to resist being Bull Rushed or Tripped when standing on the ground. Stacks with a Dwarf's Stability racial ability.<br>Increase your weight by 10%.                                |
| Superior Hearing<br>[Racial]                      | (DR324 p78) | 1 <sup>st</sup> level only                                    | +1 bonus on Listen, Perform (keyboard instruments), Perform (percussion instruments), Perform (string instruments), perform (wind instruments), and Perform (sing) checks.                                    |
| Superior Sense of Smell<br>[Racial]               | (DR324 p78) | 1 <sup>st</sup> level only                                    | +1 bonus on Craft (alchemy) and Heal checks.<br>+2 bonus on Survival checks.  |
| Superior Taste<br>[Racial]                        | (DR324 p78) | 1 <sup>st</sup> level only                                    | +3 bonus on Spellcraft checks made to identify a Potion.<br>+3 bonus on Fortitude saves to resist the effects of an Ingested Poison.  |
| Superior Touch<br>[Racial]                        | (DR324 p78) | 1 <sup>st</sup> level only                                    | +1 bonus on Disable Device, Open Lock, and Sleight of Hand checks.<br>+2 bonus on Spot checks made to pinpoint the location of an Invisible creature.   |
| Superior Vision<br>[Racial]                       | (DR324 p78) | 1 <sup>st</sup> level only                                    | Gain Low-Light Vision. If you already have Low-Light Vision, you can now see 3x as far as a human (instead of only 2x).   |

## Bloodline Feats

## Inner Plane Bloodlines

| Name                               | Source      | Prerequisite  | Description   |
|------------------------------------|-------------|---|---|
| Air Bloodline<br>[Bloodline]       | (DR311 p34) | Able to cast Impromptu Arcane spells<br>Able to summon a Familiar | You are descended from a creature of air, including an Air Elemental, a Storm Giant, Air Mephit, etc.<br>1. You cannot learn spells with the [earth] subtype. These spells are removed from your spell list.<br>2. Add the following to your <b>Known</b> spells:<br>1. <i>Obscuring Mist</i> 4. <i>Shout</i> 7. <i>Ethereal Jaunt</i><br>2. <i>Gust of Wind</i> 5. <i>Telekinesis</i> 8. <i>Summon Monster VII</i> (air subtype only)<br>3. <i>Wind Wall</i> 6. <i>Control Winds</i> 9. <i>Freedom</i>   |
| Voice of Winds<br>[Bloodline]      | (DR311 p40) | Air Bloodline<br>Able to cast 2 <sup>nd</sup> lvl Arcane spells   | +2 bonus on Diplomacy & Intimidate checks.  |
| Earth Bloodline<br>[Bloodline]     | (DR311 p36) | Able to cast Impromptu Arcane spells<br>Able to summon a Familiar | You are descended from a creature of earth, including an Earth Elemental, a Stone Giant, Gargoyle, etc.<br>1. You cannot learn spells with the [air] subtype. These spells are removed from your spell list.<br>2. Add the following to your <b>Known</b> spells:<br>1. <i>Enlarge Person</i> 4. <i>Stone Shape</i> 7. <i>Statue</i><br>2. <i>Shatter</i> 5. <i>Transmute Mud to Rock</i> 8. <i>Iron Body</i><br>3. <i>Keen Edge</i> 6. <i>Move Earth</i> 9. <i>Summon Monster IX</i> (earth subtype only)  |
| Friend of the Earth<br>[Bloodline] | (DR311 p40) | Earth Bloodline<br>Able to cast 2 <sup>nd</sup> lvl Arcane spells | +3 Circumstance bonus on Climb & Tumble checks when in contact with stone and/or earth.   |
| Fire Bloodline<br>[Bloodline]      | (DR311 p38) | Able to cast Impromptu Arcane spells<br>Able to summon a Familiar | You are descended from a creature of fire, including a Fire Elemental, a Fire Giant, an Azer, etc.<br>1. You cannot learn spells with the [water] subtype. These spells are removed from your spell list.<br>2. Add the following to your <b>Known</b> spells:<br>1. <i>Hypnotism</i> 4. <i>Tongues</i> 7. <i>Summon Monster VII</i> (fire subtype only)<br>2. <i>Pyrotechnics</i> 5. <i>Fire Shield</i> 8. <i>Delayed Blast Fireball</i><br>3. <i>Keen Edge</i> 6. <i>Cloud Kill</i> 9. <i>Meteor Swarm</i>  |
| Fire Feet<br>[Bloodline]           | (DR311 p40) | Fire Bloodline<br>Able to cast 2 <sup>nd</sup> lvl Arcane spells  | +10' to movement.   |
| Water Bloodline<br>[Bloodline]     | (DR311 p40) | Able to cast Impromptu Arcane spells<br>Able to summon a Familiar | You are descended from a creature of water, including a Water Elemental, a Triton, etc.<br>1. You cannot learn spells with the [fire] subtype. These spells are removed from your spell list.<br>2. Add the following to your <b>Known</b> spells:<br>1. <i>Expeditious Retreat</i> 4. <i>Quench</i> 7. <i>Control Weather</i><br>2. <i>Fog Cloud</i> 5. <i>Transmute Rock to Mud</i> 8. <i>Summon Monster VIII</i> (water subtype only)<br>3. <i>Water Breathing</i> 6. <i>Otiluke's Freezing Sphere</i> 9. <i>Elemental Swarm</i> (water elementals only) |
| Waterborn<br>[Bloodline]           | (DR311 p40) | Water Bloodline<br>Able to cast 2 <sup>nd</sup> lvl Arcane spells | +4 bonus on Swim checks.  |
| Penumbra Bloodline<br>[Bloodline]  | (DR325 p51) | Able to cast Impromptu Arcane spells<br>Able to summon a Familiar | You are descended from a creature of the Ethereal or Shadow Plane.<br>1. You cannot learn spells with the [light] subtype. These spells are removed from your spell list.<br>2. Add the following to your <b>Known</b> spells:<br>1. <i>Obscuring Mist</i> 4. <i>Evard's Black Tentacles</i> 7. <i>Plane Shift</i><br>2. <i>Darkness</i> 5. <i>Shadow Evocation</i> 8. <i>Greater Shadow Evocation</i><br>3. <i>Nondetection</i> 6. <i>Shadow Walk</i> 9. <i>Etherealness</i>   |

## Outer Plane Bloodlines

| Name                               | Source      | Prerequisite   | Description  |
|------------------------------------|-------------|--|--|
| Anarchic Bloodline<br>[Bloodline]  | (DR325 p48) | Able to cast Impromptu Arcane spells<br>Able to summon a Familiar    | You are descended from a Chaotic Outsider, possibly a Demon, an Eladrin, or even a Slaad.<br>1. You cannot learn spells with the [law] subtype. These spells are removed from your spell list.<br>2. Add the following to your <b>Known</b> spells:<br>1. <i>Color Spray</i> 4. <i>Confusion</i> 7. <i>Prismatic Spray</i><br>2. <i>Tasha's Hideous Laughter</i> 5. <i>Mind Fog</i> 8. <i>Maze</i><br>3. <i>Rage</i> 6. <i>Mislead</i> 9. <i>Weird</i>                         |
| Fickle Fate<br>[Bloodline]         | (DR325 p49) | Anarchic Bloodline<br>Able to cast 2 <sup>nd</sup> lvl Arcane spells | Improve a single d20 roll with an additional d6. You must declare you are using this ability before rolling either die. Usable 1/day as a Supernatural Action.   |
| Axiomatic Bloodline<br>[Bloodline] | (DR325 p48) | Able to cast Impromptu Arcane spells<br>Able to summon a Familiar    | You are descended from a Lawful Outsider, possibly a Devil, an Archon, etc.<br>1. You cannot learn spells with the [chaos] subtype. These spells are removed from your spell list.<br>2. Add the following to your <b>Known</b> spells:<br>1. <i>Detect Chaos</i> 4. <i>Locate Creature</i> 7. <i>Forcecage</i><br>2. <i>Locate Object</i> 5. <i>Dismissal</i> 8. <i>Discern Location</i><br>3. <i>Magic Circle vs. Chaos</i> 6. <i>True Seeing</i> 9. <i>Dominate Monster</i> |

| Name                               | Source      | Prerequisite   | Description   |
|------------------------------------|-------------|--|---|
| Lawful Disciple<br>[Bloodline]     | (DR325 p50) | Axiomatic Bloodline<br>Able to cast 2 <sup>nd</sup> lvl<br>Arcane spells | +2 bonus on Will saves vs. mind-affecting effects.  |
| Celestial Bloodline<br>[Bloodline] | (DR311 p34) | Able to cast Impromptu<br>Arcane spells<br>Able to summon a<br>Familiar  | You are descended from a Good Outsider, possibly a Titan, a Deva, an Archon, etc.<br>1. You cannot learn spells with the [evil] subtype. These spells are removed from your spell list.<br>2. Add the following to your <b>Known</b> spells:<br>1. <i>Protection from Evil</i> 4. <i>Rainbow Pattern</i> 7. <i>Sequester</i><br>2. <i>Daylight</i> 5. <i>Dismissal</i> 8. <i>Sunburst</i><br>3. <i>Magic Circle against Evil</i> 6. <i>Guards and Wards</i> 9. <i>Summon Monster IX</i> (good subtype only) |
| Celestial Light<br>[Bloodline]     | (DR311 p35) | Celestial Bloodline<br>Able to cast 2 <sup>nd</sup> lvl<br>Arcane spells | <i>Light</i> , 5 times per day as a Spell-like ability.   |
| Fiendish Bloodline<br>[Bloodline]  | (DR311 p37) | Able to cast Impromptu<br>Arcane spells<br>Able to summon a<br>Familiar  | You are descended from an Evil Outsider, possibly a Demon, a Devil, etc.<br>1. You cannot learn spells with the [good] subtype. These spells are removed from your spell list.<br>2. Add the following to your <b>Known</b> spells:<br>1. <i>Protection from Good</i> 4. <i>Bestow Curse</i> 7. <i>Insanity</i><br>2. <i>Darkness</i> 5. <i>Nightmare</i> 8. <i>Maze</i><br>3. <i>Sepia Snake Sigil</i> 6. <i>Mislead</i> 9. <i>Imprisonment</i>  |

Other Hereditary Bloodlines

| Name                                   | Source      | Prerequisite  | Description  |
|--|-------------|---|--|
| Draconic Bloodline<br>[Bloodline]      | (DR311 p35) | Able to cast Impromptu<br>Arcane spells<br>Able to summon a<br>Familiar   | You are descended from a Dragon.<br>1. You cannot learn spells with a subtype specified when this feat is taken. Typically the subtype is the antithesis of the dragon from which you are descended (i.e., someone of a White Dragon Bloodline could not cast [fire] spells). These spells are removed from your spell list.<br>2. Add the following to your <b>Known</b> spells:<br>1. <i>Comprehend Languages</i> 4. <i>Fear</i> 7. <i>Vision</i><br>2. <i>Darkvision</i> 5. <i>Mind Fog</i> 8. <i>Mind Blank</i><br>3. <i>Protection from Elements</i> 6. <i>True Seeing</i> 9. <i>Dominate Monster</i> |
| Dragon Sight<br>[Bloodline]            | (DR311 p36) | Draconic Bloodline<br>Able to cast 2 <sup>nd</sup> lvl<br>Arcane spells   | <i>Detect Magic</i> , 3 times per day as a Spell-like ability.   |
| Fey Bloodline<br>[Bloodline]           | (DR311 p36) | Able to cast Impromptu<br>Arcane spells<br>Able to summon a<br>Familiar   | You are descended from a Fey creature, including a Dryad, Grig, Pixie, etc.<br>1. You cannot learn spells that create or control undead. These spells are removed from your spell list.<br>2. Add the following to your <b>Known</b> spells:<br>1. <i>Detect Secret Doors</i> 4. <i>Hallucinatory Terrain</i> 7. <i>Sequester</i><br>2. <i>Glitterdust</i> 5. <i>Seeming</i> 8. <i>Otto's Irresistible Dance</i><br>3. <i>Tongues</i> 6. <i>Mislead</i> 9. <i>Wail of the Banshee</i>  |
| Fey's Fate<br>[Bloodline]              | (DR311 p36) | Fey Bloodline<br>Able to cast 2 <sup>nd</sup> lvl<br>Arcane spells        | +1 bonus on all Saving Throws.   |
| Necromatic<br>Bloodline<br>[Bloodline] | (DR325 p50) | Able to cast Impromptu<br>Arcane spells<br>Able to summon a<br>Familiar   | There was an Undead in your family line.<br>1. You cannot learn spells from the Conj(healing) subschool. These spells are removed from your spell list.<br>2. Add the following to your <b>Known</b> spells:<br>1. <i>Cause Fear</i> 4. <i>Contagion</i> 7. <i>Control Undead</i><br>2. <i>Ghoul Touch</i> 5. <i>Dominate Person</i> 8. <i>Trap the Soul</i><br>3. <i>Vampiric Touch</i> 6. <i>Eyebite</i> 9. <i>Wail of the Banshee</i>   |
| Grave Friend<br>[Bloodline]            | (DR325 p49) | Necromatic Bloodline<br>Able to cast 3 <sup>rd</sup> lvl<br>Arcane spells | +2 bonus on saves to resist the extraordinary and supernatural abilities of Undead.  |
| Plant Bloodline<br>[Bloodline]         | (DR325 p51) | Able to cast Impromptu<br>Arcane spells<br>Able to summon a<br>Familiar   | You are descended from a Plant Creature.<br>1. You cannot learn spells with the [death] subtype. These spells are removed from your spell list.<br>2. Add the following to your <b>Known</b> spells:<br>1. <i>Endure Elements</i> 4. <i>Minor Creation</i> 7. <i>Control Weather</i><br>2. <i>False Life</i> 5. <i>Transmute Rock to Mud</i> 8. <i>Control Plants</i><br>3. <i>Water Breathing</i> 6. <i>Control Water</i> 9. <i>Imprisonment</i>  |
| Green Heart<br>[Bloodline]             | (DR325 p49) | Plant Bloodline<br>Able to cast 2 <sup>nd</sup> lvl<br>Arcane spells      | +2 bonus on saves to resist poisons & diseases.  |
| Voice of the Green<br>[Bloodline]      | (DR325 p52) | Plant Bloodline<br>Able to cast 5 <sup>th</sup> lvl<br>Arcane spells      | <i>Speak with Plants</i> , 1/day as a spell-like ability. Caster level equals your Arcane Caster level.  |



Bloodlines Due to Experiments

| Name                              | Source                      | Prerequisite   | Description   |                      |                             |                            |                            |                           |                           |                             |                           |                            |
|-----------------------------------|-----------------------------|--|---|----------------------|-----------------------------|----------------------------|----------------------------|---------------------------|---------------------------|-----------------------------|---------------------------|----------------------------|
| Illithid Bloodline<br>[Bloodline] | (DR325 p49)                 | Able to cast Impromptu Arcane spells<br>Able to summon a Familiar    | You were part of an Illithid experiment.<br>1. You cannot learn spells that change a creature's size or shape. These spells are removed from your spell list.<br>2. Add the following to your <b>Known</b> spells:<br><table style="width: 100%; border: none;"> <tr> <td style="width: 33%;">1. <i>Hypnotism</i></td> <td style="width: 33%;">4. <i>Confusion</i></td> <td style="width: 33%;">7. <i>Insanity</i></td> </tr> <tr> <td>2. <i>Detect Thoughts</i></td> <td>5. <i>Feeblemind</i></td> <td>8. <i>Mind Blank</i></td> </tr> <tr> <td>3. <i>Suggestion</i></td> <td>6. <i>Mass Suggestion</i></td> <td>9. <i>Dominate Monster</i></td> </tr> </table>                      | 1. <i>Hypnotism</i>  | 4. <i>Confusion</i>         | 7. <i>Insanity</i>         | 2. <i>Detect Thoughts</i>  | 5. <i>Feeblemind</i>      | 8. <i>Mind Blank</i>      | 3. <i>Suggestion</i>        | 6. <i>Mass Suggestion</i> | 9. <i>Dominate Monster</i> |
| 1. <i>Hypnotism</i>               | 4. <i>Confusion</i>         | 7. <i>Insanity</i>   |   |                      |                             |                            |                            |                           |                           |                             |                           |                            |
| 2. <i>Detect Thoughts</i>         | 5. <i>Feeblemind</i>        | 8. <i>Mind Blank</i>   |   |                      |                             |                            |                            |                           |                           |                             |                           |                            |
| 3. <i>Suggestion</i>              | 6. <i>Mass Suggestion</i>   | 9. <i>Dominate Monster</i>   |   |                      |                             |                            |                            |                           |                           |                             |                           |                            |
| Mind Weapon<br>[Bloodline]        | (DR325 p50)                 | Illithid Bloodline<br>Able to cast 2 <sup>nd</sup> lvl Arcane spells | <i>Daze</i> , 3/day as a spell-like ability. Caster level equals your Arcane Caster level.  |                      |                             |                            |                            |                           |                           |                             |                           |                            |
| Serpent Bloodline<br>[Bloodline]  | (DR325 p51)                 | Able to cast Impromptu Arcane spells<br>Able to summon a Familiar    | You were part of a Yuan-Ti experiment.<br>1. You cannot learn spells that allow you to fly or levitate. These spells are removed from your spell list.<br>2. Add the following to your <b>Known</b> spells:<br><table style="width: 100%; border: none;"> <tr> <td style="width: 33%;">1. <i>Cause Fear</i></td> <td style="width: 33%;">4. <i>Phantasmal Killer</i></td> <td style="width: 33%;">7. <i>Power Word Blind</i></td> </tr> <tr> <td>2. <i>Hypnotic Pattern</i></td> <td>5. <i>Dominate Person</i></td> <td>8. <i>Power Word Stun</i></td> </tr> <tr> <td>3. <i>Sepia Snake Sigil</i></td> <td>6. <i>Repulsion</i></td> <td>9. <i>Power Word Kill</i></td> </tr> </table> | 1. <i>Cause Fear</i> | 4. <i>Phantasmal Killer</i> | 7. <i>Power Word Blind</i> | 2. <i>Hypnotic Pattern</i> | 5. <i>Dominate Person</i> | 8. <i>Power Word Stun</i> | 3. <i>Sepia Snake Sigil</i> | 6. <i>Repulsion</i>       | 9. <i>Power Word Kill</i>  |
| 1. <i>Cause Fear</i>              | 4. <i>Phantasmal Killer</i> | 7. <i>Power Word Blind</i>   |   |                      |                             |                            |                            |                           |                           |                             |                           |                            |
| 2. <i>Hypnotic Pattern</i>        | 5. <i>Dominate Person</i>   | 8. <i>Power Word Stun</i>  |   |                      |                             |                            |                            |                           |                           |                             |                           |                            |
| 3. <i>Sepia Snake Sigil</i>       | 6. <i>Repulsion</i>         | 9. <i>Power Word Kill</i>  |   |                      |                             |                            |                            |                           |                           |                             |                           |                            |
| Venomless<br>[Bloodline]          | (DR325 p50)                 | Serpent Bloodline<br>Able to cast 5 <sup>th</sup> lvl Arcane spells  | <i>Neutralize Poison</i> , 1/day as a spell-like ability. Caster level equals your Arcane Caster level.   |                      |                             |                            |                            |                           |                           |                             |                           |                            |

Feats for any Bloodline

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

## Draconic Heritage Feats

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

## Forgotten Realms Specific Feats

## Initiate Feats

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

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

## Shadow Weave

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

## Misc. Forgotten Realms Feats

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

## Regional Feats

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

| Name                            | Source               | Prerequisite   | Description  |
|---------------------------------|----------------------|--|--|
| Arcane Schooling<br>[Regional]  | (PGF p33)<br>(PGFe)+ | Must be from one of the following races & regions:<br>Human – Chessenta, Golden Water, Halruaa, Lantan, Mulhorand, Nimbral, Unther, or Wizard's Reach<br>Planetouched – Chessenta  | Choose one Arcane spell casting class (i.e., Bard, Sorcerer, or Wizard). You may activate spell trigger magic items as if you had 1 level in that class. This class is now an additional Favored Class for you. If you are a specialized Wizard who chooses Sorcerer, then you can activate magic items based on your restricted schools of magic. |
| Artist<br>[Regional]            | (PGF p33)            | Must be from one of the following races & regions:<br>Elf – Sidéyuir, Snow Eagle Aerie<br>Gnome – Thesk, Western Heartlands<br>Half-Elf – Dalelands<br>Human – Chessenta, Waterdeep, Western Heartlands                                      | +2 bonus on all Perform checks<br>+2 bonus on checks with one Craft skill involving art (such as painting).<br>If you have the Bardic Music class ability, you receive 3 extra uses of it per day.   |
| Axethrower<br>[Regional]        | (PGF p33)            | Must be from one of the following races & regions:<br>Dwarf – Great Glacier<br>Human – Great Glacier, Moonshae Isles, the North, Vaasa   | When you make a ranged attack with a thrown weapon, you may add your Strength bonus <u>instead</u> of your Dexterity bonus with the attack roll.   |
| Blooded<br>[Regional]           | (PGF p35)<br>(PGFe)+ | Must be from one of the following races & regions:<br>Dwarf – Underdark [Earthroot]<br>Elf – Cormanthor Drow, Inner Sea, Menzoberranyr, Outer Sea<br>Halfling – Chondalwood<br>Human – Dalelands, Nelanther Isles, Silverymoon, Tethyr       | +2 bonus on Initiative checks<br>+2 bonus on Spot checks.<br>Cannot be Shaken, though you can still be Frightened or Panicked.   |
| Bloodline of Fire<br>[Regional] | (PGF p35)            | Must be from one of the following races & regions:<br>Human – Calimshan<br>Planetouched – Calimshan  | +4 bonus on saving throws vs. Fire effects.<br>You can cast spells with the [fire] descriptor at +2 Caster level.  |
| Bullheaded<br>[Regional]        | (PGF p37)            | Must be from one of the following races & regions:<br>Dwarf – Underdark [Earthroot], Underdark [Northdark], Great Rift, Spine of the World<br>Human – Altumbel, Damara, Great Dale, Rashemen, Western Heartlands                             | +2 bonus on all Will Saves<br>Cannot be Shaken, though you can still be Frightened or Panicked.  |
| Cosmopolitan<br>[Regional]      | (PGF p37)            | Must be from one of the following races & regions:<br>Dwarf – Waterdeep<br>Elf – Waterdeep<br>Half-Elf – Waterdeep<br>Halfling – Amn, Waterdeep<br>Human – Amn, Golden Water, Sword Coast, Waterdeep   | +2 bonus on Bluff, Gather Information & Sense Motives checks.  |
| Dauntless<br>[Regional]         | (PGF p37)<br>(PGFe)+ | Must be from one of the following races & regions:<br>Dwarf – Galena Mountains, Smoking Mountains, Turmish, Underdark [Earthroot], Underdark [Old Shantar]<br>Human – Damara, Great Dale, Impiltur, Moonshae Isles, Underdark [Old Shanatar] | +5 hit points.<br>This feat can only be taken once. It <u>does</u> stack with Toughness.   |
| Discipline<br>[Regional]        | (PGF p38)            | Must be from one of the following races & regions:<br>Elf – Evereska, Yuirwood<br>Gnome – Western Heartlands<br>Halfling – Luiren<br>Human – Aglarond, Cormyr, Shadovar, Shou Expatiate, Thay<br>Planetouched – Mulhorand                    | +2 bonus on Will saves.<br>+2 Concentration check.   |

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

| Name                                     | Source               | Prerequisite   | Description   |
|--|----------------------|--|---|
| Dreadful Wrath<br>[Regional]             | (PGF p38)            | Must be from one of the following races & regions:<br>Human – Rashemen<br>Planetouched – Impiltur, Silver Marches, Thay, Western Heartlands  | When you Charge, make a Full Attack, or cast a spell that targets an enemy or includes an enemy in its area of effect, you gain the Frightening Presence ability for that round. Each enemy within 20' is Shaken for 1 minute (WillNeg DC = 10 + ½ Character level + Charisma modifier). A creature may only be targeted by this Extraordinary Morale effect once per 24 hours (whether the save is successful or not). |
| Education<br>[Regional]                  | (PGF p38)            | Must be from one of the following races & regions:<br>Elf – Evermeet, Silvermoon, Snow Eagle Aerie<br>Gnome – Lantan<br>Half-Elf – Silvermoon<br>Human – Chessenta, Lantan, Silvermoon, Waterdeep                                      | All Knowledge skills are always In-Class for you.<br>+2 bonus on any two Knowledge skills (determined when this feat is taken).   |
| Ethran<br>[Regional]                     | (PGF p38)            | Must be Female.<br>Must be from one of the following races & regions:<br>Human – Rasheman  | +2 bonus on Handle Animal & Survival checks.<br>+2 bonus on Charisma-based skill & ability checks when dealing with other people from Rasheman.<br>Able to join in Circle Magic(FR p59).  |
| Fearless<br>[Regional]                   | (PGF p38)            | Must be from one of the following races & regions:<br>Elf – Elven Court, Snow Eagle Aerie<br>Gnome – Lantan<br>Halfling – Channath Vale, Western Heartlands<br>Human – Anauroch, Impiltur  | Immune to Fear effects, both natural & magical.   |
| Fleet of Foot<br>[Regional]              | (PGF p38)            | Must be from one of the following races & regions:<br>Elf – Forest of Lethyr, High Forest, Wealdath<br>Half-Elf – Dalelands, High Forest<br>Human – Shaar, Thindol   | When wearing up to Light armor and up to Medium encumbrance, your land movement rate is +10'.   |
| Foe Hunter –<br>Goblinoids<br>[Regional] | (PGF p38)<br>(PGFe)+ | Must be from one of the following races & regions:<br>Dwarf – Galena Mountains<br>Human – Chult, Cormyr  | Gain Favored Enemy (humanoids – goblinoids). This grants you a +2 bonus on Bluff, Listen, Sense Motive, Spot, & Survival checks made against your enemy. You also do +2 damage on melee attacks & ranged attacks within 30'.<br>These bonuses stack with any Ranger bonuses.  |
| Foe Hunter –<br>Dragons<br>[Regional]    | (PGF p38)<br>(PGFe)+ | Must be from one of the following races & regions:<br>Half-Elf – Dragon Coast  | Gain Favored Enemy (dragons). This grants you a +2 bonus on Bluff, Listen, Sense Motive, Spot, & Survival checks made against your enemy. You also do +2 damage on melee attacks & ranged attacks within 30'.<br>These bonuses stack with any Ranger bonuses.   |
| Foe Hunter – Orcs<br>[Regional]          | (PGF p38)<br>(PGFe)+ | Must be from one of the following races & regions:<br>Dwarf – Spine of the World<br>Halfling – the North<br>Human – Moonsea, the North   | Gain Favored Enemy (humanoids – orcs). This grants you a +2 bonus on Bluff, Listen, Sense Motive, Spot, & Survival checks made against your enemy. You also do +2 damage on melee attacks & ranged attacks within 30'.<br>These bonuses stack with any Ranger bonuses.  |
| Foe Hunter –<br>Demons<br>[Regional]     | (PGF p38)<br>(PGFe)+ | Must be from one of the following races & regions:<br>Human – Impiltur   | Gain Favored Enemy (demons). This grants you a +2 bonus on Bluff, Listen, Sense Motive, Spot, & Survival checks made against your enemy. You also do +2 damage on melee attacks & ranged attacks within 30'.<br>These bonuses stack with any Ranger bonuses.  |
| Foe Hunter – Yuan-ti<br>[Regional]       | (PGF p38)<br>(PGFe)+ | Must be from one of the following races & regions:<br>Human – Samarach, Tashalar, Thindol  | Gain Favored Enemy (yuan-ti). This grants you a +2 bonus on Bluff, Listen, Sense Motive, Spot, & Survival checks made against your enemy. You also do +2 damage on melee attacks & ranged attacks within 30'.<br>These bonuses stack with any Ranger bonuses.   |
| Forester<br>[Regional]                   | (PGF p39)            | Must be from one of the following races & regions:<br>Elf – Chondalwood, Forest of Lethyr, High Forest, Sildëyuir<br>Gnome – Great Dale<br>Half-Elf – Aglarond, High Forest<br>Halfling – Chondalwood<br>Human – Dalelands, Great Dale | +1 bonus to Hide, Listen, Move Silently, & Spot checks. When you are within forest terrain, these bonuses increase to +3.   |
| Forgeheart<br>[Regional]                 | (PGF p39)            | Must be from one of the following races & regions:<br>Dwarf – Smoking Mountains, Sword Coast   | Gain Fire Resistance 5.   |
| Furious Charge<br>[Regional]             | (PGF p39)            | Must be from one of the following races & regions:<br>Human – Cormyr, the Ride, Tethyr, Uthgardt Tribesfolk  | At the end of a Charge, your attack bonus is +4 (instead of +2).  |
| Horse Nomad<br>[Regional]                | (PGF p39)<br>(PGFe)+ | Must be from one of the following races & regions:<br>Human – Hordelands, the Ride, the Shaar  | +3 bonus on all Ride checks.<br>You are proficient with Lance, Scimitar, & Shortbow.  |
| Knifefighter<br>[Regional]               | (PGF p40)            | Must be from one of the following races & regions:<br>Half-Elf – Dambrath, Dragon Coast<br>Halfling – Channath Vale<br>Human – Anauroch, Dambrath, Lake of Steam, Sword Coast<br>Planetouched – Chessenta                              | You may use a Light weapon to attack your opponent in a Grapple with no penalty on the attack roll.<br>You do not need to will a Grapple check to draw a light weapon while Grappling (though it still costs a Move Action).<br>If your base attack bonus is +6 or higher, you may make a Full Attack with a Light weapon while Grappling as long as it is already in your hand.  |
| Luck of Heroes<br>[Regional]             | (PGF p40)            | Must be from one of the following races & regions:<br>Elf – Elven Court, Forest of Lethyr, Yuirwood<br>Half-Elf – Aglarond<br>Halfling – Channath Vale, Western Heartlands<br>Human – Aglarond, Dalelands, Tethyr, Turmish, the Vast   | +1 Luck bonus on all Saving Throws.<br>+1 Luck bonus on AC.   |

| Name                                | Source            | Prerequisite   | Description   |
|-------------------------------------|-------------------|--|---|
| Magic in the Blood<br>[Regional]    | (PGF p40)         | Must be from one of the following races & regions:<br>Dwarf – Oldonnar, Underdark [Darklands]<br>Elf – Menzoberranyr<br>Gnome – Great Dale, Thesk, Underdark [Northdark]<br>Planetouched – Calimshan, Mulhorand, Unther  | Racial Spell-Like abilities that your race can use once per day, you can use these abilities 3 times per day. For example, a Gnome's Dancing Lights.  |
| Magical Training<br>[Regional]      | (PGF p41)         | Intelligence 10 –or– Charisma 10<br>Must be from one of the following races & regions:<br>Elf – Evereska, Evermeet<br>Human – Halruaa, Nimbral   | Choose to be trained as a Sorcerer or a Wizard when this feat is taken.<br>Sorcerer:<br>You may cast three 0th level spells per day. You know two 0th level spells. The saves of the spells are based on your Charisma.<br>If you take levels in Sorcerer, you can cast three extra 0th level spells each day.<br>Wizard:<br>You may cast three 0th level spells per day. You receive a spellbook with three 0th level spells in it.<br>If you take levels in Wizard, you can cast three extra 0th level spells each day. |
| Mercantile Background<br>[Regional] | (PGF p41) (PGFe)+ | Must be from one of the following races & regions:<br>Dwarf – Sword Coast, Underdark [Darklands]<br>Gnome – Lantan, Underdark [Northdark]<br>Halfling – Amn, Calimshan<br>Human – Amn, Lantan, Sembia, Shou Expatiate, Tashalar, Tharsult, Thesk, Turmish, Vast, Waterdeep | +300 gp at character creation.<br>When selling weapons, magic items, & other adventuring goods, you get 75% of list price instead of 50%.<br>Once per month, you may buy one time at 75% of its offered price.  |
| Militia<br>[Regional]               | (PGF p41)         | Must be from one of the following races & regions:<br>Half-Elf – Aglarond<br>Halfling – Luiren<br>Human – Altumbel, Dalelands, Impiltur, Samarach, Thindol, Turmish  | Gain proficiency with all Marital Weapons.  |
| Mind over Body<br>[Regional]        | (PGF p41)         | Must be from one of the following races & regions:<br>Elf – Silverymoon, Snow Eagle Aerie<br>Half-Elf – Silverymoon<br>Human – Calimshan, Mulhorand, Shou Expatiate, Thay<br>Planetouched – Calimshan, Thay  | When determining your hit-points at first level, use your Intelligence or Charisma modifier (whichever is higher) instead of your Constitution modifier for bonus hit-points. All other level use Constitution as normal.<br>Gain +1 hp every time you learn a Metamagic Feat.<br>If you can cast Arcane spells, gain a +1 Insight bonus to AC.   |
| Otherworldly<br>[Regional]          | (PGF p41)         | Must be from one of the following races & regions:<br>Elf – Evermeet, Sildëyuir  | Your creature type is 'Outsider (native)' instead of 'Humanoid'.<br>Gain Darkvision 60'.<br>+2 bonus on Diplomacy checks.   |
| Resist Poison<br>[Regional]         | (PGF p43) (PGFe)+ | Must be from one of the following races & regions:<br>Dwarf – Underdark [Northdark]<br>Human – Dambrath, Lapaliiya, Underdark [Old Shanatar]   | +4 bonus on Fortitude saves vs. poison.   |
| Saddleback<br>[Regional]            | (PGF p43)         | Must be from one of the following races & regions:<br>Human – Cormyr, Dambrath, Hordelands, Narfell, Nimbral, the North, Western Heartlands  | You may always 'Take 10' on Ride checks.<br>If either you or your mount fail a Reflex save while mounted, you may make a Ride check to use instead of the saving throw roll. If both you and your mount failed, you both can use the new roll. This ability can be used once per round.   |
| Silver Palm<br>[Regional]           | (PGF p43)         | Must be from one of the following races & regions:<br>Dwarf – Great Rift, Turmish, Waterdeep<br>Halfling – Amn<br>Human – Amn, Dragon Coast, Golden Water, Sembia, Tharsult, Thesk, Vilhon Reach, Waterdeep  | +2 bonus on Appraise, Bluff, & Sense Motive checks.   |
| Smooth Talk<br>[Regional]           | (PGF p43)         | Must be from one of the following races & regions:<br>Elf – Waterdeep<br>Gnome – Thesk<br>Half-Elf – Waterdeep<br>Human – Silverymoon, Thesk, Waterdeep  | When you make a Diplomacy check as a Full Round Action, you only receive a –5 penalty (instead of –10).   |
| Snake Blood<br>[Regional]           | (PGF p43)         | Must be from one of the following races & regions:<br>Human – Chult, Lake of Steam, Lapaliiya, Samarach, Tashalar, Tharsult, Thindol, Vilhon Reach, Western Heartlands   | +2 bonus on all Reflex saves.<br>+2 bonus on Fortitude saves vs. Poison.  |
| Spellwise<br>[Regional]             | (PGF p44) (PGFe)+ | Must be from one of the following races & regions:<br>Elf – Evermeet<br>Human – Calimshan, Halruaa, Nimbral, Shadovar, Wizards' Reach  | +2 bonus on Knowledge (arcana) checks.<br>+2 bonus on Spellcraft checks.<br>+2 bonus on saving throws vs. Illusions.  |
| Stormheart<br>[Regional]            | (PGF p44)         | Must be from one of the following races & regions:<br>Human – Altumbel, Dragon Coast, Lake of Steam, Lapaliiya, Nelander Isles, Sword Coast, Tharsult  | +2 bonus on Balance checks.<br>+ bonus on Profession (sailor) checks.<br>You may ignore any hampered movement penalties for fighting on pitching or slippery decks.<br>You gain a +1 Dodge bonus to AC during any fight that takes place on a ship.   |
| Street Smart<br>[Regional]          | (PGF p44)         | Must be from one of the following races & regions:<br>Halfling – Amn, Calimshan<br>Human – Amn, Calimshan, Chessenta, Moonsea, Unther, Wizards' Reach<br>Planetouched – Chessenta, Western Heartlands  | +2 bonus on Gather Information checks.<br>+2 bonus on Intimidate checks.<br>+2 bonus on Sense Motive checks.  |

| Name                           | Source               | Prerequisite   | Description  |
|--------------------------------|----------------------|--|--|
| Strong Soul<br>[Regional]      | (PGF p44)            | Must be from one of the following races & regions:<br>Dwarf – Oldonnar<br>Elf – Elven Court, Silvermoon<br>Gnome – Underdark [Northdark], Western Heartlands<br>Half-Elf – Dalelands, Dambrath, Silvermoon<br>Halfling – Channath Vale, Luiren<br>Human – Moonshae Isles | +1 bonus on all Fortitude & Will saves.<br>Against death effects, energy drain, & ability drain attacks, this bonus increase to +3.  |
| Surefooted<br>[Regional]       | (PGF p45)            | Must be from one of the following races & regions:<br>Human – Great Glacier, Uthgardt Tribesfolk   | +2 bonus on Climb checks.<br>+2 bonus on Jump checks.<br>You ignore hampered movement penalties for ice & steep slopes. If the surface is both steep and icy, you treat it as a x2 movement (instead of x4).   |
| Survivor<br>[Regional]         | (PGF p45)            | Must be from one of the following races & regions:<br>Dwarf – Chult, Great Glacier<br>Elf – Chondalwood, Inner Sea, Outer Sea<br>Human – Anauroch, Chult, Great Glacier, Narfell, Shaar  | +2 bonus on Fortitude saves.<br>+2 bonus on Survival checks.   |
| Swift and Silent<br>[Regional] | (PGF p45)<br>(PGFe)+ | Must be from one of the following races & regions:<br>Elf – Cormanthor Drow, Wealdath<br>Halfling – Chondalwood, the North<br>Human – Underdark [Old Shanatar], Uthgardt Tribesfolk  | You can move up to your normal speed while using Hide or Move silently skill at no penalty (instead of a –5 penalty).  |
| Tattoo Focus<br>[Regional]     | (PGF p45)            | Must be specialized in a school of magic.<br>Must be from one of the following races & regions:<br>Human – Thay<br>Planetouched – Thay   | When casting a spell from your specialized school, its DC is increased by 1 & you receive a +1 bonus to overcome Spell Resistance.<br>You may participate in Red Wizard Circle Magic.  |
| Thug<br>[Regional]             | (PGF p45)            | Must be from one of the following races & regions:<br>Dwarf – Underdark [Northdark], Waterdeep<br>Human – Dragon Coast, Moonsea, Nelander Isles, Unther, Vast, Vilhon Reach<br>Planetouched – Impiltur, Silver Marches, Unther, Western Heartlands                       | +2 bonus on Initiative checks.<br>+2 bonus on Appraise checks.<br>+2 bonus on Intimidate checks.   |
| Thunder Twin<br>[Regional]     | (PGF p46)            | Must be from one of the following races & regions:<br>Dwarf – Galena Mountains, Great Rift, Smoking Mountains, Spine of the World, Sword Coast, Turmish, Underdark [Old Shanatar], Waterdeep   | +2 bonus on Diplomacy checks.<br>+2 bonus on Intimidate checks.<br>You have a twin brother or sister (with fraternal or identical). You may determine the direction towards your twin as long as he/she is alive by making a Wisdom check vs. DC 12 (repeat each hour)   |
| Tireless<br>[Regional]         | (PGF p46)            | Must be from one of the following races & regions:<br>Dwarf – Galena Mountains, Sword Coast, Underdark [Old Shanatar]<br>Human – Hordelands, the Ride, Thindol, Vassa  | You cannot become Exhausted (instead you become Fatigued).<br>If something normally would make you Fatigued, there is no effect.   |
| Treetopper<br>[Regional]       | (PGF p46)            | Must be from one of the following races & regions:<br>Elf – Chondalwood, High Forest, Yuirwood<br>Half-Elf – Aglarond, High Forest<br>Halfling – Chondalwood<br>Human – Aglarond   | +2 bonus on Balance checks.<br>+2 bonus on Climb checks.<br>You do not lose your Dexterity bonus to AC while climbing.<br>Your opponents do not get a bonus to hit you when you are climbing.  |
| Two Sword Style<br>[Regional]  | (PGF p46)            | Proficiency with all Martial Weapons.<br>Must be from one of the following races & regions:<br>Elf – Menzoberranyr, Waterdeep<br>Half-Elf – Waterdeep<br>Human – Sembia, Waterdeep   | When fighting with two blades (i.e., Dagger, Longsword, Rapier, Scimitar, or Short Sword, in any combination), you can designate a melee opponent during your action and receive a +2 Shield bonus to your AC against that opponent. This bonus stacks with a Buckler.<br>You lose this bonus if you are Flat-Footed or do not receive your Dexterity bonus to AC. |



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

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

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

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

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

## Eberron Specific Feats

## Action Point Feats

| Name                             | Source   | Prerequisite                 | Description   |
|----------------------------------|----------|------------------------------|---|
| Action Boost<br>[General]        | (Eb p47) | —                            | Trade in 1 Action Point to add 1d8 to an Attack roll, a Skill check, an Ability check, a Level check, or a Saving Throw. You must spend the Action Point before knowing if the check succeeded.<br>At 8 <sup>th</sup> level, you receive 2d8. At 15 <sup>th</sup> level, you receive 3d8.               |
| Action Surge<br>[General]        | (Eb p50) | —                            | Trade in 2 Action Points to gain an extra Move Action or Standard Action either before or after your normal action.   |
| Pursue<br>[General]              | (Eb p58) | Combat Reflexes              | When an opponent in an adjacent square takes a single 5' step into a square that you do not threaten, you can spend 1 Action Point to move into the square the opponent just left. This movement occurs after the 5' step but before any other actions, and it does not provoke attacks of opportunity. |
| Raging Luck<br>[General]         | (Eb p58) | Rage or Frenzy class ability | You gain 1 temporary Action Point each time you Rage / Frenzy. If it has not been used when your Rage / Frenzy ends, the point is lost.   |
| Spontaneous Casting<br>[General] | (Eb p61) | Caster level 5 <sup>th</sup> | Trade in 1 Action Point to swap out one prepared spell for another of the same level.   |

## Dragonmark Feats

| Name                             | Source   | Prerequisite  | Description   |
|----------------------------------|----------|---|---|
| Aberrant Dragonmark<br>[General] | (Eb p47) | Human, Dwarf, Elf, Gnome, Halfling, Half-Elf, or Half-Orc<br>May <u>not</u> have Least Dragonmark or any levels in Heir of fix!!! | Gain a spell-like ability that you can use once per day. The chosen spell cannot be changed and is chosen from the following list: <i>Burning Hands, Cause Fear, Charm Person, Chill Touch, Detect Secret Doors, Feather Fall, Inflect Light Wounds, Jump, Light, Pass without Trace, Produce Flame, Shield, Tenser's Floating Disk</i> .<br>DC for your Dragonmark abilities is 11 + your Charisma modifier.<br>Spell level is always treated as 1 <sup>st</sup> .<br>Caster level is ½ Character level. |
| Favored in House<br>[General]    | (Eb p53) | Member of a Dragonmarked race & house   | May try to "call in favors" from other house members ½ Character level times per week. You must make a d20 roll + a modifier based on your level. The DC is determined by the difficulty & danger of the favor.   |
| Greater Dragonmark<br>[General]  | (Eb p54) | Least Dragonmark<br>Lesser Dragonmark<br>Member of a Dragonmarked race & house<br>any two skills with 12 ranks                    | Gain use of one of the Greater Dragonmark ability of your Dragonmark.<br>You may use the abilities of your Least and Lesser Dragonmarks one extra time per day.<br>DC for your Dragonmark abilities is 10 + spell level + your Charisma modifier.<br>Caster level is 10 + your level in the Dragonmark Heir prestige class (if any).  |
| Least Dragonmark<br>[General]    | (Eb p56) | Member of a Dragonmarked race & house   | Gain use of one of the Least Dragonmark abilities of your Dragonmark.<br>DC for your Dragonmark abilities is 10 + spell level + your Charisma modifier.<br>Caster level is 1 + your level in the Dragonmark Heir prestige class (if any).   |
| Lesser Dragonmark<br>[General]   | (Eb p56) | Least Dragonmark<br>Member of a Dragonmarked race & house<br>any two skills with 9 ranks  | Gain use of one of the Lesser Dragonmark abilities of your Dragonmark.<br>You may use the abilities of your Least Dragonmarks one extra time per day.<br>DC for your Dragonmark abilities is 10 + spell level + your Charisma modifier.<br>Caster level is 6 + your level in the Dragonmark Heir prestige class (if any).   |

## Social Feats

| Name                          | Source   | Prerequisite | Description  |
|-------------------------------|----------|--------------|--|
| Right of Counsel<br>[General] | (Eb p59) | Elf          | You may enter the City of the Dead and get help from one of your Deathless Ancestors. This is typically advice, a curative spell (such as <i>Remove Curse</i> ), or a Divination spell. Overuse will annoy the dead. |

Druidic Sect Feats

| Name                              | Source   | Prerequisite   | Description  |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
|-----------------------------------|--|--|--|------------------|---------------|-----------------|--|-----------------|----------------------------------|------------------|--------------------------|-----------------|-------------------------------|------------------|-------------------------|-----------------|---------------------------|-----------------|----------------------------|-----------------|------------------------|-----------------|---------------------------|-----------------|---------------------|--|--|
| Ashbound<br>[General]             | (Eb p50)   | Ability to spontaneously cast <i>Summon Nature's Ally</i>  | Member of the Ashbound Druidic Sect, who believe Arcane Magic is vile & unnatural.<br>Duration of <i>Summon Nature's Ally</i> spells is doubled.<br>Creatures summoned by <i>Summon Nature's Ally</i> spells receive a +3 Luck bonus on attack rolls.  |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| Child of Winter<br>[General]      | (Eb p51)   | Ability to spontaneously cast <i>Summon Nature's Ally</i><br>Non-Good alignment  | Member of the Child of Winter Druidic Sect, who embrace death & decay, and focus on Vermin.<br>You may target Vermin with spells that usually only target Animal, such as <i>Calm Animal</i> .<br>You may use Wild Empathy on Vermin.<br>You may summon Vermin with your <i>Summon Nature's Ally</i> spells.   |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| Vermin Companion<br>[General]     | (Eb p62)   | Child of Winter<br>Druid level 3 <sup>rd</sup><br>Non-Good Alignment<br>Ability to acquire a new Animal Companion<br>Appropriate minimum level | You may take a Vermin as an 'Animal Companion'. Any spell you normally could cast on an Animal can be cast on your new companion.<br>Your companion gains Animal Companion abilities based on the number of level you are above the minimum needed to summon the creature. As always, a Ranger's effective level is ½ his Ranger level.<br><table border="0"> <tr> <td><u>Min. Lvl.</u></td> <td><u>Vermin</u></td> </tr> <tr> <td>3<sup>rd</sup></td> <td>Giant Ant, Worker; Giant Ant, Soldier; Giant Bee; Giant Bombardier Beetle; Giant Fire Beetle; Monstrous Centipede, Medium; Monstrous Scorpion, Small; Monstrous Spider, Small.</td> </tr> <tr> <td>4<sup>th</sup></td> <td>Giant Praying Mantis; Giant Wasp</td> </tr> <tr> <td>7<sup>th</sup></td> <td>Giant Stag Beetle</td> </tr> </table>   | <u>Min. Lvl.</u> | <u>Vermin</u> | 3 <sup>rd</sup> | Giant Ant, Worker; Giant Ant, Soldier; Giant Bee; Giant Bombardier Beetle; Giant Fire Beetle; Monstrous Centipede, Medium; Monstrous Scorpion, Small; Monstrous Spider, Small. | 4 <sup>th</sup> | Giant Praying Mantis; Giant Wasp | 7 <sup>th</sup>  | Giant Stag Beetle        |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| <u>Min. Lvl.</u>                  | <u>Vermin</u>  |  |  |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| 3 <sup>rd</sup>                   | Giant Ant, Worker; Giant Ant, Soldier; Giant Bee; Giant Bombardier Beetle; Giant Fire Beetle; Monstrous Centipede, Medium; Monstrous Scorpion, Small; Monstrous Spider, Small. |  |  |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| 4 <sup>th</sup>                   | Giant Praying Mantis; Giant Wasp   |  |  |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| 7 <sup>th</sup>                   | Giant Stag Beetle  |  |  |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| Vermin Shape<br>[General]         | (Eb p62)   | Child of Winter<br>Druid level 3 <sup>rd</sup><br>Non-Good Alignment   | Replace your ability to turn into an Animal with Wild Shape with the ability to turn into a Vermin with Wild Shape.<br>The Vermin's HD may not exceed your Druid level. The Vermin's size is determined by your Druid level.<br><table border="0"> <tr> <td><u>Level</u></td> <td><u>Spell</u></td> <td><u>Level</u></td> <td><u>Spell</u></td> </tr> <tr> <td>1<sup>st</sup></td> <td>Small or Medium</td> <td>11<sup>th</sup></td> <td>Tiny</td> </tr> <tr> <td>8<sup>th</sup></td> <td>Large</td> <td>15<sup>th</sup></td> <td>Huge</td> </tr> </table>   | <u>Level</u>     | <u>Spell</u>  | <u>Level</u>    | <u>Spell</u>   | 1 <sup>st</sup> | Small or Medium                  | 11 <sup>th</sup> | Tiny                     | 8 <sup>th</sup> | Large                         | 15 <sup>th</sup> | Huge                    |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| <u>Level</u>                      | <u>Spell</u>   | <u>Level</u>   | <u>Spell</u>   |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| 1 <sup>st</sup>                   | Small or Medium  | 11 <sup>th</sup>   | Tiny   |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| 8 <sup>th</sup>                   | Large  | 15 <sup>th</sup>   | Huge   |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| Gatekeeper Initiate<br>[General]  | (Eb p54)   | Ability to spontaneously cast <i>Summon Nature's Ally</i>  | Member of the Gatekeeper Druidic Sect, who are trained to ward off extra-dimensional attacks by Aberrations.<br>+2 bonus on saves vs. the supernatural & spell-like abilities of Aberrations.<br>Add Know (the planes) to your Druid Skill List. You can make Know (the planes) checks to learn details about Aberrations (instead of Know (dungeoneering)).<br>Add the following spells to your Druidic spell list:<br><table border="0"> <tr> <td><u>Level</u></td> <td><u>Spell</u></td> <td><u>Level</u></td> <td><u>Spell</u></td> </tr> <tr> <td>1<sup>st</sup></td> <td><i>Protection from Evil</i></td> <td>5<sup>th</sup></td> <td><i>Banishment</i></td> </tr> <tr> <td>2<sup>nd</sup></td> <td><i>Zone of Natural Purity</i></td> <td>6<sup>th</sup></td> <td><i>Dimensional Lock</i></td> </tr> <tr> <td>3<sup>rd</sup></td> <td><i>Dimensional Anchor</i></td> <td>7<sup>th</sup></td> <td><i>Return to Nature</i></td> </tr> <tr> <td>4<sup>th</sup></td> <td><i>Nature's Wrath</i></td> <td>8<sup>th</sup></td> <td><i>Mind Blank</i></td> </tr> </table> | <u>Level</u>     | <u>Spell</u>  | <u>Level</u>    | <u>Spell</u>   | 1 <sup>st</sup> | <i>Protection from Evil</i>      | 5 <sup>th</sup>  | <i>Banishment</i>        | 2 <sup>nd</sup> | <i>Zone of Natural Purity</i> | 6 <sup>th</sup>  | <i>Dimensional Lock</i> | 3 <sup>rd</sup> | <i>Dimensional Anchor</i> | 7 <sup>th</sup> | <i>Return to Nature</i>    | 4 <sup>th</sup> | <i>Nature's Wrath</i>  | 8 <sup>th</sup> | <i>Mind Blank</i>         |                 |                     |  |  |
| <u>Level</u>                      | <u>Spell</u>   | <u>Level</u>   | <u>Spell</u>   |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| 1 <sup>st</sup>                   | <i>Protection from Evil</i>  | 5 <sup>th</sup>  | <i>Banishment</i>  |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| 2 <sup>nd</sup>                   | <i>Zone of Natural Purity</i>  | 6 <sup>th</sup>  | <i>Dimensional Lock</i>  |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| 3 <sup>rd</sup>                   | <i>Dimensional Anchor</i>  | 7 <sup>th</sup>  | <i>Return to Nature</i>  |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| 4 <sup>th</sup>                   | <i>Nature's Wrath</i>  | 8 <sup>th</sup>  | <i>Mind Blank</i>  |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| Repel Aberration<br>[General]     | (Eb p58)   | Gatekeeper Initiate<br>Druid level 3 <sup>rd</sup>   | You may keep Aberrations from approaching in the same way that Clerics can turn Undead.<br>As a Standard Action, make a Turn check to determine the greatest number of HD of Aberration that you can effect. Only targets within 60' are effected.<br>An effected Aberration cannot approach you, though it still may use spells, attack with ranged weapons, etc.<br>You may use this ability 3 + Charisma modifier times per day. You may take the feat Extra Turning to increase this number.   |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| Greensinger Initiate<br>[General] | (Eb p54)   | Ability to spontaneously cast <i>Summon Nature's Ally</i>  | Member of the Greensinger Druidic Sect, who have close ties to the Fey.<br>Add Bluff, Hide, & Perform to your Druid Skill List.<br>Add the following spells to your Druidic spell list:<br><table border="0"> <tr> <td><u>Level</u></td> <td><u>Spell</u></td> <td><u>Level</u></td> <td><u>Spell</u></td> </tr> <tr> <td>1<sup>st</sup></td> <td><i>Charm Person</i></td> <td>6<sup>th</sup></td> <td><i>Cat's Grace, Mass</i></td> </tr> <tr> <td>2<sup>nd</sup></td> <td><i>Daze Monster</i></td> <td>7<sup>th</sup></td> <td><i>Ethereal Jaunt</i></td> </tr> <tr> <td>3<sup>rd</sup></td> <td><i>Displacement</i></td> <td>8<sup>th</sup></td> <td><i>Charm Monster, Mass</i></td> </tr> <tr> <td>4<sup>th</sup></td> <td><i>Charm Monster</i></td> <td>9<sup>th</sup></td> <td><i>Etherealness</i></td> </tr> <tr> <td>5<sup>th</sup></td> <td><i>Hold Monster</i></td> <td></td> <td></td> </tr> </table>   | <u>Level</u>     | <u>Spell</u>  | <u>Level</u>    | <u>Spell</u>   | 1 <sup>st</sup> | <i>Charm Person</i>              | 6 <sup>th</sup>  | <i>Cat's Grace, Mass</i> | 2 <sup>nd</sup> | <i>Daze Monster</i>           | 7 <sup>th</sup>  | <i>Ethereal Jaunt</i>   | 3 <sup>rd</sup> | <i>Displacement</i>       | 8 <sup>th</sup> | <i>Charm Monster, Mass</i> | 4 <sup>th</sup> | <i>Charm Monster</i>   | 9 <sup>th</sup> | <i>Etherealness</i>       | 5 <sup>th</sup> | <i>Hold Monster</i> |  |  |
| <u>Level</u>                      | <u>Spell</u>   | <u>Level</u>   | <u>Spell</u>   |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| 1 <sup>st</sup>                   | <i>Charm Person</i>  | 6 <sup>th</sup>  | <i>Cat's Grace, Mass</i>   |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| 2 <sup>nd</sup>                   | <i>Daze Monster</i>  | 7 <sup>th</sup>  | <i>Ethereal Jaunt</i>  |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| 3 <sup>rd</sup>                   | <i>Displacement</i>  | 8 <sup>th</sup>  | <i>Charm Monster, Mass</i>   |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| 4 <sup>th</sup>                   | <i>Charm Monster</i>   | 9 <sup>th</sup>  | <i>Etherealness</i>  |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| 5 <sup>th</sup>                   | <i>Hold Monster</i>  |  |  |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| Warden Initiate<br>[General]      | (Eb p62)   | Ability to spontaneously cast <i>Summon Nature's Ally</i>  | Member of the Warden of the Wood Druidic Sect, who protect the Great Woods.<br>Gain +2 Deflection bonus to AC when fighting in a forest.<br>Add the following spells to your Druidic spell list:<br><table border="0"> <tr> <td><u>Level</u></td> <td><u>Spell</u></td> <td><u>Level</u></td> <td><u>Spell</u></td> </tr> <tr> <td>1<sup>st</sup></td> <td><i>Protection from Evil</i></td> <td>6<sup>th</sup></td> <td><i>Repulsion</i></td> </tr> <tr> <td>2<sup>nd</sup></td> <td><i>Detect Thoughts</i></td> <td>7<sup>th</sup></td> <td><i>Banishment</i></td> </tr> <tr> <td>3<sup>rd</sup></td> <td><i>Displacement</i></td> <td>8<sup>th</sup></td> <td><i>Screen</i></td> </tr> <tr> <td>4<sup>th</sup></td> <td><i>Locate Creature</i></td> <td>9<sup>th</sup></td> <td><i>Hold Monster, Mass</i></td> </tr> <tr> <td>5<sup>th</sup></td> <td><i>Hold Monster</i></td> <td></td> <td></td> </tr> </table>  | <u>Level</u>     | <u>Spell</u>  | <u>Level</u>    | <u>Spell</u>   | 1 <sup>st</sup> | <i>Protection from Evil</i>      | 6 <sup>th</sup>  | <i>Repulsion</i>         | 2 <sup>nd</sup> | <i>Detect Thoughts</i>        | 7 <sup>th</sup>  | <i>Banishment</i>       | 3 <sup>rd</sup> | <i>Displacement</i>       | 8 <sup>th</sup> | <i>Screen</i>              | 4 <sup>th</sup> | <i>Locate Creature</i> | 9 <sup>th</sup> | <i>Hold Monster, Mass</i> | 5 <sup>th</sup> | <i>Hold Monster</i> |  |  |
| <u>Level</u>                      | <u>Spell</u>   | <u>Level</u>   | <u>Spell</u>   |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| 1 <sup>st</sup>                   | <i>Protection from Evil</i>  | 6 <sup>th</sup>  | <i>Repulsion</i>   |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| 2 <sup>nd</sup>                   | <i>Detect Thoughts</i>   | 7 <sup>th</sup>  | <i>Banishment</i>  |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| 3 <sup>rd</sup>                   | <i>Displacement</i>  | 8 <sup>th</sup>  | <i>Screen</i>  |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| 4 <sup>th</sup>                   | <i>Locate Creature</i>   | 9 <sup>th</sup>  | <i>Hold Monster, Mass</i>  |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |
| 5 <sup>th</sup>                   | <i>Hold Monster</i>  |  |  |                  |               |                 |  |                 |                                  |                  |                          |                 |                               |                  |                         |                 |                           |                 |                            |                 |                        |                 |                           |                 |                     |  |  |

## Selected Feats by Category

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

| Name                                   | Source      | Prerequisite   | Description  |
|--|-------------|--|--|
| Able Learner<br>[General]              | (RoD p150)  | Human or Doppelganger<br>1 <sup>st</sup> level only  | All skills are “in-class” and only cost 1 skill point.<br>Does not effect the cost of learning a language or gaining literacy.   |
| Adamantine Body<br>[Warforged]         | (Eb p50)    | Warforged<br>1 <sup>st</sup> level only  | Your body is effectively wearing Heavy Armor at all times.<br>+8 Armor bonus to AC.<br>Damage Reduction 2 / adamantine; Base Speed is 20'; Max Dexterity bonus to AC is +1.<br>-5 Armor check penalty.<br>35% Arcane Spell Failure chance.   |
| City Slicker<br>[General]              | (RoD p150)  | 1 <sup>st</sup> level only   | Disguise, Forgery, Gather Information, and Knowledge (local) are always class skills for you.  |
| Collegiate Wizard<br>[General]         | (CArc p181) | Wizard level 1 <sup>st</sup><br>Intelligence 13<br>1 <sup>st</sup> level only  | +2 bonus on Knowledge (arcana) checks.<br>As a 1st level Wizard, you gain six 1st level spells (instead of 4).<br>At each level after 1st, you gain 4 new spell (instead of 2).  |
| Diverse Background<br>[General]        | (RoD p150)  | Half-Human only<br>1 <sup>st</sup> level only  | Choose one class. This class is a Favored Class for you.   |
| Education<br>[General]                 | (Eb p52)    | 1 <sup>st</sup> level only   | All Knowledge skills are added to your In-Class Skill List.<br>+1 bonus on two specific Knowledge skills of your choice.   |
| Human Blood<br>[Racial]                | (DR324 p78) | 1 <sup>st</sup> level only<br>Partial Human ancestry<br>(i.e., Half-Elf, etc)  | Gain +1 Skill point at 1st level and ever level afterwards.<br>For all effects related to race, you are ‘human’.   |
| Human Heritage<br>[General]            | (RoD p152)  | 1 <sup>st</sup> level only<br>Half-Human or Human-<br>descended(RoD p150)  | You are considered Humanoid(human) for the purpose of adjudicating all effects.<br>You retain any other subtypes you had (such as orc or extraplanar).<br>You gain 4 additional skill points.  |
| Innate Magic<br>[Racial]               | (DR324 p78) | 1 <sup>st</sup> level only<br>Intelligence 3<br>Charisma 11  | Choose a 0th level spell. You may cast this spell once per day as a 1st level Caster.<br>The DC (if any) is 10 + Charisma modifier.  |
| Mithral Body<br>[Warforged]            | (Eb p57)    | Warforged<br>1 <sup>st</sup> level only  | Your body is effectively wearing Light Armor at all times.<br>+5 Armor bonus to AC.<br>Max Dexterity bonus to AC is +5.<br>-2 Armor check penalty.<br>15% Arcane Spell Failure chance.   |
| Precocious<br>Apprentice<br>[General]  | (CArc p181) | Arcane spellcaster 1 <sup>st</sup> lvl<br>Spellcasting Ability<br>score (Int or Cha) 15+<br>1 <sup>st</sup> level only | +2 bonus on Spellcraft checks.<br>Choose a 2nd level spell from a school of magic to which you have access. You may cast this spell once per day by making a Caster level check vs. DC 8 (failure means the spell is depleted for the day).<br>When you gain 2nd level spells, you continue to have an extra spell slot, though it no longer has to be dedicated to the originally chosen spell. |
| Slender<br>[Racial]                    | (DR324 p78) | 1 <sup>st</sup> level only   | +1 Racial bonus on Disable Device, Escape Artist, Move Silently, & Tumble checks.<br>Decrease your weight by 10%.  |
| Slow Maturation<br>[Racial]            | (DR324 p78) | 1 <sup>st</sup> level only<br>Must be younger than<br>Middle Age   | It takes you 50% longer than normal for your race to react the next age category.  |
| Spellcasting Prodigy<br>[General]      | (PGF p44)   | 1 <sup>st</sup> level only   | For purposes of determining bonus spells, treat your primary spellcasting ability score (i.e., Intelligence for Wizards, Wisdom for Clerics, Druids, Paladins, & Rangers, etc.) as 2 higher.<br>You may take this feat multiple times, each time applying to a different ability score.<br>Note: you do not need to be able to cast spell yet when you take this feat.                           |
| Stocky<br>[Racial]                     | (DR324 p78) | 1 <sup>st</sup> level only   | +4 bonus on ability checks to resist being Bull Rushed or Tripped when standing on the ground. Stacks with a Dwarf’s Stability racial ability.<br>Increase your weight by 10%.   |
| Superior Hearing<br>[Racial]           | (DR324 p78) | 1 <sup>st</sup> level only   | +1 bonus on Listen, Perform (keyboard instruments), Perform (percussion instruments), Perform (string instruments), perform (wind instruments), and Perform (sing) checks.   |
| Superior Sense of<br>Smell<br>[Racial] | (DR324 p78) | 1 <sup>st</sup> level only   | +1 bonus on Craft (alchemy) and Heal checks.<br>+2 bonus on Survival checks.   |
| Superior Taste<br>[Racial]             | (DR324 p78) | 1 <sup>st</sup> level only   | +3 bonus on Spellcraft checks made to identify a Potion.<br>+3 bonus on Fortitude saves to resist the effects of an Ingested Poison.   |
| Superior Touch<br>[Racial]             | (DR324 p78) | 1 <sup>st</sup> level only   | +1 bonus on Disable Device, Open Lock, and Sleight of Hand checks.<br>+2 bonus on Spot checks made to pinpoint the location of an Invisible creature.  |
| Superior Vision<br>[Racial]            | (DR324 p78) | 1 <sup>st</sup> level only   | Gain Low-Light Vision. If you already have Low-Light Vision, you can now see 3x as far as a human (instead of only 2x).  |

## Anarchic Feats

Must have a Chaotic alignment and FIX!!!

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

## Exalted Feats

To take an Exalted Feat, you must have a Good alignment and FIX!!!

| Name                                   | Source     | Prerequisite   | Description  |
|--|------------|--|--|
| Animal Friend<br>[Exalted]             | (BoED p41) | Charisma 15<br>Wild Empathy class ability  | Gain a +4 Exalted bonus on Wild Empathy checks to change the attitudes of animals and good aligned magical beasts.   |
| Celestial Familiar<br>[Exalted]        | (BoED p41) | Able to acquire a new Familiar   | Get access to a Good Outsider as your familiar.<br>3rd: Celestial Animal<br>7th: Coure Eladrin (CG), Lantern Archon (LG), Musteval Guardinal (NG)  |
| Celestial Mount<br>[Exalted]           | (BoED p42) | Paladin level 4 <sup>th</sup>  | Your Special Mount gains the Celestial template.   |
| Consecrate Spell Trigger<br>[Exalted]  | (BoED p42) | Craft Wand –or– Craft Staff<br>Able to Turn Undead   | When using a Wand or Staff, you can consume one of your Turns per day to apply the Consecrate Spell feat to the item's effect. Charges are still used up as normal.  |
| Exalted Companion<br>[Exalted]         | (BoED p42) | Able to acquire a new Animal Companion   | Instead of gaining an Animal as your companion, you get a Magical Beast. See (BoED p42) for a full list.   |
| Exalted Smite<br>[Exalted]             | (BoED p42) | Smite Evil class ability   | When you use your Smite Evil ability, your weapon is considered 'good' for purposes of bypassing Damage Reduction.   |
| Exalted Turning<br>[Exalted]           | (BoED p42) | Ability to Turn Undead   | Any Undead you successfully Turn also takes 3d6 damage.  |
| Exalted Wild Shape<br>[Exalted]        | (BoED p42) | Wild Shape class ability<br>Wild Shape Class lvl 8   | In addition to the normal forms you can take with Wild Shape, you can also take the form of a Blink Dog, Giant Eagle, Giant Owl, Pegasus, Unicorn, or the Celestial version of an Animal that you can normally take the shape of.  |
| Favored of the Companions<br>[Exalted] | (BoED p43) | Pledged fealty to one of the Paragon of the Guardinals (NG)                                      | Once per day, you receive a +1 Luck bonus on any one roll or check. You must be performing a good act. You may not take 'Knight of Stars' or 'Servant of the Heavens' after taking this feat.  |
| Gift of Faith<br>[Exalted]             | (BoED p43) | Wisdom 13  | +2 bonus on saving throws to resist [fear], despair effects, or similar mind-affecting conditions (but not charms or compulsions).   |
| Gift of Grace<br>[Exalted]             | (BoED p43) | Divine Grace class ability   | You may distribute the bonus you receive from Divine Grace (i.e., a bonus on saving throws equal to your Charisma modifier) to your allies by touch. You may break up the bonus as you wish, keeping some for yourself if you wish. You may not transfer any more points than your Character level.<br>The effect lasts until revoked (a Free Action), up to 24 hours. |
| Hands of the Healer<br>[Exalted]       | (BoED p43) | Charisma 13<br>Lay on Hands class ability  | When calculating the number of hit-points you can heal each day, treat your Charisma as being +2.  |
| Holy Ki Strike<br>[Exalted]            | (BoED p43) | Charisma 15<br>Improved Unarmed Strike<br>Ki Strike (holy) class ability<br>Sanctified Ki Strike | Evil creatures hit by your Unarmed Strike take +2d6 damage (does not stack with Sanctified Ki Strike) and all of the strike's damage is considered Holy for purposes of overcoming Damage Reduction.   |
| Holy Radiance<br>[Exalted]             | (BoED p44) | Charisma 15<br>Nimbus of Light   | You may create bright light in a 10' radius and shadowy illumination out to 20' as a Free Action. Any Undead within 10' of you when this power is in effect take 1d4 damage per round.   |
| Knight of Stars<br>[Exalted]           | (BoED p44) | Pledged fealty to a member of the Court of Stars (CG)  | Once per day, you receive a +1 Luck bonus on any one roll or check. You must be performing a good act. You may not take 'Favored of the Companions' or 'Servant of the Heavens' after taking this feat.  |
| Nemesis<br>[Exalted]                   | (BoED p44) | At least one Favored Enemy   | Choose one of your Favored Enemies when you take this feat. You may detect creatures of that race within 60' (even through walls). Also, you do +1d6 damage to an Evil member of your enemy race.  |
| Nimbus of Light<br>[Exalted]           | (BoED p44) | —  | You may create bright light in a 5' radius and shadowy illumination out to 10' as a Free Action. You receive s +2 Circumstance bonus on Diplomacy & Sense Motive checks with Good creatures.   |



| Name                                 | Source     | Prerequisite  | Description  |
|--------------------------------------|------------|---|--|
| Nymph's Kiss<br>[Exalted]            | (BoED p44) | —   | 1. +2 bonus on all Charisma-based skill checks.<br>2. +1 bonus on saving throws against spells & spell-like abilities.<br>3. +1 skill point per level, starting at this level.   |
| Purify Spell Trigger<br>[Exalted]    | (BoED p45) | Craft Wand –or– Craft Staff<br>Able to Turn Undead  | When using a Wand or Staff, you can consume one of your Turns per day to apply the Purify Spell feat to the item's effect. Charges are still used up as normal.  |
| Quell the Profane<br>[Exalted]       | (BoED p45) | Strength 13<br>Base Attack Bonus +8<br>Power Attack<br>Resounding Blow<br>Intimidate: 7 ranks | On a confirmed critical hit upon an Evil creature using a melee weapon with which you are proficient, your opponent takes 1d4+1 Strength damage (FortNeg, DC is Charisma-based).<br>This feat applies to a Monk's Unarmed Strike.  |
| Ranged Smite Evil<br>[Exalted]       | (BoED p45) | Smite Evil class ability  | You may apply your Smite Evil ability to your missile weapons.   |
| Righteous Wrath<br>[Exalted]         | (BoED p45) | Ability to Rage   | 1. You maintain your mental abilities while you Rage, allowing you deal nonlethal damage (if desired), stop attacking, etc.<br>2. The first time you hit a foe while Raging, your foe is Shaken until you leave the combat (or are defeated) WillNeg (DC 10 + ½ Raging ability class levels + Charisma modifier).  |
| Sacred Strike<br>[Exalted]           | (BoED p45) | Sneak Attack +1d6   | If you deal damage with a melee Sneak Attack, your opponent is Staggered for one round (FortNeg DC = damage dealt). If the target is treated with the Heal skill (DC 15) or any spell that heals at least one hit point, the effect is also removed. This feat has no effect on creatures immune to Sneak Attacks.   |
| Sacred Vow<br>[Exalted]              | (BoED p45) | Willingly give yourself into the service of a Good deity or cause.                            | +2 Perfection bonus on Diplomacy checks.   |
| Sanctify Ki Strike<br>[Exalted]      | (BoED p46) | Charisma 15<br>Improved Unarmed Strike<br>Ki Strike (lawful) class ability                    | Your Unarmed Strike is considered 'good' for purposes of overcoming Damage Reduction. In addition, it does +1 hp of damage to Evil creatures and +1d4 damage to Evil Outsiders & Evil Undead.  |
| Sanctify Martial Strike<br>[Exalted] | (BoED p46) | Charisma 15<br>Weapon Focus   | Damage done by chosen weapon is considered 'Good' for the purposes of overcoming Damage Reduction. In addition, the chosen does +1 hp of damage to Evil creatures and +1d4 damage to Evil Outsiders & Evil Undead.   |
| Sanctify Weapon<br>[Exalted]         | (BoED p46) | Able to cast Align Weapon   | When you cast Align Weapon, the target weapon also becomes 'sanctified', which results in +1 hp of Holy damage to Evil creatures & +1d4 Holy damage to Evil Outsiders & Evil Undead. In addition, creatures with the Corrupted template(BoVD p186) do not heal damage done by the Sanctified weapon through natural or Fast healing.   |
| Servant of the Heavens<br>[Exalted]  | (BoED p46) | Pledged fealty to one of the rulers of the Seven Heavens (LG)                                 | Once per day, you receive a +1 Luck bonus on any one roll or check. You must be performing a good act. You may not take 'Favored of the Companions' or 'Knight of Stars' after taking this feat.   |
| Stigmata<br>[Exalted]                | (BoED p46) | Nimbus of Light   | As a Free Action, take N points of Constitution damage (minimum of 2) that still keeps you conscious. For one hour, the following apply:<br>1. You may touch up to N allies. Each ally heals ((N / 2) * their Character level) hit points and gets a new saving throw against any disease he/she is suffering from with a +N Sacred bonus. If the save is successful, the ally is free of the disease. A single creature can only benefit once per an activation of this ability.<br>2. Until the hour ends, you cannot heal the Constitution damage in any way.<br>3. Once the hour is over, you may activate the ability again (as long as you remain conscious).  |
| Touch of Golden Ice<br>[Exalted]     | (BoED p47) | Constitution 13   | When you touch an Evil creature with your hand, with an unarmed strike, or with a natural weapon, it is ravaged by Golden Ice(BoED p35).   |
| Vow of Abstinence<br>[Exalted]       | (BoED p47) | Sacred Vow<br>Pledge to avoid alcohol, drugs, caffeine, etc.                                  | +4 Perfection bonus on Fortitude saves vs. poison & drugs.<br>If you intentionally consume alcohol, caffeine, stimulants, etc., you lose the benefit of this Feat. If you were magically forced to break your vow, you can regain the benefit after atoning.   |
| Vow of Chastity<br>[Exalted]         | (BoED p47) | Sacred Vow<br>Pledge to refrain from marriage and sexual intercourse                          | +4 Perfection bonus on Will saves vs. charm & phantasm spells & effects.<br>If you intentionally have any sexual contact with another creature, you lose the benefit of this Feat. If you were magically forced to break your vow, you can regain the benefit after atoning.   |
| Vow of Nonviolence<br>[Exalted]      | (BoED p47) | Sacred Vow<br>Pledge to avoid violence against Humanoids and Monstrous Humanoids              | +4 DC on spells & special abilities used on Humanoids & Monstrous Humanoids that do not cause lethal damage, ability damage, negative levels, automatic death, etc.<br>If any of your allies slay a helpless / defenseless foe within 120' of you, your ally receives a cumulative –1 Morale penalty for 1 hour per your Character level (max penalty is equal to your Character level). You may ask the helpless foe to make an oath of surrender. If it makes the oath and then breaks it, your allies may slay it without any negative effect.  |
| Vow of Obedience<br>[Exalted]        | (BoED p48) | Sacred Vow<br>Pledge to follow the dictates of your religious superior                        | +4 Perfection bonus on Will saves vs. compulsion spells & effects.<br>If you intentionally do not obey your superior, you lose the benefit of this Feat. If you were magically forced to break your vow, you can regain the benefit after atoning.   |
| Vow of Peace<br>[Exalted]            | (BoED p48) | Sacred Vow<br>Pledge to not harm any living creature (Undead and Constructs are fair game)    | 1. <i>Calm Emotion</i> , in a 20' radius around you, always on (DC is Charisma-based).<br>2. +2 Natural Armor bonus to your AC.<br>3. +2 Deflection bonus to your AC.<br>4. +2 Exalted bonus to your AC (does not stack with Armor bonuses, but applies to incorporeal attacks).<br>5. If you are struck by a manufactured weapon, the weapon must make Fortitude save (DC is Constitution-based) to avoid shattering and doing no damage.<br>6. +4 Exalted bonus on Diplomacy checks.<br>You may not cause lethal damage, ability damage, pain effect, death effects, etc., to any living creature, including magic & weapons. Incapacitated foes must be taken prisoner.<br>If you intentionally harm a living creature or help your allies harm a living creature, you lose the benefit of this Feat. If you were magically forced to break your vow, you can regain the benefit after atoning. |

| Name                           | Source                      | Prerequisite   | Description  |
|--------------------------------|-----------------------------|--|--|
| Vow of Poverty<br>[Exalted]    | (BoED p48)<br>(DR324 p103)+ | Sacred Vow<br>Pledge to not have any material possessions, except for a simple, non-magical, non-masterwork weapon, one set of non-magical cloths, one day worth of food, and a pouch of spell components. | You gain level-based bonuses and abilities, such as being able to do 'good' damage with your attacks. The specifics are listed at BoED p29.<br>If you intentionally use a magic item or claim excess possessions, you lose the benefit of this Feat. If you were magically forced to break your vow, you can regain the benefit after atoning.   |
| Vow of Purity<br>[Exalted]     | (BoED p48)                  | Sacred Vow<br>Pledge to avoid dead flesh, including meat (even if cooked).   | +4 Perfection bonus on Fortitude saves vs. disease & death-effects.<br>If you touch an Undead in the process of fighting it, you must spend 1 hour afterwards purifying yourself. You may only touch a dead body if you are casting a spell to bring it back to life.<br>If you intentionally touch something dead (beside what is listed above), you lose the benefit of this Feat. If you were magically forced to break your vow, you can regain the benefit after atoning.   |
| Words of Creation<br>[Exalted] | (BoED p48)                  | Intelligence 15<br>Charisma 15<br>Base Will save bonus +5  | You know one or two words of creation(BoED p31), which were used to form the cosmos. These words can be used to enhance the following effects:<br><ol style="list-style-type: none"> <li>1. Bardic Music – the benefits of most Bardic Music abilities are improved (often doubled).</li> <li>2. Conjuraton (creation) spells have their duration doubled.</li> <li>3. +4 Sacred bonus on Craft checks.</li> <li>4. +1 Caster level when casting [good] spells</li> <li>5. +1 Caster level when created a magic item without extra cost.</li> <li>6. Able to research a creature's True Name. This effect is combined with a <i>Commune</i> or <i>Contact Other Plane</i> spell and a Knowledge check. If successful, you gain advantages against the creature, such as gaining a +6 bonus when using <i>Planar Binding</i> upon it, decreasing its Spell Resistance for 1 min, etc.</li> </ol> Most of the listed uses cause nonlethal damage to you. |

## Tactical Feats

| Name                                    | Source      | Prerequisite   | Description   |
|---|-------------|--|---|
| Cavalry Charger<br>[Tactical, Fighter]  | (CWar p108) | Base Attack Bonus +7<br>Mounted Combat<br>Spirited Charge<br>Trample | You may use the following 3 tactical maneuvers:<br><u>Unhorse</u> – While mounted, if you Charge and successfully hit a mounted opponent, you may make an immediate Bull Rush attempt. If successful, your opponent moves back but his/her mount does not.<br><u>Leaping Charge</u> – While mounted, if you Charge a foe at least one size category smaller than you, you may choose to make a Ride check at the end of movement to do extra damage (either DC 10 for +2 damage or DC 20 for +4 damage). If you fail, you do not get an attack. If you fail by 5+, you also fall off your mount.<br><u>Fell Trample</u> – While mounted, you may Overrun more than one foe. Each successfully Overrun foe receives an attack (typically a hoof).  |
| Combat Brute<br>[Tactical, Fighter]     | (CWar p110) | Base Attack Bonus +6<br>Improved Sunder<br>Power Attack              | You may use the following 3 tactical maneuvers:<br><u>Advancing Blows</u> – If you successfully Bull Rush an opponent, you receive a +1 bonus per 5' you moved the opponent on attack & damage rolls against that opponent on the next round only.<br><u>Sundering Cleave</u> – If you destroy an opponent's weapon or shield with a Sunder action, you receive an immediate melee attack on the opponent at the same attack bonus which the Sunder used.<br><u>Momentum Swing</u> – If you successfully Charge an opponent, and then on the following round use Power Attack with at least a –5 penalty, the bonus damage for the power attack is x1½ for a One-Handed weapon or x3 for a Two-Handed weapon.   |
| Confound the Big Folk<br>[Tactical]     | (RoW p153)  | Small size (or smaller)<br>Underfoot Combat<br>Tumble: 10 ranks      | You may use the following 3 tactical maneuvers:<br><u>Knee Striker</u> – When you occupy a square with a creature at least two size categories larger than you, the creature is considered Flat-Footed against you and you receive a +4 bonus on rolls to confirm critical hits.<br><u>Underfoot Defense</u> – When you occupy a square with a creature at least two size categories larger than you, and you Fight Defensively, use Total Defense, or use Combat Expertise, any melee or ranged attack on you has a 50% chance of striking the creature who shares the square with you (that creature does not have a 50% chance of striking itself).<br><u>Unsteady Footing</u> – When you occupy a square with a creature at least two size categories larger than you, you may initiate a Trip attack on the creature you share the square with and not provoke an Attack of Opportunity. You can add your choice of Strength or Dexterity modifier to you check (your opponent gets the better of its Strength or Dexterity as usual). Your opponent does not get to add his/her size bonus to its roll. If the Trip attempt fails, your opponent does not get to try to trip you. |
| Crowd Tactics<br>[Tactical]             | (RoD p156)  | Dodge<br>Hide: 5 ranks   | You may use the following 3 tactical maneuvers when in a crowd that is Indifferent or Friendly to you:<br><u>Moving with the Flow</u> – Entering a crowd square does not cost you extra movement.<br><u>One with the Crowd</u> – +4 bonus to Hide checks while in a crowd square.<br><u>Master of the Mob</u> – +4 bonus to Diplomacy checks to direct a crowd.   |
| Elusive Target<br>[Tactical, Fighter]   | (CWar p110) | Base Attack Bonus +6<br>Dodge<br>Mobility                            | You may use the following 3 tactical maneuvers:<br><u>Negate Power Attack</u> – If the opponent that you have chosen to use your Dodge against uses Power Attack on you, he/she still takes the penalty on the attack, but does not gain the bonus on the damage.<br><u>Diverting Defense</u> – If you are flanked and have chosen one of the flankers as your Dodge opponent, that opponent's first attack on you each round actually target's the other flanker, who is considered Flat-Footed. Any additional attacks that round are treated normally.<br><u>Cause Overreach</u> – If you provoke an Attack of Opportunity by moving out of a threatened hex and your opponent misses, you receive an automatic Trip attempt against the foe. If the Trip attempt misses, your opponent does not get an attempt to trip you.   |
| Formation Expert<br>[Tactical, Fighter] | (CWar p110) | Base Attack Bonus +5   | You may use the following 3 tactical maneuvers, even if your allies do not have the feat too:<br><u>Lock Shield</u> – If you and the two allies on either side of you are wielding shield, you gain a +1 bonus to AC.<br><u>Step into the Breach</u> – If there is a line of adjacent allies and one ally within a single move falls, you may make a single move to that ally's location as if you had a Readied Action.<br><u>Wall of Polearms</u> – Gain a +2 attack bonus if you and your adjacent allies are each wielding the same weapon, which must be off the following list: Shortspear, Longspear, Trident, Glaive, Gisarme, Halberd, or Ranseur.   |
| Giantbane<br>[Tactical, Fighter]        | (CWar p111) | Medium-size or smaller<br>Base Attack Bonus +6<br>Tumble: 5 ranks    | You may use the following 3 tactical maneuvers:<br><u>Duck Underneath</u> – If you take a Total Defense action against a foe who is at least two size categories larger than you, you gain an additional +4 bonus on your AC. If your foe misses on his/her attack, you may make a Tumble check vs. DC 15 to move to the opposite side of your foe.<br><u>Death from Below</u> – If you successfully performed a Duck Underneath maneuver the round before, you can make an immediate single attack on the foe you ducked under. Your foe is Flat-Footed & you gain a +4 bonus on your attack.<br><u>Climb Aboard</u> – If you are adjacent to a foe at least two size categories larger than you, you may make a Climb check vs. DC 10 to climb onto your foe. As long as you are on your foe, he/she has a –4 penalty on attack rolls to hit you & you are carried with him/her. Your foe may get you off with a Grapple check opposed by your Climb check.   |
| Raptor School<br>[Tactical]             | (CWar p111) | Wisdom 13<br>Jump: 5 ranks<br>Base Attack Bonus +6                   | You may use the following 3 tactical maneuvers:<br><u>Eagle's Swoop</u> – If you Charge or jump down at least 10' onto your foe, you may make a Jump check to do extra damage. You DC is 15 to do +2 damage –or– DC 25 to do +4 damage. If you fail the Jump check, you miss your foe entirely & if the check misses by 5+, you end up Prone.<br><u>Falcon's Feathers</u> – As a Standard Action, you may attempt a Feint action using a cloak to cause the distraction. For this maneuver, you use your Base Attack Bonus in place of your ranks in Bluff for the Feint. If successful, your opponent is Flat-Footed for the next melee attack you make against him/her.<br><u>Hawk's Eye</u> – As a Full Round Action, you observe your opponent (you can do this for up to 3 consecutive rounds). The next melee attack you make on that opponent receives a +2 bonus to attack & damage for each round you observed (maximum of +6). If you do not attack within 3 round of observing or your opponent attacks you first, the bonuses are lost.   |

| Name                                   | Source      | Prerequisite   | Description   |
|--|-------------|--|---|
| Roofwalker<br>[Tactical]               | (RoD p156)  | Dodge<br>Mobility<br>Balance: 5 ranks<br>Jump: 5 ranks                     | You may use the following 3 tactical maneuvers:<br><b>Fleet of Feet</b> – You can walk across a precarious surface at full speed without a penalty on your Balance check.<br><b>Graceful Drop</b> – If you intentionally jump from a height, you take less damage than if you had fallen. On a successful Jump check, you take falling damage as if you had dropped 20' fewer.<br><b>Master of the Roof</b> – Gain a +1 Dodge bonus to AC against any opponent at a different elevation than you.   |
| Shock Trooper<br>[Tactical, Fighter]   | (CWar p112) | Base Attack Bonus +6<br>Improved Bull Rush<br>Power Attack                 | You may use the following 3 tactical maneuvers:<br><b>Directed Bull Rush</b> – On a successful Bull Rush at the end of a Charge, you may move your opponent one hex to the left or right for each hex you move him/her backwards.<br><b>Domino Rush</b> – On a successful Bull Rush that pushes your opponent into the same hex as another opponent, you may attempt to Trip both opponents & they cannot attempt to trip you if you fail.<br><b>Heedless Charge</b> – If you make a Charge that ends in an attack that uses Power Attack (at least a –5 to your attack roll), you may transfer part or all of the attack roll penalty to your AC as a penalty. This is in addition to the –2 AC due to the Charge.   |
| Sun School<br>[Tactical]               | (CWar p112) | Flurry of Blows class ability<br>Base Attack Bonus +4                      | You may use the following 3 tactical maneuvers:<br><b>Inexorable Progress of Dawn</b> – If you hit an opponent with the first two attacks from a Flurry of Blows, your opponent must move back 5' and you may move forward 5'. Neither movement provokes an Attack of Opportunity.<br><b>Blinding Sun of Noon</b> – If you successfully Stun an opponent on two consecutive rounds, your opponent is Confused for 1d4 rounds after recovering from the Stun.<br><b>Flash of Sunset</b> – If you move next to an opponent using the Monk class ability 'Abundant Step' or Dimensional Door, you may make one attack at your highest bonus at the end of your action.   |
| Winged Warrior<br>[Tactical, Fighter]  | (RoW p153)  | Must have Wings<br>Hover<br>Base Attack Bonus +4                           | You may use the following 3 tactical maneuvers:<br><b>Dustup</b> – If you are standing in or flying no more than 10' above an area of lots of loose debris, you can use a Move Action to create a 20' radius hemispherical cloud. Creatures looking through 10' of the cloud have Concealment, while 20' grants Total Concealment & any within the cloud must make a Concentration check vs. DC 10 + ½ your character level to cast a spell.<br><b>Flying Leap</b> – If you move greater than your base Land speed, you a +4 bonus on Jump, Balance, and Climb checks due to the lift and stabilization effects of your wings.<br><b>Shroud of Feathers</b> – By spending a Move Action to surround your body with your wings, you can make a Feint in combat as part of an attack. You cannot be flying to use this maneuver. You can only use this maneuver once per foe per combat.  |
| Wolfpack<br>[Tactical]                 | (RoW p153)  | Dexterity 15<br>Dodge<br>Mobility<br>Spring Attack<br>Base Attack Bonus +6 | You may use the following 3 tactical maneuvers:<br><b>Distract Foe</b> – You and an ally must have Flanked your foe for at least one round to use this ability. As a Full Round Action, make a single melee attack. If it hits, make a Bluff check with the damage as a bonus vs. your foe's Sense Motive check with his/her BAB as a bonus. If you are successful, all of your allies that gives you a Flanking bonus receives an Attack of Opportunity on the foe.<br><b>Drive Back</b> – You and at least one ally must Threaten the same foe and an ally must perform an Aid Other action to help your attack on that foe. As a Full Round Action, make a melee attack. If you hit, you do damage and initiate a Bull Rush that does not provoke an Attack of Opportunity or move you into your foe's square. Resolve the Bull Rush normally, except the damage you did is a bonus on your Strength check and your foe cannot be moved back more than 5'.<br><b>Gang Dodge</b> – You and at least one ally must Threaten the same foe. Perform an Aid Other action to give every one of your allies that threaten the same foe a +2 bonus to AC. This bonus lasts until your next turn, provided you still threaten the same foe. |
| Woodland Archer<br>[Tactical, Fighter] | (RoW p154)  | Point Blank Shot<br>Base Attack Bonus +6                                   | You may use the following 3 tactical maneuvers:<br><b>Adjust for Range</b> – If you miss a foe with a projectile weapon, you gain a +4 bonus on all other attacks in the same round to hit the same foe.<br><b>Pierce the Foliage</b> – If you hit a foe with a Miss Chance due to Concealment with a ranged attack, you can ignore the Miss Chance against the same foe in the following round.<br><b>Moving Sniper</b> – If you succeed in a Sniping Attack (i.e., hit your foe and make a Hide check to remain hidden), the following round you can make a single attack, take a Move Action, and then make a Hide check to remain hidden). As long as you remain unseen, you can continue making Sniping Attacks.   |

## Variant Feats

## Ceremonial Feats

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

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

## Spell-Touched

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

## Skipped Feats

### Epic Feats

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

### Missing Prerequisites

Distant Touch(DR309 p68)  
Pressure Resistance(DR314 p45)

### Psionics

|                                |                               |                                 |
|--------------------------------|-------------------------------|---------------------------------|
| Agitated Causticity(DR313 p47) | Deep Vision (RoS p137)        | Focused Shield (RoS p140)       |
| Anti-Psionic Magic(DR309 p108) | Deflective Armor (RoS p137)   | Harden Energy(DR313 p49)        |
| Astral Fire(DR313 p48)         | Dual-Plane Summons(DR313 p49) | Invest Armor (RoS p141)         |
| Bioelectrical Surge(DR313 p48) | Earth Power (RoS p138)        | Shielded Manifesting (RoS p144) |
| Bull Blast(DR313 p48)          | Energize Armor (RoS p139)     | Solid Freeze(DR313 p49)         |
| Concussive Blast(DR313 p48)    | Energy Flare(DR313 p49)       |                                 |

### Undead-Specific

|                             |                                |                          |
|-----------------------------|--------------------------------|--------------------------|
| Bolster Power(DR312 p38)    | Graveborn Warrior(DR312 p38)   | Uncanny Speed(DR312 p38) |
| Death Curse(DR312 p38)      | Heightened Agility(DR312 p38)  | Vicious Claws(DR312 p38) |
| Graveborn Expert(DR312 p38) | Heightened Strength(DR312 p38) |                          |

### Feats for Monsters

|  |   |  |
|--|---|--|
| Ability Focus(MM p303) (MM3 p206)              | Heighten Spell-Like Ability(CArc p80)               | Quicken Spell-Like Ability(MM p304) (MM3 p207) |
| Agile Tyrant(DR313 p56)                        | Hover(MM p304)                                      | Sanctify Natural Attack(BoED p46)              |
| Awesome Blow(MM p303) (MM3 p206)               | Improved Natural Armor(MM p304) (MM3 p206)          | Skilled Telekinetic(DR313 p57)                 |
| Burning Rage(DR314 p53)                        | Improved Natural Attack(MM p304)(Eb p55) (MM3 p206) | Snatch(MM p304)                                |
| Consecrate Spell-Like Ability(BoED p42)        | Maw of Power(DR313 p57)                             | Spirit of the Beast(DR313 p31)                 |
| Crushing Hug(DR313 p30)                        | Maximize Spell-Like Ability(CArc p81)               | Spit Venom(DR313 p91)                          |
| Empower Spell-Like Ability(MM p303) (MM3 p206) | Multiattack(MM p304) (MM3 p207)                     | Strong Coils(DR313 p91)                        |
| Exalted Spell Resistance(BoED p42)             | Multiweapon Fighting(MM p304)                       | Tail Snap(DR314 p53)                           |
| Extra Tricks(CAdv p101)                        | Nimble Flier(DR313 p57)                             | Tentacular Stalk(DR313 p57)                    |
| Flyby Attack(MM p303) (MM3 p206)               | Power Soar(DR313 p57)                               | Versatile Tyrant(DR313 p57)                    |
| Gore Toss(DR313 p30)                           | Power Surge(DR313 p57)                              | Wingover(MM p304)                              |
| Gout of Flame(DR314 p53)                       | Purify Spell-Like Ability(BoED p45)                 |  |
| Hamstring Attack(DR313 p30)                    | Quick Change(DR313 p31)                             |  |

### Requiring Changes of Core Rules

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

|                          |                           |                       |
|--------------------------|---------------------------|-----------------------|
| Craft Masterwork(UA p99) | Pious Soul(CDiv p86)      | Weapon Groups(UA p95) |
| Low Profile(UA p182)     | Pious Spellurge(CDiv p87) |                       |
| Pious Defense(CDiv p86)  | Renown(UA p182)           |                       |

## Appendix

### Revision History

- April 2, 2004 – Initial
- July 30, 2004 – Added Player’s Guide to Faerûn.  
Added Complete Warrior & Unearthed Arcana.  
Dragon #309 – #314.  
Added Player’s Guide to Faerûn Errata.
- October 12, 2004 – Added Complete Divine.
- November 12, 2004 – Added Eberron Campaign Setting.  
Added Monster Manual 3. Change the abbreviation of Monster Manual v3.5 from “MM3.5” to “MM” to avoid confusion with “MM3”  
Added Dragon #325.
- April 1, 2005 – Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”.  
Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG3.5” to “DMG”.  
Added Dragon #324 & Dragon #326 – #329.  
With the help of Outlands (d20@outlands.com), added Complete Arcane, Complete Adventurer, Races of Stone, Races of Destiny, Draconomicon, Underdark, and the non-Mounsrous feats from Libris Mortis.

### Key to Sourcebooks

|            |   |                                      |   |
|------------|---|--------------------------------------|---|
| PH         | – | Player’s Handbook v.3.5              |   |
| DMG        | – | Dungeon Master’s Guide v.3.5         |   |
| MM         | – | Monster Manual v.3.5                 |   |
| MM3        | – | Monster Manual 3                     |   |
| CWar       | – | Complete Warrior                     |   |
| CDiv       | – | Complete Divine                      |   |
| CArc       | – | Complete Arcane                      |   |
| CAdv       | – | Complete Adventurer                  |   |
| RoS        | – | Races of Stone                       |   |
| RoD        | – | Races of Destiny                     |   |
| BoED       | – | Book of Exalted Deeds                |   |
| UA         | – | Unearthed Arcana                     |   |
| Den        | – | Draconomicon                         |   |
| LM         | – | Libris Mortis                        |   |
| FR         | – | Forgotten Realms Campaign Setting    |   |
| MoF        | – | Magic of Faerûn                      |   |
| LoD        | – | Lords of Darkness                    |   |
| RoF        | – | Races of Faerûn                      |   |
| SM         | – | Silver Marches                       |   |
| Und        | – | Underdark                            |   |
| PGF        | – | Player’s Guide to Faerûn             |   |
| Eb         | – | Eberron Campaign Setting             |   |
| DR###      | – | Dragon Magazine (with issue number)  |   |
| DU##       | – | Dungeon Magazine (with issue number) |   |
| 3.5up      | – | D&D v.3.5 Accessory Update           | – <a href="http://www.wizards.com/dnd/files/DnD35_update_booklet.zip">http://www.wizards.com/dnd/files/DnD35_update_booklet.zip</a>         |
| PH3.5e     | – | Player’s Handbook v.3.5 Errata       | – <a href="http://www.wizards.com/dnd/files/PHB_Errata09242003.zip">http://www.wizards.com/dnd/files/PHB_Errata09242003.zip</a>             |
| PGFe       | – | Player’s Guide to Faerûn Errata      | – <a href="http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip">http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip</a>           |
| CDivErrata | – | Complete Divine Errata               | – <a href="http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip">http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip</a>     |
| CArcErrata | – | Complete Arcane Errata               | – <a href="http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip">http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip</a> |
| EbErrata   | – | Eberron Errata                       | – <a href="http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip">http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip</a>     |

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