

List of Feats From all Sources

V. 14.7 (3.5 Edition)

- * You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon, skill, school of magic, psionic discipline, spell, psionic power, feat, or special ability.
- ** You can gain this feat multiple times and its effects stack

Players Handbook

Feats	Prerequisites	Benefits
Acrobatic	-----	+2 to all Jump and Tumble checks.
Agile	-----	+2 to all Balance and Escape Artist checks.
Alertness	-----	+2 to all Listen and Spot checks.
Animal Affinity	-----	+2 to all Handle Animal and Ride checks.
Armor Proficiency (Light)	-----	Only standard penalties apply.
Armor Proficiency (Medium)	Armor Proficiency (Light)	Only standard penalties apply.
Armor Proficiency (Heavy)	Armor Proficiency (Light) Armor Proficiency (Medium)	Only standard penalties apply.
Athletic	-----	+2 to all Climb and Swim checks.
Blind-Fight	-----	Invisible attackers get no bonus to attack you. Also, ¾ speed in dark areas.
Combat Casting	-----	+4 to Concentration for spells / spell-like abilities.
Combat Expertise	Int 13+	Can take a penalty to attack to gain an AC bonus.
Improved Disarm	Int 13+ Combat Expertise	You do not suffer an AoO when you attempt to disarm an opponent. +4 to opposed attack roll.
Improved Feint	Int 13+ Combat Expertise	You can make a Bluff check to feint in combat as a move action, instead of a standard action.
Improved Trip	Int 13+ Combat Expertise	You may trip an opponent and make an attack as though you hadn't made the trip attempt. You gain +4 to Str checks to trip opponents.
Combat Reflexes	-----	Dex bonus added to number of AoO per round.
Deceitful	-----	+2 to all Disguise and Forgery checks.
Deft Hands	-----	+2 to all Sleight of Hand and Use Rope checks.
Diligent	-----	+2 to all Appraise and Decipher Script checks.
Dodge	Dex 13+	+1 AC to a single opponent.
Mobility	Dex 13+ Dodge	+4 AC to attacks of opportunity.
Spring Attack	Dex 13+ Dodge Mobility	When using the attack action with a melee weapon, you can move both before and after the attack, but not more than your speed. Does not provoke an attack of opportunity.
Whirlwind Attack	Base Attack of +4 or higher Dex 13+ Int 13+ Dodge Mobility Spring Attack Combat Expertise	When you perform the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach. You also give up any extra attacks granted by other feats or abilities.
Endurance	-----	+4 to stamina based checks and some Fortitude saves. Can sleep in med. armor without fatigue.
Die Hard	Endurance	You remain conscious after being reduced to negative HP. You act as if disabled.

Feats	Prerequisites	Benefits
Eschew Materials	----	Can cast spells without needing material components. Spells with materials costing 1gp + are not effected.
Exotic Weapon Proficiency*	Base Attack of +1 or higher	Can use an exotic weapon without penalty.
Extra Turning**	Ability to Turn/Rebuke undead	All Turn/Rebuke abilities gain +4 uses per day.
Great Fortitude	----	+2 to all Fortitude saving throws.
Improved Counterspell	----	For counterspelling, you may use a spell of the same school that is at least one level higher.
Improved Critical*	Proficient with weapon Base Attack of +8 or higher	Doubles the critical range of one weapon.
Improved Initiative	----	+4 on all Initiative checks.
Improved Turning	Ability to Turn/Rebuke undead	You Turn/Rebuke as if you were one level higher.
Improved Unarmed Strike	----	You are considered to be armed even when not.
Deflect Arrows	Dex 13+	You can deflect any ranged weapon once per round, except for unusually massive weapons.
Snatch Arrows	Improved Unarmed Strike Dex 15+	You can grab incoming weapons or projectiles. Thrown weapons can be thrown back as an immediate free action. Projectiles can be shot back with appropriate weapon next turn.
Improved Grapple	Improved Unarmed Strike Dex 13+	You do not provoke an AoO when starting a grapple. Gain +4 on all grapple checks.
Stunning Fist	Dex 13+ Wis 13+ Improved Unarmed Strike Base Attack of +8 or higher	Foes damaged by the use of this feat (you must call before making unarmed the attack) can be stunned for one round. (DC 10 + ½ your level + Wis modifier)
Investigator	----	+2 to all Gather Information and Search checks.
Iron Will	----	+2 to all Will saving throws.
Leadership	Character level 6th+	You attract loyal companions and followers.
Lightning Reflexes	----	+2 to all Reflex saving throws.
Magical Aptitude	----	+2 on all Spellcraft and Use Magic Device checks.
Martial Weapon Proficiency*	----	Can use a type martial weapon without penalty.
Mounted Combat	Ride 1+ ranks	Can make a ride check to negate a hit to your mount.
Mounted Archery	Ride 1+ ranks Mounted Combat	Your penalty is halved when using a ranged weapon from horseback.
Ride-By Attack	Ride 1+ ranks Mounted Combat	When you charge an enemy, you continue to move after the attack without provoking an AoO.
Spirited Charge	Ride 1+ ranks Mounted Combat Ride-By Attack	When you charge an enemy, you deal double damage with a melee weapon (or x3 with a lance).
Trample	Ride 1+ ranks Mounted Combat	An enemy may not avoid you when you attempt to knock them down while mounted.
Natural Spell	Wis 13+ Ability to use <i>Wild Shape</i>	You are able to use the verbal and somatic components of spells while you are in a <i>Wild Shape</i> .
Negotiator	----	+2 on all Diplomacy and Sense Motive checks.
Nimble Fingers	----	+2 on all Disable Device and Open Lock checks.
Persuasive	----	+2 on all Bluff and Intimidate checks.
Point Blank Shot	----	+1 to attack with ranged weapons within 30ft.
Far Shot	Point Blank Shot	Projectile weapons range increased by ½. Thrown weapons range is doubled.
Precise Shot	Point Blank Shot	Don't suffer -4 to attack when shooting into a melee.
Improved Precise Shot	Dex 19+ Point Blank Shot Precise Shot Base Attack of +11 or higher	You ignore the AC bonus and the miss chance of your targets cover or concealment bonus, when it is anything less than total. Also, you hit the target you where aiming at when attacking into a grapple.

Feats	Prerequisites	Benefits
Point Blank Shot	-----	+1 to attack with ranged weapons within 30ft.
Rapid Shot	Dex 13+	You get 1 extra attack (ranged weapon) per round.
Manyshot	Point Blank Shot Dex 15+	Each attack has -2 penalty.
Shot on the Run	Point Blank Shot Rapid Shot Base Attack of +6 or higher Dex 13+	Standard action, you can fire 2 arrows at a target within 30ft. Every 5 points of base attack above +6, you gain an extra arrow (max. of 4 arrows). Cumulative -2 to attack with each arrow.
Power Attack	Dex 13+	When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.
Cleave	Point Blank Shot Dodge Mobility Base Attack of +4 or higher Str 13+	Take a penalty to attack; add that to damage.
Great Cleave	Str 13+	Able to make an attack against another enemy (same bonus and weapon) after killing one.
Improved Bull Rush	Power Attack Str 13+	Same as Cleave, but there is no limit to the amount of times you may use the feat in one round.
Improved Overrun	Power Attack Str 13+	When performing a bull rush you do not provoke an AoO. +4 on opposed Str check.
Improved Sunder	Power Attack Str 13+	When attempting an overrun, your target cannot avoid you. +4 to Str check to knock them down.
Quick Draw	Power Attack Base Attack of +4 or higher Str 13+	When striking a held or carried object, you do not provoke an AoO. +4 to attack such objects.
Rapid Reload*	Power Attack Base Attack of +1 or higher	Drawing a weapon is a free action.
Run	Proficient with crossbow	Reload time of chosen crossbow type is reduced.
Self-Sufficient	-----	Running is now x5. +4 on a running jump.
Shield Proficiency	-----	+2 on all Heal and Survival checks.
Improved Shield Bash	Shield Proficiency	Only standard penalties apply with shields.
Tower Shield Proficiency	Shield Proficiency	Retain shield AC bonus during a shield bash.
Simple Weapon Proficiency	-----	Only standard penalties apply using a tower shield.
Skill Focus*	-----	Without this feat suffer a -4 penalty to attack.
Spell Focus*	-----	+3 to a single skill.
Augment Summoning	Spell Focus (Conjuration)	+1 DC to a single school of magic.
Greater Spell Focus*	Spell Focus	All creatures conjured with any <i>Summon</i> spell gain +4 enhancement bonus to Str and Con.
Spell Mastery*	Wizard level 1 st +	Additional +1 to DC of chosen school of magic.
Spell Penetration	-----	Spells equal to Int don't need memorization.
Greater Spell Penetration	Spell Penetration	+2 to caster level checks to beat spell resistance.
Stealthy	-----	Additional +2 to caster level checks to beat SR.
Toughness**	-----	+2 on all Hide and Move Silently checks.
Track	-----	Gain +3 HP.
Two-Weapon Fighting	Dex 15+	Able to find tracks using the Survival skill.
Improved Two-Weapon Fighting	Dex 17+	Penalties are lowered when using 2 weapons.
Greater Two-Weapon Fighting	Two-Weapon Fighting Base Attack of +6 or higher Dex 19+	You receive a second attack with your off-hand weapon at a -5 penalty.
Two-Weapon Defense	Two-Weapon Fighting Improved Two-Weapon Fighting Base Attack of +11 or higher Dex 15+	You get a 3 rd attack with your off-hand weapon at a -10 penalty.
Weapon Finesse*	Two-Weapon Fighting Proficiency with weapon Base Attack of +1 or higher	With two weapons gain +1 shield AC bonus. This increases to +2 while fighting defensively. Use your Dex bonus instead of Str on melee attack rolls (must have a free hand).

Feats

Weapon Focus*

Greater Weapon Focus*

Weapon Specialization*

Greater Weapon
Specialization***Item Creation Feats**

Brew Potion

Craft Magic Arms and Armor

Create *Portal*(Described in the Stronghold
Builders Guidebook)

Craft Rod

Craft Staff

Craft Wand

Craft Wondrous Item

Forge Ring

Scribe Scroll

Metamagic Feats

Empower Spell

Enlarge Spell

Extend Spell

Heighten Spell

Maximize Spell

Quicken Spell

Silent Spell

Still Spell

Widen Spell

Prerequisites

Proficient with weapon

Base Attack of +1 or higher

Fighter level 8th +

Proficient with weapon

Weapon Focus

Fighter level 4th +

Proficient with weapon

Weapon Focus

Fighter level 12+

Proficient with weapon

Weapon Focus

Greater Weapon Focus

Weapon Specialization

PrerequisitesSpell Caster level 3rd +Spell Caster level 5th +Spell Caster level 3rd +

Craft Wondrous Item

Spell Caster level 9th +Spell Caster level 12th +Spell Caster level 5th +Spell Caster level 3rd +Spell Caster level 12th +Spell Caster level 1st +**Prerequisites**

Benefits

+1 to attack using a particular weapon.

Additional +1 to attack using same weapon as with
Weapon Focus.+2 damage with same weapon used in the feat
Weapon Focus.Additional +2 damage with same weapon used in
the feat Weapon Focus.**Benefits**Able to put up to 3rd level spells into potions.

Able to mend and make magic arms and armor.

Create gateways to distant, predetermined
locations.

Able to create magic rods.

Able to craft magic staffs with many effects.

Able to create wands, which cast spells.

Able to create miscellaneous magic items.

Able to forge a magic ring with varied magics.

Able to scribe any spell known to be used later.

Benefits

Spell effects increased by ½. (2 slots higher)

Spell range doubled. (1 slot higher)

Spell duration doubled. (1 slot higher)

Spell used as a higher level. (Same slot as used)

Spell gains max on all rolls. (3 slots higher)

Spell cast as a free action. (4 slots higher)

Spell cast silently, non bardic. (1 slot higher)

Spell cast without gestures. (1 slot higher)

Spell area doubled. (3 slots higher)

*Sword and Fist***Feats**

Blindsight, 5-foot Radius

Circle Kick

Close-Quarters Fighting

Death Blow

Die Hard

(Altered in 3.5)

Dirty Fighting

Dual Strike

Prerequisites

Wis 19+

Blind-Fight

Base Attack of +4 or higher

Dex 15+

Improved Unarmed Strike

Base Attack of +3 or higher

Base Attack of +3 or higher

Improved Initiative

Base Attack of +2 or higher

Endurance

Base Attack of +2 or higher

Combat Reflexes

Base Attack of +3 or higher

BenefitsAble to detect opponents who are no more than
5ft away. You cannot discern non-corporeal
beings though.Make a single unarmed attack, if this hits you
can make another unarmed attack against
another opponent. Full attack action.

Unaffected by the Improved Grab ability.

A coup de grace is now a standard action.

You remain conscious after being reduced to
negative HP. You act as if disabled.

+1d4 unarmed damage (full attack action).

You and an ally both have this feat, you both
gain a +4 to attack a flanked opponent.

Feats	Prerequisites	Benefits
Eagle Claw Attack	Dex 15+ Improved Unarmed Strike Improved Sunder	You can strike an opponent's weapon or shield with an unarmed attack.
Expert Tactician	Base Attack of +2 or higher Base Attack of +3 or higher	An extra attack can be made to someone who is denied their Dexterity bonus to AC. Can make 3 extra Stunning attacks per day.
Extra Stunning Attacks**	Stunning Fist Base Attack of +2 or higher	You cannot be flanked.
Eyes in the Back of Your Head	Wis 19+ Base Attack of +3 or higher	With a successful Bluff check, you gain an attack against the now flat-footed enemy. +1d4 damage with an unarmed attack. You may use this feat 3+Wis modifier / per day. When you strike an opponent's weapon you deal double damage.
Feign Weakness	Improved Unarmed Strike Base Attack of +2 or higher	
Fists of Iron	Improved Unarmed Strike Base Attack of +2 or higher	
Heightened Sunder	Str 13+ Power Attack Improved Sunder	
Hold the Line	Base Attack of +2 or higher Combat Reflexes Base Attack of +2 or higher	You may make an attack of opportunity when an enemy charges you. When you attempt to overrun an opponent who is at least one size smaller than you, the target cannot avoid you. If you knock them down, you immediately get an attack of opportunity against them (+4 to prone targets). Retain shield AC bonus when using a shield as a weapon. Considered a light weapon. When 10+ damage is dealt with a single attack against a target, you may make a trip attack as a free action against them. Not combinable with other feats.
Improved Overrun	Str 13+ Combat Expertise Power Attack Improved Trip Improved Bull Rush	
Improved Shield Bash (Altered in 3.5)	Shield Proficiency	
Knock-Down	Str 15+ Combat Expertise Improved Trip Base Attack of +2 or higher	2 extra attacks per round at -5 to hit (full action). Not to be used with Flurry of Blows. A successful jump charge deals normal weapon damage plus twice Str damage.
Lightning Fists	Dex 15+ Monk level 4 th	
Mantis Leap	Monk level 7 th Jump 5+ ranks	
Monkey Grip*	Str 13+ Weapon Focus Base Attack of +3 or higher	You can use one melee weapon that is one size larger than you in one hand. You suffer a -2 penalty to attack with this feat.
Off-Hand Parry	Dex 13+ Proficiency with weapon Two-Weapon Fighting Base Attack of +3 or higher	Sacrifice of all your off-hand attacks for one round giving you a +2 dodge bonus. Use standard penalties for 2-weapon fighting. Feat only usable with bladed or hafted weapons 1 size smaller than yourself (full attack action). Victims of a successful Stunning Fist attack are also nauseated for 1 round after the 1 round of stunning with the use of this feat.
Pain Touch	Wis 19+ Improved Unarmed Strike Stunning Fist Base Attack of +2 or higher	
Pin Shield	Two Weapon Fighting Base Attack of +4 or higher	A opponent loses shield bonus with successful attack with your off hand weapon.
Power Lunge	Str 13+ Power Attack Base Attack of +3 or higher	A successful charge deals normal damage plus x2 Str damage. Provokes attack of opportunity.
Prone Attack	Dex 15+ Lightning Reflexes Base Attack of +2 or higher	You may make an attack from the prone position at no penalty. If successful you may regain your feet as a free action.
Rapid Reload* (Altered in 3.5)	Proficient with crossbow	Reload time of chosen crossbow type is reduced.

Feats

Sharp-Shooting

Snatch Arrows
(Altered in 3.5)

Throw Anything

Zen Archery

PrerequisitesPoint Blank Shot
Precise Shot
Base Attack of +3 or higher
Dex 15+
Improved Unarmed Strike
Deflect ArrowsDex 15+
Base Attack of +2 or higher
Wis 13+
Base Attack of +3 or higher**Benefits**

You gain a +2 to your ranged attack against targets with some degree of cover. This feat has no effect when target has total or no cover. You can grab incoming weapons or projectiles. Thrown weapons can be thrown back as an immediate free action. Projectiles can be shot back with appropriate weapon next turn. You can throw any weapon you can use. Range increment with this feat is 10ft. You may use your Wis modifier instead of Dex modifier when making a ranged attack within 30ft.

*Masters of the Wild***Feats**

Animal Defiance

Animal Control

Brachiation

Clever Wrestling

Destructive Rage

Die Hard

(Altered in 3.5)

Dragon's Toughness**

Dwarf's Toughness**

Extended Rage**

Extra Favored Enemy

Extra Rage**

Faster Healing

Favored Critical*

Flyby Attack

Giant's Toughness**

Greater Resiliency

Greater Two-Weapon Fighting
(Altered in 3.5)

Improved Flight

Improved Swimming

Instantaneous Rage

Intimidating Rage

Multi-Attack

PrerequisitesAbility to cast *Detect Animals or Plants*
Animal Defiance
Ability to cast *Speak with Animals & Animal Friendship*Str 13+
Climb 6+ ranks
Jump 6+ ranks
Improved Unarmed Strike
Small or Medium sized
Ability to Rage
EnduranceBase Fortitude save 11+
Base Fortitude save 5+
Ability to Rage
Base Attack of +5 or higher
At least one favored enemy
Ability to Rage
Base Fortitude save 5+
Base Attack of +5 or higher
At least one favored enemy
Ability to fly (Natural or Shapechanging)
Base Fortitude save 8+
Damage Reduction as a class feature or innate ability
Dex 19+
Two-Weapon Fighting
Improved Two-Weapon Fighting
Base Attack of +11 or higher
Ability to fly (Natural, Magical, or Shapechanging)
Swim 6+ ranks
Ability to Rage
Ability to Rage
Access to a form with 3 or more natural weapons**Benefits**You can Rebuke animals as evil clerics Rebuke undead. 3+Cha modifier / times per day. You can Turn animals as good clerics Turn undead. 3+Cha modifier / times per day. You move through the trees at normal land movement. Must have both hands free and cannot be wearing heavy armor. You have a better than normal chance to escape a grapple or pin from larger opponents. While raging, +8 to Str check to break objects. You remain conscious after being reduced to negative HP. You act as if disabled. Gain +12 HP. Gain +6 HP. Rage ability lasts 5 rounds longer than normal. You gain an extra favored enemy to your list beyond your normal allotment. You can Rage 2 more times per day. You recover HP faster than normal. Critical range is doubled against a single type of favored enemy. During a move action you can take an attack action at any point during that move. Gain +9 HP. Damage reduction +1/- and rises thereafter at previous rate. Can't be taken more than once. You get a 3rd attack with your off-hand weapon at a -10 penalty. Your maneuverability while flying improves by one grade. 1/2 speed as move equivalent; 3/4 as a full action. You can enter rage at any time you wish. Target is shaken if it fails Will save. (DC 10 + 1/2 your lvl + Cha modifier) Your secondary attacks with natural weapons suffer only a -2 penalty.

Feats

Off-Hand Parry
(Altered in 3.5)

Plant Defiance

Plant Control

Power Critical*

Resist Disease

Resist Poison

Resistance to Energy

Shadow

Snatch

Supernatural Blow*

Wingover

Wild Feats

Blindsight

Extra Wild Shape**

Fast Wild Shape

Natural Spell

Proportionate Wild Shape

Scent

Speaking Wild Shape

Item Creation Feats

Create Infusion

*Song and Silence***Feats**

Acrobatic

Arterial Strike

Athletic

Prerequisites

Dex 13+
Proficiency with weapon
Two-Weapon Fighting
Base Attack of +3 or higher

Ability to cast *Detect Animals*
or *Plants*

Plant Defiance
Ability to cast *Speak with Plants*
Improved Critical
Proficiency with weapon
Base Attack of +12 or higher

Base Fortitude save of 8+

Access to a form with claws
or bite as a natural weapon
Large size or smaller

Base Attack of +7 or higher
Favored enemy that is immune
to critical hits

Ability to fly (Natural, Magical,
or Shapechanging)

Prerequisites

Ability to use *Wild Shape*
to become a Dire bat.

Ability to use *Wild Shape*
Dex 13+

Ability to use *Wild Shape*
to become a Dire animal

Wis 13+

Ability to use *Wild Shape*

Ability to use *Wild Shape*
(Natural form neither Small
nor Medium sized)

Wis 11+

Ability to use *Wild Shape*
to become a wolf

Int 13+

Ability to use *Wild Shape*

Prerequisites

Spellcaster Level 3rd+
Survival 4+ ranks

Prerequisites

Base Attack of +4 or higher
Sneak Attack ability

Benefits

A sacrifice of all your off-hand attacks for round gives you a +2 dodge bonus. Use standard penalties for 2-weapon fighting. Feat only usable with bladed or hafted weapons 1 size smaller than yourself (full action).

You can Rebuke plants as evil clerics Rebuke undead. 3+Cha modifier / times per day.

You can Turn animals as good clerics Turn undead. 3+Cha modifier / times per day.

With chosen weapon declare attack, if it is successful then roll critical. Only to be used once per day.

+4 to Fortitude saves against disease.

+4 to Fortitude saves against poison.

+5 to Fortitude saves against a single energy type.

+2 to all Hide and Spot checks.

When you hit with your claw or bite, you can grapple as a free action, without the AoO.

Favored enemy damage now applies to one creature that is immune to critical hits, also add +1d6 damage if you were to score a critical hit.

You can turn up to 180 degrees, plus other turns normally made, regardless of maneuverability. Uses 10ft of your flying movement.

Benefits

You can rely on hearing to locate creatures and objects within 120ft, regardless of form.

Wild Shape +2/per day & +1/per day as elemental.

You gain the ability to use *Wild Shape* as a move equivalent action.

You are able to use the verbal and somatic components of spells while in a *Wild Shape*.

You use *Wild Shape* to become animals of your own size, even if you normally could not.

You gain the Scent ability, which operates regardless of your form.

While in *Wild Shape* you can talk with animals of the same kind as you currently are in. Does not grant mental communication.

Benefits

Allows you to infuse any divine spell that you know into a specially prepared herb.

Benefits

+2 to all Jump and Tumble checks.

You forgo +1d6 sneak attack damage to give a wound that does 1 damage per round.

+2 to all Climb and Swim checks.

Feats

Charlatan
Chink in the Armor
Dash
Expert Tactician

Extra Music
Fleet of Foot

Flick of the Wrist

Green Ear

Hamstring

Jack of All Trades
Lingering Song
Multicultural

Obscure Lore
Persuasive
 Alluring

Pyro
Quicker than the Eye
Requiem

Shadow
Snatch Weapon
Subsonics

Trustworthy

Prerequisites

Combat Expertise

Dex 13+
Combat Reflexes
Base Attack of +2 or higher
Bardic music ability
Dex 15+
Run

Dex 17+
Quick Draw
Perform 10+ ranks
Bardic music ability
Base Attack of +4 or higher
Sneak Attack ability
Character level 8th+
Bardic music ability
Speak language
 (Of chosen race)
Bardic knowledge ability

Persuasive
Trustworthy

Dex 19+
Perform 12+ ranks
Bardic music ability

Improved Disarm
Perform 10+ ranks
Bardic music ability

Prerequisites

Perform 12+ ranks
Bardic music ability

Benefits

+2 to all Bluff and Disguise checks.
Halve opponents armor after studying them.
In light armor and light load your movement is +5ft.
An extra attack can be made to someone who is denied their Dexterity bonus to AC.

You can use your music +4/times per day.
When running or charging, you can make one 90 degree or less turn. Can only use this feat in light or no armor.

Can draw a light weapon and attack, catching your opponent off guard. (Once per combat)

Your music can effect plants as well as any other creatures normally effected.

You forgo +2d6 sneak attack damage to decrease an opponents speed by 1/2.

You can use any skill untrained.

Inspire songs last twice as long than normal.

You gain a +4 Cha bonus to alter the attitude toward you of a member of the chosen race.

+3 to your Bardic knowledge ability.

+2 on all Bluff and Intimidate checks.

+2 to all Diplomacy checks and a +2 DC to all mind-affecting, language-dependant spells.

+1 per damage die and +5 DC to extinguish fires.

Observers don't see what you've done.

Your music can effect undead at 1/2 duration. Your music still affects other creatures normally.

+2 Hide & Spot, while following someone.

Disarm opponent then take weapon from midair.

Your music is played so softly that it cannot be heard, but effects remain the same.

+2 Diplomacy and Gather Information checks.

Benefits

Observers don't notice that you are casting a spell, while performing. (1 slot higher)

*Defenders of the Faith***Feats**

Forceful Shield Bash
 (Altered in 3.5)
 Shield Charge

Prerequisites

Str 13+
Power Attack
Str 13+
Power Attack
Forceful Shield Bash

Benefits

An attack with your shield, also Bull Rushes your opponent without AoO or moving into their 5ft area.
When you attack with your shield as part of a charge, you inflict double normal shield damage.

Divine Feats

(The use of a Divine Feat uses up one of your Turn / Rebuke attempts per day)

Divine Cleansing

Cha 13+
Extra Smiting
Ability to Turn/Rebuke undead
Extra Turning
Divine Cleansing
Ability to Turn/Rebuke undead

You and your allies with-in 60ft gain a +2 sacred bonus on all Fortitude saves for number of rounds equal to your Cha bonus.
You and your allies with-in 60ft gain a +5 resistance to fire, cold, and electricity.
Lasts till the end of your next turn.

Divine Resistance

Divine Feats

Divine Might

Prerequisites

Str 13+
 Cha 13+
 Power Attack
 Ability to Turn/Rebuke undead

Benefits

Add your Cha bonus to your damage for number of rounds equal to your Cha bonus.

Divine Shield

Str 13+
 Cha 13+
 Power Attack
 Improved Shield Bash
 Ability to Turn/Rebuke undead

You gain a bonus to your shield's attacks and defense that is equal to your Cha bonus for number of rounds equal to your Cha bonus.

Divine Vengeance

Extra Turning
 Ability to Turn/Rebuke undead

Add +2d6 damage to your attacks against undead until the end of your next action.

Divine Vigor

Cha 13+
 Extra Turning
 Ability to Turn/Rebuke undead

Increase your base speed by 10ft and gain +2 enhancement bonus to your Con. Lasts for number of minutes equal to Cha bonus.

Metamagic Feats

Reach Spell

Sacred Spell

Prerequisites

Benefits

Cast "Touch" spells within 30ft. (2 slots higher)
 ½ damage of a divine spell is not subject to reduction spells or similar magic. (2 slots higher)

Special Feats

Extra Smiting**

Prerequisites

Class level 4th+
 Smite feature

Benefits

Gain one additional smite attempt per day.

Extra Turning**

Empower Turning

Ability to Turn/Rebuke undead
 Cha 13+
 Cleric or Paladin
 Extra Turning

All Turn/Rebuke abilities gain +4 uses per day. You can take a -2 on your turning check roll, and add +2d6 to your turning damage roll.

Heighten Turning

Cha 13+
 Cleric or Paladin
 Extra Turning

You can add your effective cleric level to your turning check roll, while subtracting it from your turning damage roll.

Quicken Turning

Cha 13+
 Cleric or Paladin
 Extra Turning

You can Turn / Rebuke undead as a free action but take -4 on both your turning roll and your damage roll. Only usable once per round.

*Tome and Blood***Feats**

Arcane Defense*

Arcane Preparation

Prerequisites

Spell Focus
 Able to cast arcane spells without preparation
 Spell Focus (Conjuration)

Benefits

+2 to save against spells of chosen school.
 You can prepare an arcane spell ahead of time as a wizard does.
 All creatures conjured with any *Summon* spell gain +4 enhancement bonus to Str and Con.
 No need for material components, 1 gp or less.
 +1 spell per day, one level lower than you cast.
 Gain 1 addition spell, a lvl lower than your highest.
 Additional +1 to DC of chosen school of magic.

Augment Summoning
(Altered in 3.5)

Eschew Materials

Extra Slot**

Extra Spell**

Greater Spell Focus*
(Altered in 3.5)

Greater Spell Penetration

Improved Familiar

Spell Penetration
 Ability to acquire a new familiar of compatible alignment.

Additional +2 to caster level checks to beat SR. You can choose a familiar from a non-standard list, only if you can acquire a new familiar.

Innate Spell*

Quicken Spell
 Silent Spell
 Still Spell

Can cast a spell that has been chosen like it was a spell-like ability. Uses an 8th slot higher permanently. Still requires all components.

Spell Specialization*

Spellcaster level 4th+
 Weapon Focus (Ray or Energy Missile spells)

Damage dealing, ranged touch spells gain a +2 damage modifier only if target is within 30ft.

Metamagic Feats	Prerequisites	Benefits
Chain Spell	Any other Metamagic feat	Spell affects other targets in addition to the primary target. (3 slots higher)
Cooperative Spell	Any other Metamagic feat	You can cast spells with greater effect when the same spell is cast by another caster. (1 slot higher)
Delay Spell	Any other Metamagic feat	A spell can have a short delay. (3 slots higher)
Energy Substitution*	Knowledge (Arcana) 5+ ranks	Only on a single energy type. You can change the type of energy used to another. (0 slots higher)
Energy Admixture*	Any other Metamagic feat Knowledge (Arcana) 5+ ranks Energy Substitution	Only on a single energy type. You can remove an amount of energy and add in an equal amount of another type of energy. (4 slots higher)
Persistent Spell	Any other Metamagic feat Extend Spell	One spell lasts 24 hours. (4 slots higher)
Repeat Spell	Any other Metamagic feat	Spell is cast again next round. (3 slots higher)
Sanctum Spell	Any other Metamagic feat	Your spells have a higher potency near your Sanctum. (0 slots higher)
Sculpt Spell	Any other Metamagic feat	Alters the shape of a spell's area. (1 slot higher)
Split Ray	Any other Metamagic feat	Spell affects 2 targets that are 30ft from each other. Each target takes ½ damage. (0 slots higher)
Subdual Substitution*	Knowledge (Arcana) 5+ ranks	Only on a single energy type. Energy spell can be to deal subdual damage. (0 slots higher)
Twin Spell	Any other Metamagic feat	Can cast 2 spells similar to one another at the same time to the same target. (4 slots higher)
Widen Spell	Any other Metamagic feat	Spells area affect is increased by ½. (3 slots higher)

Psionics Handbook

(Additional feats from the *Mind's Eye* supplement and Web Enhancements †)

(Psionic combat feats are noted with a ‡)

Psionic Feats	Prerequisites	Benefits
†Augment Construction	Manifester level 2 nd +	Astral constructs gain +1 HP per hit die and +1 to attack and damage rolls.
†Advanced Construction	Manifester level 2 nd +	Astral constructs gain special abilities from an extended list. (<i>Mind's Eye</i> pg. 33)
†Ecto Manipulation	Manifester level 3 rd +	Astral constructs gain a special ability from a higher menu by sacrificing 2 abilities from the next lower menu.
†Extended Construction	Manifester level 3 rd +	Your astral constructs gain a duration of 1 minute per manifestor level.
†Empower Construction	Manifester level 2 nd +	Astral constructs gain 1 more special ability.
†Bonus Mode‡ (Described in the <i>Mind's Eye</i> Web Enhancement, February 7, 2003)	----	Gain one additional psionic combat mode or alteration.
†Chain Link	Manifester level 3 rd +	When you learn a power from you primary discipline, you can "forget" a power from any chain in that discipline.
Combat Manifestation	----	+4 to Concentration checks to manifest a power.
Dodge	Dex 13+	+1 AC to a single opponent.
Psionic Dodge	Dex 13+	+1 AC to a single opponent, this feat is stackable with the Dodge feat or any other type of AC bonus.
	Dodge	
	Reserve power points 5+	
†Empowered Psicrystal	----	You can add 3 additional abilities to your psicrystal. (<i>Mind's Eye</i> pg. 37)

Psionic Feats	Prerequisites	Benefits
†Enhanced Construction	Manifester level 6 th +	You create lower constructs with high level constructs at no additional power point cost.
†Extra Power**	Manifester level 3 rd +	You learn 1 additional power, 1 lower than your highest level of powers known.
†Master Discipline**	Manifester level 3 rd +	You learn 1 additional power from you discipline up to the highest level you can cast.
Improved Psicrystal**	-----	You add another personality fragment to your psicrystal. Gaining the benefits from both psicrystal types.
Inertial Armor	Reserve power points 1+	+4 AC, doesn't stack with armor or shields.
†Improved Inertial Armor**	Inertial Armor	+2 AC, stacks with Inertial Armor, reserve points needed is +2 each time feat is taken.
†Infused Construction**	Reserve power points +2	Metapsionic cap is increased to 2 + manifester level in power points for astral constructs.
Inner Strength**	Manifester level 6 th +	Gain power points per day equal to the number of times this feat has been taken.
†Inner Fortitude**	-----	Unassigned powers can be traded for power points.
Talented	Inner Strength	+3 0-level powers for free per day.
Body Fuel	Inner Strength	Lose 2 temporary ability score points (no more than 60 points per day) to gain 1 power point.
Trigger Power*	Talented	With a single chosen power, you may attempt to manifest it for free. You must have the power points needed to manifest the power in reserve.
Mental Adversary†**	Inner Strength	+1 ability damage on psionic attack. (+3 points)
Disarm Mind†	Talented	After a psionic attack that deals ability damage, the attacker loses your Cha bonus x 4 points. (+3 points)
Mental Leap**	Reserve power points <i>n</i> +	You jump twice as far or as high as is indicated on your jump check. Your maximum jump distance is twice normal.
Metacreative*	Cha 13+	-25% of gold and XP cost of an item creation.
Point Blank Shot	Cha 13+	+1 to attack with ranged weapons within 30ft.
†Pinpoint Shot	Mental Adversary	As a full round action, you can make a single ranged attack and ignore the cover bonus of a target, if the cover is less than total.
(Described in the <i>Mind's Eye Web Enhancement</i> , April 26, 2003)		
Psionic Shot	Str 13+	Your ranged attack deals +1d4 damage. (1 point)
Fell Shot	Jump 6+ ranks	
Return Shot	Reserve power points 3+	When attacking your enemy with a ranged weapon, you ignore all armor, essentially making a ranged touch attack. (5 points)
Power Attack	Any Item Creation feat	
Improved Sunder	-----	
(Altered in 3.5)	Point Blank Shot	
Greater Sunder	Dex 13+	
(Altered in 3.5)	Point Blank Shot	
	Psionic Shot	
	Base Attack of +3 or higher	
	Dex 13+	
	Point Blank Shot	
	Psionic Shot	
	Reserve power points 5+	
	Str 13+	
	Str 13+	
	Power Attack	
	Str 13+	
	Power Attack	
	Improved Sunder	
	Reserve power points 5+	

Psionic Feats	Prerequisites	Benefits
Power Attack	Str 13+	Take a penalty to attack; add that number to damage.
Psionic Weapon	Str 13+	Your melee attack deals +1d4 damage. (1 point)
Deep Impact	Power Attack	
	Str 13+	When attacking your enemy with a melee weapon, weapon, you ignore all armor, essentially making a touch attack. (5 points)
	Power Attack	
	Psionic Weapon	
	Base Attack of +3 or higher	
Power Penetration	-----	+2 to manifester level checks to beat SR.
Greater Power Penetration	Power Penetration	Additional +2 to manifester level checks to beat SR.
†Power Specialization	Manifester level 4 th +	Your ranged touch attack powers deal +2 damage only within 30ft.
	Weapon Focus (Ray)	
Psionic Body	1 st level Manifester only	Use primary ability modifier instead of Con for bonus HP. Gain +1 HP for every Metapsionic feat, also.
†Psionic Combat Buffer	Manifester Level 6 th +	Your psionic combat modes have ½ point cost.
	Any other Psionic Combat feat (noted with a ‡)	(See addition description on pg. 41, of the <i>Mind's Eye</i> web enhancement.)
†Greater Psionic Combat Buffer	Manifester Level 6 th +	Your psionic combat modes have ⅓ point cost.
	Psionic Combat Buffer	
	Any other Psionic Combat feat (noted with a ‡)	
†Psionic Defense*	-----	+2 to you saves against powers of chosen discipline.
†Psionic Energy Infusion*	Manifester level 6 th +	Metapsionic cap is increased to manifester level +2 for powers of chosen energy type. When taken multiple times; increase the cap by another +2 or increase the limit of another energy type.
(Described in the <i>Mind's Eye</i> Web Enhancement, March 28, 2003)		
Psionic Fist	Str 13+	Unarmed strikes deals +1d4 damage. (1 point)
Power Touch	Str 13+	Use a power with a range of touch as your attack of opportunity. (+2 points)
Unavoidable Strike	Psionic Fist	When attacking your enemy with an unarmed attack, you ignore all armor, essentially making a touch attack. (5 points)
	Str 13+	
	Psionic Fist	
	Base Attack of +3 or higher	+1 to DC of a chosen discipline.
Psionic Focus* (Altered in 3.5)	-----	Additional +1 to DC of a chosen discipline.
Greater Psionic Focus*	Psionic Focus	Once per round, when you provoke an AoO, you can move up to 5ft as a free action. If this takes you out of reach of the attacker, the AoO fails, if not you gain a +2 dodge bonus to AC.
†Psionic Sidestep	Dex 15+	
(Described in the <i>Mind's Eye</i> Web Enhancement, April 26, 2003)	Wis 15+	
	Dodge	
	Mobility	
	Reserve power points 5+	
†Improved Psionic Sidestep	Dex 15+	Once per round, when you provoke an AoO, you can move up to 10ft as a free action. If this takes you out of reach of the attacker, the AoO fails, if not you gain a +2 dodge bonus to AC. This stacks with the Psionic Sidestep feat.
(Described in the <i>Mind's Eye</i> Web Enhancement, April 26, 2003)	Wis 15+	
	Dodge	
	Mobility	
	Psionic Sidestep	
	Reserve power points 5+	
†Psychic Assault‡	-----	You may add up to ½ of you manifester level to the Will save DC for psionic combat when you pay the cost of 3 points +2, per +1 DC.
Psychic Bastion‡**	-----	Gain +1 mental hardness. (3 points)
†Mind Blind‡	Psychic Bastion	Additional +3 mental hardness, but your psionic attack modes deal -3 ability damage (min. of 1).
Mind Trap‡	Psychic Bastion	Psionic attackers lose power points and take ability damage when using attack modes against you.
Psychoanalyst	Cha 13+	+2 on all Diplomacy, Bluff and Intimidate checks
Psychic Inquisitor	Cha 13+	You detect a number of lies equal to your Cha bonus during a conversation.
	Psychoanalyst	

Psionic Feats

†Quicken Mode (Described in the <i>Mind's Eye</i> Web Enhancement, February 7, 2003)	Character level 6 th + Any other Psionic Combat feat (noted with a ‡)
Rapid Metabolism Psionic Metabolism	Con 13+ Con 13+ Rapid Metabolism
†Resculpt Mind	Psion only Manifester level 3 rd +
Speed of Thought** Psionic Charge Up the Walls †Run on Air	Wis 13+ Reserve power points 1+ Wis 13+ Speed of Thought Reserve power points 3+ Wis 13+ Speed of Thought Psionic Charge Reserve power points 5+ Wis 15+ Speed of Thought Psionic Charge Up the Walls Reserve power points 9+
Stand Still	Str 13+
†Trade-Off	Reserve power points 1+ Manifester Level 3 rd +
†Upgrade Power*	Any other Psionic or Metapsionic feat

Item Creation Feats

Craft Crystal Capacitor	Manifester level 9 th +
Craft Dorje	Manifester level 5 th +
†Craft Drillbu	Manifester level 5 th +
Craft Psionic Arms and Armor	Manifester level 5 th +
Craft Universal Item	Manifester level 3 rd +
Encode Stone	Manifester level 1 st +
Scribe Tattoo	Manifester level 3 rd +

Metapsionic Feats

†Chain Power	Any other Metapsionic feat
Delay Power	----
Enlarge Power †Reach Power	----- Enlarge Power
Extend Power Persistent Power	----- Extend Power
†Fortify Power †Overpower	----- Fortify power
Heighten Power	-----
Hide Power*	-----

Benefits

You can activate a psionic combat mode as a free action. The power point cost for this is equal to the standard cost +8.
Add Con bonus to healing of HP with day of rest. Convert 1 point of damage to subdual per hour. (1 power point, per hour)
Instead of gaining a new combat mode you can choose a psionic feat and still gain the lost combat modes at 13 th , 15 th , 17 th , and 19 th levels. +10ft to your base speed.
When making a charge you can make a number of turns equal to your Dex bonus.
You can take part of your move action along a wall if you begin and end it on a horizontal surface. You will fall if you do not end it on a horizontal surface and become prone.
You can take your move action to run through air or across non solid surfaces, such as water. You can only run in a strait line and only for one movement.
During an AoO, you may attack before they move and prevent their moving into or out of the area.
When you gain a power from your discipline you can trade it for 3 lower powers of your discipline that cannot total the power you traded for them.
When a new power in the chosen chain is learned, you may lose the lower power in that chain and trade it for a new power of the same level.

Benefits

Create a crystal that stores power points.
Create wands, which manifest powers.
Create upgraded versions of a dorje.
Mend and make psionic arms and armor.
Create miscellaneous psionic items.
Create a stone that stores a power.
Scribe psionic tattoos that store a 3 rd level or lower level power until tapped.
Powers are arced to secondary targets. (+6 points)
A power can have a short delay. (+6 points)
Power range is doubled. (+2 points)
You can cast a touch power at a distance of 30ft. Must succeed ranged touch attack. (+2 points)
Power lasts twice as long. (+2 points)
One power lasts 24 hours. (+8 points)
All die rolls are multiplied by 1 ¼. (+2 points)
All die rolls are multiplied by 2. (+6 points)
Power used as a higher level. (Same points as used)
Power manifested without a display. (+2 points)

Metapsionic Feats

Master Dorje

Prerequisites

Benefits

Instead of using a charge from a dorje, you pay the cost of the power +2.

Maximize Power

Power gains max on all rolls. (+6 points)

†Psionic Energy Substitution*

Knowledge (Psionics) 5+ ranks
Any other Metapsionic feat

Only on one energy type. You can change the type of energy used to another. (+0 points)

†Psionic Energy Admixture*

Knowledge (Psionics) 5+ ranks
Psionic Energy Substitution
Any other Metapsionic Feat

Only on a single energy type. You can take an equal amount of energy and add in another type of energy. (+8 points)

Quicken Power

Power manifested as a free action. (+8 points)

†Repeat Power

Any other Metapsionic feat

Power is manifested again next round. (+6 points)

†Sculpt Power

Any other Metapsionic feat

Alter the shape of a power's area. (+2 points)

†Split Psionic Ray

Any other Metapsionic feat

Power effects 2 targets that are 30ft from each other. Both take ½ damage. (+0 points)

Twin Power

Can manifest 2 powers similar to one another at the same time to the same target. (+8 points)

†Widen Power

Any other Metapsionic feat

Powers area effect is increased by ½. (+6 points)

†Talent Conversion Feats**Prerequisites****Benefits**

(Use of the Talent Conversion uses two 0-level manifestations. The duration is 1 minute, unless otherwise noted.)

†Psionic Boost

3rd lvl Psion / Psychic Warrior

+10ft Base speed; +2 Con.

†Psionic Equilibrium

3rd lvl Psion / Psychic Warrior

+2 to hit with melee attacks.

†Psionic Fortitude

3rd lvl Psion / Psychic Warrior

+2 Will save, to you and allies in 30ft.

†Psionic Infusion

1st lvl Psion / Psychic Warrior

Reduce the cost of a power by 1 point.

†Psionic Might

1st lvl Psion / Psychic Warrior

Add charged weapon ability to your weapons.

†Psionic Resistance

3rd lvl Psion / Psychic Warrior

Psionic energy resist +5 to you and allies in 30ft.

†Psionic Smash

1st lvl Psion / Psychic Warrior

Add charged weapon ability to unarmed attacks.

†Psionic Vengeance

6th lvl Psion / Psychic Warrior

Creates energy barrier damaging attackers for 10 min.

†Ultra Talented

6th lvl Psion / Psychic Warrior

You can trade in 2 power points to recharge 3

Inner Strength

0-level manifestations. In this way, you cannot

Talented

spend more power points per day than your level.

Savage Species(Feats listed in the *Monster Manual* †)**Feats**

†Ability Focus*

Prerequisites

Special Attack

Benefits

+2 DC to one of your special attacks.

Area Attack

Str 19+

Huge size

You can use your great size and strength to pick up heavy objects and attack an area with them as a standard action.

Assume Supernatural Ability*

Wis 13+

Magically assume a new form

You can take one supernatural ability from a form you can assume.

Improved Assume

Wis 17+

Supernatural Ability*

Assume Supernatural Ability

You do not suffer the -2 penalty to attack, saves, skill checks, and ability checks when using the supernatural ability.

Magically assume a new form

†Awesome Blow

Str 25+

Large size or larger

As a standard action, you can send an opponent flying back 10ft (Reflex DC = damage dealt) and knock them prone. You take a -4 to your attack with usage of this ability.

Power Attack

Improved Bull Rush

Blowhard

Con 20+

Huge size

You create a strong wind effect in a cone of 5ft per point of Constitution you have. You cannot use a breath weapon at the same time.

Power Attack

Controlled Respiration

Endurance

Doubles the amount of time you can remain out of water without making Con checks.

Limit on remaining out of water

Crush

Huge Size

You throw yourself onto enemies doing damage.

Feats

Cumbrous Dodge

Cumbrous Fortitude

Cumbrous Reflexes

Cumbrous Will

†Empower Spell-like Ability*
(Altered in 3.5)

Fling Enemy

†Flyby Attack

Great Flyby Attack

Improved Flyby Attack

Gape of the Serpent

†Improved Natural Armor**

†Improved Natural Attack*

Improved Scent

Uncanny Scent

Inured to Energy**

Involuntary Rage

Mighty Leaping

Pain Mastery

Power Dive

Quick Change

†Quicken Spell-Like Ability*
(Altered in 3.5)

Reverberation*

Roll with It**

Scramble

Stamp

Supernatural Transformation*

Thunderclap

Prerequisites

Tumble 4+ ranks

Dodge

Great Fortitude

Lightning Reflexes

Iron Will

Spell-like ability caster lvl 6th +

Str 23+

Huge size

Improved Grab

Fly speed

Flyby Attack

Fly speed

Dodge

Mobility

Flyby Attack

Fly speed

Swallow Whole ability

Con 13+

Natural Armor

Base Attack of +4 or higher

Natural Weapon

Scent ability

Improved Scent

Scent ability

Resistance to energy

Con 20+

Toughness

Str 21+

Jump 9+ ranks or a racial bonus

Dodge

Mobility

Con 20+

Toughness

Str 15+

Fly speed (average or better)

Dex 15+

Alternate form ability

Spell-like ability caster lvl 10th +

Sonic based attack

Con 20+

Toughness

Dex 15+

Small size or smaller

Improved Evasion

Huge size

Must have feet

Trample ability

Innate spell-like ability

Str 30+

Power Attack

Improved Unarmed Strike

Benefits

+2 AC for one encounter; fatigued at the end of the encounter.

+6 Fort; staggered until end of the encounter.

+6 Reflex; prone and dazed afterwards.

+6 Will; shaken until end of the encounter.

Spell-like ability effects are increased by ½.

Usable 3 / per day. Only used on abilities duplicating a spell with a level at least equal to ½ your spell-like ability caster level -2.

You can throw opponents of at least 2 sizes smaller than you into the air, into walls, or onto other creatures.

Take an attack action during a flying move action.

You can make multiple flyby attacks during your flight movement, only in a strait line.

When making a flyby attack, a creature doesn't incur attacks of opportunity when moving out of the space threatened by it's target.

Can swallow a creature of up to your own size.

Natural armor bonus increases by +1.

On one natural attack, damage dealt for this attack is increase by one step. As if size increased.

Can detect creatures by smell up to 60ft away.

You can pinpoint a scent when within 20ft of the origin of the smell.

Resistance to an energy type increase by +10.

If you survive 50 points of damage, you gain +4 Str, +4 Con, -2 AC until end of combat.

+10 to Jump checks. If you intentionally jump down from a ledge, distance fallen is 20ft less for damage purposes. You are not limited by your height when jumping.

Every 50 points of damage you take, you gain +2 Str which lasts until the end of combat.

While flying, you can attempt to land on opponents dealing additional damage to them.

The time it takes to change forms is reduced by one grade.

Quicken spell-like ability 3 / per day. Only used on abilities duplicating a spell with a level at least equal to ½ your spell-like ability caster level -4.

+2 DC to your sonic based attacks.

You gain damage reduction 2/-, which applies, in addition to, any other damage reduction.

You are able to possibly avoid potentially fatal blows all together.

(Reflex DC 10 + damage dealt)

You can strike a solid surface knocking creatures down and dealing damage to structures and unattended objects.

One spell-like ability becomes supernatural.

You create a cone of sound that deafens and knocks down creatures, also extinguishing unprotected flames.

Monstrous Feats

	Prerequisites	Benefits
Vicious Wound	Combat Expertise	Your wounding attack deals an additional +1 damage per round.
Bonus Breath**	Wounding special attack Extend Spell or Extend Spell-Like Ability Breath weapon with limited uses per day	You can use your breath weapon one more time per day than you normally could. The time between using the breath weapon is 1 hour.
Detach	Con 19+ Regeneration	You can remove a part of your body and use it for any attack, dealing all normal damage.
Dust Cloud	Dex 19+ Int 19+ Huge size Wings or a tail Combat Reflexes	You sweep dust into the air (20ft + 1ft / HD) that snuffs unprotected flames, blinds creatures inside and spells cast require Concentration check (DC 10 + ½ HD + Str modifier). Lasts for 1 + your Dex modifier rounds.
Extended Reach	Small size or larger Nonrigid body or attack form	+5ft to normal reach, your body or body part must be boneless and flexible (ex. tentacle)
Extra Item Space**	Multiple limbs or heads	Can wear one more magic item.
Final Strike	Elemental subtype	When you are killed your body explodes.
†Hover	Fly speed	Halt forward flying motion, can attack as a full round action from this position.
Wingstorm	Str 13+ Large size Power Attack Hover Fly speed 20ft+	As a full round action, you can hover and use your wings to create a blast of air in a cylinder with a radius, max height, and wind strength based on your size.
Improved Turn Resistance	Undead creature type	+4 HD when resolving turning checks.
Improved Web	Create webs as an extraordinary ability 2+ /per day	+2 DC to escape your web.
Irresistible Gaze	Gaze attack	+2 DC to gaze attacks, stacks with Ability Focus.
Piercing Gaze	Int 13+ Cha 15+ Irresistible Gaze Gaze attack	+30ft to the range of your gaze attacks.
Mighty Roar	Animal or magical beast Large size	Opponents within 30ft are shaken for 1d6 rounds (DC 10 + ½ HD + Cha modifier).
Greater Mighty Roar	Animal or magical beast Large size Mighty Roar	Opponents within 30ft are panicked for 2d6 rounds (DC 10 + ½ HD + Cha modifier). Supersedes the effects of being shaken.
†Multi-Attack	3 or more natural weapons	Secondary natural attacks suffer only a -2.
Improved Multi-Attack	3 or more natural weapons Multi-Attack	No penalty for secondary natural attacks. These other attacks still deal ½ Str damage.
Multitasking	Dex 15+ Int 15+ 4 or more arms Multi-Weapon Fighting Improved Multi-Weapon Multi-Attack	You can use each pair of arms to perform a distinct partial action. All such partial actions occur simultaneously. Thus, you could attack with one or two arms while using a magic item, reloading a crossbow, or casting a spell with two other arms.
Multi-Voice	Dex 15+ Int 15+ 2 or more heads Two-Weapon Fighting Improved Two-Weapon Multi-Attack Quicken Spell	You can do one more thing in a round that requires a head. Such as, casting a spell, activating a spell-like ability, using a breath weapon or an eye ray.

Monstrous Feats

	Prerequisites	Benefits
Multi-Grab	Str 17+	Only a -10 penalty to maintain a hold with the same part of your body that made the attack.
Greater Multi-Grab	Improved Grab Str 19+ Dex 15+	You take no penalty to maintain a hold with the same part of your body that made the attack.
Rending Constriction	Improved Grab Multi-Grab Str 19+ Dex 15+ 2 constricting members	While maintaining a hold with more than one appendage on an opponent, you deal double base damage for your constrict attack and 1 ½ your Str bonus to damage. This automatically releases the creature and you must you must reestablish the hold to constrict again.
†Multi-Weapon Fighting (Altered in 3.5)	Improved Grab Multi-Grab Greater Multi-Grab Constrict ability Dex 13+	Penalties are reduced by 2 for primary weapon and 6 for your off hands.
Improved Multi-Weapon Fighting (Altered in 3.5)	3 or more hands Dex 15+	In addition to the single extra attack you get each round with each off-hand weapon, you get a second extra attack with each off-hand weapon with a -5 penalty.
Greater Multi-Weapon Fighting (Altered in 3.5)	3 or more hands Multi-Weapon Fighting Base Attack of +6 or higher Dex 17+	You may make up to 3 attacks with each off-hand weapon that you wield, albeit with a -10 penalty on the third set of attacks.
Narrowed Gaze	Improved Multi-Weapon Base Attack of +11 or higher Int 13+	You may limit your gaze attack to active.
Pervasive Gaze	Gaze attack Int 13+	Preventing accidentally affecting others.
Poison Resistance	Gaze attack	Creatures averting their eyes only have a 25% chance to avoid the gaze attack.
Poison Immunity	Poison attack as an extraordinary ability Poison Resistance Poison attack as an extraordinary ability	+2 Fort against poison, +4 Fort against the same type of poison you have. You are immune to all poison attacks.
Prehensile Tail	Str 13+	You can use your tail as an extra “hand.”
Rapid Breath	Two-Weapon Fighting Tail attack Quicken Spell or Quicken Spell-Like Ability	Manipulating objects, using in combat, and aiding in grapple and Climb checks. Usage between breath attacks is reduced by one round, if noted by rounds. Or is halved if noted by a time duration.
Snatch	Breath weapon Claws or a bite attack as a natural weapon	When you hit with your claw or bite, you can grapple as a free action, without the AoO.
†Snatch (3.5 Version)	Claws or a bite attack as a natural weapon Huge Size	With this version you also can throw opponents three sizes smaller than yourself 1d6 x 10ft. Dealing 1d6 per 10ft flung.
Surrogate Spellcasting	Wis 13+ Nonhumanoid or nonhuman like form	You substitute verbal and somatic components with that appropriate to your shape. You still need suitable appendages and vocal organs.
Thick-Skinned**	Damage reduction	Your damage reduction improves by +2.
Virulent Poison	Poison attack as an extraordinary ability	+2 DC to Fortitude saves against your poison attacks.
Deadly Poison	Con 19+ Virulent Poison Poison attack as an extraordinary ability	You poison attack deals double the normal secondary damage on a failed saving throw by the effected creature.
†Wingover	Fly speed	Can make one 180° turn while flying per round, regardless of maneuverability.

Item Creation Feats

†Craft Construct

Graft Flesh*

(Described in the Fiend Folio)

Prerequisites

Spell Caster level 5th +

Craft Magic Arms and Armor

Craft Wondrous Item

Heal 10+ ranks

Must be of the appropriate race with chosen graft, except for Beholder and Undead grafts.

Benefits

Create constructs and other automatons whose prerequisites you meet. You can also repair constructs that have taken damage.

You can create grafts of the chosen type and apply them to other living creatures or to yourself.

Background Feats

Deep Denizen

Desert Dweller

Grass Trekker

Peak Hopper

Swamp Stalker

Treefriend

Winter's Child

Prerequisites

Underground terrain

Desert terrain

Plains terrain

Hill or mountain terrain

Marsh terrain

Forest terrain

Cold terrain

Benefits

+2 Listen checks, +4 bonus when tracking by Scent.

DC 10 subdual heat damage, resist dehydration.

+2 Jump, lowered Fort saves for a forced march.

+2 Balance and Climb checks.

+2 Swim, +2 bonus to break entanglements.

+2 Climb, +2 to avoid being lost in the forest.

DC 10 subdual cold damage, resist hypothermia.

Book of Vile Darkness

Feats

Boost Spell-Like Ability**

Boost Spell Resistance

Corrupt Spell-Like Ability**

Empower Spell-like Ability*
(Altered in 3.5)

Malign Spell Focus

(Altered in 3.5)

Mortalbane**

Poison Immunity*

Quicken Spell-Like Ability*
(Altered in 3.5)

Violate Spell-Like Ability**

Prerequisites

Evil alignment

Evil alignment

Spell-like ability caster lvl 6th +

Evil alignment

Spell-like ability caster lvl 10th +

Benefits

+2 DC to a Spell-like ability. (3 / per day)

Your spell resistance increases by +2.

½ of damage is unholy. (3 / per day)

Spell-like ability effects are increased by ½.

Usable 3 / per day. Only used on abilities duplicating a spell with a level at least equal to ½ your spell-like ability caster level -2.

+1 DC to spells with evil descriptor.

+2d6 against living, nonoutsiders to spell-like abilities. (5 / per day)

+1 save vs. poison and immune to one poison.

Quicken spell-like ability 3 / per day. Only used on abilities duplicating a spell with a level at least equal to ½ your spell-like ability caster level -4.

½ of damage is vile. (2 / per day)

Vile Feats

Dark Speech

Disciple of Darkness

Evil Brand

Lichloved

Sacrificial Mastery

Thrall to Demon

Verminfriend

Vile *Ki* Strike

Vile Martial Strike*

Vile Natural Attack

Prerequisites

Int 15+

Cha 15+

Base Will save 5+

Evil Brand

Wis 15+

Cha 15+

Cha 15+

Improved Unarmed Strike

Cha 15+

Weapon Focus

Natural weapon dealing

1d8+ damage

Base Attack of +5 or higher

Benefits

Allows usage of Dark Speech to bring fear to other, castings of evil spells, create evil magical items and so forth.

+1 luck bonus to one die roll, once per day.

+2 Diplomacy and Intimidate to evil creatures.

+1 to saves against mind-affecting effects, poison, sleep, paralysis, stunning, and disease.

+4 Knowledge (Religion) when sacrificing.

+1 luck bonus to one die roll, once per day.

Vermin regard you more friendly and may not attack you. Charisma check DC 20.

+1 vile damage with unarmed attacks.

+1 vile damage with appropriate weapon.

+1 vile damage with all natural attacks.

Vile Feats

Willing Deformity
 Deformed Clawed Hands
 Deformed Eyes
 Deformed Face

 Deformity (Gaunt)
 Deformity (Obese)

Prerequisites

 Willing Deformity
 Willing Deformity
 Willing Deformity

 Willing Deformity
 Willing Deformity

Benefits

+2 Intimidate checks.
 1d6 damage when unarmed, considered armed.
 Use *See Invisibility*, -2 Spot and Search checks.
 +2 Intimidate checks and +2 Diplomacy with evil creatures of different types.
 +2 Dex, -2 Con, +2 Escape Artist and Intimidate.
 +2 Con, -2 Dex, +2 Intimidate and save vs. poison.

Metamagic Feats

Corrupt Spell*
 Violate Spell*

Prerequisites

Evil Alignment
 Evil Alignment

Benefits

½ damage is unholy, permanently. (1 slot higher)
 ½ damage is vile, permanently. (1 slot higher)

*Epic Level Handbook***Epic Feats**

Additional Magic Item Space*
 Armor Skin**
 Augmented Alchemy

 Bane of Enemies

 Death of Enemies

Prerequisites

 Int 21+
 Craft (Alchemy) 24+ ranks
 Survival 24+ ranks
 5+ favored enemies
 Survival 30+ ranks
 Banes of Enemies
 5+ favored enemies
 Dex 25+
 Wis 21+
 Ability to cast 9th level
 Divine spells

Benefits

You can wear one more magic item type.
 +2 Natural armor, doesn't stack with magic.
 You can double effect of an alchemical item by adding +20 DC to make and x5 to price.
 +2 enchantment to weapon, +2d6 damage against favored enemies. Doesn't stack with bane weapon.
 When you hit with a critical strike against a favored enemy, it must make a Fort save (DC 10 + ½ class level + Wis bonus) or die.
 Act as if *Hasted* for 5 rounds / per day.
 You may choose another domain from your deities domain list and have access to it as usual.

Bulwark of Defense

Con 25+
 Defensive stance 3+ / per day
 Ability to Rage 5+ / per day
 Chaotic alignment

Defensive stance is now a +4 Str, +6 Con, +4 on all saves, +6 dodge AC bonus.
 +2d6 damage against lawful creatures.
 Doesn't stack with chaotic weapons.

Chaotic Rage

Dodge
 Mobility
 Point Blank Shot

You do not incur any attacks of opportunity for firing a bow when threatened.

Combat Archery

Damage Reduction**

Con 21+
 Perform 24+ ranks
 Bardic music ability
 Perform 27+ ranks
 Deafening Song
 Bardic music ability

You gain damage reduction 3/-.
 You temporarily deafen creatures you choose in a 30ft radius spread.
 You hinder spellcaster's, of your choosing, ability to cast spells in a 30ft radius spread.

Deafening Song

Hindering Song

Dexterous Fortitude

Dex 25+
 Slippery Mind class ability

Once per round, when you would make a Fort save you instead make a Reflex (no Evasion).

Dexterous Will

Dex 25+
 Slippery Mind class ability

Once per round, when you would make a Will save you instead make a Reflex (no Evasion).

Dire Charge

Improved Initiative

You can make a full attack with the 1st charge.

Distant Shot

Dex 25+
 Spot 20+ ranks
 Point Blank Shot
 Far Shot

You may throw or fire a ranged weapon at any target within line of sight, with no penalty for range.

Efficient Item Creation*

Knowledge (Arcana) 24+ ranks
 Spellcraft 24+ ranks
 Any Item Creation Feat

Creating a magic item with chosen creation feat takes one day to make per 10,000gp of the item's market price, with a minimum of 1 day.
 Gain resistance +10 to a single energy type.

Energy Resistance**

Epic Feats	Prerequisites	Benefits
Epic Dodge	Dex 25+ Tumble 30+ ranks Dodge Improved Evasion Defensive Roll class ability	Once per round, when struck by an attack from whom you have designated as the object of your dodge, you may automatically avoid all damage from the attack.
Epic Endurance	Con 25+ Endurance	+10 on checks you make for actions requiring an extended amount of time.
Epic Fortitude	----	+4 on all Fortitude saves.
Epic Inspiration**	Cha 25+ Perform 30+ ranks Bardic music ability	All bonuses granted by your bardic music ability are increased by +1. Inspire greatness music ability also grants an additional bonus HD.
Epic Leadership	Cha 25+ Leadership Leadership score 25+	You attract more powerful cohorts and followers than normally possible.
Legendary Commander	Cha 25+ Diplomacy 30+ ranks Epic Leadership Rule a kingdom or own a stronghold	Multiply the number of each level of followers that you can lead by 10. This feat has no effect on cohorts.
Epic Poison Crafter (Described in the Epic Insights Web Enhancement, Book of Vile Darkness Epic Enhancement, Nov. 10, 2002)	Craft (Alchemy) 30+ ranks or Craft (Poisonmaking) 30+ ranks	+10 bonus on crafting poisons and craft more poisons not available to anyone else.
Epic Prowess**	----	+1 on all attacks.
Epic Reflexes	----	+4 on all Reflex saves.
Epic Reputation	----	+4 to Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks.
Epic Skill Focus*	Skill selected 20+ ranks	+10 on selected skill.
Epic Speed	Dex 21+ Run	+30ft base movement. Does not stack with magically granted speed enhancements.
Epic Spell Focus* (Altered in 3.5)	Spell Focus Greater Spell Focus Ability to cast a 9 th level spell from the chosen school	+3 DC to the spells of the chosen school of magic. Does not stack with Spell Focus or Greater Spell Focus.
Epic Spell Penetration	Spell Penetration Greater Spell Penetration	+6 to caster level checks to beat spell resistance. (Not stackable with other feats.)
Epic Spell Casting	Spellcraft 24+ ranks Knowledge (Arcana, Religion, or Nature) 24+ ranks Ability to cast 9 th level Arcane or Divine spells	You can develop and cast the epic spells. The number of these spells you can cast per day is equal to your appropriate Knowledge skill divided by 10.
Epic Toughness**	----	Gain +20 HP.
Epic Trapfinding	Search 25+ ranks Spot 25+ ranks Ability to find traps	If you pass within 5ft of a trap, you are entitled to a Search check to notice it as if you were actively looking for it.
Epic Weapon Focus* Epic Weapon Specialization*	Weapon Focus Weapon Focus Epic Weapon Focus Weapon Specialization	+2 to attack with chosen weapon. +4 damage with chosen weapon.
Epic Will	----	+4 on all Will saves.
Exceptional Deflection	Dex 21+ Wis 19+ Improved Unarmed Strike Deflect Arrows	You can deflect any ranged attacks (including spells that require ranged touch attacks). Add the spell level the DC to deflect the attack.
Extended Life Span**	----	Increase the time between age categories.

Epic Feats

Familiar Spell

Fast Healing**

Great Charisma**

Great Constitution**

Great Dexterity**

Great Intelligence**

Great Smiting**

Great Strength**

Great Wisdom**

Group Inspiration

Holy Strike

Ignore Material Components

Improved Alignment Based Casting*

Improved Arrow of Death**

Improved Aura of Courage

Improved Aura of Despair

Improved Combat Casting

Improved Combat Reflexes

Improved Darkvision**

Improved Death Attack**

Improved Favored Enemy**

Improved *Ki* Strike**

Improved Low-Light Vision**

Improved Manifestation**

Improved Manyshot

Improved Metamagic**

Improved Sneak Attack**

Prerequisites

Int 25+ or Cha 25+

Con 25+

Cha 25+

Smite ability

Perform 30+ ranks

Bardic music ability

Smite Evil class ability

Good alignment

Spellcraft 25+ ranks

Eschew Materials

Ability to cast 9th level

Arcane or Divine spells

Access to alignment

based domain

Creature's alignment must

match this domain

Ability to cast 9th level

Divine spells

Dex 19+

Wis 19+

Point Blank Shot

Precise Shot

Arrow of Death class ability

Cha 25+

Aura of Courage class ability

Cha 25+

Aura of Despair class ability

Concentration 25+ ranks

Combat Casting

Dex 21+

Combat Reflexes

Darkvision

Sneak attack +5d6 or more

Death Attack class ability

5+ favored enemies

Wis 21+

Ki Strike (Adamantine)

Low-Light Vision

Ability to manifest 9th level powers in a psionic class

Dex 19+

Point Blank Shot

Rapid Shot

Manyshot

Base Attack of +21 or higher

Spellcraft 30+ ranks

4+ other metamagic feats

Sneak attack +8d6 or more

Benefits

Any 8th or lower spell you know can now be imbued on your familiar as a spell-like ability.

You gain Fast Healing +3.

+1 permanent Charisma.

+1 permanent Constitution.

+1 permanent Dexterity.

+1 permanent Intelligence.

On a successful Smite attack, you add twice the appropriate level to damage.

+1 permanent Strength.

+1 permanent Wisdom.

The number of allies you can inspire with your song doubles.

+2d6 damage against evil creatures. Feat has no effect if your weapon already has an alignment.

You may cast your spells without any material components. This feat doesn't effect the need for a focus or divine focus.

Select an alignment based domain to which you have access. You cast spells with that alignment descriptor at a +3 caster level.

Add +2 to the DC of your Arrows of Death.

This feat may be taken multiple times and it's effects stack.

Your Aura of Courage grants a +8 morale bonus on saving throws against fear effects.

Your Aura of Despair causes a -4 morale penalty on all saving throws.

You don't incur attacks of opportunity for casting spells when threatened.

There is no limit to the number of attacks of opportunity you can make in one round.

The range of your natural darkvision doubles.

Add +2 to the DC of your death attack.

+1 Bluff, Listen, Sense Motive, Spot, Wilderness Lore and damage against favored enemies.

Unarmed attacks are treated as epic magic items for the purpose of bypassing damage reduction.

Range of your natural Low-light vision doubles.

Increase the metapsionic power point cost limit by +2.

The number of arrows you can fire is limited only by your base attack bonus (two arrows, plus one arrow for every 5 points of base attack bonus above +6).

You reduce the spell slot modifier for all metamagic feats by one level, minimum +1.

+1d6 to your sneak attack damage.

Epic Feats	Prerequisites	Benefits
Improved Spell Capacity**	Ability to cast 9 th level spells in a spellcasting class	You gain one spell slot higher than the highest level spell you can cast.
Improved Spell Resistance**	Spell Resistance (feat, class ability, or permanent effect)	Your spell resistance increases by +2.
Improved Stunning Fist**	Dex 19+ Wis 19+ Improved Unarmed Strike Stunning Fist	+2 DC to your stunning attacks.
Improved Whirlwind Attack	Dex 23+ Int 13+ Dodge Mobility Spring Attack Combat Expertise Whirlwind Attack	As a standard action, you can make one melee attack for every 5 points of base attack bonus (including epic attack bonus) against opponents that you threaten. You can only make one attack per opponent. All of these attacks suffer a -4 penalty. You do not gain any other attacks granted by any means, as per the Cleave feat or the <i>Haste</i> spell.
Incite Rage	Cha 25+ Greater Rage class ability	You incite the Rage ability in all allies who wish to Rage, within 60ft of you.
Infinite Deflection	Dex 25+ Combat Reflexes Improved Unarmed Strike Deflect Arrows	You may perform any number of deflections each round.
Inspire Excellence	Perform 30+ ranks Bardic music ability	Your inspire song grants a +4 to an ability you choose to all allies who can hear you.
Instant Reload*	Quick Draw Rapid Reload Weapon Focus	You can fire the selected type of crossbow just as fast as a bow. Reloading a crossbow does not provoke an attack of opportunity.
Keen Strike	Str 23+ Wis 23+ Improved Unarmed Strike Improved Critical (Unarmed) <i>Ki</i> Strike (Adamantine)	Your unarmed strike threatens a critical range of 18 – 20, dealing slashing damage. Your unarmed strikes can also deal bludgeoning damage, if you choose, but loses the higher threat range. Doesn't stack with abilities that expand your threat range.
Vorpal Strike	Str 25+ Wis 25+ Improved Unarmed Strike Stunning Fist Improved Critical (Unarmed) Keen Strike <i>Ki</i> Strike (Adamantine)	Your unarmed strike is considered to be a slashing, vorpal weapon. Your unarmed strikes can also do bludgeoning damage, should you choose, but loses the vorpal quality.
Lasting Inspiration	Perform 25+ ranks Bardic music ability	Your bardic music inspiration abilities last for 10 times the standard duration.
Legendary Climber	Dex 21+ Balance 12+ ranks Climb 24+ ranks	You can ignore any check penalties for climbing at an accelerated rate or at a rapid rate.
Legendary Leaper	Jump 24+ ranks	Need only move 5ft to make a running jump.
Legendary Rider	Ride 24+ ranks	You don't need to make a ride check to control your mount in battle or direct it to attack.
Legendary Tracker	Wis 25+ Knowledge (Nature) 30+ ranks Survival 30+ ranks Track ability	You can track though the water, underwater, or through the air.
Legendary Wrestler	Str 21+ Dex 21+ Escape Artist 15+ ranks Improved Unarmed Strike	+10 bonus on all grapple checks.
Lingering Damage	Sneak attack +8d6 or more Crippling Strike class ability	Any time you deal sneak attack damage, the target also takes the same amount next round.

Epic Feats	Prerequisites	Benefits
Master Staff	Spellcraft 15+ ranks Craft Staff	When activating a staff, you may use a spell slot instead of the charge on the staff.
Master Wand	Spellcraft 15+ ranks Craft Wand	When activating a wand, you may use a spell slot instead of the charge on the wand.
Might Rage	Str 21+ Con 21+ Rage 5+ / per day Greater Rage class ability	When raging you gain +8 Str and Con, and a +4 to Will saves. These replace the normal rage bonuses.
Mobile Defense	Dex 15+ Dodge Mobility Spring Attack Defensive Stance 3+ / per day	While in a defensive stance, you may take one 5ft step each round without losing the benefits of the Stance.
Multi-Spell	Quickened Spell Ability to cast 9 th level Arcane or Divine spells	You can cast one additional quickened spell in a round.
Multi-Weapon Rend	Dex 15+ 3 or more hands Multi-Weapon Fighting Base Attack of +9 or higher	When you hit with at least 2 of your weapons, you deal additional damage equal to the base of the smallest weapon plus 1 ½ times Str damage.
Music of the Gods	Cha 25+ Perform 30+ ranks Bardic music ability	You can effect those who are immune to mind-affects, although they gain a +10 on their Will saves to resist the effects.
Overwhelming Critical*	Str 23+ Improved Critical Weapon Focus Power Attack Cleave Great Cleave	You add +1d6 on a successful critical hit for a x2, +2d6 for a x3, and so on. Those immune to critical hits are not effected by this feat.
Devastating Critical*	Str 25+ Improved Critical Weapon Focus Power Attack Cleave Great Cleave Overwhelming Critical	When using the weapon you have selected, whenever you score a critical hit the target must make a Fort save (DC 10 + ½ your level + Str modifier) or die instantly. Creatures immune to critical hits are also immune to this feat.
Penetrate Damage Reduction**	-----	Melee attacks bypass damage reduction as if they were crafted of a chosen special material.
Perfect Health	Con 25+ Great Fortitude	You are immune to nonmagical diseases and poisons with a DC 25 or less.
Perfect Multi-Weapon Fighting	Dex 25+ 3 or more hands Multi-Weapon Fighting Improved Multi-Weapon Fighting Greater Multi-Weapon Base Attack of +18 or higher	You can make as many attacks with each extra weapons as with your primary weapon, using the same base attack bonus.
Perfect Two-Weapon Fighting	Dex 25+ Two-Weapon Fighting Improved Two-Weapon Fighting Greater Two-Weapon Fighting Base Attack of +18 or higher	You can make as many attacks with your off hand weapon as with your primary weapon, using the same base attack bonus.
Permanent Emanation*	Spellcraft 25+ ranks Ability to cast the spell to be made permanent	One of your spells, which has an emanation from you is now a permanent effect. You can dismiss or restart it as a free action.
Polyglot	Int 25+ 5+ languages known	You can speak all languages and write them if you are literate, but not magical script.

Epic Feats	Prerequisites	Benefits
Ranged Inspiration	Perform 25+ ranks Bardic music ability	Your bardic music ability has double the range than normal.
Rapid Inspiration	Perform 30+ ranks Bardic music ability	Your bardic inspiration takes only a standard action. Effects start immediately.
Reactive Countersong	Perform 30+ ranks Combat Reflexes Bardic music ability	You can begin your counter song at any time you wish, without having to ready your action.
Reflect Arrows	Dex 25+ Improved Unarmed Strike Deflect Arrows	When you deflect an arrow or other ranged attack that you can deflect, the attack is reflected back upon the attacker using your base ranged attack bonus.
Righteous Strike	Wis 19+ Improved Unarmed Strike Stunning Fist Ki Strike (Lawful) Lawful alignment	Your unarmed strike is treated as an axiomatic (lawfully aligned and dealing +2d6 damage against chaotic creatures). This does not stack with other effects granting the axiomatic property to your unarmed strikes.
Ruinous Rage	Str 25+ Power Attack Sunder Rage 5+ / per day	While raging, you ignore hardness of objects. Also, double your Str bonus for purposes of any Str check made to break an object with sudden force.
Self-Concealment	Dex 30+ Hide 30+ ranks Tumble 30+ ranks Improved Evasion	Attacks against you have a 10% miss chance (similar to the effects of concealment). You lose this benefit whenever you lose your Dex bonus to AC.
Shattering Strike	Concentration 25+ ranks Weapon Focus (Unarmed) Epic Weapon Focus (Unarmed) Ki Strike (Adamantine)	When using an unarmed strike to break an object with sudden force you make a Concentration check instead of a Str check.
Sneak Attack of Opportunity	Sneak Attack +8d6 or higher Opportunist class ability	Any attack of opportunity you make is considered a sneak attack.
Spell Knowledge**	Ability to cast the maximum spell level of Arcane class	You learn 2 new arcane spells of any level up to the highest level that you can cast.
Spell Opportunity	Spellcraft 25+ ranks Combat Reflexes Combat Casting Quicken Spell	Any attack of opportunity you make can be done with a touch spell, without the need to be quickened.
Spell Stowaway*	Caster level 12 th + Spellcraft 24+ ranks	You gain the benefits of the spell cast by another caster, just as if it were cast on you.
Spellcasting Harrier	Combat Reflexes	Casters take a penalty to Concentration; ½ your level.
Spontaneous Domain Access*	Wis 25+ Spellcraft 30+ ranks Ability to cast 9 th level divine spells	You may spontaneously convert any prepared cleric spell into a domain spell of the same level in the selected domain.
Storm of Throws	Dex 23+ Quick Draw Point Blank Shot Rapid Shot	As a full round action, you may throw a light weapon at your full base attack bonus at each opponent within 30ft. All light weapons thrown need not be of the same type.
Superior Initiative Swarm or Arrows	Improved Initiative Dex 23+ Point Blank Shot Rapid Shot Weapon Focus	+8 on Initiative checks, doesn't stack with other feats. As a full round action, you may fire an arrow at your full base attack bonus at each opponent within 30ft.
Tenacious Magic*	Spellcraft 15+ ranks Ability to cast the spell to be made tenacious	One of your spells or spell-like abilities that would normally be <i>Dispelled</i> is instead only suppressed for 1d4 rounds.
Terrifying Rage	Intimidate 25+ ranks Rage 5+ / per day	When raging, opponents must make a Will save opposed by your Intimidate or be panicked.

Epic Feats

Thundering Rage

Two-Weapon Rend

Uncanny Accuracy

Unholy Strike

Widen Aura of Courage

Widen Aura of Despair

Wild FeatsDiminutive *Wild Shape*Fine *Wild Shape*Dragon *Wild Shape*Gargantuan *Wild Shape*Colossal *Wild Shape*Improved Elemental *Wild Shape*

Magical Beast Companion

Magical Beast *Wild Shape*Plant *Wild Shape*Vermin *Wild Shape***Divine Feats**

Negative Energy Burst

Planar Turning

Prerequisites

Str 25+

Rage 5+ / per day

Dex 15+

Two-Weapon Fighting

Improved Two-Weapon

Base Attack of +9 or higher

Dex 21+

Spot 20+ ranks

Point Blank Shot

Precise Shot

Base Attack of +11 or higher

Smite Good class ability

Evil alignment

Cha 25+

Aura of Courage class ability

Cha 25+

Aura of Despair class ability

PrerequisitesAbility to use *Wild Shape*
into a Huge animalDiminutive *Wild Shape*
Ability to use *Wild Shape*
into a Diminutive animal

Wis 30+

Knowledge (Nature) 30+ ranks

Wild Shape 6+ / per dayAbility to use *Wild Shape*
into a Huge animalGargantuan *Wild Shape*
Ability to use *Wild Shape*
into a Gargantuan animal

Wis 25+

Ability to *Wild Shape*
into an elemental

Knowledge (Nature) 24+ ranks

Wild Shape 6+ / per day

Wis 25+

Knowledge (Nature) 27+ ranks

Wild Shape 6+ / per day

Knowledge (Nature) 24+ ranks

Wild Shape 4+ / per day

Knowledge (Nature) 24+ ranks

Wild Shape 6+ / per day**Prerequisites**

Cha 25+

Ability to Rebuke undead

Ability to cast *Inflict**Critical Wounds*

Evil alignment

Wis 25+

Cha 25+

Ability to Turn/Rebuke undead

Benefits

When raging, weapons you wield are treated as Thundering.

When you hit with both of your weapons, you deal additional damage equal to the base of the smaller weapon plus 1 ½ times Str damage.

You can ignore the miss chance when attacking with a ranged weapon, at a target with total concealment. You must still guess the location of the target.

+2d6 damage against holy creatures. Feat has no effect if your weapon already has an alignment. Your Aura of Courage extends to all allies within 100ft of you.

Your Aura of Despair extends to all enemies within 100ft of you.

BenefitsYou can use your *Wild Shape* ability to turn into a Diminutive size animal.You can use your *Wild Shape* ability to turn into a Fine size animal.You can use *Wild Shape* to become any color of dragon you choose. Size limitations still apply. You gain all of the extraordinary and supernatural abilities of the dragon.You can use your *Wild Shape* ability to turn into a Gargantuan size animal.You can use your *Wild Shape* ability to turn into a Colossal size animal.

You can take the form of any elemental you choose, in any size you could normally shape into.

You can befriend a magical beast with limited intelligence.

You can take the form of a magical beast. Size limitations still apply. You also gain all the supernatural abilities of the magical beast you take the form of.

You can take the shape of a plant. Size limitations still apply.

You can take the form of a vermin. Size limitations still apply.

Benefits

Roll a normal Rebuke check, living creatures in a 60ft radius of you gain 1 negative level if they would be rebuked, or 2 negative levels if they would be commanded.

You can turn or rebuke outsiders as though they were undead. They have turn resistance equal to ½ their spell resistance (round down).

Divine Feats

Positive Energy Aura

Prerequisites

Cha 25+
 Ability to Turn undead
 Ability to cast *Dispel Evil*
 Wis 19+
 Ability to Turn/Rebuke undead
 Cha 21+
 Ability to Rebuke undead
 Cha 25+
 Undead Mastery
 Ability to Rebuke undead

Benefits

Undead that come within 15ft of you is automatically turned that have less HD than your cleric level -10.
 Attacks deal damage normally against incorporeal creatures.
 You may command up to 10 times your level in HD of undead.
 You can use a Command undead attempt to animate dead creatures within range of the Command.

Vile Feats

(Described in the Epic Insights Web Enhancement, Book of Vile Darkness Epic Enhancement, November 10, 2002.)

Prerequisites**Benefits**

Epic Evil Brand

Cha 19+
 Epic Reputation
 Evil Brand
 Vile Martial Strike or Vile *Ki* Strike or Vile Natural Attack
 Evil Alignment
 Cha 25+
 Power Attack
 Unholy Strike
 Vile Martial Strike or Vile *Ki* Strike or Vile Natural Attack
 Smite Good class ability
 Evil Alignment

+6 Diplomacy and Intimidate checks to evil creatures (stacks with Evil Brand). All evil creatures in 30ft gain +2 on their saves.
 Creatures who die due to your weapon or natural attack can only be returned to life in an area effected by a *Consecrate* or *Hallow* spell.
 All extra damage inflicted by your smite attack is considered vile damage.

Vile Deathstrike*

Vile Smite

Item Creation Feats

Craft Epic Magic Arms and Armor

Prerequisites**Benefits**

Craft Epic Rod

Craft Epic Staff

Craft Epic Wondrous Item

Forge Epic Ring

Scribe Epic Scroll

Knowledge (Arcana) 28+ ranks
 Spellcraft 28+ ranks
 Craft Magic Arms and Armor
 Knowledge (Arcana) 32+ ranks
 Spellcraft 32+ ranks
 Craft Rod
 Knowledge (Arcana) 35+ ranks
 Spellcraft 35+ ranks
 Craft Staff
 Knowledge (Arcana) 26+ ranks
 Spellcraft 26+ ranks
 Craft Wondrous Item
 Knowledge (Arcana) 35+ ranks
 Spellcraft 35+ ranks
 Forge Ring
 Knowledge (Arcana) 24+ ranks
 Spellcraft 24+ ranks
 Scribe Scroll

You can craft these items that exceed the normal limit of a total enchantment of +10.
 You can craft rods that exceed the normal limit of a +5 total enhancement bonus.
 You can craft staffs that cast spells greater than 9th level or more that a +5 total enhancement bonus.
 You can craft wondrous items greater than the usual magic items that require spells higher than 9th level to create.
 You can craft rings with greater than the usual enchantments or that require spells higher than 9th level to create.
 You can scribe scrolls of spells higher than 9th level or with spells that have a caster level higher than 20th on them.

Metamagic Feats

Automatic Quicken Spell*

Prerequisites**Benefits**

Spellcraft 30+ ranks
 Quicken Spell
 Ability to cast 9th level
 Arcane or Divine spells

Cast 0-level – 3rd level spells as quickened spells without using higher level spell slots. Taking this feat more than once, adds 3 more spell levels to that which can be quickened.

Metamagic Feats

Automatic Silent Spell*

PrerequisitesSpellcraft 24+ranks
Silent Spell
Ability to cast 9th level
Arcane or Divine spells**Benefits**Cast 0-level through 3rd level spells as silent spells without using higher level spell slots. Taking this feat more than once adds 3 more spell levels to that which can be silenced.

Automatic Still Spell*

Spellcraft 27+ ranks
Still Spell
Ability to cast 9th level
Arcane or Divine spellsCast 0-level through 3rd level spells as still spells without using higher level spell slots. Taking this feat more than once adds 3 more spell levels to that which can be stilled.

Automatic Vile Spell*

(Described in the Epic Insights
Web Enhancement, Book of
Vile Darkness Epic
Enhancement, Nov. 10, 2002)Violate Spell
Spellcraft 27+ ranks
Ability to cast 9th level
Arcane or Divine spellsCast 0-level through 3rd level spells as violated spells without using higher level spell slots. Taking this feat more than once adds 3 more spell levels to that which can be violated. You can choose not to apply this as a free action.

Enhance Spell**

Improved Heighten Spell

Evil alignment
Maximize Spell
Spellcraft 20+ ranks
Heighten SpellUp limit on damaging spells. (4 slots higher)
There is no limit to the level to which you can heighten a spell. (Same slot as used)

Intensify Spell

Spellcraft 30+ ranks
Empower Spell
Maximize Spell
Ability to cast 9th level
Arcane or Divine spells

All numerical effects of a spell are maximized and then doubled. You cannot combine this feat with another numerical effect metamagic feats. (7 slots higher)

*Oriental Adventures***Feats**

Combat Expertise

Defensive Strike

PrerequisitesInt 13+
Dex 13+
Int 13+
Combat Expertise
Dodge
Int 13+
Combat Expertise
Base Attack of +6 or higher
Endurance**Benefits**

Can take a penalty to attack to gain AC bonus. After an enemy attacks you and misses, you can attack that enemy on your next turn with a +4 on your attack roll.

Superior Expertise

(Only available to Fighters)

Die Hard

Dodge

Karmic Strike

Improved Unarmed Strike

Defensive Throw

Dex 13+
Dex 13+
Dodge

Dex 13+
Improved Unarmed Strike
Dodge
Combat Reflexes
Improved Trip

When you take the penalty to attack to gain an AC bonus. That number cannot be higher than your base attack bonus.

You remain conscious after being reduced to negative HP. You act as if disabled.

+1 AC to a single opponent.

You can make an attack of opportunity when you are hit in melee, at a -4 penalty to AC.

You are considered to be armed even when not.

If the opponent whom your Dodge bonus is against, attacks and misses you. You can immediately make an improved trip attack against that opponent.

Eagle Claw Attack

(Altered in 3.5)

Dex 15+
Improved Unarmed Strike
Improved Sunder
Base Attack of +2 or higher

You are able to attack opponent's weapons and shields with an unarmed attack.

Falling Star Strike

Wis 17+
Improved Unarmed Strike
Stunning Fist
Base Attack of +4 or higher

Against a humanoid opponent. With a Stunning Fist attempt, you can blind you opponent for 1 round per your level. A Fortitude save (DC 10 + ½ your level + your Wis bonus) negates.

Fists of Iron

Improved Unarmed Strike
Base Attack of +2 or higherDeal extra 1d4 damage with an unarmed attack
Feat usable to 3 + your Wis bonus per day.

Feats

Improved Unarmed Strike
Freezing the Lifeblood

Grappling Block

Great Throw

Improved Grapple
(Altered in 3.5)
Choke Hold

Earth's Embrace

Pain Touch

Unbalancing Strike

Ki Shout

Great *Ki* Shout

Power Attack
Roundabout Kick

Flying Kick

Prone Attack
(Only available to Fighters)

Item Creation Feats

Craft Crystal Weapon

Prerequisites

Wis 17+
Improved Unarmed Strike
Stunning Fist
Base Attack of +5 or higher
Int 13+
Improved Unarmed Strike
Deflect Arrows
Combat Reflexes
Combat Expertise
Improved Disarm
Dex 13+
Improved Unarmed Strike
Dodge
Combat Reflexes
Improved Trip
Dex 13+
Improved Unarmed Strike
Dex 13+
Improved Unarmed Strike
Improved Grapple
Stunning Fist
Str 15+
Dex 13+
Improved Unarmed Strike
Improved Grapple
Wis 19+
Improved Unarmed Strike
Stunning Fist
Base Attack of +2 or higher
Wis 15+
Improved Unarmed Strike
Stunning Fist
Cha 13+
Base Attack of +1 or higher
Cha 13+
Ki Shout
Base Attack of +9 or higher
Str 13+
Str 15+
Improved Unarmed Strike
Power Attack
Str 15+
Jump 4+ Ranks
Improved Unarmed Strike
Power Attack
Dex 15+
Lightning Reflexes
Base Attack of +2 or higher

Prerequisites

Spellcaster level 7th+
Craft Magic Arms and Armor
Craft (Weapon smithing)
1+ rank

Benefits

You are considered to be armed even when not. Against a humanoid opponent. With a Stunning Fist attempt, you can paralyze your enemy for 1d4 + 1 rounds. Fort save (DC 10 + ½ your level + Wis bonus) negates.

Once per round when you would normally be hit by a melee weapon, you can attempt to disarm them. You make an opposed attack roll against the attack roll that hit.

When you make a successful unarmed trip to a creature not larger than yourself. You can move them to another location which you threaten. You deal normal unarmed damage, but you cannot make a follow up melee attack.

You do not provoke an AoO when starting a grapple. Gain +4 on all grapple checks. After pinning your opponent for 1 full round, they make a Fort save (DC 10 + ½ your level + your Wis bonus) or fall unconscious.

If you pin your opponent while grappling, you deal double your normal unarmed damage each round you maintain the pin.

Victims of a successful Stunning Fist attack are also nauseated for 1 round after the 1 round of stunning with the use of this feat.

Against humanoids. With a unarmed attack you unbalance your target (Lose Dex to AC and attackers gain +2 to hit). Reflex negates. Opponents within 30ft are shaken / 1d6 rounds. Will (DC 10 + ½ your level + Cha bonus) Opponents are shaken for 2d6 rounds. Will save (DC 10 + ½ your level + Cha bonus)

Subtract from attack roll and add to damage roll. With a successful critical hit with an unarmed attack, you can make an additional unarmed attack against the same opponent.

When fighting unarmed and using the charge action, you deal double damage with your unarmed attack.

You can attack from the prone position without penalty. If your attack roll is successful, you may regain your feet as a free action.

Benefits

Ability to forge weapons from Kuni crystal which is especially deadly to Shadowlands creatures and those with a Taint score.

Item Creation Feats

Craft Talisman

PrerequisitesInt 13+
Spellcaster level 1st+
Craft (Talisman) 1+ rank**Benefits**Able to create a tsangusuri, a one-use magic talisman, which has any 3rd level spell or lower spell crafted into it.**Ancestor Feats (Crab)**Great Crafter
Great Teamwork
Improved Aid
Luck of Heroes
Power Attack – Shadowlands
Resist Taint
Sea Legs
Spell Power
Strength of the Crab**Prerequisites**-----

-----**Benefits**+3 on all Craft checks.
+4 to attack, when you and an ally flank.
Ally gains +4 to attack or to AC.
+1 on all saving throws.
-1 on all melee attacks, +1 ½ times to damage.
+4 to Fort save against acquiring Taint.
+2 on Balance and Profession (Sailor) checks.
+1 to DC to a spell, usable 3 times per day.
+1 to attack and save vs. fear, when fighting side by side another crab character.**Ancestor Feats (Crane)**Art of Fascination
Artist
Gifted General
Great Stamina
Iaijutsu Master
Magical Artisan*
Power Attack – Iaijutsu
Smooth Talk**Prerequisites**-----

Any Item Creation feat

-----**Benefits**Fascinates 1 creature (-4 Spot / Listen).
+2 Perform / Craft skills involving art.
+2 Initiative bonus and +1 to all Fort saves.
+2 on all Endurance checks and +1 HP.
Use Iaijutsu skill modifier on any roll. 1 / day
-25% of price and XP cost with an item creation.
+1d6 damage to the damage from Iaijutsu check.
+2 on Diplomacy and Sense Motive checks.**Ancestor Feats (Dragon)**Born Duelist
Keen Intellect
Resist Poison
Silver Tongue
Soul of Loyalty
Warrior Shugenja**Prerequisites**-----

-----**Benefits**+1 AC with Mirumoto Niten Master class.
+1 to Int, Knowledge, Scry and Search checks.
+4 to Fort save against poison.
+2 on Bluff and Diplomacy checks.
+4 on Will saves against compulsion effects.
+1 Fort saves and +2 to Concentration checks.**Ancestor Feats (Lion)**Attention to Detail
Fearsome and Fearless
Lion Spy
Warrior Instinct**Prerequisites**-----

-----**Benefits**+2 to Sense Motive and Spot Checks.
+1 Will vs. and +1 DC to your fear effect.
+2 on Disguise and Gather Information.
+2 on Initiative and Spot checks.**Ancestor Feats (Phoenix)**Discipline
Great Diplomat
Keen Intellect
Oni's Bane
Scholar of Nature
Spellcaster Support**Prerequisites**-----

-----**Benefits**+2 on Concentration checks, +1 on Will saves.
+2 on Diplomacy skill, +2 to Leadership score.
+1 to Int, Knowledge, Scry and Search checks.
+3 to caster level checks, -2 to Diplomacy.
+2 on Alchemy and Heal checks.
When aiding another, add +2 to DC of allied shugenja's spell. Spellcraft check (DC 10)**Ancestor Feats (Scorpion)**Blood Sorcerer
Honest Merchant
Karmic Twin
Magistrate's Mind
Many Masks
Soul of Sincerity**Prerequisites**-----

-----**Benefits**+3 DC to Maho spells, +3 DC to save vs. Taint.
+2 on all Profession checks.
+2 to Cha based skill checks and Cha checks.
+2 Knowledge (History) and (Nobility/Royalty).
+2 on Disguise and Perform checks.
+4 on Sense Motive and -2 on Bluff checks.

Ancestor Feats (Unicorn)

Cool Head
 Kami's Intuition
 Magic in the Blood
 Powerful Voice
 Saddleback
 Soul of Honor
 Strength of the Charger
 Strong Soul

Prerequisites

Benefits

+3 on Diplomacy checks.
 +2 on Sense Motive and Int checks.
 +2 on Alchemy and Spellcraft checks.
 +2 on Diplomacy and Perform checks.
 +3 on all Ride checks.
 Aware of anything that affects your honor.
 +2 on all Fort saves and +1 HP.
 +1 on all Fort saves and +1 to save against energy draining and death effects.

*Forgotten Realms***Feats**

Arcane Preparation
 Arcane Schooling
 Artist
 Blooded
 Bloodline of Fire
 Bullheaded
 Cosmopolitan*
 Courteous Magocracy
 Daylight Adaptation
 Discipline
 Education
 Ethran
 (Altered in 3.5)

Prerequisites

Cast innate arcane spells
 Regional requirement
 Regional requirement
 Regional requirement
 Region: Calimshan
 Regional requirement
 Region: Amn, Waterdeep
 Region: Evermeet, Halruaa
 Region: Drow, Gray dwarf, Orc
 Regional requirement
 Regional requirement
 Cha 11+
 Female
 Spellcaster 1st+
 Society approval
 Region: Rashemen
 Regional requirement
 Regional requirement
 Spell Focus
 Spell Penetration
 Regional requirement

Benefits

Prepare a metamagic spell ahead of time.
 One arcane class is now a favored class.
 +2 Perform and +2 to one Craft skill.
 +2 Initiative and Spot checks.
 +4 save vs. Fire, +2 DC for fire spells.
 +1 Will, +2 Intimidate checks.
 +2 to one skill, that skill is now a class skill.
 +2 Diplomacy and Spellcraft checks.
 Sunlight no longer has an effect on you.
 +1 Will, +2 Concentration checks.
 +1 on 2 Knowledge skills, all are class skills.
 +2 Handle Animal checks, +2 Survival checks.
 When dealing with other Rashemen: +2 on Cha based skill checks.

 +1 attack and damage against a monster type.
 +2 Heal and Survival checks.
 Additional +1 to DC of chosen school of magic.
 +4 to caster level checks. (Not stackable)
 +2 Ride, Martial Weapon (Composite shortbow).
 For counterspelling, you may use a spell of the same school that is at least one level higher.
 You can choose a familiar from a non-standard list.
 Only if you can acquire a new familiar.
 Can cast a spell that has been chosen like it was a spell-like ability. Uses an 8 slots higher permanently. Still requires components.
 +1 Luck bonus to all saves.
 -25% of price and XP cost with an item creation.
 You can cast *Dancing Lights*, *Daze*, and *Mage Hand* innately 1 / per day.
 +2 Appraise and Craft or Profession you choose.
 You gain a few Martial Weapon Proficiencies.
 Use Int modifier instead of Con bonus for bonus hit points, but only at 1st level. Gain +1 hit point for every Metamagic feat, also.
 +4 save vs. Poison.
 +3 on all Ride checks.
 Gain knowledge of the Shadow Weave in all its forms.
 Can spontaneously cast a certain spell.

 +2 Appraise and Bluff checks.

Foe Hunter
 Forester
 Greater Spell Focus*
 Greater Spell Penetration*
 Horse Nomad
 Improved Counterspell

Improved Familiar

Innate Spell*

Luck of Heroes
 Magical Artisan*
 Magical Training

Mercantile Background
 Militia
 Mind over Body

Resist Poison
 Saddleback
 Shadow Weave Magic
 Signature Spell*

Silver Palm

Ability to acquire a new familiar of compatible alignment.
 Quicken Spell
 Silent Spell
 Still Spell
 Regional requirement
 Any Item Creation feat
 Int 10+
 Region: Halruaa
 Regional requirement
 Regional requirement
 Region: Calimshan, Thay, Moon elf, Sun elf

 Region: Gray dwarf, Orc
 Regional requirement
 Wis 13+ or patron deity: Shar
 Wizard level 1st+
 Spell Mastery
 Regional requirement

Feats

Smooth Talk
Snake Blood
Spellcasting Prodigy

Stealthy
Street Smart
Strong Soul

Survivor
Tattoo Focus

Thug
Thunder Twin
Treetopper
Twin Sword Style

Item Creation Feats

Create *Portal*
Inscribe Rune

Metamagic Feats

Delay Spell
Insidious Magic
Pernicious Magic
Persistent Spell
Tenacious Magic
Twin Spell

*Ravenloft***Feats**

Back to the Wall
Cold One
Courage
Dead Man Walking
Ethereal Empathy
Ghostsight
Haunted
Jaded
Lunatic
Open Mind
Redhead
Reincarnated
Voice of Wrath

Prerequisites

Regional requirement
Regional requirement

Regional requirement
Regional requirement
Regional requirement
Regional requirement
Specialized in school of magic
Region: Thay
Regional requirement
Region: Gold or Shield dwarf
Regional requirement
Two-Weapon Fighting

Prerequisites

Craft Wondrous Item
Int 13+
Divine caster level 3rd +
Craft skill

Prerequisites

Any other Metamagic feat
Wis 13+ or patron deity: Shar
Shadow Weave Magic
Wis 13+ or patron deity: Shar
Shadow Weave Magic
Extend Spell
Wis 13+ or patron deity: Shar
Shadow Weave Magic
Any other Metamagic feat

Prerequisites

Base Attack of +2 or higher
Loss of level to energy drain

Survived an encounter that
turned against you
Wis 13+
Have had a brush with death
(-HP or slain and resurrected)
Someone close to you has died

Chaotic alignment

Wis 11+

Benefits

+2 Diplomacy and Sense Motive checks.
+2 to all Fort saves, +1 to all Reflex saves.
+2 to primary spellcasting ability score to
determine bonus spells and spell DC.
+2 Hide and Move Silently checks.
+2 Bluff and Gather Information checks.
+1 Fort and Will saves, +2 save vs. energy
drain and death effects.
+1 Fort, +2 Survival checks.
+1 DC and +1 to beat spell resist of creatures in
your specialized school.
+2 Initiative and Intimidate.
+2 Cha checks. Detect twin anywhere on plane.
+2 Climb, don't lose Dex bonus when climbing.
+2 AC to one opponent, when wielding 2 weapons.

Benefits

Create gateways to distant, predetermined locations.
You can create magic runes on objects or
creatures that hold spells until they are
triggered.

Benefits

A spell can have a short delay. (3 slots higher)
Spells are harder for Weave users to detect.
Spells are harder for Weave users to counter.
One spell lasts 24 hours. (4 slots higher)
Spells are harder for Weave users to dispel.
Can cast 2 spells similar to one another at the
same time to the same target. (4 slots higher)

Benefits

At ¼ HP, you gain +2 AC, +2 to attack.
Undead generally ignore you.
+4 to all Fear saves.
+2 saves and skill checks until the end of an
encounter, when you save against Fear.
You sense emotions of ethereal resonance.
You see ethereal creatures as they were plainly
visible. Partially in the Near Ethereal.
Second roll on Search, Spot, and Listen checks,
provided by your Guardian Spirit.
+4 to all Horror saves.
Gain benefits with the cycle of the moon.
+4 to all Madness saves.
Cast a spell, 1 / per day as a spell-like ability.
1 skill is now a class skill, permanently.
+4 to all Curse checks.

This list has been compiled by the team of monkeys,
under the whip of Ken Stanford.