
d20 Feats

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Statistics:

686 Official D&D feats (998 references)
1657 Total D&D feats (2031 references)
2266 Total d20 feats (2681 references)

Official Sourcebooks:

BVD	= Book of Vile Darkness	LD	= Lords of Darkness
D&D	= Dieties & Demigods	MM	= Monster Manual
DMG	= Dungeon Master's Guide	MM2	= Monster Manual II
DOF	= Defenders of the Faith	MOF	= Magic of Faerun
DR###	= Dragon Magazine (with issue number)	MoW	= Masters of the Wild
DR-A#	= Dragon Magazine Annual (with issue number)	OA	= Oriental Adventures
DU###	= Dungeon Magazine (with issue number)	PHB	= Player's Handbook
E&A	= Enemies and Allies	PSI	= Psionics Handbook
ELH	= Epic Level Handbook	SBG	= Stronghold Builder's Guidebook
FAQ	= D&D FAQ (02/27/2002 version)	S&F	= Sword and Fist
FR	= Forgotten Realms	S&S	= Song and Silence
		T&B	= Tome and Blood

Official feats are marked by having their source highlighted.

Unofficial Sourcebooks:

ASM	= Arcana: Societies of Magic (Green Ronin)	POD	= Wheel of Time: Prophecies of the Dragon (WotC)
AZ	= Aztecs: Empire of the Dying Sun (Avalanche)	POJ	= Star Wars: Power of the Jedi (Wizards of the Coast)
BEB	= Interludes: Brief Expeditions to Bluffside (Thunderhead)	QC	= The Quintessential Cleric (Mongoose)
BEM	= The Book of Eldritch Might (Malhavoc)	QD	= The Quintessential Dwarf (Mongoose)
BF	= Black Flags (Avalanche)	QE	= The Quintessential Elf (Mongoose)
BM	= Battle Magic (Mongoose)	QF	= The Quintessential Fighter (Mongoose)
CA	= Sovereign Stone: Codex Arcanis (Paradigm Concepts)	QR	= The Quintessential Rogue (Mongoose)
CAM##	= Campaign Magazine, with issue number	QW	= The Quintessential Wizard (Mongoose)
CCW	= Star Wars: Coruscant and the Core Worlds (WotC)	RL	= Ravenloft Campaign Setting (Swords & Sorcery)
CM	= Sovereign Stone: Codex Mysterium	RO	= L5R: Rokugan Setting (AEG)
CoC	= Call of Cthulhu (Wizards of the Coast)	R&R	= Relics and Rituals (Swords & Sorcery)
CWS	= Chaos Magic: Wild Sorcery (Mongoose)	SA	= 7 th Sea: Swashbuckling Adventures (AEG)
DGY	= Demonology (Mongoose)	SAR	= 7 th Sea: Swashbuckling Arcana (AEG)
DL	= Deadlands: Core Rulebook (AEG)	SB	= Seas of Blood (Mongoose)
DLOM	= Dragon Lords of Melnibone (Chaosium)	SG	= Star Wars: Starships of the Galaxy (WotC)
DP	= Dinosaur Planet: Core Rulebook (Goodman)	SH	= Seafarer's Handbook (Fantasy Flight Games)
DRG	= Dragons (AEG)	SHH	= The Shaman's Handbook (Green Ronin)
DS	= Star Wars: Dark Side Handbook (WotC)	SPS	= Spells & Spellcraft (Fantasy Flight Games)
DSH	= Dragonstar: Starfarer's Handbook (Fantasy Flight)	SPY	= Spycraft (AEG)
DUN	= Dungeons (AEG)	SS	= Seven Strongholds (Penumbra)
EVIL	= Evil (AEG)	SSS	= Sovereign Stone: Campaign Sourcebook (Sovereign)
FIW	= Kalamar: Fury in the Wastelands (Kenzer)	SST	= Sovereign Stone: The Taan (Sovereign)
FS	= Fading Suns: Core Rulebook (Holistic)	SW	= Star Wars: Core Rulebook (Wizards of the Coast)
FW	= L5R: Fortune & Winds (AEG)	SW2	= Star Wars: Core Rulebook Revised Ed (WotC)
GA	= Spycraft: Gentleman's Agreement (AEG)	SWG##	= Star Wars Gamer Magazine (with issue number)
GL	= Gladiator (Mongoose)	TA	= Twilight of Atlantis (Avalanche)
HF	= Hollowfaust: City of Necromancers	TBG	= Touched by the Gods (Penumbra)
HVM	= 7 th Sea: Heroes, Villains, and Monsters (AEG)	TC	= Twin Crowns (Living Imagination)
IOG	= 7 th Sea: Islands of Gold (AEG)	T&T	= Traps & Treachery (Fantasy Flight Games)
ITCK	= If Thoughts Could Kill (Malhavoc)	UD	= Undead (AEG)
JS	= Jade and Steel (Avalanche)	WAR	= War (AEG)
KPG	= Kingdoms of Klamar: Player's Guide (Kenzer)	WoG	= Deadlands: The Way of the Gun (AEG)
Mon	= Monster (AEG)	WoH	= Deadlands: The Way of the Huckster (AEG)
MoR	= L5R: Magic of Rokugan (AEG)	WoN	= L5R: Way of the Ninja (AEG)
MR	= Mythic Races (Fantasy Flight Games)	WoS	= L5R: Way of the Samurai (AEG)
MW	= Mystic Warrior (Mystic Eye Games)	WOT	= Wheel of Time: Core Rulebook (WotC)
NE	= Nile Empire (Avalanche)	WSJ	= L5R: Way of the Shugenja (AEG)
NEC	= Necromancy (Mongoose)		
NJO	= Star Wars: New Jedi Order (Wizards of the Coast)		
NOD#	= Nodwick comic book, issue # (Dork Storm)		

Change Notes:

November 2002: Add AZ, BVD, DR301, DU095, MM2, QC, QD, QE, QW.
April 2003: Add CCW, DU096, FIW, GA, HVM, IOG, KPG, SA, SAR.

General Feats

General Feats (Part 1 of 11)

Feat Name		Prerequisites	Description
Additional Magic Item Space	ELH 50	Epic Character	<i>This feat may be taken multiple times, each with a different type of item.</i> Choose an item type that has a limit on the number of magic items of that type you can wear at once. You can wear one more item of this type. Normally you are limited to one headband, hat, or helmet; one pair of eye lenses or goggles; one cloak, cape, or mantle; one amulet, broach, medallion, necklace, periapt, or scarab; one suit of armor or robe; one vest, vestment, or shirt; one pair of bracers or bracelets; one pair of gloves or gauntlets; two rings; one belt; and one pair of boots.
Animal Friend {2}	SHH 31	Handle Animal skill 5+	You have the spell-like ability to befriend animals at will, just as with the Animal Friendship spell (and subject to that spell's limitations).
Arcane Birth Gift	QE 51	WIS 13+	<i>This feat can only be taken at first level.</i> <i>Supposedly limited to Elves.</i> Choose one 0-level Druid spell. You can use this spell as a spell like ability once per day.
Arcane Knowledge {1}	QR 46	Arcane Sensitivity Use Magic Device skill 1+	Once per day, you can identify an item by studying it and holding it for one hour, then make a Use Magic Device check. If successful you learn about one of its magical properties. If the item has charges, it loses one charge. If you roll a 1 on this test, the item is activated with you as the target or epicenter. The DC for the check varies by item type: 15= potion/scroll, 20= armor/weapon/rod/wand, 25= ring/staff/wondrous.
Arcane Sensitivity	QR 46	Use Magic Device skill 1+	You can detect if an item is magic by holding it, concentrating for one minute, then making a Use Magic Device check DC 20.
Astrologer	SA 129	Knowledge(Astrology) 4+	Once per day, you may spend 1 hour in study and make a Knowledge(Astrology) check DC 20. If successful, you may help (-2 on DC of checks that person makes today) or hinder (+2 on DC of checks that person makes today) one person. A person can only be affected by one Astrologer a day. If two try, then the one with the highest check is active and the others are ignored. In the case of a tie, the one that was done first is active.
Berek's Own Luck	HVM 24	CHA 18+ Fortunate {1} Outrageous Fortune Dashing and Daring Level 6+	You may, level/6 round down times per day, ask the GM for a lucky coincidence to occur, providing rough details (for example, to be unharmed after a jump off a building). The GM will grant this in some way of their choosing (such as a passing wagonload of cotton). If you take enough damage to kill you, you may make a CHA check DC 20. If successful, you somehow survive but you lose this feat, Fortunate {1}, and Outrageous Fortune and you cannot ever take these feats again. You can immediately take a new feat for each feat you lose this way.
Blinding Speed	ELH 51	Epic Character DEX 25+	<i>This feat may be taken multiple times, each time adding more rounds.</i> You can act as is Hasted for 5 rounds each day. These need not be consecutive rounds. This power is activated as a free action.
Bonding	QE 51		<i>Supposedly limited to Elves only.</i> When you take this feat, you lose 200 XP and you have an empathic bond with one person or creature. Once per day you can make a Sense Motive check DC 10 to know what the creature is feeling, no matter the distance.
Brachiation	MoW 21 CCW 116	STR 13+ Climb skill 6+ Jump skill 6+	You may move through trees at your base ground movement speed. This only works in wooded areas with trees no further apart than 15 feet, and you cannot wear armor heavier than medium.
Brawny	SA 129	STR 15+ or CON 15+	<i>This feat can only be taken at first level.</i> You get 2/- Damage Resistance due to your body structure. +1 on Intimidate checks.
Break Fall	SPY 84	DEX 13+ Climb skill 4+ Tumble skill 4+	When you fall, you take damage as if you fell 10 feet less than you fell. You can use your Tumble skill to avoid more than the 10 feet it normally does. For every 5 you add to the DC for the Tumble check, you can avoid another 10 feet of falling damage. If you fail the check, Tumble has no effect.

General Feats (Part 2 of 11)

Feat Name		Prerequisites	Description
Card Shark	SPY 91		You are fully versed in the intricacies of all major competitive casino games. +3 on your roll for any competitive casino game. You roll two dice when spending an action die to win such games. <i>[Action dice are a Spycraft setting concept.]</i>
Casing Sense	T&T 34		When entering a room, you may make an Appraise check DC 15 to determine the three most valuable items in the room and their approximate values.
Cast-Iron Stomach	SH 19	CON 13+	You can derive nourishment from spoiled food and avoid dehydration with seawater with few ill effects. This allows you to double the amount of time you can do without fresh food and water.
Child of the Sea	SH 19		<i>You may only take this feat at first level.</i> You have an ancestor from an aquatic race. You can hold your breath for 1 hour for every 5 points of CON.
Clever Designer	QR 48	DEX 15+ Trapmaster	<i>Supposedly limited to the Rogue class.</i> <i>This feat may be taken more than once.</i> When you make a trap, you can increase either the search DC or the disable DC by 2.
Cold Climate Conditioning	SA 130	CON 11+	When unprotected in cold temperatures (0 to 40 degrees F), you roll once per day (instead of once per hour) for effects. When in extreme cold (under 0 degrees F), you roll once per hour (instead of once per 10 minutes).
Combat Placement	DP 41	Knowledge(Strategy & Tactics) skill 1+	You have a way of finding cover, being near an exit, having the sun to your back, being uphill of an opponent, or otherwise having an advantage due to terrain and placement. Game Master input is required here.
Commanding Presence	KPG 83	CHA 13+ Eyes of Fury Fearsome Appearance	As a free action, you may make a gaze attack against your enemies. They make a Will save DC 10+your CHA bonus or befrightened (flee if possible or suffer -2 on attack, damage, and save rolls).
Contemptible Target	QR 49	STR 13 or less Low Key	Until you attack or cast a spell, your enemies ignore because you are not a threat. This does not allow sneak attacks. They are aware of you but will just choose other targets. Opponents that have seen you fight or people that were warned of you are immune to this feat.
Corruption	CAM02 (p34)	STR 15+ or CHA 15+ Fearsome Level 10+ One level in a prestige class	You can alter the alignment of intelligent beings. If they fail a fear check against you by 10 or more, they shift one alignment step closer to yours. If they fail by 20 or more, they become your alignment. This effect lasts only while in your presence.
Danger Sense	DR301 (p36)	Alertness WIS 15+	When you would be surprised, make a WIS check DC 15 to avoid being surprised.
The Dark One's Own Luck	WOT 92		<i>You can take this feat multiple times.</i> Once per day you may re-roll any one die roll you have just made, provided the roll is not for something that is luck based. This includes combat rolls. This includes many skill checks but not usually a Craft or similar check. This includes Reflex saves, but not usually Fortitude or Will saves. Each additional time you take this feat you can re-roll one more die per day.
Dark Vision	SA 131	Low Light Vision Improved Low Light Vision	You can see in near darkness.
Dash	S&S 38		If you are wearing light armor or no armor, then your base speed is 5 higher than normal.
Death Blow	SA 131	Evil alignment +14 Base Attack	<i>This feat can be taken as a Fighter bonus feat.</i> Any blow you deliver that reduces an opponent to 0 or less HP does an additional 10 damage (making it a kill). This feat only works as long as you are evil.
Devious Alchemy	QR 49	Poison Craftsman Craft(Poisons) skill 1+	<i>Supposedly limited to the Rogue class.</i> When creating a custom poison, you deduct 10% from the price. Also see QR 72 for poison rules.
Divine Heritage	DU096 (ph 7)	WIS 10+	<i>You may only take this feat at first level.</i> Choose three zero-level divine spells. You may cast each of these spells once a day. You are considered to be level 1 for purposes of casting.
Divine Perception	TBG 34	WIS 13+ Skill Focus (Knowledge or Religion)	You can sometimes detect the presence of Gods and powerful Outsiders. This awareness is passive and is up to the GM to decide if and when it actually works.

General Feats (Part 3 of 11)

Feat Name		Prerequisites	Description
Draconic Bloodline	ASM 15		<i>You may only take this feat at first level.</i> You are distantly descended from a dragon. Choose one energy type (acid, cold, electricity, or fire). You get +1 on saves versus that energy type. Sorcerer is an additional favored class for you.
Dragon Blood	KPG 84	CHA 13+	As a standard action, you can detect magic in an item by making a Search check DC 15 (if touching the item) or DC 20 (if within 30 feet). Each use past the first each day suffers a cumulative –2 penalty.
Dreamspeaking	BEM 4	WIS 15+	When someone tells you about a dream (or when you consider your own), you can tell automatically whether or not it has importance. If it is important, you may make a WIS check DC 15 to interpret it. You cannot retry. The game master provides an interpretation.
Eagle Eyes {1}	SB 18		+50% on visibility range. <i>This feat was designed for use while on board a ship using the rules on SB 24, but may apply in other situations.</i>
Eagle Eyes {2}	SA 132	WIS 13+ Alertness	Your penalties to attack and for skills due to range are reduced by 2 (to a minimum of 0).
Eidetic Memory {1}	DUN 81		+2 on INT checks to recall details of something you have seen, a book you have read, or a conversation you overheard. You may make an INT check with DC 20 to recall anything you have seen with photographic clarity or to recall a path you have taken. This feat may not be used on the text of scrolls or spellbooks.
Eidetic Memory {3}	KPG 84	INT 15+	You receive +5 on checks to recall simple information, +2 on checks to recall complex information, and +2 on checks of a skill against knowledge of that skill. This only allows for recall of information in a language you know. The DC of recalling something should be DC 5 (almost impossible to forget), DC 10 (easy to remember), DC 15 (more detailed or obscure), DC 20 (very detailed or obscure), DC 25 (extremely detailed or obscure). A circumstance penalty applies if the thing being recalled was a long time ago.
Endurance	PHB 82 CoC 40 SW 93 SW2 108 WOT 92 SPY 69 DU092 (ph 30)		+4 on checks for performing a physical action over a period of time, such as swimming and running. SW2 adds +4 CON checks to hold your breath and to avoid damage from starvation or thirst. +4 to Fortitude checks to avoid damage from hot or cold environments or from oxygen deprivation.
Endurance Swimmer	SH 20	STR 13+ Endurance	You receive a –1 penalty on Swim checks per 20 pounds of equipment (instead of the normal 5 pounds).
Epic Endurance	ELH 54	Epic Character CON 25+ Endurance	You get +10 when you make a check for performing a task over a long period of time (swimming, running, holding your breath, etc).
Epic Speed	ELH 54	Epic Character DEX 21+ Run	Your speed increases by 30 feet while you are wearing medium, light, or no armor. This does not stack with increased speed granted by magic items or nonpermanent magic effects.
Ethereal Empathy	RL 47	WIS 13+	You can sense the emotional content of an ethereal resonance within 30 feet by making a WIS check of DC 25 minus 5 for each rank of the resonance. This is a partial action. If you have an extraordinary success, you can see into the Near Ethereal plane for one round.
Evil Reputation	SA 132	CHA 13+ Level 10+	<i>This feat is intended for NPCs only.</i> As a standard action, once per encounter, you gain a Fear Aura of DC your character level + your Intimidate ranks (not your Intimidate total).
Extended Lifespan	ELH 56	Epic Character	<i>This feat may be taken multiple times.</i> Add one half the maximum result or your race's maximum age modifier to your normal middle age, old, and venerable age categories. For example, a human would be middle age at 58 rather than 38, etc. This feat will not move you back an age category even if you are now younger than the boundary.
Faith	SA 133	Good alignment	The actual benefits of this feat will not be known to you when you take this. The GM will decide what effect you get. Some options include: 1) Evil opponents suffer –4 on actions taken against you; 2) +5 to save against evil opponents' spells and they have +5 on the DC of checks for spells used against you; 3) +5 to save against fear; 4) The GM picks a divine spell for you that they cast once per day for your benefit; 5) No game mechanic benefit whatsoever.
Fast Healer	KPG 85	CON 13+	You regain 1.5 times your level HP per day of normal rest or 2 times your level HP per day of bed rest.

General Feats (Part 4 of 11)

Feat Name		Prerequisites	Description
Fast Healing	ELH 56	Epic Character CON 25+	<i>This feat may be taken multiple times, each time adding more rounds.</i> You gain Fast Healing +3. This does not stack with Fast Healing granted by magic items or nonpermanent magic effects, but it does stack with itself.
Faster Healing	MoW 22	+5 Base Fortitude Save	You recover lost hit points and ability score points faster than normal. Hit points recover at the following rates: strenuous activity= 1 (normally 0), light activity= 1.5 (normally 1), bed rest= 2 (normally 1.5). Double this rate when under long term care from a successful Heal check. Ability points recover at 2 per day regardless of activity level (normally 0, 1, or 2 depending on activity level). The rate is 3 per day when under long term care from a successful Heal check.
Fast Rider	DR285 p98	Handle Animal 1+ Ride 1+	When riding a mount with no more than a light load, its base speed increases by 10 feet. Its overland movement rate increases by 1 mile an hour (8 miles a day).
Fearsome	CAM02 (p34)	STR 15+ or CHA 15+ Level 5+	You can cause a save versus fear DC 10 + half your level + your CHA bonus against a number of opponents up to your level. This can be used only once per battle.
Fey Blood	KPG 86	CON 13+	<i>Supposedly limited to Kingdoms of Kalamar in the Young Kingdoms (except P'Bapar), PelBrolenon, Thybaj, Zoa, or Zaarum.</i> <i>Can only be taken at first level.</i> You have low-light vision.
Fiendish Designer	QR 50	DEX 15+ Trapmaster Clever Designer	<i>Supposedly limited to the Rogue class.</i> Traps you build (other than pit traps) deal +2 damage per die. Also see trap rules on QR 81.
Fleet of Foot	S&S 39 D&D 50	DEX 15+ Run	When running or charging, you may make a single direction change of up to 90 degrees. You may only use this feat while wearing light or no armor, and while carrying a light load.
Fool's Luck	SH 20		<i>This feat may be taken multiple times, each grants an additional use.</i> Once per day, you may change a failed attack, save, or skill roll into a success if you can provide an explanation on why the success first appeared as a failure. Game Master's judgement.
Forgettable	HVM 37		Anyone attempting to remember you or describe you suffers a -4 penalty on their INT check to do so. This penalty is just -2 for close associates or where you really stood out.
Fortunate {1}	HVM 24	CHA 15+	<i>This feat may be taken multiple times, granting additional uses per day.</i> Once per day, before making a roll, you may choose to add your CHA bonus to it. You can do this even when taking 10 or 20.
Fortune's Breath	RO 50	WIS 15+ Monk or Inkyo level 1+	You can hold your breath for your CON minutes (instead of for twice your CON in rounds).
Foul Weather Jack	SA 134	Good alignment	Trouble of many forms tends to find you, making life very complex. In return, good aligned characters in your party receive +5% XP. If more than one character has this feat, each additional one only adds +2%. For example, three results in a +9% bonus.
Frightening Countenance	SA 134	CHA 12 or less	Whenever you make a skill or ability check where fear could work in your benefit, you receive a +3 morale bonus on that check. If your CHA would give you a negative modifier, treat it as positive if fear can be worked in your favor.
Frightful Presence {1}	SW 94 SW2 110 DU093 (ph 36)	CHA 15+ Intimidate 9+	Once per round, as a free action, you may use this feat. All opponents within 30 feet that have fewer levels than you make a Will save DC of 10 + CHA bonus + half your level. A failed save causes the person to be shaken (-2 penalty to attack, save, and skill check rolls) for 1d6 + CHA bonus rounds. A successful save makes the person immune to your use of this effect for one day. Does not work on creatures with INT 3-. If you have the Infamy feat, the save DC is 5 higher.
Frightful Presence {2}	DU091 (ph 40)		<i>Just like Frightful Presence {1}, but without any prerequisites.</i>
Ghostsight	RL 48	Brush with death	A brush with death is being reduced to -1 hit points or less. You can see creatures on the Near Ethereal plane. You are vulnerable to any gaze attacks they might have. You cannot hear or physically affect these creatures. They can also see you and will think you are also on that plane unless they make a Spot check DC 15.

General Feats (Part 5 of 11)

Feat Name		Prerequisites	Description
Giant	SA 134	STR 15+ or CON 15+ Brawny	<i>This feat can only be taken at first level.</i> You are very big for your race. Your reach is increased by 5 feet. +1 to attack and damage rolls. You count as being one size larger than you are for checks that have a modifier due to size.
Gorgeous	KPG 86	CHA 13+	Your CHA is considered to be 2 higher than normal for determining the effects or skill rolls where appearance applies.
Great Charisma	ELH 56	Epic Character	<i>This feat may be taken multiple times.</i> You gain +1 CHA.
Great Constitution	ELH 56	Epic Character	<i>This feat may be taken multiple times.</i> You gain +1 CON.
Great Dexterity	ELH 56	Epic Character	<i>This feat may be taken multiple times.</i> You gain +1 DEX.
Greater Resiliency	MoW 23	Damage reduction ability	Your damage reduction increases by +1/-.
Great Intelligence	ELH 56	Epic Character	<i>This feat may be taken multiple times.</i> You gain +1 INT.
Great Strength	ELH 57	Epic Character	<i>This feat may be taken multiple times.</i> You gain +1 STR.
Great Wisdom	ELH 57	Epic Character	<i>This feat may be taken multiple times.</i> You gain +1 WIS.
Great Lungs	SH 20	CON 13+ Endurance	You can hold your breath for four times your CON rounds (instead of the normal two times CON).
Haunted	RL 48	Someone close to you must have died	The spirit of an ally, friend, or loved one has returned to watch over you as a geist. It follows you on the Near Ethereal plane. It will only manifest when you are alone (doing 1 point of temporary CHA damage when doing so) and it will dematerialize if any intelligent living creature enters your area. When it is manifested you can communicate with it, effectively allowing you a second roll on Search, Spot, and Listen checks and you can ask it what happened in your presence while you were asleep.
Heroic Destiny {1}	TBG 109	Barbarian (1+)	<i>Supposedly limited to followers of Legion of the Ten Thousand Heroes (TBG 104).</i> Once per day you may take a +1 on any attack, attribute check, saving throw, damage roll, or skill check of your choice. The choice is made before the die is rolled. If used on an attack roll, this bonus is applied before checking for a critical threat.
Heroic Destiny {2}	HVM 27		Once in your lifetime, you can activate this feat and target a foe. When you do, for one day (or until the foe is defeated) your character level is doubled, gaining all relevant benefits of these levels including feats and skill points. At the end of this period, you lose all levels except one. You may also be swept away to an appropriate place outside the campaign.
Heroic Surge	SW 95 SW2 110 WOT 93 DU090 (ph 44) DU091 (ph 41) DU093 (ph 36)		You can take an extra partial action (move or attack) either before or after your regular actions. You can do this once per day for every 4 levels (round up), but never more than once a round.
Hidden Run	SPY 85	DEX 13+ Improved Equilibrium Hide skill 8+ Move Silently skill 8+ Balance skill 4+ Climb skill 4+	You can move your normal speed without penalty to your Hide and Move Silently skill checks. You can run (or otherwise move faster than your normal speed) by taking a +4 modifier to the Hide and Move Silently DC values.
“I Meant It When I Killed You the First Time”	SS 114	STR 13+ Power Attack Cleave	If any opponent you personally reduced to -10 hit points or below is resurrected, you immediately know it. By concentrating, you can determine the direction they are from you. You receive a +4 bonus to attack any time you do combat with that opponent. This is an extraordinary ability.
Improved Encumbrance	DR292 (p114)	CON 13+	Your encumbrance and carrying capacity are calculated as if your STR were 4 points higher.
Improved Endurance	DUN 82 SST 83		+4 on CON checks to resist subdual damage caused by lack of food or water. You become fatigued due to starvation or dehydration after failing two CON checks rather than one.

General Feats (Part 6 of 11)

Feat Name		Prerequisites	Description
Improved Equilibrium	SPY 85	DEX 13+ Balance skill 4+ Climb skill 4+	You can move your normal speed over precarious surfaces or while climbing with no penalty to your Balance and Climb checks.
Improved Forced March	FIW 110	Endurance Fortitude save 5+	<i>Supposedly limited to Orc and Half-Orc only.</i> Instead of receiving the +4 bonus to forced march from the Endurance feat, you can roll with no bonus against a check of DC 5 plus 1 per two hours marching.
Improved Low Light Vision	SA 135		Your low light vision range is increased by 15 feet if you have Low Light Vision, and by only 10 feet if you do not.
Improved Movement	FIW 110		<i>Supposedly limited to Orc and Half-Orc only.</i> Your movement penalties become as follows... Obstruction(Moderate)=x1, Obstruction(Heavy)=3/4, Surface(Bad)=3/4, Surface(Very Bad)=1/2, Poor visibility=3/4.
Improved Swimming	MoW 23	Swim skill 6+	You swim at one half your land speed as a move equivalent action (normally one quarter), or at three-quarters your land speed as a full round action (normally one half).
Increased Carrying Capacity	DUN 82 SST 83		You are considered to have +2 STR for purposes of determining your carrying capacity. This does not apply to the max weight limit or to lifting heavy objects.
Increased Speed	SPY 69	Run	Your base speed is increased by 10 feet per round.
Incredible Endurance	QF 39	CON 15+ Endurance	+4 on checks for performing a physical action over a period of time, such as swimming and running. This stacks with all other bonuses.
Infusion of Balance	DR297 (p28)	Epic Character CHA 19+ Part neutral alignment	You can use weapons with chaotic, lawful, holy, or unholy qualities as if you were the most beneficial alignment. If you make your save against a chaotic, lawful, good, or evil spell or ability that allows a save for half damage, then you take no damage.
Inheritance	KPG 8/7		<i>Can only take this feat at first level.</i> You gain 200gp additional starting money.
Instant Stand	KPG 8/7		You can stand as a free action instead of a move action.
Jump Up	SPY 85	DEX 13+	You can stand up from a prone position as a free action (instead of a move-equivalent action).
Landlord	SBG 10	Level 9+	You gain a fund that can be spent on building a stronghold. This fund's base value can be found on SBG 11. This feat also matches any other expenditures you make on strongholds with additional funds.
Large	SA 136	STR 15+ and CON 13+ <i>or</i> CON 15+ and STR 13+ Brawny Extra tall for your race	Being extra tall for a human means 6 feet or taller. +4 on Intimidate checks against opponents of lesser height and weight. +2 on damage rolls against opponents of lesser height and weight.
Lay of the Land	CA 164	Track	<i>Codex Arcanis nation: Hinterlands.</i> Others have a -10 penalty to track you when you are on your native soil.
Leap of the Monkey	JS 21	Jump skill 5+ Climb skill 5+	You do not lose your DEX bonus to AC when climbing as long as you finish the climb in a single round.
Legendary Trait	SA 136	One ability 17+	When you take this feat, name one of the six abilities. At 6th level, 12th level and 18th level you get +1 on this ability. If you gain this feat after 6th level you are only eligible for the bonus at 12 and 18. Similar applies for after 12th level.
Lightning Grab	QR 50	DEX 15+ Improved Initiative	<i>Supposedly limited to the Rogue class.</i> You may take one accessible item from a flat-footed foe within 5 feet of you. Make a Pick Pockets check opposed by their Reflex save.
Light Sleeper	DUN 82		You may make Listen checks while sleeping to see if you wake up. You may make a second Listen check after waking up in order to determine what it was that woke you.
Like Mind	KPG 8/8		You have a close, empathic link with other characters. When used with another character that also has this feat, you receive +2 to send with Innuendo, +2 to Sense Motive with the other (including receiving Innuendo). You receive +2 on Spot to determine if the other has been replaced with an illusion or doppelganger, +2 on Forgery to determine if the writing is that person's, and so on.
Linguist	KPG 8/8	INT 13+	<i>This feat can only be taken at first level.</i> Your INT modifier is doubled for purposes of determining the number of languages you know.

General Feats (Part 7 of 11)

Feat Name		Prerequisites	Description
Literacy	NE 34		<i>This feat is used in settings where literacy is not common. This feat may be taken multiple times, each with a different language.</i> You can read and write in one language. This is independent of your ability to speak that language, which is determined by the Speak Language skill.
Loyal Companion	SA 136	CHA 11+ Animal Affinity	Spend a month (at least 1 hour each day) training a pet (1 hit die Asprey, Bird, Cat, Dog, Monkey, Parrot, or other 1 hit die animal or beast) before taking this feat. The pet acts like a Druid's Animal Companion. It will follow you loyally until dismissed as long as it is treated well. You play the animal's actions during the game. If the animal is killed, you receive +3 circumstance bonus on attack and damage against the one responsible until they are dead. You can get a replacement pet by spending the time without taking this feat again.
Lucky Cuss	DP 42		Once per day, you may re-roll any one die roll. You must accept the new result.
Lunatic	RL 48	Chaotic alignment	Your mind and body are tied to the lunar cycles. You get +1 on Fortitude saves, +1 on Reflex saves, -1 on Will saves, and +1 on CHA modified skill checks when the moon is more than half full. This bonus is +2 (-2 for Will saves) during the 3 days of the full moon and it is -2 (+2 for Will saves) during the 3 days of the new moon.
Magical Affinity	KPG 8/8	INT 13+	<i>Supposedly limited to Kingdoms of Kalamar countries Cosdol or Pel Brolenon, or to races Gray Elf, High Elf, and Rock Gnome.</i> You know your INT modifier in zero level arcane spells. You can cast each of these spells once per day.
Magical Heritage	DU096 (ph 7)	INT 10+	<i>You may only take this feat at first level.</i> Choose three zero-level arcane spells. You may cast each of these spells once a day. You are considered to be level 1 for purposes of casting.
Magical Training	FR 36	INT 10+	<i>You may only take this feat at first level.</i> <i>Forgotten Realms regions: Halruaa.</i> You may cast the 0-level arcane spells Dancing Lights, Daze, and Mage Hand each once a day. Spell failure due to armor still applies. You are treated as a Wizard of your arcane spellcaster level (level 1 if you are not a spellcaster) for purposes of this casting.
Mark	SPY 93	WIS 13+	You can size up an NPC as a free action. Name three skills. The Game Master will tell which of those skills has the highest bonus and which has the lowest bonus. You can do this up to your WIS modifier times per session, but no more than once per round.
Manifestation	QE 52	CHA 15+	<i>Supposedly limited to elves.</i> Three times per day, as a standard action, you can draw power from the land to gain +4 on CHA-based rolls for 1d6 rounds. You do not receive this bonus against elves.
Master Helmsman	SB 18	Knowledge(Seamanship) 8+	+10% to ship movement. This feat is based on the ship rules in this book.
Miracle Worker	SA 137	Lawful alignment Knowledge(Religion) 4+	Roll 1d4-1 at the start of each week to determine how many miracle points you have that week. The GM can apply these points if and when he or she sees fit. Any unspent points at the end of the week turn into 100 XP each. Benefits may include: 1) +1d20 temporary hit points; 2) +3d4 to an important roll you just failed; 3) One evil opponent's actions against you fail this round; 4) After a failed action, you get +1d6 on a roll made in the next round.
Monkey's Path	AZ 48		-3 on Track rolls of people trying to track you.
Nail in the Coffin	SS 114	STR 13+ Power Attack Cleave	It is harder than usual to raise or resurrect any opponent you personally reduced to -10 hit points or fewer. Spellcasters using Animate Dead, Raise Dead, Resurrect, and similar spells have a DC that is your character level higher than normal. If the spell did not have a DC, the DC is 7 + your character level. This is an extraordinary ability.
Neck Hairs Rise	DR-A01 (p12) DU090 (ph44)	WIS 13+	You may make a WIS check DC 20 to avoid being surprised. A successful check allows you to act in the surprise round as if you were not surprised.

General Feats (Part 8 of 11)

Feat Name		Prerequisites	Description
Nimble Fingers	SPY 85	Escape Artist skill 4+ Open Locks skill 4+ Sleight of Hand skill 4+	You can use each of the following abilities once per session for each four levels you have (round up). This is applied before the Quick Use feat. <i>Fast Slip:</i> You can perform an Escape Artist skill in half the normal time. A critical success yields one round. <i>Fast Pick:</i> You can perform an Open Locks skill in half the normal time. A critical success yields one round. <i>Fast Swipe:</i> You can perform a Sleight of Hand skill check as a free action.
Nobody's Fool	Mon 28	INT 9-	When determining skill points gained at each level, reduce your INT penalty to skill point totals by 2. This does not change your INT penalty in other situations, and this will never result in an INT modifier greater than zero for skill points.
Odd Sleeping Habits	SA 138	CON 11+	You only need 4 hours of sleep a day and can take this sleep in multiple chunks. +4 competence bonus to a Knowledge skill check after 4 hours of study.
Outrageous Fortune	HVM 24	CHA 16+ Fortunate {1} Level 4+	Once per day, you can reroll any roll (with same modifiers).
Panache	SA 139	CHA 13+	<i>This feat may be taken multiple times.</i> Each day, you get your CHA bonus in panache points. During the day, you can spend a point before a roll is made to add +1d4 to your roll or to give -1d4 to an opponent's roll. Unspent points are lost at the end of the day. Each additional time you take this feat grants +1 panache point and increases the die size to d6, d8, d10, d12, and then d20.
Perfect Memory	T&T 37	INT 14+	You can commit anything you see to memory. You can memorize a number of pages equal to your INT modifier times 3. This cannot be used to memorize magical writings.
Pirate Trick	SA 139		You gain two pirate tricks from this list: 1) +4 competence bonus to trip attacks; 2) You can use a belaying pin as a 1d8 weapon (instead of 1d6) and you can hold it in your off hand as if you had Ambidexterity and Two Weapon Fighting; 3) You can ride a knife down a sail and potentially attack someone by falling on them for 1d6 per 10 feet descended; 4) You can swing down from a location at least 10 feet higher than an opponent. Make a Reflex save DC 15 in order to attack dealing 2d4 damage and knocking the opponent prone. If you attack and don't hit, make a Reflex save DC 20 or you fall prone; 5) You do not suffer the effects of alcohol. +2 competence bonus to attack with a bottle or mug; 6) You can kick a nearby weapon into your hand as a free action once per round; 7) Once per day all allies within 30 feet get +1 to attack, save, and skill checks until end of combat; 8) You can draw a pistol as a free action as if you had the Quick Draw feat. If you already have that feat, you get +1 on your first attack with it this round; 9) +4 competence bonus to Balance checks; 10) When fighting with a pistol in your off hand, treat it as if you had both Ambidexterity and Two Weapon Fighting.
Poison Reaper	QR 51	Poison Craftsman Craft(Poison) skill 1+	You can extract one dose of poison from a dead creature (no more than 24 hours dead) that uses venom. Spend an hour and make a Craft(Poisons) check DC 20. The poison functions like the creature's did but with a save DC of 2d4 less.
Polar Bear Skin	SH 21		You take only 1 point of subdual damage per minute exposed to very cold water (instead of the normal 1d6 per minute).
Polyglot	KPG 90	INT 13+	You learn new languages for 1 skill point (instead of 2) if the language shares an alphabet with a language you already know.
Precise Timing	AZ 48	INT 12+	With a few glances at the sky, you gain determine the exact time of day and month. You can predict the most fortunate time for a particular action. If you do the action at that time, you may add +1 to a single roll of your choice.
Predict Outcome	DR292 (p114)	CHA 13+ WIS 13+	Once per day, you can cast Augury as a Sorcerer of your level. This is a spell-like ability.
Primal Shout	SST 83		<i>Supposedly limited to the Taan race in Sovereign Stone.</i> Once per minute, you may shout. All creatures with 25 feet make a will save of DC 10 + your CHA modifier. If they fail, they are <i>shaken</i> (-2 attack, -2 damage, -2 saves) until they get outside the 25 foot range.

General Feats (Part 9 of 11)

Feat Name		Prerequisites	Description
Prophetic Dreams	QE 53	CON 15+	<i>Supposedly limited to elves.</i> Once per month, you may enter a trance and ask a single question as per the <i>Contact Other Plane</i> spell being used to contact the Astral plane. The GM may also choose to use this feat to deliver an unasked for dream. The dreams are always cryptic.
Pyro	S&S 40 KPG 90		If you set something on fire, the flames do 1 extra point of damage per die and the Reflex save DC to extinguish the fire is +5.
Quicker Than the Eye	S&S 40	DEX 19+	While under direct observation, you may make a Bluff check (opposed by Spot) as a move equivalent action. If you succeed, you may take a partial action against someone that failed the check (and that opponent is denied their DEX bonus to AC).
Redhead	RL 48	Born with red hair	<i>You may only take this feat at first level.</i> Choose one first level or two zero level Druid spells when you take this feat. You may cast these once a day as Druid of your character level. Like a Druid, you select a time of day when you regain this spell.
Reincarnated	RL 48		<i>You may only take this feat at first level.</i> You have memories from a previous life. One non-restricted skill that is not a class skill for you is now always a class skill for you. You are ethereally linked to a creature. If you ever encounter this "soul mate" you receive a +2 bonus to all CHA checks made while interacting with him or her.
Reserve Energy	SA 141	CON 13+	You can go CON bonus+1 additional days without food (above the base of 3 days).
Resistance to Energy	MoW 25	+8 Base Fortitude Save	<i>You may take this feat more than once, with different energy types or to stack the bonus on one type.</i> Choose an energy form. You gain resistance 5 against that type of energy. This means you ignore the first 5 points of damage of that type each round. This resistance does not stack with any spells or magic items.
Resourceful	DRG 32		You may pull one item out of your belt pouch, backpack, or other accessible container as a free action (instead of a move equivalent action). If the object is a sealed container, it still takes a move equivalent action to open it.
Run	PHB 84 CoC 41 SW 96 SW2 115 WOT 94 SPY 70		When doing a run action, you move at 5 times your base movement (instead of 4 times). Running jumps increase by 25% (but no more than your maximum).
Second Wind {1}	SSS 63		<i>Supposedly limited to Ork race in Sovereign Stone.</i> Once per hour, as a full round action you may "shake off" 1d6+CON modifier points of subdual damage.
Sense Poison	SHH 32	WIS 13+ Alertness {1}	With a Spot check DC 10, you can detect poison in food or drink, in the air, on weapons, or on anything else you can smell or taste. An Alchemy or Profession(Herbalist) check DC 20 identifies the exact type of poison.
Shadow {1}	T&T 37		Just like the Track feat, except for following people in a city. See T&T 37-38 for details.
Show of Faith	UD 28	WIS 13+ Good Alignment	You can hold undead at bay by wielding a blessed holy symbol of your god. This works just like a cleric turning undead, except: 1) You can affect a number of hit dice of undead equal to your level; 2) This effect lasts for your WIS bonus in minutes (minimum 1 minute); 3) Undead are not turned—they instead cannot move within 10 feet of you, but otherwise act normally. This feat is taken by a non-Cleric because it is weaker than the base Cleric ability.
Sixth Sense {1}	UD 28	Alertness {1}	When a non-corporeal or invisible creature comes within 30 feet of you, the DM makes a secret Spot check DC 30. If successful, you sense its presence, but you do not know its location. When someone scries your location, a similar check DC 35 is made. If successful, you feel you are being watched from afar.
Small	SA 143	DEX 13+ Be very short for your race	<i>This feat can be taken as a Fighter bonus feat.</i> <i>You cannot also have the Brawny, Large, or Giant feats.</i> +3 circumstance bonus to Tumble and Hide against larger opponents.
Speedy Trapper	QR 51	DEX 15+ Trapmaster Clever Designer	<i>Supposedly limited to the Rogue class.</i> You take only half the normal time to make a trap. Also see the trap rules on QR 81.

General Feats (Part 10 of 11)

Feat Name		Prerequisites	Description
Spider Walk	SPY 86	DEX 13+ Improved Equilibrium Balance skill 8+ Climb skill 8+	You add your DEX bonus to your Climb checks. You receive half the normal penalty (round down to the larger negative number) for slippery, wet, angled or similar surfaces. Opponents receive no bonus to attack you when you're climbing.
Sprint	KPG 91		For up to your CON bonus in rounds, your base speed increases by 10 feet. Once used, you cannot sprint for 1d8 minutes. This bonus cannot be applied to overland speeds.
Steadfast	KPG 92	CON 13+	<i>Supposedly limited to Kingdoms of Kalamar countries Baethel or Paru' Bor.</i> You cannot be checked, knocked down, or blown away by any natural wind smaller than a hurricane.
Steady Captain	SB 19	Level (6+) Leadership Knowledge(Seamanship) 6+	Your crew gets a +2 competence bonus on Seamanship checks while you are in command of the ship.
Steady Hand	FS 105		<i>This is considered a Social Feat in the Fading Suns setting.</i> Once per day, you can steady yourself as a full round action. For the next 10 minutes, you can perform one chosen task without making Concentration checks and with a bonus. The bonus depends on a Will save. 10= +1, 15= +2, 20= +3, 25= +4, 30 = +5.
Storm Sense	SH 23		You can tell if a storm of any sort will affect your current location within the next 3 hours by studying your surroundings.
Strength of the Earth	RO 55	Toughness {1}	<i>Rokugan clans: Crab and Mantis.</i> You gain an additional 1 hit point per level. This applies retroactively to all previously gained levels.
Strong Swimmer	SB 19	STR 13+ Swim skill 8+	When making a successful Swim check, you may swim 1/2 your speed as a move equivalent action or you full speed as a full round action.
Superior Helmsman	SB 19	Knowledge(Seamanship) 6+	+1 to ship Maneuverability. <i>This feat is based on the ship rules in this book.</i>
Surge of Speed	SPY 71		You may take an extra partial action during your turn, which may or may not be an attack. This feat can be used once per session for every four character levels (round up). It cannot be used twice on the same turn.
Thunder Twin	FR 38		<i>You may only take this feat at first level.</i> <i>Forgotten Realms regions: Gold dwarf and shield dwarf.</i> You get +2 on CHA checks. You have a twin brother or sister. You can determine the direction of your twin by making an Intuit Direction with DC 15, but only if they are alive and on the same plane. You may retry once per round.
Torturer	QR 52	Non-good alignment Intimidate skill 1+	For every 10 minutes you spend working on a captive with the proper tools, they take 1d6 damage and you make opposed Will saves. If the victim fails, they will answer one question truthfully. Every ten minutes past the first adds a -2 penalty to their Will save.
Traceless	SPY 86	INT 13+	You add your INT bonus to the DC to notice your presence or passage either currently or previously. If you are no longer present and this makes the DC go above 10, then a Track attempt is required to trace your steps. No one may take 10 or take 20 to notice your presence or passage.
Track	PHB 85 CoC 42 SW 97 SW2 116 WOT 95 SPY 90		<i>Rangers get this feat for free.</i> You can follow and read tracks.
Undying	KPG 92	CON 13+	You can act normally when disabled. When dying, you have a 15% change per round to stabilize. Others gain a +4 bonus to help you stabilize.
Unnerving Countenance	SA 147		<i>You cannot also have the Appearance feat.</i> You are ugly. -3 on CHA rolls in social situations, except when being unpleasant can help (such as Intimidate), in which case you get +5 competence bonus. You can Intimidate as a free action once per round.
Voice of Wrath	RL 49		+4 on a curse check. This kind of check is used in Ravenloft to lay a curse.
Wall Fighter	QR 52	DEX 15+ Expert Climber	<i>Supposedly limited to the Rogue class.</i> While climbing, you still have your DEX bonus to AC (normally you do not) and opponents do not get the normal +2 to hit you. This only works when climbing at normal speed or slower.

General Feats (Part 11 of 11)

Feat Name		Prerequisites	Description
Warm Climate Conditioning	IOG 83	CON 11+	When in warm temperatures (90 to 110 degrees F) and unprotected, you roll once per day (instead of once per hour) for effects. When in extreme heat (over 110 degrees F), you roll once per hour (instead of once per 10 minutes).
Waterfront Native	SH 24		<i>You may only take this feat at first level.</i> You were raised near water and a very adept in it. Swim is an in-class skill for you. You may choose one skill that is normally penalized underwater (such as Disable Device, but not necessarily all skills) and ignore that penalty due to training.
Wildspeak	DR291 (p31)	Gnome Race CHA 15+	You can Speak with Animals as a 1 st level Druid up to your CHA bonus times per day. This is a spell-like ability. This feat replaces the gnome's more limited Speak with Animals ability.
Well-Traveled	FS 107	Level 3+	<i>This is considered a Social Feat in the Fading Suns setting.</i> Acts like the Bardic Knowledge ability. You may make a Knowledge check modified by level + INT bonus to see whether you know something useful about a person or item.
Way of the Falcon	RO 56	WIS 15+ Blind-Fight {1} +6 Base Attack	<i>Rokugan clans: Falcon.</i> <i>You make take this feat multiple times. Each additional time extends your range 5 feet and allows you to focus on one additional opponent.</i> You automatically sense if there is an invisible, ethereal, or concealed opponent within 5 feet. Each round you may focus on one of them and ignore all penalties and the miss chances against that opponent.
Wealth {2}	CoC 42		<i>This feat may be taken multiple times.</i> You gain an amount of money equal to your starting money. In the <i>Call of Cthulhu</i> setting you also gain a +2 modifier to your income.
Wookie Brachiation	SWG 4 p55	Climb 4+ Jump 4+	<i>Yes, the name is awfully SW specific, but the feat is generally useful.</i> You still make Climb checks to move vertically in trees, but as long as there are branches large enough to support you, you can move horizontally without the additional Climb checks you would otherwise have to make.

Armor Proficiency Feats

Feat Name		Prerequisites	Description
Aquatic/Surface Armor	SH 18		If you are a land dweller, you may use underwater armor of the same classes (light, medium, and heavy) that you are proficient with on land. Alternately, as an aquatic creature you may use your proficiencies on the surface.
Armor (Light)	PHB 80 WOT 91		<i>All D&D classes except wizards, sorcerers and monks get this feat free.</i> When you wear armor you are not proficient in, you get the armor check penalty applied to all skill checks that involve movement and on attack rolls. If you are proficient, you only take this penalty on Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble.
Armor (Medium)	PHB 80 WOT 91	Armor (Light)	<i>D&D classes Fighters, barbarians, paladins, rangers, clerics, druids, and bards get this feat free.</i>
Armor (Heavy)	PHB 80 WOT 91	Armor (Light) Armor (Medium)	<i>D&D classes Fighters, paladins, and clerics, get this feat free.</i>
Armor Focus	RO 48	Armor proficiency	Choose a specific type of armor (not a category). You get a +2 dodge bonus to AC when wearing armor of that type.
Armor Specialization	GL 40 QF 35	+2 Base Attack Armor proficiency	Choose light, medium, or heavy armor when you take this feat. You get a +1 competence bonus to your AC when wearing armor of that type.
Donning Armor	QF 37		<i>Fighters may take this feat as one of their bonus feats.</i> You time to don or remove armor is treated as if you had help even when you do not. This cuts the time in half. This feat does not remove the requirement for help when donning half-plate and full-plate armor.
Exotic Shield Proficiency	SA	+1 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> <i>This feat may be taken multiple times, each with a different exotic shield or exotic armor.</i> You can get the AC benefit from one exotic shield or armor of your choice.
Fast Armor	DR284 p123	DEX 13+	You can don or remove any sort of armor in 5 rounds. This time is not improved if another person assists or if you try to "don hastily".
Improved Armor Use	QF 38	+1 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> <i>This feat may be taken multiple times, each with a different armor type.</i> Choose one type of armor, such as chain shirt. The armor check penalty for this armor type is reduced by -1.
Legionnaire	CA 164		<i>You may only take this feat at first level.</i> <i>Codex Arcanis nation: Coryani Empire.</i> You have proficiency in Medium Armor, Shields, Gladius, and Short Spear. Fighter is an additional favored class for you. All fighter class skills are always in-class skills for you.
Rapid Ready	KPG 90		You can hastily don or remove armor in half the normal time. If someone helps you, you can do it in one quarter the time.
Rest in Armor	QF 39	CON 13+ Toughness {1}	<i>Fighters may take this feat as one of their bonus feats.</i> You can sleep while wearing armor and suffer no ill effects the next day. You can do this for up to your level in consecutive days.
Shield	PHB 84 WOT 94		<i>Fighters, barbarians, paladins, rangers, clerics, druids, and bards get this feat free.</i>
Shield Expert	S&F 9	+3 Base Attack Shield proficiency	You may make an off-hand attack with your shield without sacrificing the AC bonus it grants.
Shield Specialization	KPG 91	Shield Proficiency	+1 armor bonus to AC when using a shield, or you can use the shield as a second weapon without losing the shield's AC bonus.
Way of the Crab	RO 56	CON 13+ +1 Base Attack	<i>Rokugan clans: Crab.</i> You also have the Heavy Armor Proficiency feat. Your normal speed and maximum running speed are unaffected by armor unless the weight causes you to be encumbered. The maximum DEX bonus for heavy armor you wear is increased by one, and check penalties are decreased by one.

Bardic Feats (Part 1 of 2)

Feat Name		Prerequisites	Description
Craft Masterpiece Performance	DR301 (p49)	Craft skill 5+	You can create a masterpiece performance. This is a way to encapsulate a spell effect into a song and works like a scroll does.

Bardic Feats (Part 2 of 2)

Feat Name		Prerequisites	Description
Deafening Song	ELH 52	Epic Character Bardic music ability Perform skill 24+	You can use one of your song uses to deafen all creatures of your choice within 30 feet of you unless they make a Fortitude save DC 10+your CHA bonus+half your level. This lasts as long as you play. You can perform mundane tasks, but not combat or magic during this time.
Epic Inspiration	ELH 54	Epic Character Bardic music ability CHA 25+ Perform skill 30+	<i>This feat may be taken multiple times.</i> The bonuses granted by your inspiration ability are increased by their base value. This means the bonus is doubled the first time you take this feat and is additive thereafter.
Extra Music	S&S 39 D&D 50	Bardic music ability	<i>You can take this feat multiple times.</i> You can use your bardic music four extra times per day.
Favored Instrument	SPS 69	Bardic music ability	You can choose a single instrument as your favored one. Spells cast while using this instrument have +2 on the DC to save against them. If the instrument is lost, the bard suffers a -1 morale penalty to attack, damage, skill, and saving throws for one week. A new instrument can be chosen after one month.
Green Ear	S&S 39	Bardic music ability Perform skill 10+	You can alter your music or virtuoso performance effects so they influence plants and plant creatures in addition to any other creatures they would affect.
Group Inspiration	ELH 57	Epic Character Bardic music ability Perform skill 30+	<i>This feat may be taken multiple times.</i> The number of allies you can affect with your inspiration ability is increased by their base value. This means the number is doubled the first time you take this feat and is additive thereafter. When inspiring competence in multiple allies, you can choose a different skill for each ally.
Hindering Song	ELH 57	Epic Character Bardic music ability Deafening Song Perform skill 27+	You can use one of your song uses to prevent all creatures of your choice within 30 feet of you from casting spells unless they make a Concentration check as if casting defensively with a penalty of half your level. This lasts as long as you play. You can perform mundane tasks, but not combat or magic during this time.
Inspire Excellence	ELH 61	Epic Character Bardic music ability Perform skill 30+	You can use one of your song uses to grant a +4 competence bonus to one ability (same ability for all allies) to the same number of allies that your inspiration ability can affect. They must listen to the bard for one round. The effect lasts until 5 rounds after you finish singing. This is a supernatural, mind-affecting ability. This is considered a bardic music inspiration ability.
Lasting Inspiration	ELH 61	Epic Character Bardic music ability Perform skill 25+	The duration of your bardic music inspiration abilities lasts for 10 times as long after you stop singing. Note that some inspiration abilities last zero rounds after you stop.
Lingering Song	S&S 40	Bardic music ability	Your music effects that inspire competence, courage, or greatness last twice as long as they otherwise would.
Music of the Gods	ELH 63	Epic Character Bardic music ability CHA 25+ Perform skill 30+	Your bardic music abilities can affect creatures normally immune to mind-affecting effects. They receive a +10 bonus on their Will save to resist such effects.
Obscure Lore	S&S 40	Bardic knowledge ability	+3 on Bardic Knowledge checks.
Ranged Inspiration	ELH 65	Epic Character Bardic music ability Perform skill 25+	<i>This feat may be taken multiple times.</i> The range of your inspiration abilities is increased by its base value. This means the ranged is doubled the first time you take this feat and is additive thereafter.
Rapid Inspiration	ELH 66	Epic Character Bardic music ability Perform skill 25+	Your bardic music abilities may be started using a standard action instead of a full round action.
Reactive Countersong	ELH 66	Epic Character Bardic music ability Combat Reflexes Perform skill 30+	You can begin a countersong at any time, even when it is not your turn and even if you did not ready it as an action. Note that you cannot use other bardic music abilities while countersinging.
Requiem	S&S 40	Bardic music ability Perform skill 12+	You can alter your music or virtuoso performance effects so they influence undead in addition to any other creatures they would affect.
Subsonics	S&S 40	Bardic music ability Perform skill 10+	You can perform your Bardic music so that it is not heard but still have its full effect.
Warsinger	TBG 109	Barbarian (1+) Bard (1+) Perform skill 6+	<i>Supposedly limited to followers of the Legion of Ten Thousand Heroes (TBG 104).</i> Once per day, you may use your bardic music ability even while raging. Your inspire courage and inspire greatness are at an additional +1 when used while raging.

Fame and Reputation Feats

Feat Name		Prerequisites	Description
Bully	DR294 (p62)	Intimidate skill 1+	<i>Uses reputation system in DR294 p59.</i> When calculating your base reputation, you may choose to add your Intimidate skill ranks three times instead of adding your Bluff and Diplomacy skill ranks.
Cunning Wit	DR294 (p62)	Perform(Wit) skill 1+	<i>Uses reputation system in DR294 p59.</i> +4 on Perform(Wit) when used to damage a person's reputation.
Diplomat	DR294 (p62)	Diplomacy skill 1+	<i>Uses reputation system in DR294 p59.</i> When calculating your base reputation, you may choose to add your Diplomacy skill ranks three times instead of adding your Bluff and Intimidate skill ranks.
Enhanced Reputation	DR294 (p62)		<i>This feat may be taken multiple times.</i> <i>Uses reputation system in DR294 p59.</i> +10 base reputation.
Face in the Crowd	DR294 (p62)		<i>Uses reputation system in DR294 p59.</i> You can ignore your negative CHA modifier when calculating your base reputation and when determining damage from your insults.
Fame	WOT 92 SW 94 SW2 108 DU090 (ph 43) DU091 (ph 40)		<i>Used in Pulp Heroes, Star Wars and Wheel of Time settings.</i> <i>You cannot have both this feat and the Infamy feat.</i> You gain +3 Reputation points.
Fame & Glory	GL 41	Fame points 10+	<i>Used in Gladiator setting.</i> You gain +10 Fame points.
Infamy	WOT 93 SW 95 SW2 111 DU091 (ph 41)		<i>Used in Pulp Heroes, Shadow Chasers, Star Wars and Wheel of Time settings.</i> You are considered Infamous regardless of your Reputation score.
Influence {2}	SW2 111		+2 synergy bonus on Reputation checks and favor checks.
Low Profile {1}	WOT 93		<i>Used in Pulp Heroes, Star Wars and Wheel of Time settings.</i> You gain 1 Reputation every 5 levels instead of using your class's Reputation gain chart. This only applies to levels gained after taking this feat.
Low Profile {2}	SW2 112		<i>Used in Pulp Heroes, Star Wars and Wheel of Time settings.</i> You take a -2 penalty on Reputation checks.
Rapier Wit	DR294 (p62)	Cunning Wit Perform(Wit) skill 1+	<i>Uses reputation system in DR294 p59.</i> When damaging an opponent's reputation, you deal 1d10 + CHA modifier (instead of 1d6 + CHA modifier).
Scathing Wit {2}	DR294 (p62)	Cunning Wit Rapier Wit Perform(Wit) skill 1+	<i>Uses reputation system in DR294 p59.</i> If you successfully damage a person's reputation in their presence, they make a Fortitude save DC 10 + your Perform(Wit) skill modifier. If they fail the save, they break out in hives or boils that result in subdual damage equal to the amount of reputation damage done.
Secret Identity	DU090 (ph 44)		<i>Used in Pulp Heroes, Star Wars and Wheel of Time settings.</i> You have two Reputation scores. Once for each of your two identities. The newly created identity starts with a score of zero. You get a bonus 2 reputation points on the new identity if it is both public and distinctive (costume, mannerisms, etc.).
Shatter Confidence	DR294 (p62)	Cunning Wit Perform(Wit) skill 1+	<i>Uses reputation system in DR294 p59.</i> By conversing with someone, you can make a Perform(Wit) check of DC of 10 + that person's CHA score. If successful, choose one of their skills. The next time they use that skill, it is at -5 due to a morale penalty.
Sly	DR294 (p62)	Bluff skill 1+	<i>Uses reputation system in DR294 p59.</i> When calculating your base reputation, you may choose to add your Bluff skill ranks three times instead of adding your Diplomacy and Intimidate skill ranks.
Sterling Reputation	DR294 (p62)		<i>Uses reputation system in DR294 p59.</i> You recover your full reputation in 3 weeks (instead of one month). When determining reputation for a heroic deed, you gain 1d10 + your CHA modifier (instead of 1d6 + your CHA modifier).
Thorny Reputation	DR294 (p62)	Cunning Wit Perform(Wit) skill 1+	<i>Uses reputation system in DR294 p59.</i> When someone tries to damage your reputation and fails to beat the DC by 5 or more, their own reputation takes 1d4 + your CHA modifier damage.

Gaining Hit Points

Feat Name		Prerequisites	Description
Dragon's Toughness	MoW 22	+11 Base Fortitude Save	<i>You can take this feat multiple times. Fighters may take this feat as one of their bonus feats. +12 hit points.</i>
Dwarf's Toughness	MoW 22	+5 Base Fortitude Save 5+	<i>You can take this feat multiple times. Fighters may take this feat as one of their bonus feats. +6 hit points.</i>
Epic Toughness	ELH 55	Epic Character	<i>This feat may be taken multiple times. +20 hit points.</i>
Giant's Toughness	MoW 23	+8 Base Fortitude Save	<i>You can take this feat multiple times. Fighters may take this feat as one of their bonus feats. +9 hit points.</i>
Mind Over Body	FR 37		<i>You may only take this feat at first level. Forgotten Realms regions: Calimshan, Thay, moon elf, and sun elf. You may use your INT modifier instead of your CON modifier at first level to determine bonus hit points. You gain 1 hit point every time you learn a Metamagic feat.</i>
Really Tough	SA 140	CON 13+ Toughness (x2) Level 10+	<i>You must have the Toughness feat at least twice. +6 hit points.</i>
Toughness {1}	PHB 85 CoC 42 SW 97 SW2 116 WOT 95 DU091 (ph 43)		<i>You can take this feat multiple times. +3 hit points. Note: In settings that use vitality and wound points, this feat grants Wound points instead.</i>

Initiative Modifiers

Feat Name		Prerequisites	Description
Blooded	FR 33 WOT 42		<i>Forgotten Realms regions: Dalelands, Nelanther Isles, Sembia, Silverymoon, Tethyr, Vaasa.</i> <i>Wheel of Time backgrounds: Aiel, Borderlander.</i> +2 on Spot. +2 on initiative checks.
Duelist	WOT 42		<i>Wheel of Time backgrounds: Ebou Dari.</i> +2 on Diplomacy. +2 on initiative checks.
Expert Timing	KPG 85		You can delay your action in a round without losing your initiative position (the next round your initiative returns to what it was this round).
Hair Trigger Reflexes	QR 50	DEX 15+ Improved Initiative	Once per day, you do not roll for initiative. Instead, before anyone rolls for initiative, use this feat to gain an initiative one higher than the current highest score. If you are caught flat footed, you may activate this ability to act during a surprise round. If two people use this at one time, they end up with the same initiative score.
Improved Alertness	DUN 82 SST 82	Alertness {1}	At the beginning of combat, if you rolled initiative, you are not considered to be flat-footed before your first action against opponents in your line of sight.
Improved Initiative	PHB 83 CoC 40 SW 95 SW2 111 WOT 93 SPY 69		<i>Fighters may take this feat as one of their bonus feats.</i> +4 initiative.
Jaguar's Pounce	AZ 48	Improved Initiative	At the beginning of combat before initiative is rolled, you can choose to receive +2 initiative for the combat or +2 on your first attack.
Level-Headed	DL 53	Improved Initiative	When rolling initiative, any roll less than 10 is considered to be a 10. Modifiers are applied after this feat.
Lightning Initiative	QF 39	Improved Initiative +6 Reflex Save	+4 on initiative. This stacks with all other bonuses.
Sixth Sense {2}	BEB 34	WIS 13+ Sense Motive skill 5+	+2 on Sense Motive. +2 on Diplomacy. +2 on initiative checks.
Superior Initiative	ELH 67	Epic Character Improved Initiative	+8 initiative (instead of the +4 from Improved Initiative).
Surge	WAR 47	Improved Initiative	At any point in combat, you may add X to your initiative where X is 5 or less. After taking one action with this improved initiative, reduce your initiative by three times X.
Thug	FR 38 DR-A5 p107		<i>Forgotten Realms regions: Calimshan, Dragon Coast, Moonsea, Nelanther Isles, Unther, the Vast, Vilhon Reach, and Waterdeep.</i> +2 on Intimidate. +2 on initiative checks.
Way of the Scorpion	RO 57		<i>Rokugan clans: Scorpion.</i> You may add your INT bonus to your initiative checks (in addition to your other bonuses).

Operating at Negative Hit Points

Feat Name		Prerequisites	Description
Cold One	RL 47	Lost a level to energy drain	Your skin is cold and clammy to touch. This makes mindless undead (ones with no INT) ignore you unless you attack them first. Intelligent undead make a WIS check DC 13 to realize you are not undead. Also, if you are ever between -1 and -9 hit points, you lose a hit point only once every second round. Also, you recover half your level in hit points per day of rest (round up).
Death Wish	DP 41	CON 13+	You can continue fighting, moving, and talking while at 0 to -9 hit points. You suffer a penalty equal to your hit point total to all actions (e.g. -3 to all rolls when at -3 hit points. When doing this you have no chance of stabilizing and lose 2 hit points per round instead of the normal 1. You can always choose to lose consciousness and follow the normal rules.
Pain Tolerance	SA 139	CON 13+	You can continue acting normally while at 0 to -5 hit points. +2 circumstance bonus on Fortitude saves to resist interrogation based on torture.
Relentless	WAR 47	CON 13+ Toughness {1} Too Tough to Die	You automatically make your Fortitude save against massive damage. You may continue to take normal actions when your hit points are between 0 and -9 by making a Fortitude save DC 15, but you take 1 hit point of damage for each round that you do so. You may choose to collapse into unconsciousness at any time, and you make an attempt to stabilize during the same round if you do this willingly.
Remain Conscious	S&F 9 OA 65 MoW 25	Endurance Iron Will Toughness {1} +2 Base Attack	When your hit points are between 0 and -9, you may take one partial action each round.
Sand	DL 55	CON 15+	When your hit point total is between 0 and -9, instead of trying to stabilize you may attempt a partial action. To do this, make Will save with a DC of 10 plus the number of hit points below 0 (example -5 is DC 15).
Too Tough to Die	WAR 48	Toughness {1}	When reduced to between 0 and -9 hit points, you have a 20% chance (instead of the normal 10%) each round to stabilize or each hour to regain consciousness. If someone helps you stabilize with a cure spell or Heal check, you have a 20% chance of becoming conscious.
Vengeful Strike	TBG 109	CON 13+ Iron Will	When you are reduced to zero or fewer hit points (but not below -10), you may immediately take a partial action.

Rage Feats

Feat Name		Prerequisites	Description
Chaotic Rage	ELH 51	Epic Character Rage 5/day Chaotic alignment	Any weapon you wield while in a rage is considered a Chaotic weapon. This means it deals +2d6 against lawful creatures.
Destructive Rage	MoW 22	Ability to Rage	While raging, you get +8 on STR checks made to break open doors or to break inanimate, immobile objects.
Extended Rage	MoW 22	Ability to Rage	<i>This feat may be taken multiple times.</i> Your rages last an additional 5 rounds.
Extra Rage	MoW 22	Ability to Rage	<i>This feat may be taken multiple times.</i> You can rage two more times per day.
Incite Rage	ELH 60	Epic Character CHA 25+ Greater Rage ability	You may have any and all allies within 60 feet of you (that want to) enter a rage with you. Their duration is 3+their CON modifier rounds. This is a mind-affecting effect.
Instantaneous Rage	MoW 23	Ability to Rage	You can rage at any time, even when it is not your turn or when you are surprised.
Intimidating Rage	MoW 24	Ability to Rage	When you rage, you may designate a single foe within 30 feet. That foe makes a Will save DC 10 + half your level + your CHA modifier or they become shaken (-2 morale penalty on attacks, saves, and checks) for as long as you rage and they can see you. This does not work on creature immune to fear or that cannot see you.
Mighty Rage	ELH 63	Epic Character STR 21 CON 21 Greater Rage ability	When you rage, you get +8 on STR and CON (instead of +4) and a +4 morale bonus on Will saves (instead of +2).
Ruinous Rage	ELH 66	Epic Character STR 25+ Rage 5/day Power Attack Sunder	When in a rage, you ignore the hardness of any object you strike. Also double your STR bonus for the purpose of any STR check made to break an object with sudden force instead of with damage.
Terrifying Rage	ELH 68	Epic Character Rage 5/day Intimidate skill 25+	Any enemy that views you while raging makes a Will save opposed by your Intimidate check. If they fail and have fewer hit dice than you, they become panicked for 4d6 rounds. If they fail and have at least as many hit dice as you, they become shaken for 4d6 rounds.
Thundering Rage	ELH 68	Epic Character STR 25+ Rage 5/day\	Any weapon you wield while in a rage is considered a Thundering weapon. The DC to avoid deafness is 10+half your level. If the weapon already had Thundering, use the higher of the two DC values.

Saving Throw Feats (1 of 4)

Feat Name		Prerequisites	Description
Able Drinker	SA 127	CON 15+	You suffer no negative effects from alcohol. +1 on all saves against poison. +4 on CHA checks in social situations with people that are impressed by your ability to drink.
Ancient Lineage	SST 81		<i>You may only take this feat at first level.</i> <i>Supposedly limited to the Taan race in Sovereign Stone.</i> You gain +1 on Will saving throws, +2 on Bluff skill, and +2 on Intimidate skill.
Blessed	KPG 83		+4 on Will saves against curses.
Bloodline of Fire	FR 34		<i>You may only take this feat at first level.</i> <i>Forgotten Realms regions: Calimshan.</i> You receive a +4 bonus on saving throws versus fire effects. You also add +2 to the DC of saving throws of any fire spells you cast. This benefit stacks with Spell Focus {1}.
Boost Spell Resistance	BVD 47	Evil Alignment Spell resistance	+2 profane bonus to spell resistance.
Brave	DL 52		+2 on Will saves vs fear. This stacks with all other modifiers.
Bullheaded	FR 34 WOT 42		<i>Forgotten Realms regions: Damara, Dragon Coast, the Great Dale, Moonshaes, Narfell, Nelanther Isles, Rashemen, Vaasa, Western Heartlands, gold dwarf, gray dwarf, and shield dwarf.</i> <i>Wheel of Time backgrounds: Aiel, Midlander.</i> +1 on Will saves. +2 on Intimidate skill checks.
Career Operative	SPY 69	Level 6+	+2 on Fortitude, Reflex, and Will saves.
Child of the Earth	KPG 83		<i>Supposedly limited to Kingdoms of Kalamar people of the Deji raised in O'Par, Paru'Bor, or Ek'Gakel.</i> <i>This feat can only be taken at first level.</i> You add your CON modifier as a luck bonus to all saving throws.
Controlled Breathing	DUN 81		+2 on Fortitude save against gas attacks. +4 on CON checks to avoid taking damage from suffocation, smoke inhalation, or drowning.
Courage	RL 47		+4 on saves versus fear.
Dead Man Walking	RL 47	Survived a lost encounter	Surviving a lost encounter means being reduced to -1 hit points or less or failing a Horror save. Whenever you successfully save versus fear or horror, you gain a +2 bonus to all saves and skill checks for the remainder of the encounter.
Death Trance	RO 49		<i>This feat is normally restricted to the Lion clan in the Rokugan setting.</i> You fear nothing. You are immune to fear effects and give a +4 morale bonus on fear saves to allies within 10 feet.
Dexterous Fortitude	ELH 53	Epic Character DEX 25+ Slippery Mind ability	Once per round, when targeted by an effect that requires a Fortitude save, you may make a Reflex save instead.
Dexterous Will	ELH 53	Epic Character DEX 25+ Slippery Mind ability	Once per round, when targeted by an effect that requires a Will save, you may make a Reflex save instead.
Disciplined	FR 34 WOT 42		<i>Forgotten Realms regions: Aglarond, Anauroch, Cormyr, Impiltur, Thay, strongheart halfling, sun elf, and rock gnome.</i> <i>Wheel of Time backgrounds: Aiel, Atha'an Miere.</i> +1 on Will saves. +2 on Concentration skill checks.
Epic Fortitude	ELH 54	Epic Character	+4 on Fortitude saves.
Epic Reflexes	ELH 54	Epic Character	+4 on Reflex saves.
Epic Will	ELH 54	Epic Character	+4 on Will saves.
Fearless {1}	DRG 30	Iron Will	+3 on Will saves versus fear.
Fearless {2}	CAM02 (p34)	WIS 13+	<i>This feat may be taken more than once.</i> +5 on Will saves versus fear.
Fearless {3}	KPG 86		Effects that would make you "panicked" are reduced to "frightened", "frightened" are reduced to "shaken", and "shaken" is reduced to nothing.
Fearless Leader	CAM02 (p34)	WIS 13+ Fearless Level 5+	<i>This feat may be taken more than once, each time adding to the number of allies you help.</i> You grant +5 on Will saves versus fear to up to your level in allies that are in your presence.

Saving Throw Feats (2 of 4)

Feat Name		Prerequisites	Description
Firefighter Training	GA 88	Survival skill 5+	When exposed to extreme heat, you make Fortitude saves half as often. When immersed in fire, you may still make a Reflex save to avoid damage, but the DC is 20. You ignore terrain effects caused by ash clouds. You treat heavy smoke as only 1/4 concealment (instead of 1/2). +4 on Reflex saves to avoid catching fire, to put yourself out, and avoiding fire explosions. +4 on Fortitude saves to avoid choking from smoke inhalation. +4 on Survival checks to avoid poisonous gas clouds.
From the Gutter	DU092 (ph 30)		<i>This feat can only be taken at first level.</i> +1 on Will saves. +1 hit point. +1 on Pick Pockets.
Grace Under Pressure	DUN 81		+2 on saves versus fear and confusion. +2 on DC of attempts to intimidate you.
Great Fortitude	PHB 82 CoC 40 SW 95 SW2 110 WOT 93 SPY 69		+2 on Fortitude saves.
Grim Determination	DRG 31	Iron Will Fearless {1}	When you make a successful save versus fear, you gain a +2 competence bonus to hit the source of that fear for the rest of the encounter or until you fail another fear save. Once you miss a save, you cannot use this feat again for 24 hours.
Hardiness	KPG 86	Toughness	+4 on Fortitude saves against poison.
Headstrong	SW2 110 CCW 92		+1 synergy bonus on Will saves. +2 synergy bonus on Intimidate checks.
Improved Aura of Courage	ELH 57	Epic Character CHA 25+ Aura of Courage ability	Your aura of courage grants a +8 morale bonus on saves against fear.
Improved Aura of Despair	ELH 57	Epic Character CHA 25+ Aura of Despair ability	Your aura of despair grants a -4 morale penalty on all saves.
Improved Spell Resistance	ELH 60	Epic Character Spell Resistance 1+	<i>This feat may be taken multiple times</i> +2 on Spell Resistance.
Iron Will	PHB 83 CoC 40 SW 95 SW2 111 WOT 93 SPY 69		+2 on Will saves.
Jaded	RL 48		+4 on Will saves versus Horror.
Legacy	KPG 87	Iron Will	You are treated as being 2 levels higher for your ability to resist spells that depend on level (such as Sleep and Cloudkill).
Lightning Reflexes {1}	PHB 83 CoC 40 SW 95 SW2 112 WOT 93 SPY 69		+2 on Reflex saves.
Luck of Heroes	FR 36 OA 64 WOT 43 DR-A5 p107		<i>Forgotten Realms regions: Aglarond, Dalelands, Tethyr, and the Vast.</i> <i>Rokugan Ancestor Feat (starting character only)</i> <i>Wheel of Time backgrounds: Midlander.</i> +1 on Fortitude, +1 on Will, and +1 on Reflex saves.
Magical Null	QD 39		<i>Supposedly limited to Dwarves.</i> +4 on saves against spells and spell-like effects (but not those generated by magical items). There is a 10% chance of any beneficial spell failing when it is cast on you.
Nerves o' Steel	DL 54		If you fail a Will save versus fear, you may choose not to flee. You still suffer any other effects of the failed saving throw.
Noble Pride	KPG 89		<i>Supposedly limited to Kingdoms of Kalamar Humans from the Kalamaran Empire</i> <i>This feat can only be taken at first level.</i> +2 to save against fear.
Open Mind	RL 48		+4 on Will saves versus Madness.
Perfect Health	ELH 63	Epic Character CON 25 Great Fortitude	You are immune to all nonmagical diseases and to poisons with a Fortitude save DC of 25 or less.
Pilgrim	KPG 89	Knowledge(Religion) 5+	+2 divine bonusto save against enemies of your faith.

Saving Throw Feats (3 of 4)

Feat Name		Prerequisites	Description
Poison Immunity {1}	T&T 37	CON 12+ Knowledge(Poison) 5+	+4 on saves versus non-magical poisons.
Poison Immunity {3}	BVD 49		<i>This feat may be taken multiple times, each for a different poison.</i> Choose one poison to become completely immune to. +1 on saves versus all other poisons (does not stack with itself).
Poison Immunity {4}	QD 40	Poison Resistance {2} +5 Base Fortitude save	<i>This feat may be taken multiple times, each for a different ability.</i> Choose an ability you have Poison Resistance for. When you make a save against a poison that would damage this ability, you may “take 10” on the save.
Poison Immunity {5}	SA 140		<i>This feat may be taken multiple times, each for a different poison.</i> Choose one poison to become completely immune to.
Poison Resistance {1}	AZ 48		<i>This feat may be taken multiple times.</i> +2 on saves against poison.
Poison Resistance {2}	QD 40	+3 Base Fortitude save	<i>This feat may be taken multiple times, each for a different ability.</i> Choose an ability. You receive +4 to save against a poison that would damage this ability.
Pressure Survival	SH 21	Swim skill 1+	+4 circumstance bonus to save against the harmful effects of pressure (such as being deep underwater).
Pure Hearted	UD 28	WIS 14+ Good Alignment Stout Hearted	Any time an undead would deal a negative level to you, you may make a Fortitude save (same DC as later used to avoid making it permanent) to ignore the negative level and instead deal 2d6 damage on the opponent that tried to affect you.
Resist Death	ELH 111	Epic Character Level 21+ or HD 21+	<i>This feat may be taken multiple times.</i> Normally, when taking massive damage (50 HP or more from a single attack for medium size) you make a Fortitude save DC 15 or die. Each time you take this feat, add your base amount again (for example 50 becomes 100 then 150).
Resist Disease	MoW 25 KPG 90		You get +4 on Fortitude saves against diseases.
Resist Poison {1}	MoW 25 FR 37 OA 65		<i>Forgotten Realms regions: Gray dwarf, half-orc, and orc.</i> <i>In Rokugan, you may only take this feat at first level.</i> <i>Rokugan Ancestor Feat</i> You get +4 on Fortitude saves versus poison.
Resist Poison {2}	KPG 90		<i>This feat can be taken multiple times, each with a different poison.</i> Choose a type of poison. You get +2 on Fortitude saves against this poison.
Rugged	SW2 115		+1 synergy bonus on Fortitude saves. +2 synergy bonus on Survival checks.
Scurvy Dog	SH 22	CON 13+	+4 on saves against diseases (initial, repeat, and recovery).
Shadow Heritage	DU096 (ph 7)		<i>You may only take this feat at first level.</i> You gain +1 on two different saving throws of your choice. You gain low-light vision. You can see twice as far as normal in starlight, moonlight, torchlight, and similar light sources and you retain color vision in this condition.
Shock Reistant	KPG 91	CON 13+ Undying	You automatically succeed at Fortitude saves to resist death from massive damage.
Skeptic	KPG 83		+4 circumstance bonus to save against phantasms.
Snake Blood	FR 38		<i>You may only take this feat at first level.</i> <i>Regions: Chult, Tashalar, and the Vilhon Reach (Hlondeth only).</i> You get +2 on Fortitude saves versus poison and +1 on Reflex saves.
Steady	SW2 116		+1 synergy bonus on Reflex saves. +2 synergy bonus on Balance checks.
Stoic Composure	DR284 p123	CON 13+ Endurance Toughness {1}	You automatically make your save when subjected to massive damage. In addition, if you are brought to negative hit points, you have a 50% chance to stabilize at the end of each round. This feat does not prevent you from being killed by being reduced to -10 hit points.
Stout Hearted	UD 28	WIS 14+ Good Alignment	+4 competence bonus to save versus having a negative level become permanent and to resist spells that deal negative levels.
Strong Soul	FR 38 WOT 43		<i>Forgotten Realms regions: Dalelands, Moonshaes, deep gnome, ghostwise halfling, lightfoot halfling, moon elf, rock gnome, strongheart halfling, sun elf, wild elf, and wood elf.</i> <i>Wheel of Time backgrounds: Borderlander, Midlander.</i> +1 on Fortitude and +1 on Will saves. You also gain an additional +1 on saves versus energy draining and death effects.

Saving Throw Feats (4 of 4)

Feat Name		Prerequisites	Description
Survival	SA 144	Wilderness Lore skill 2+	<i>This feat may be taken multiple times, each with a different terrain type.</i> Choose a terrain type. You get +2 on Fortitude saves against weather conditions in this terrain. You get +4 on Wilderness Lore checks in this terrain.
Survivor	FR 38 WOT 43		<i>Forgotten Realms regions: Anauroch, Chondalwood, Chult, Damara, Hordelands, Moonshaes, Narfell, the North, the Shaar, Rashemen, Silvermoon, Vaasa, Vilhon Reach, Western Heartlands, deep gnome, drow elf, lightfoot halfling, ghostwise halfling, shield dwarf, and wild elf.</i> <i>Wheel of Time backgrounds: Aiel.</i> +1 on Fortitude saves. +2 on Wilderness Lore skill checks.
Survival Instincts	SST 83		<i>Supposedly limited to the Taan race of Sovereign Stone.</i> +2 on Fortitude saves. +2 on Wilderness Lore skill checks.
Temperature Tolerance	DSH 90	CON 13+	+4 on Fortitude saves to resist the effects of heat and cold.
Thick Skin <i>(aka Thick Hide)</i>	DUN 82 SST 83		<i>You can take this feat once each for cold and heat.</i> +4 on Fortitude saves to resist subdual damage from very hot or very cold environments (choose one).
Widen Aura of Courage	ELH 69	Epic Character CHA 25+ Aura of Courage ability	Your aura of courage affects all allies within 100 feet.
Widen Aura of Despair	ELH 69	Epic Character CHA 25+ Aura of Despair ability	Your aura of despair affects all allies within 100 feet.

Skill Feats (Part 1 of 11)

Feat Name		Prerequisites	Description
Academy	SA 127	INT 15+	<i>Fighters can take this as one of their bonus feats. This feat can only be taken at first level.</i> Choose 3 skills from the following list. They are now in-class skills for you. Skills= Balance, Bluff, Climb, Diplomacy, Escape Artist, Handle Animal, Heal, Intimidate, Jump, Listen, Ride, Search, Sense Motive, Spot, Swim, Tumble, Use Rope, Wilderness Lore.
Acrobat	SA 127	Perform skill 4+	Climb, Jump, Tumble, and Rope Use are in-class skills for you.
Acrobatic {1}	S&S 38 SW 92 SW2 105 CoC 39 DU090 (ph43) DU091 (ph 40) DU092 (ph 29)		+2 on Jump. +2 on Tumble.
Acrobatic {2}	T&T 34	DEX 15+	+2 on Balance. +2 on Tumble.
Acrobatic {3}	SPY 87	Balance skill 1+ Jump skill 1+ Tumble skill 1+	+2 on Balance. +2 on Tumble. +2 on Tumble. Your threat range on these skills increases to 19-20. <i>[Threat range on skills is a Spycraft setting concept]</i>
Advanced Skill Mastery	SPY 89	A basic skill feat Level 6+	<i>This feat can be taken multiple times, each with a different skill feat.</i> Your bonus from the basic skill feat increases from +2 to +3. Your threat range on these skills increases to 18-20. <i>[Threat range on skills is a Spycraft setting concept]</i>
Alertness {1}	PHB 80 CoC 39 SW 92 SW2 105 WOT 89		+2 on Listen. +2 on Spot.
Alertness {2}	SPY 87	Listen skill 1+ Search skill 1+ Spot skill 1+	+2 on Listen. +2 on Search. +2 on Spot. Your threat range on these skills increases to 19-20. <i>[Threat range on skills is a Spycraft setting concept]</i>
Alluring	S&S 38	Persuasive {1} Trustworthy	+2 on Diplomacy. +2 on save DCs against your mind-affecting, language-dependent spells.
Amazing Agility	SB 17	Balance skill 12+	You may always Take 20 on any Balance check.
Animal Affinity {1}	CoC 39 SW 92 SW2 105 WOT 91		+2 on Handle Animal. +2 on Ride.
Animal Affinity {2}	SA 128	CHA 11+	Animal Empathy is an in-class skill for you. +1 circumstance bonus on Ride and Handle Animal.
Animal Empathy	KPG 81	Sense Motive skill 1+	You can use the Sense Motive skill on animals.
Animal Friend {1}	DRG 28	CHA 13+	+2 on Handle Animal. +2 on Animal Empathy.
Appearance – Above Average	SA 128	CHA 11+	<i>This feat can only be taken at first level.</i> +2 competence bonus on Bluff (social situations only), Diplomacy, and Gather Information.
Arcane Expert	QR 46		+2 on Knowledge(Arcana). +2 on Use Magic Device.
Area of Expertise	DRG 28	INT 13+	<i>You can take this feat multiple times, each with a different area of knowledge.</i> +2 on Knowledge checks on one area of choice. +2 on Gather Information checks on that area.
Arsonist	SA 128	Profession(Arsonist) 4+	Alchemy, Craft(Bomb), Hide, and Knowledge(Mathematics) are in-class skills for you.
Artist {1}	FR 33 OA 61 WOT 42		<i>Forgotten Realms regions: Chessenta, Evermeet, Waterdeep, and rock gnomes.</i> <i>Wheel of Time backgrounds: Taraboner, Ogier.</i> <i>Rokugan Ancestor Feat (starting character only)</i> +2 on Perform. +2 on a single Craft skill that involves art.
Artist {2}	SA 129	Any Craft skill 4+	Bluff, Forgery, Knowledge(Arcana), and Perform are in-class skills for you.
Artistic Crafter	KPG 81		<i>Supposedly limited to Kingdoms of Kalamar countries Geanavue, Pekal, or Xaarum, or to Elf race</i> <i>This feat can only be taken at first level.</i> Choose a Craft skill. You can “take 20” on that skill.

Skill Feats (Part 2 of 11)

Feat Name		Prerequisites	Description
Athletic {1}	S&S 38 CoC 39 SW 93 SW2 106 WOT 91 DU090 (ph 43) DU092 (ph 29)		+2 on Climb. +2 on Swim.
Athletic {2}	SPY 87	Climb skill 1+ Sport skill 1+ Swim skill 1+	+2 on Climb. +2 on Sport. +2 on Swim. Your threat range on these skills increases to 19-20. <i>[Threat range on skills is a Spycraft setting concept]</i>
Augmented Alchemy	ELH 51	Epic Character INT 21+ Alchemy skill 24+	You can make an alchemical substance more powerful by raising the DC by 20 and multiplying the cost by 5. If it deals damage, double the damage; else double the duration; else double all the dimensions of the area.
Bargain	SB 17	CHA 13+	+4 competence bonus on Profession(Merchant) checks when buying and selling goods.
Barterer	SA 129	Appraise skill 4+	+3 circumstance bonus on Bluff and Sense Motive when haggling for goods and services.
Bazaar Veteran	KPG 83		<i>Supposedly limited to Kingoms of Kalamar countries Ahznomahn, Ashoshani, Bet Kalamar, Bet Seder, Bet Urala, Dalen, Dowond-Brandel, Monahm-Ahnoz, Ospolen, P'Bapar, Svomahni, Thygasha, Zha-nehzmish, or Zoa.</i> <i>This feat can only be taken at first level.</i> +4 on Appraise for common goods and +4 on Bluff to barter for these goods. The bonus is +2 for less common goods.
Bootlicker	EVIL 58		+3 on Bluff and Diplomacy when you beg, grovel, or plead to someone who has an advantage over you.
Born to Ride	QE 51	Ride skill 1+	You may use your full ride skill on any creature. Normally, you take a -2 or -5 penalty on riding creatures you have not trained on.
Born to the Cradle	KPG 83		<i>Supposedly limited to Kingoms of Kalamar countries Meznamish, Ohzvinmish, or Zazahni.</i> <i>This feat can only be taken at first level.</i> +2 to Sense Motive. +2 to Innuendo.
Born to the Saddle {1}	CA 163	Ride skill in class	<i>You may only take this feat at first level.</i> Your family has a tradition of horsemanship. +2 on Ride checks. You are considered to have the Endurance feat for checks involving riding.
Born to the Saddle {2}	KPG 83		<i>Supposedly limited to Kingoms of Kalamar countries Drhokker or Dodera.</i> <i>This feat can only be taken at first level.</i> +1 to Ride. +1 dodge bonus to AC while mounted.
Bribery	EVIL 58		+3 on Diplomacy to convince someone to participate in an illegal action. The bonus becomes +5 if a payment of a week's wages or more is offered. An additional +1 per extra week's wages is possible with the GM's permission.
Bureaucratic Flair	CCW 92		+2 aptitude bonus on Diplomacy and Intimidate checks.
Captain	SA 130	Profession(Sailor) 8+ or Profession(Commander) 8+	Bluff, Diplomacy, Intimidate, Search, Sense Motive, and Spot are in-class skills for you.
Cat Burglar	KPG 83	DEX 13+ Climb skill 5+	+2 on Balance. +2 on Climb.
Caustic Wit	QD 38		+2 on Diplomacy and +2 on Intimidate in situations where a clever insult can help.
Chariot Control	GL 40	Handle Animal 8+	You may make tight turns with a chariot without making a Handle Animal check.
Charlatan	S&S 38		+2 on Bluff. +2 on Disguise.
Church Education	CA 163		The clergy has trained you from a young age. Knowledge: Religion is always an in-class skill. Cleric is considered to be an additional favored class.
Circleof Friends	KPG 83		+4 on Gather Information and +4 on Intimidate in a particular city or organization.
Cold and Cunning	RO 49		<i>Rokugan clans: Mantis.</i> +2 on Bluff. +2 on Pick Pocket.
Comeliness	FS 94		<i>This is considered a Social Feat in the Fading Suns setting.</i> +2 bonus on CHA-based skills in situations where your appearance matters (such as in seduction).

Skill Feats (Part 3 of 11)

Feat Name		Prerequisites	Description
Commander	SA 130	Profession(Commander) 4+	Bluff, Diplomacy, Knowledge(War), and Sense Motive are in-class skills for you.
Conceal Weapon	DRG 29	INT 13+	+2 on Bluff checks to convince someone you are unarmed or to hide a weapon on your person. Hidden weapons are not considered as stored weapons, so you may draw them as normal. If you also have the Quick Draw {1} feat, your first attack when drawing is at +2. In addition, if you make a Bluff check against that opponent, this first attack catches them flat-footed.
Contortionist	DRG 29	DEX 13+	+4 on Escape Artist checks made to escape grapple attacks of avoid being swallowed whole by a large creature.
Cosmopolitan	FR 34 WOT 42		<i>Forgotten Realms regions: Amn and Waterdeep.</i> <i>Wheel of Time backgrounds: Cairienin, Domani, Ebou Dari, Illianer, Tar Valoner.</i> +2 on one skill that is not a class skill for you. That skill becomes a class skill.
Courteous Magocracy	FR 34		<i>Forgotten Realms regions: Evermeet and Halruaa.</i> +2 on Diplomacy. +2 on Spellcraft.
Courtesan	SA 130	Female Bluff skill 4+	Balance, Diplomacy, Perform, and Sense Motive are in-class skills for you.
Craftsman	SA 130	INT 13+	You make Craft checks unskilled as if you had 1 rank in the skill.
Criminal	SA 130	Profession(Criminal) 4+	Escape Artist, Innuendo, Open Lock, and Pick Pocket are in-class skills for you.
Dangerous Beauty	SA 131	CHA 15+ Appearance – Above Average	This feat can only be taken at first level. Targets of your seduction attempts (uses Bluff skill) do not add their WIS bonus to their Sense Motive checks.
Daredevil {1}	RO 49		<i>Rokugan clans: Hare.</i> You may take this feat multiple times. Each adds an additional time per day, but no single action may receive this bonus twice. Once per day when performing a risky or dangerous maneuver, you may gain a competence bonus to a skill check of your CHA bonus plus half your level.
Debater	SA 131	CHA 13+ Bluff skill 5+	+3 competence bonus to Bluff and Intimidate when debating a point.
Detailed Knowledge	HVM 33	A Knowledge skill 3+	<i>This feat may be taken multiple times, each with a different Knowledge skill.</i> You can make retry rolls (after a time) for a Knowledge skill of your choice.
Detect Lie	SA 132	CHA 13+ Sense Motive skill 6+	You can take 20 when making a Sense Motive to check if someone is lying to you. You can do this up to half your CHA bonus (round up) times per day.
Doctor	SA 132	Profession(Doctor) 4+	Alchemy, Animal Empathy, Handle Animal, and Heal are in-class skills for you.
Ear of the Emperor	RO 50		<i>You may only take this feat at first level.</i> <i>Rokugan Ancestor Feat</i> <i>Rokugan clans: Imperial Families.</i> +2 on Diplomacy and Sense Motive. This bonus is +4 if you are wearing no visible armor or weapons.
Ears of the Fox	QE 51	Listen skill 1+	+2 on Listen. You can make Listen check at -5 to wake up due to a menacing noise.
Education {1}	FR 34 WOT 42		<i>Forgotten Realms regions: Amn, Chessenta, Cormyr, Evermeet, Lantan, Mulhorand, Sembia, Silverymoon, Waterdeep, moon elf, and sun elf. (Take this feat only at first level)</i> <i>Wheel of Time backgrounds: Tar Valoner, Ogier.</i> All Knowledge skills are class skills for you. +1 on each of two Knowledge skills of your choice.
Education {2}	DU092 (ph 30)		<i>This feat may only be taken at first level.</i> Choose on Knowledge skill. That skill is always in class for you.
Eidetic Memory {2}	AZ 48		+4 on Knowledge checks and other skills pertaining to the precise recall of information.
Emissary	DRG 30	CHA 13+	+2 on Diplomacy. +2 on CHA checks when dealing with non-humanoid creatures.
Empathy	T&T 35		+2 on Innuendo. +2 on Sense Motive.
Engineer	SA 132	Profession(Engineer) 4+	Alchemy, Craft, Disable Device, and Knowledge(Mathematics) are in-class skills for you.
Epic Reputation	ELH 54	Epic Character	+4 on Bluff, Diplomacy, Gather Information, Intimidate, and Perform.

Skill Feats (Part 4 of 11)

Feat Name		Prerequisites	Description
Epic Skill Focus	ELH 54	Epic Character 20 ranks in the skill	<i>This feat may be taken multiple times, each with a different skill.</i> Choose a skill. +10 on the chosen skill.
Etiquette {1}	DSH 88	CHA 13+	When making a Diplomacy check, you ignore any circumstance penalties for dealing with someone from a different culture. You also gain a +2 bonus on your CHA check to alter an NPC's initial attitude toward you.
Exotic Steed	KPG 83		<i>Supposedly limited to Kingdoms of Kalamar countries Thygasha, Ehzhimahn, Slen, Tarisato, or raised in a desert, jungle, or marsh.</i> +4 on Ride and Handle Animal for mounts other than horse, donkey, pony, or riding dog.
Expert Climber	QR 49	DEX 15+	+2 on Balance. +2 on Climb. +2 on Rope Use.
Explorer	KPG 85		<i>Supposedly limited to Kingdoms of Kalamar countries Cosdol, Eldor, Mendarn, Wild Lands, or raised in jungle, desert, marsh, or unclaimed land.</i> <i>This feat can only be taken at first level.</i> +2 on Wilderness Lore. +2 on Knowledge(Nature).
Eye for Detail	T&T 35		+2 on Appraise. +2 on Search.
Eye for Quality	QR 50	WIS 15+	+2 on Appraise. +2 on Forgery.
Eyes of the Hawk	QE 52	Spot skill 1+	1.5x on spotting distances. 1.5x on ranged weapon range increments.
Fable Weaver	KPG 85	Perform skill 1+	+4 on Perform when telling a story.
Falconer	SA 133	Handle Animal 4+	Animal Empathy, Handle Animal, Sense Motive, and Wilderness Lore are in-class skills for you. You know how to train Falcons.
False Start	SPY 89	A basic skill feat	Choose one basic skill feat you have. If you fail a check for any skill that feat increases, you may try again faster than normal. The normal time is reduced as follows: more than 1 round=next round, more than one minute=next minute, more than 10 minute=next 10 minutes, more than one hour=next hour, etc. If the skill requires materials, half are used in the failed attempt. You may also take 20 on a skill using only 15 times the required time (instead of 20 times).
Fast Talker	T&T 35	CHA 15+	+2 on Bluff. +2 on Diplomacy.
Fence	SA 133	Profession(Merchant) 4+	Appraising, Bluff, Diplomacy, and Gather Information are in-class skills for you.
Field Operative	SPY 87	Innuendo skill 1+ Read Lips skill 1+ Sense Motive skill 1+	+2 on Innuendo. +2 on Read Lips. +2 on Sense Motive. Your threat range on these skills increases to 19-20. <i>[Threat range on skills is a Spycraft setting concept]</i>
Fishmonger	CA 164		<i>You may only take this feat at first level.</i> <i>Codex Arcanis nation: Milandir.</i> You are trained as an actor. Disguise, Perform, Bluff, and Innuendo are in-class skills for you. +2 on Perform(Acting) checks. Bard is an additional favored class.
Fletcher	QE 52	Craft(Bowmaking) skill 1+	+3 on Craft(Bowmaking). Once per day, when you run out of arrows, you discover 1d8 extra that you made. You cannot use this again until you spend time making arrows.
Forage	QE 52	Wilderness Lore skill 1+	+2 on Wilderness Lore when looking for food (but not hunting).
Forester	FR 35		<i>Forgotten Realms regions: Chondalwood, Dalelands, the Great Dale, the High Forest, ghostwise, halfling, moon elf, wild elf, and wood elf.</i> +2 on Heal. +2 on Wilderness Lore.
Forger	SA 134	Forgery skill 4+	Bluff, Decipher Script, Forgery, and Gather Information are in-class skills for you.
Fortune Teller	SA 134	Perform skill 4+	Bluff, Diplomacy, Scry, and Sense Motive are in-class skills for you.
Gambler	WOT 42		<i>Wheel of Time backgrounds: Ebou Dari, Tairen.</i> +2 on Profession(Gambler). +2 on Sense Motive. Profession(Gambler) is an in-class skill for you.
Gifted Liar	SA 134	CHA 12+	<i>This feat can only be taken at first level.</i> +4 competence bonus to Bluff, Diplomacy, and Innuendo checks when lying to pass on false information. This bonus is +1 when passing on true information.
Glib Tongue	KPG 86		+4 on Bluff and Diplomacy checks that involve speaking.
Golden Tongue	DUN 81		+2 on Diplomacy. +2 on Bluff (except when feinting or creating a diversion to hide).
Grace	BF 49		+2 racial bonus on all CHA-based skill checks.

Skill Feats (Part 5 of 11)

Feat Name		Prerequisites	Description
Grand Skill Mastery	SPY 90	A basic skill feat Advanced Skill Mastery Level 12+	<i>This feat can be taken multiple times, each with a different skill feat.</i> Your bonus from the basic skill feat increases from +3 to +4. Your threat range on these skills increases to 17-20 and all threats are automatically criticals. Once per session you may re-roll a failed skill check (but not a critical failure). The Game Master now requires three action die to cause a critical failure. <i>[Threat range on skills is a Spycraft setting concept]</i>
Grasshopper Strike	DR279 p63	DEX 13+ Dodge Mobility {1} Spring Attack +4 Base Attack Tumble skill 5+ Jump skill 5+	You can take 10 on Jump and Tumble checks, even during combat. This means you can jump as part of your move without making a roll.
Greedy Eyes	DRG 30		When using the Appraise skill, you may take -2 in order to take one round instead of one minute to estimate an item's value. You may not use a magnifying glass or scale with this kind of check.
Guide	SA 134	Knowledge(Area) 4+	Climb, Gather Information, Intuit Direction, and Perform are in-class skills for you.
Handy	SA 135	INT 13+	+1d4 competence bonus to Craft checks to make something.
Healing Touch	SA 135	Healing skill 8+	When you perform first aid successfully, your target gets +1d3 HP in addition to becoming stable. When performing long term care, the patient recovers hit points at triple (instead of double) rate.
Heavy Scarring	SST 82	Level 5+	<i>Supposedly limited to the Taan race in Sovereign Stone.</i> +3 on Bluff. +3 on Intimidate. This is due to fearful appearance.
Heightened Senses	SA 135	Alertness	<i>This feat can only be taken at first level.</i> +2 to Listen, Search, and Spot. This stacks with all other bonuses. +1 on ranged attacks made at medium and long range.
Herbalist	SA 135	Wilderness Lore 4+	Alchemy, Heal, Knowledge(Nature), and Wilderness Lore are in-class skills for you.
High Culture	CCW 92		+2 aptitude bonus on Entertain and Tumble checks.
Honeyed Tongue	CA 164	CHA 13+ WIS 13+ Skill Focus(Sense Motive) Judge of Character	+2 on Bluff. +2 on Diplomacy. +2 on Innuendo. +2 on Intimidate.
Hunter	SA 135	Profession(Hunter) 4+	Climb, Listen, Spot, and Wilderness Lore are in-class skills for you.
Ichi-Miru	RO 51	Diplomacy 5+ Listen 5+ Sense Motive 5+ Spot 5+	+4 competence bonus on Sense Motive. You gain an additional +2 bonus if you have any levels of the Rokugan setting's Courtier class.
Improved Chariot Sideswipe	GL 41	Chariot Control	+6 competence bonus on Handle Animal checks when performing a sideswipe with a chariot.
Improvise Thieves' Tools	T&T 37		When you do not have proper tools, you no longer suffer the -2 penalty on Disable Device and Open Lock checks
Impulse Buy	FS 99		<i>This is considered a Social Feat in the Fading Suns setting.</i> +2 on Bluff, Diplomacy, and Intimidate when used to sell something. You can jack up the price 10% for every 5 points you exceed the required DC. The sell attempt can be opposed by Sense Motive.
Increased Manual Dexterity	SA 136	DEX 11+	<i>This feat may be taken multiple times.</i> +1 to skills that use your DEX modifier when you are performing actions that require fine manipulation.
Indomitable Will	SA 136	Iron Will	+4 competence bonus on Sense Motive against Bluff. +4 competence bonus on Diplomacy against Diplomacy. Your Iron Will bonus is increased to +3.
Informant	SA 136	Profession(Spy) 4+	Gather Information, Hide, Listen, and Move Silently are in-class skills for you.
Information Junkie	DSH 89		+2 on Gather Information. +2 on Research.
Instinctive Miner	QD 39		<i>Supposedly limited to Dwarves.</i> +2 bonus on Profession(Mining). You can dig an additional cubic foot of ore every 4 hours.
Iron Feather	WoN 70	DEX 16+ Skill Focus(Move Silently) +6 Base Attack	<i>Rokugan clans: Crane.</i> +4 competence bonus on Hide and Move Silently. +2 on saves versus divination magic that would reveal your location or identity.

Skill Feats (Part 6 of 11)

Feat Name		Prerequisites	Description
Islander	KPG 87		<i>Supposedly limited to Kingdoms of Kalamar countries Malavla, Shyff, Aasaer, Baethel, Ardarr-Norr, or Saaneiem.</i> <i>This feat can only be taken at first level.</i> +2 on Swim. +4 on Profession(Sailor).
Jack of All Trades {1}	S&S 40 D&D 51	Character level 8+	You may use any skill untrained, even if it would normally be denied to you entirely. This does not grant the ability to gain ranks in any skill you are normally denied.
Jack of All Trades {3}	AZ 48	Rogue level 1+	You may use any skill untrained, even if it would normally be denied to you entirely. This does not grant the ability to gain ranks in any skill you are normally denied.
Judge of Character	CA 164	WIS 13+ Skill Focus(Sense Motive)	+3 on Sense Motive.
Keen Senses	SA 136	WIS 11+ INT 11+ Alertness	Your Alertness bonus is +3 (instead of +2). The Alertness bonus of +3 also applies to Search.
Keen Vision	T&T 37		+2 on Search. +2 on Spot.
Knowledgeable	DUN 82	INT 13+	You may make any Knowledge skill check as an untrained INT check. The DC for such checks is at +5.
Legendary Climber	ELH 61	Epic Character DEX 21+ Balance skill 12+ Climb skill 24+	You can ignore any penalties for accelerated (normally -5 for full speed) or rapid climbing (normally -20 for double speed).
Legendary Leaper	ELH 62	Epic Character Jump skill 24+	Your height no longer restricts your jumping distance.
Legendary Rider	ELH 62	Epic Character Ride skill 24+	You take no penalty for riding an unfamiliar mount or for riding without a saddle. You do not need to make Ride checks to control a mount in combat, even if the mount is untrained.
Legendary Tracker	ELH 62	Epic Character WIS 25+ Track Wilderness Lore 30+ Knowledge(nature) 30+	You can track creatures across water (DC 60), under water (DC 80), and through the air (DC 120).
Light Footed {1}	DRG 31	DEX 13+	You may use your Move Silently roll against creatures with tremorsense. Normally this roll does not work. You also gain a +2 bonus on Move Silently against Dragons and other creatures are lack tremorsense but have keen senses.
Light Footed {2}	KPG 88		+2 competence bonus to Move Silently. The DC to track you is increased by 4.
Linguist {1}	CA 164		+2 insight bonus on Speak Language, Decipher Script, and Innuendo. Speak Language is an in-class skill for you.
Linguist {2}	SA 136	4 or more languages	When you spend a skill point to learn a language, you can learn two instead of one.
Living History	WOT 42 CCW 92		<i>Wheel of Time backgrounds: Taraboner, Ogier.</i> <i>Not limited in other settings.</i> +2 on all Knowledge checks.
The Look	SPY 93	CHA 13+	+1 on all CHA based skills when dealing with the opposite sex.
Lookout	SH 20		You can see farther than normal. Instead of suffering a -1 penalty on your Spot check for every 10 feet distance, your distance increment is much larger. It is 30 * (number of 5 foot increments you are above the area you are looking at). For example, in a 30-foot crow's nest you have a 180 feet range increment.
Low Key	QR 50		<i>This feat can only be taken at first level.</i> +2 on Disguise. +2 on Hide. You look so plain that many people just overlook you.
Magical Talent	BEM 6		+2 on Spellcraft. +2 on Knowledge(Arcana).
Magician	SPY 88	Escape Artist skill 1+ Open Lock skill 1+ Sleight of Hand skill 1+	+2 on Escape Artist. +2 on Open Lock. +2 on Sleight of Hand. Your threat range on these skills increases to 19-20. <i>[Threat range on skills is a Spycraft setting concept]</i>
Master Fence	SPY 88	Appraise skill 1+ Forgery skill 1+ Gather Information skill 1+	+2 on Appraise. +2 on Forgery. +2 on Gather Information. Your threat range on these skills increases to 19-20. <i>[Threat range on skills is a Spycraft setting concept]</i>
Master of the Tops	CA 164	Climb skill 1+ Use Rope skill 1+	<i>Codex Arcanis nations: Pirate Isles, Ymandrogore.</i> +10 on Climb checks when in a ship's rigging. You do not lose your DEX bonus to AC when climbing in a ship's rigging.
Mechanical Aptitude	T&T 37		+2 on Disable Device. +2 on Open Locks.

Skill Feats (Part 7 of 11)

Feat Name		Prerequisites	Description
Mercantile Background	FR 35 WOT 43 DR-A5 p107		<i>Forgotten Realms regions: Impiltur, Lake of Steam, Lantan, Sembia, Tashalar, Tethyr, Theist, the Vast, deep gnome, and gray dwarf. Wheel of Time backgrounds: Atha'an Miere, Ebou Dari, Illianer, Taraboner, Tairen.</i> +2 on all checks for a single Craft or Profession of your choice. +2 on Appraise.
Merchant	SA 137	Profession(Merchant) 4+	Appraise, Bluff, Sense Motive, and Speak Language are in-class skills for you.
Mimic {1}	SW 95 SW2 113 WOT 94 DU091 (ph 43)		+2 on Disguise. +2 on Perform(acting) (<i>aka Entertain(acting) in Star Wars</i>).
Mimic {2}	SPY 88	Disguise skill 1+ Perform skill 1+	+2 on Disguise. +2 on Perform. Your threat range on these skills increases to 19-20. [<i>Threat range on skills is a Spycraft setting concept</i>]
Mind Like Water	KPG 88		+4 on Sense Motive.
Mount Empathy	QE 53	Ride skill 1+ Animal Empathy skill 1+ Speak Sylvan language	As a move equivalent action, you may talk to your mount to receive +4 on checks to push the animal. Push actions include getting x5 (instead of x4) run speed, going longer distances, or performing a trick.
Musical Ear	KPG 89	Perform skill with a musical instrument	<i>This feat may be taken multiple times, each with a different instrument..</i> Choose an instrument. +4 on Perform checks using that instrument.
Natural Engineer	KPG 89	Knowledge(Architecture and Engineering) 4+ Profession(Engineer) 4+	+2 on Knowledge(Architecture and Engineering) and Profession(Engineer) for the purpose of designing and building.
Natural Mathematician	KPG 89	Literate	+2 on all skill uses that intensely involve calculations with numbers, such as some uses of Alchemy or Profession(Engineer).
Natural Smith (Armor)	QD 39		<i>Supposedly limited to Dwarves.</i> +2 on Craft(Armorsmith). When crafting armor, the masterwork component is figured at 75 gp (instead of 150 gp).
Natural Smith (Weapons)	QD 39		<i>Supposedly limited to Dwarves.</i> +2 on Craft(Weaponsmith). When crafting weapons, the masterwork component is figured at 150 gp (instead of 300 gp).
Natural Diplomat	SA 138	CHA 17+	<i>This feat can only be taken at first level.</i> +4 competence bonus on Diplomacy and Sense Motive checks against your opponent's Diplomacy.
Natural Swimmer	KPG 89		+4 on Swim. You can hold your breath for 4 times your CON score rounds (instead of just 2 times).
Nature Sense	QE 53	WIS 15+ Elf or Divine spellcaster	Once per day, you may spend a full round concentrating to receive +4 on one skill for an hour. The skill choices are Wilderness Lore, Intuit Direction, and Search.
Nimble	CoC 41 SW 96 SW2 113 WOT 94 DU090 (ph 44) DU091 (ph 43)		+2 on Escape Artist. +2 on Pick Pocket (<i>aka Sleight of Hand in Star Wars</i>).
Noble Bearing	KPG 89	CHA 13+ WIS 13+ or Noble blood	<i>If no noble blood, must have ability to frequently watch nobles.</i> +2 enhancement bonus to Diplomacy and Intimidate.
Noble Birth	DU092 (ph 30)		<i>This feat can only be taken at first level.</i> +1 on Diplomacy. You start with double the normal starting money.
Nobody's Fool	DR285 p33	WIS 13+	+2 on Sense Motive checks and Gather Information checks.
No Identity	DU092 (ph 30)		<i>This feat can only be taken at first level.</i> +2 on Disguise. +2 on Hide to blend into a crowd. Gather Information checks against you suffer a -4 penalty.
Non-Threatening	DRG 31	Small size (or smaller)	When dealing with intelligent creatures of size larger or larger, you get +2 on Bluff and +2 on Diplomacy. In addition, if you have no weapon and have made no hostile moves, you will be ignored in combat while there are other targets. These bonuses are lost if the creature suspects you or if it likes to bully weaker creatures.
Notorious	SH 21		+4 on Intimidate checks when dealing with someone who had a chance to be aware of your deeds or demeanor.

Skill Feats (Part 8 of 11)

Feat Name		Prerequisites	Description
Ordained	SA 139	INT 13+ Lawful alignment	+1 free rank of Knowledge(Arcana). +4 circumstance bonus in social situations with followers of your faith. The church feeds you, provides basic needs, and a small stipend. On Theah, the stipend is 30g/month.
Ordinary Past	SPY 88	Craft skill 1+ Hobby skill 1+ Profession skill 1+	+2 on all Crafts. +2 on all Hobbies. +2 on all Professions. Your threat range on these skills increases to 19-20. <i>[Threat range on skills is a Spycraft setting concept]</i>
Outdoorsman	SPY 89	Handle Animal skill 1+ Survival skill 1+ Use Rope skill 1+	+2 on Handle Animal. +2 on Survival. +2 on Use Rope. Your threat range on these skills increases to 19-20. <i>[Threat range on skills is a Spycraft setting concept]</i>
Perfectly Still	QE 53	DEX 13+	+4 circumstance bonus to Hide when still. +3 to Hide when moving no more than 5 feet per round.
Perfect Skill Mastery	SPY 90	A basic skill feat Advanced Skill Mastery Grand Skill Mastery Level 18+	<i>This feat can be taken multiple times, each with a different skill feat.</i> Your bonus from the basic skill feat increases from +4 to +5. Your threat range on these skills increases to 16-20 and all threats are automatically criticals. Three times per session you may re-roll a failed skill check (but not a critical failure and a maximum of once for any given check). The Game Master now requires three action die to cause a critical failure. <i>[Threat range on skills is a Spycraft setting concept]</i>
Performer	SA 139	Perform skill 4+	Bluff, Disguise, Perform, and Sense Motive are in-class skills for you.
Persuasive {1}	S&S 40 CoC 41 SW 96 SW2 113 WOT 94 DU 090 (ph44) DU091 (ph 43)		+2 on Bluff. +2 on Intimidate.
Persuasive {2}	SPY 89	Bluff skill 1+ Diplomacy skill 1+ Intimidate skill 1+	+2 on Bluff. +2 on Diplomacy. +2 on Intimidate. Your threat range on these skills increases to 19-20. <i>[Threat range on skills is a Spycraft setting concept]</i>
Physically Intimidating	FIW 110	STR 13+	You can use your STR bonus instead of your CHA bonus on Intimidate checks.
Poison Craftsman	QR 51	Craft(Poisons) skill 1+	+4 on Craft(Poisons) checks made to create poisons. You never poison yourself when working to create one, regardless of the result of your check. Also see poison rules on QR 72.
Politicker	SA 140	Diplomacy skill 4+	Bluff, Diplomacy, Sense Motive, and Speak Language are in-class skills for you.
Polyglot	ELH 65	Epic Character INT 25+ Speak 5 languages	You can speak all languages. If you can read/write, then you can also read/write all languages (but not magical script).
Port Savvy	SH 21		+4 on Gather Information checks at a seaside port.
Predict Path	DR292 (p114)	WIS 13+	Once per day, you may pick a creature you can see. For the remainder of that day, you receive a +2 insight bonus to Sense Motive against that creature. You also receive a +2 insight bonus to Spot, Search, and Wilderness Lore checks to track or see the creature.
Priest	SA 140	Profession(Priest) 4+	Alchemy, Diplomacy, and Knowledge(Religion) are in-class skills for you. This feat provides priest training, but the Ordained feat is intended for actually being a practicing priest.
Professor	SA 140	Any Knowledge skill 4+	Gather Information, Perform, and one Knowledge skill of choice are in-class skills for you.
Quick Use	SPY 90	Chosen skill at 1+	<i>This feat may be taken multiple times, each with a different skill.</i> Choose one skill. If the skill normally takes longer than a round (but no more than one minute) to perform, it takes half that time. If it was a full round action, it is now a standard action. If it was a standard action, it is now a free action. No more than one free action skill can be performed each round this way.
Regal Bearing	KPG 90	CHA 13+ WIS 13+ or Noble blood Noble Bearing	An additional +2 enhancement bonus to Diplomacy and Intimidate.
River Boat Pilot	SA 141	Ship Operation – Pilot	Balance, Rope Use, Spot, and Swim are in-class skills for you.
Road Scholar	SA 141	INT 13+	You may make Knowledge checks unskilled with +1.

Skill Feats (Part 9 of 11)

Feat Name		Prerequisites	Description
Rope Climber	SH 22	DEX 13+	+2 circumstance bonus on Balance and Climb checks on ropes and rigging. If attacked while on rope or rigging, you can either negate the attackers +2 bonus or the loss of your DEX bonus to AC, but not both.
Saddleback	FR 37 OA 65 WOT 43		<i>Fighters may take this feat as one of their bonus feats.</i> <i>Forgotten Realms regions: Cormyr, Hordelands, Narfell, the North, and Western Heartlands.</i> <i>Rokugan Ancestor Feat (starting character only)</i> <i>Wheel of Time backgrounds: Borderlander, Tairen.</i> +3 on Ride.
Sailor	SA 141	Profession(Sailor) 4+	Balance, Intuit Direction, Spot, and Wilderness Lore are in-class skills for you.
Scholar {1}	KPG 90	Literacy	All knowledge skills are in-class for you. You receive +1 in three Knowledge skills of your choice.
Scholar {2}	SA 141	Any Knowledge skill 4+	Speak Language and any 3 Knowledge skills are in-class skills for you.
Scholarly	SPY 89	Concentration skill 1+ Knowledge skill 1+	+2 on Concentration. +2 on Knowledge. Your threat range on these skills increases to 19-20. <i>[Threat range on skills is a Spycraft setting concept]</i>
Scoundrel	SA 142	Chaotic or Evil alignment	+2 competence bonus to Gather Information when in a city. +2 competence bonus to Intimidate.
Scrounger	SA 142	Profession(Scrounger) 4+	Bluff, Forgery, Gather Information, Pick Pockets are in-class skills for you.
Sea Brother	SH 22		<i>This feat may be taken multiple times, each with a difference race.</i> Choose an aquatic race. +4 on CHA-related ability checks and skill checks when dealing with that race.
Sea Dog	SH 22		+2 circumstance bonus on Profession(Sailor) and Use Rope.
Sea Legs {1}	WOT 43		<i>Wheel of Time backgrounds: Atha'an Miere.</i> +2 on Balance. +2 on Swim.
Sea Legs {2}	SB 19	3 months at sea	+2 on Climb, +2 on Concentration, +2 on Jump, and +2 on Use Rope while on a ship.
Seductive	WOT 42		<i>Wheel of Time backgrounds: Domani.</i> +3 on Diplomacy and +3 on Bluff when dealing with members of the opposite sex.
Self-Concealment	ELH 66	Epic Character DEX 30+ Hide skill 30+ Tumble skill 30+ Improved evasion ability	<i>This feat may be taken multiple times, with the percentage stacking to a maximum of 50%.</i> Attacks against you have a 10% miss chance. You lose this benefit if you lose your DEX bonus to AC.
Sense of Vulnerability	DP 42	Knowledge(Strategy & Tactics) skill 1+	+4 on Listen and Spot checks in situations where an ambush may occur. +4 on Sense Motive to notice when an opponent is herding or leading you into a particular position.
Servant	SA 142	Profession(Servant) 4+	Diplomacy, Gather Information, Sense Motive, and Speak Language are in-class skills for you.
Sex Appeal {1}	DU090 (ph 44)		+3 on Diplomacy and Bluff checks made to influence people that would normally be attracted to your gender.
Sex Appeal {2}	SA 142	CHA 15+	You receive double your CHA bonus for social skills related to members of the opposite sex. You receive -2 on similar rolls with the same sex due to their jealousy.
Shadow {2}	S&S 40 MoW 25		+2 on Hide and +2 on Spot while following someone.
Shanty Man	SH 22	Perform skill 1+	+2 circumstance bonus on Perform checks before an audience of sailors and sea travelers. A successful performance grants +2 on CHA checks, Bluff, and Diplomacy when dealing with those people.
Sharp-Eyed	CoC 41 SW 97 SW2 115 WOT 94 DU090 (ph 44) DU091 (ph 43)		+2 on Search. +2 on Sense Motive.
Shinjo's Technique	RO 54	Ride 1+	<i>Rokugan clans: Unicorn.</i> You may use a Ride skill check instead of making a Reflex save when mounted. This applies to both you and your mount.
Signature Skill	T&T 39		<i>You can take this feat multiple times, each with a different skill.</i> One cross-class skill is now considered a class skill.

Skill Feats (Part 10 of 11)

Feat Name		Prerequisites	Description
Silver Palm	FR 37 WOT 43		<i>Forgotten Realms regions: Amn, Dragon Coast, Great Dale, Impiltur, Moonsea, Sembia, the Shaar, Thesk, Vilhon Reach, gold dwarf, and gray dwarf.</i> <i>Wheel of Time backgrounds: Atha'an Miere, Cairhienin, Illianer.</i> +2 on Bluff. +2 on Appraise.
Silver Tongue	SPY 94		+2 on seduction rolls. Your threat range on this skill increases to 18-20. <i>[Threat range on skills is a Spycraft setting concept]</i>
Skilled Liar	SA 142	CHA 13+ Gifted Liar	+4 competency bonus (stacks with Gifted Liar) to Bluff, Diplomacy, and Innuendo checks that are used to tell an untruth.
Skill Emphasis	CoC 42 SW 96 SW2 115 WOT 95 DU090 (ph 45) DU091 (ph 43)		<i>This feat is used in Star Wars, Wheel of Time, Shadow Chasers, and Pulp Heroes, and is not normally available in D&D games. You can take this feat multiple times (each with a different skill).</i> +3 on any one skill.
Skill Focus	PHB 85		<i>You can take this feat multiple times (each with a different skill).</i> +2 on any one skill.
Skill Prodigy	KPG 91		<i>This feat may be taken multiple times.</i> Choose your INT bonus in restricted skills. You may learn these skills as cross-class skills. OR Choose your INT bonus in cross-class skills. These are now in-class skills for you.
Smooth Talk	FR 37 OA 66 WOT 43		<i>Forgotten Realms regions: Luiren, Silverymoon, Thesk, Waterdeep, gold dwarf, lightfoot halfling.</i> <i>Rokugan Ancestor Feat (starting character only)</i> <i>Wheel of Time backgrounds: Atha'an Miere, Cairhienin, Tar Valoner, Ogier.</i> +2 on Diplomacy. +2 on Sense Motive.
Sneaky Git	DP 42	DEX 13+	You are naturally stealthy. Opponents suffer a -2 circumstance penalty to Spot and Listen checks against you.
Social Scourge	DRG 32	CHA 13+	When someone attempts a Diplomacy check in your presence, you may say something witty to give them a -5 morale penalty to that check by beating their Diplomacy check with one of your own.
Spark of Genius	SA 143	INT 13+	+4 competence bonus with one Knowledge skill of choice.
Spelunker	DR298 (p60)	WIS 13+ Alertness {1}	+2 on Search, Spot, and Climb when in natural caverns and tunnels (but not worked stone or masonry areas).
Stately Demeanor	KPG 91	CHA 13+ Knowledge(History) or Knowledge(Nobility) 6+	+4 on Intimidate to impress others. Once you fail using this skill, you cannot try again with that person until you gain a level or complete an impressive task.
Stealthy {1}	FR 38 CoC 42 WOT 43 WOT 95 SW 97 SW2 116 T&T 39 DU090 (ph 45) DU091 (ph 43) DU092 (ph 30) DU093 (ph 38)		<i>Forgotten Realms regions: Drow elf, half-orc, ghostwise halfling, lightfoot halfling, and strongheart halfling.</i> <i>Wheel of Time backgrounds: Aiel, Borderlander.</i> +2 on Hide. +2 on Move Silently.
Stealthy {2}	SPY 89	Hide skill 1+ Move Silently skill 1+	+2 on Hide. +2 on Move Silently. Your threat range on these skills increases to 19-20. <i>[Threat range on skills is a Spycraft setting concept]</i>
Steely Gaze	DR-A01 (p12) DU090 (ph 46)		+2 on Intimidate checks. You can use Intimidate as a move equivalent action (instead of a full round action).
Storyteller (true bard) / Skald	SA 143	Perform skill 4+	Bluff, Decipher Script, Diplomacy, Perform are in-class skills for you.
Street Smart	FR 38 WOT 43		<i>Forgotten Realms regions: Amn, Calimshan, Chessnta, Moonsea, and Unther.</i> <i>Wheel of Time backgrounds: Cairhienin, Domani, Ebou Dari, Illiane.</i> +2 on Bluff. +2 on Gather Information.
Student of the Arts	RO 55	CHA 14+ DEX 14+	+2 on all Perform checks. +2 to one Craft or Profession.

Skill Feats (Part 11 of 11)

Feat Name		Prerequisites	Description
Talented {2}	SPY 90	Chosen skill at 2+ Chosen skill's base ability 13+	<i>This feat may only be taken at first level.</i> Choose one skill. You get +1 in that skill. Your maximum rank in that skill is increased by 1. That skill is always an in-class skill for you.
Tinker {1}	DUN 82		You do not suffer the -2 penalty on Craft checks when using improvised tools. You can construct any item with a Craft check DC of 12 or less in 1d6 hours, but such items are crude and have -2 on all related die rolls.
Tinker {2}	SA 144	Craftsman Knowledge(Mathematics) 4+	The bonus from the Craftsman feat is +3 (instead of +1).
Training	SPY 91		<i>This feat can be taken multiple times.</i> You gain 4 skill points.
Transmuter	SA 144	Alchemy skill 4+	Alchemy, Gather Information, Knowledge(Arcana), and Knowledge(Religion) are in-class skills for you.
Trapmaster	QR 52	DEX 15+	<i>Supposedly limited to the Rogue class.</i> +2 on Craft(Trapmaking). +2 on Disable Device.
Trap Sense	ELH 68	Epic Character Search skill 25+ Spot skill 25+ Find trap ability as a Rogue	If you pass within 5 feet of a trap, you are entitled to a Search check as if you were actively looking for it.
Treetopper	FR 38		<i>Forgotten Realms regions: Aglarond, Chondalwood, High Forest, ghostwise halfling, wild elf, and wood elf.</i> +2 on Climb. You do not lose your DEX bonus on your AC and do not give those attacking you a +2 while you are climbing.
Trick	SW2 117		+2 on Bluff. +2 on Gamble.
Trustworthy	S&S 40 CoC 42 SW 98 SW2 117 WOT 96 DU090 (ph 46) DU091 (ph 43)		+2 on Diplomacy. +2 on Gather Information.
University	SA 147	INT 13+	<i>This feat can only be taken at first level.</i> +3 skill points at odd numbered levels (including first level). These points can only be spent on Knowledge skills.
Unlocked Potential	SPY 91		<i>This feat can be taken multiple times for the same skill or for different skills.</i> Choose an in-class skill. Your maximum rank in that skill is increased by 3.
Urchin	SA 147	Profession(Scrounger) 4+	Hide, Move Silently, Pick Pocket, and Wilderness Lore are in-class skills for you.
Versatile	RO 55		<i>This feat can be taken multiple times.</i> Select two cross-class skills. These are always in-class skills for you.
Water-ken	SST 83		<i>Supposedly limited to the Taan race in Sovereign Stone.</i> +2 on Swim.
Way of the Sparrow	RO 57	INT 13+	<i>Rokugan clans: Sparrow.</i> All knowledge skills are in class skills for you. +2 on all Perform skill checks.
Whaler	SA 148	Profession(Sailor) 4+	Climb, Jump, Search, Sense Motive, and Spot are in-class skills for you.

Social Feats (Part 1 of 3)

Feat Name		Prerequisites	Description
Alternate Identity	FS 91		<i>This is considered a Social Feat in the Fading Suns setting.</i> You have a fully supported second identity (with documents if necessary). You have a +2 Disguise bonus to avoid having someone who knows you in one identity recognizing you in the other. If you have 5 or more ranks in a Knowledge skill relevant to your identity, you gain a +2 synergy bonus to Bluff and Diplomacy to support your identity.
Charmer	SPY 91		You get +1 on CHA-based skills used on neutral, friendly, or helpful NPCs. Your threat range when establishing the disposition of such NPCs is increased to 18-20.
Contacts	QR 48		<i>Supposedly limited to the Rogue class.</i> <i>This feat may be taken more than once, each with a different contact.</i> You know a fence or a member of law enforcement, a temple, or a wizards guild. Benefits depend on the person. See QR 48 for details.
Dragon Friend	DRG 29	CHA 13+ INT 13+ Speak Draconic	<i>You may only take this feat when you have earned a dragon's friendship.</i> When confronted by a Dragon, you get +2 on Diplomacy checks and saves versus its frightful presence. You can consult with the allied Dragon and it will help you when it does not pose a risk to the Dragon.
Enthrall {1}	FS 96	Perform skill 6+	<i>This is considered a Social Feat in the Fading Suns setting.</i> While performing, all those within 90 feet that can see and hear you make a Will save of DC = your perform check. If they fail, they receive -4 to Spot and Listen checks and will listen to you for your level in rounds. If threatened, a person gets another save attempt against a new Perform check. You can only try this on each person once per day.
Epic Leadership	ELH 54	Epic Character CHA 25+ Leadership Leadership score 25+	See ELH page 37.
Etiquette {2}	FS 97	INT 13+	<i>This is considered a Social Feat in the Fading Suns setting.</i> You may step in and erase the negative effects of a social blunder with clever or diplomatic statements. You may do this your CHA bonus number of times per day. If someone is intentionally trying to cause a problem, you receive +2 on your opposed Diplomacy check to counter their action.
Flawless Identity	SPY 92		You may have one extra identity for every 5 levels (round up). Each identity is completely established, and you are able to mentally switch into it so well that hypnosis and mind effects will only see the cover identity.
Guildmaster	QR 50	Leadership Level (10+)	<i>Supposedly limited to the Rogue class.</i> You know how to organize followers. You can have twice the number of followers allotted by the Leadership feat. You gain a second cohort (at your current cohort's level minus 2). You also gain control of or create an organization.
Hard Core	SPY 93		You get +1 on CHA-based skills used on unfriendly, hostile, or adversary NPCs. Your threat range when establishing the disposition of such NPCs is increased to 18-20.
Incite Passion	FS 100		<i>This is considered a Social Feat in the Fading Suns setting.</i> <i>This feat may be taken multiple times, each for a different passion.</i> Once per day, as a full round action, you may incite your passion (for example to protect the one you love). You make a Will save. For the rest of the encounter, you gain a bonus for all actions in pursuit of your passion. The bonus depends on your Will save total: 10= +1, 15= +2, 20= +3, 25=+4, 30= +5.
Inspire Loyalty	SB 18	Level (6+) Leadership	As long as you are alive and seen fighting, your crew will never fail a morale check during a boarding action. +4 on checks to avoid a mutiny.
Lead by Example	HVM 35	CHA 12+ Leadership Level (6+)	Twice per day, you may perform a skill roll or attack in front of others you wish to follow you. If you succeed, they gain you CHA modifier as a circumstance bonus to also do that task. If you fail, you lose your CHA bonus for the rest of the day and you may not use this feat again today or tomorrow.
Leadership	PHB 83	Level (6+)	See DMG page 45.

Social Feats (Part 2 of 3)

Feat Name		Prerequisites	Description
Legendary Commander	ELH 62	Epic Character CHA 25+ Leadership Epic Leadership Leadership score 25+ Diplomacy skill 30+ Rule a kingdom Own a stronghold	Multiply the number of followers you can lead of each level by 10. This has no effect on cohorts.
Minions	DU090 (ph 44)	Level (6+)	You attract followers according to the chart on DU090-polyhedron page 44. This feat is similar to the Leadership feat.
Loyalty's Reward	KPG 88	Leadership or a follower of someone with Leadership	As the leader of an organization with this feat, your followers can gain a benefit if they also have this feat. As the follower of someone with this feat, you gain a benefit as determined by your organization. This benefit is typically interesting, but not very powerful. See KPG 88 for examples.
Multicultural	S&S 40	Speak their Language	Choose a humanoid race other than your own. Members of that race react favorably to you. +4 on CHA checks to alter those of the chosen race.
Naval Heritage	SH 20		<i>You may only take this feat at first level.</i> You are from a naval family. +2 circumstance bonus on CHA ability and skill checks when dealing with others that also have this feat. +2 circumstance bonus on skill checks related to naval operations and information.
Orders	SA 139	CHA 13+ Leadership or Tyrant	You can inspire soldiers to do more. You can issue the following orders, but only one order can be in effect at a time: 1) "Hold your ground"= All NPCs gain +4 temporary hit points; 2) "Stand Strong"= All NPCs gain +2 morale bonus to saves; 3) "Attack"= All NPCs gain +2 morale bonus to attack; 4) "Wipe them Out"= +2 morale bonus to damage rolls.
Political Maneuvering	RO 53	Diplomacy 10+ Sense Motive 10+	As a standard action, you may make a Sense Motive check against a person you are speaking to (DC is 15 plus person's level). If successful, you know a way to convince this person that their current argument or course of action is dishonorable or otherwise a bad idea. You may now make a Diplomacy check opposed by their Diplomacy or Sense Motive. If successful, they must either abandon their position, be unable to act for a number of rounds equal to your CHA modifier while they think it over, or (in the Rokugan setting) lose 5 honor. Any attack by your or your allies on the person negates this effect. This feat only works on characters that have a notion of honor or are in a politically charged environment.
Rabble Rouse	FS 103	CHA 15+ Enthrall {1}	<i>This is considered a Social Feat in the Fading Suns setting.</i> You can use your Enthrall check to instead incite a group of peasants into a blaze of anger against someone. They will follow you.
Scathing Wit {1}	DR291 (p31)		As a full round action, you can belittle and insult a single creature that can understand you and is within 30 feet. Make an opposed Intimidate check. If you win, the target suffers -1 morale penalty to attack, weapon damage, skill checks, ability checks, and saving throws for your CHA bonus in rounds (minimum 1 round). You can only do this to each person once per day.
Sidekick	DU090 (ph 44)	Level (6+)	You have a single follower of up to the level specified by the chart on DU090-polyhedron page 45. This feat is similar to the Leadership feat.
The Stare	DL 55	CHA 15+ Intimidate skill (9+)	Once per encounter, you can take a free action to intimidate all opponents you can make eye contact with within 30 feet of you. All opponents with less levels than you make a Will save with DC 10 + your CHA modifier + 1/2 your level (round down). If they fail, they are <i>shaken</i> (-2 attack, -2 damage, -2 saves) with fear for 1d6 + your level in rounds.
Streetwise	FS 105		<i>This is considered a Social Feat in the Fading Suns setting.</i> You know how to contact people in the criminal element of society to acquire illegal goods and get information.
Taunt {1}	GL 41		You may taunt an opponent as a free action. Make an opposing Will check against one opponent. If successful, the opponent suffers a -2 attack penalty but receives a +1 damage bonus on their next attack. Only works on opponents of INT 3+ (not animals) that understand you.

Social Feats (Part 3 of 3)

Feat Name		Prerequisites	Description
Taunt {2}	DRG 32	CHA 13+	You may taunt an opponent as a standard action. Make a CHA check opposed by the opponent's WIS check. If you succeed, the opponent will ignore others in order to attack you (unless an obvious greater threat exists). Your opponent gets +1 to hit you and -1 AC for as long as he or she tries to attack you.
Trendsetter	FS 106		<i>This is considered a Social Feat in the Fading Suns setting.</i> Others seek you out for fashion advice and other tips. People copy you. You can almost always get into a high-class party and can take your CHA bonus in additional people with you. NPCs rarely act hostile to you.
Turncoat	DP 43	WIS 13+ Chaotic alignment	You are a slimy person that can pass yourself off as sharing anyone's opinions, allowing you to work both sides. +2 competence bonus to Bluff, Diplomacy, Gather Information, Perform, and Sense Motive. You receive no penalties for dealing with people that should be your enemies.
Tyrant	EVIL 60 SA 165	Level (6+) Evil alignment	See EVIL page 60-61 or SA page 145. This is the evil equivalent of the Leadership feat.
Undermine	SPY 94	CHA 13+ Innuendo skill 2+ Sense Motive skill 2+	You know how to make cunning suggestions to undermine someone's resolve. After speaking for a full round, you may make an Innuendo check opposed by their Sense Motive. If successful, they suffer -1 to skill checks and -4 to initiative for twice your CHA bonus in rounds. This can only be used on each person once per session.
Withering Insult	FS 106 CAM02 (p9)	INT 13+	<i>This is considered a Social Feat in the Fading Suns setting.</i> Once per day, you may direct an insult at someone that is so bad they will inappropriately and dramatically act (like challenging you to a duel). They get a Will save DC = your level + your CHA modifier to avoid this.

Weapon Proficiency Feats (Part 1 of 2)

Feat Name		Prerequisites	Description
Simple Weapon	PHB 85 WOT 95		<i>All classes except druids, monks, rogues, and wizards get this feat for free.</i> You may use all simple weapons without the -4 penalty.
Martial Weapon	PHB 83 WOT 93		<i>Barbarians, fighters, paladins, and rangers get this feat for all martial weapons for free.</i> You can take this feat multiple times (each with a different weapon). You may use one specific martial weapon without the -4 penalty.
Exotic Weapon	PHB 82 SW 93 SW2 108 WOT 92 DU090 (ph 43)	+1 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> You can take this feat multiple times (each with a different weapon). You may use one specific exotic weapon without the -4 penalty.
Simple Weapon	PHB 85 WOT 95		<i>All classes except druids, monks, rogues, and wizards get this feat for free.</i> You may use all simple weapons without the -4 penalty.
Martial Weapon	PHB 83 WOT 93		<i>Barbarians, fighters, paladins, and rangers get this feat for all martial weapons for free.</i> You can take this feat multiple times (each with a different weapon). You may use one specific martial weapon without the -4 penalty.
Exotic Weapon	PHB 82 SW 93 SW2 108 WOT 92 DU090 (ph 43)	+1 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> You can take this feat multiple times (each with a different weapon). You may use one specific exotic weapon without the -4 penalty.

Weapon Proficiency Feats (Part 2 of 2)

Feat Name		Prerequisites	Description
Conscript	CD 163		<i>You may only take this feat at first level.</i> You have proficiency with Halberd and Heavy Crossbow. You are also respected by those in the city you protected.
Horse Nomad	FR 35		<i>Fighters may take this feat as one of their bonus feats.</i> <i>Forgotten Realms regions: Hordelands, the Shaar, Vaasa (the Ride only).</i> You gain proficiency in composite short bow (a martial weapon) and get +2 on Ride checks.
Improvised Weapon {1}	DR295 (p73)		You suffer only a -2 (instead of -4) penalty for using objects as weapons.
Improvised Weapon {2}	BF 49		You can use an object as a makeshift weapon, receiving +1 proficiency bonus to attack and +2 proficiency bonus to damage. <i>The Black Flags book treats improvised weapons as Simple weapons so no penalty is normally incurred to attack, but damage is minima without this feat.</i>
Improvised Weapon {3}	SPY 73	WIS 13+	You can use an object as a makeshift melee weapon, receiving +2 AC and +2 damage with it for up to your WIS bonus in rounds. You can use this feat up to your Initiative bonus times per session.
Improvised Weapon {4}	SSS 62	+4 Base Attack	You may use any small, hard object as a 1d6 weapon with no penalties (normally -4 to hit). Your base attack and STR bonuses apply but you may not receive benefits from other combat feats (such as Weapon Focus).
Improvised Weapon {5}	SA 135	+2 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> You can use any item (or a weapon you are not proficient with) as a weapon. The type of damage (piercing, slashing, or bludgeoning) is determined by the GM. The damage is 1d4 (20/x2) if the item is small, 1d6 (20x2) if the item is medium, or 1d8 (20x2) if the item is large.
Militia	FR 36 WOT 43		<i>Forgotten Realms regions: Dalelands, Impiltur, Luiren, stronghold halfling.</i> <i>Wheel of Time backgrounds: Cairhienin, Domani, Illianer, Midlander, Tar Valoner, Tairen.</i> You gain proficiency in long bow and long spear (both are martial weapons). Small characters may choose short bow and short spear instead.
Siege Engine Proficiency	SS 94		You ignore the normal -8 penalty to your ranged attack roll when attacking with a siege engine. If working with a group on the engine, you must be the one giving orders.
Way of the Mantis	RO 57	DEX 13+ +1 Base Attack	<i>Rokugan clans: Mantis.</i> <i>You make take this feat multiple times, each time with a different weapon selection.</i> You become proficient with one large weapon and one small weapon, two medium weapons, or three small weapons. You may not choose exotic weapons.
Weapon Mastery – Large Melee Weapons	SA 148	WIS 15+ Exotic Weapon Proficiency with at least two large weapons	<i>Fighters may take this feat as one of their bonus feats.</i> You are considered proficient with all large exotic weapons.
Weapon Mastery – Medium Melee Weapons	SA 148	WIS 15+ Exotic Weapon Proficiency with at least two medium weapons	<i>Fighters may take this feat as one of their bonus feats.</i> You are considered proficient with all medium exotic weapons.
Weapon Mastery – Ranged Melee Weapons	SA 148	WIS 15+ Exotic Weapon Proficiency with at least two ranged weapons	<i>Fighters may take this feat as one of their bonus feats.</i> You are considered proficient with all ranged exotic weapons.
Weapon Mastery – Small Melee Weapons	SA 148	WIS 15+ Exotic Weapon Proficiency with at least two small weapons	<i>Fighters may take this feat as one of their bonus feats.</i> You are considered proficient with all small exotic weapons.
Weapons of Opportunity	SH 24	+4 Base Attack	You can use virtually any mundane item as if it were a weapon without penalty. Damage depends on item size: tiny=1d3, small=1d4, medium=1d6, large= 1d8.

Combat Feats

General Combat Feats (Part 1 of 15)

Feat Name		Prerequisites	Description
Acrobatic Strike	WAR 44	DEX 13+ Tumble skill 1+	As a full round action, you may make a Tumble check DC 25. If you succeed, you get a single melee attack against an opponent who loses their DEX bonus to AC. If you fail the check, you fall prone and may not attack.
Adaptive Fighting	WAR 44	STR 13+ Power Attack	When using a weapon one size larger than yourself, you may fight with the weapon as if it were a double weapon. The butt of the weapon is a 1d6 bludgeoning weapon with an x2 critical modifier.
Akodo's Technique	RO 48	STR 13+ Way of the Lion +8 Base Attack	<i>This feat is normally restricted to members of the Lion clan in the Rokugan setting. Use in other settings requires GM approval.</i> If you succeed in a melee attack against an opponent, your next attack against that opponent this round is at +(half of however much you exceeded the required value needed to hit, rounded down).
Ancestral Enemy	QD 38	Dwarf race Rat Hacker Goblin Slayer +5 Base Attack	When fighting an Orc or Goblinoid, your racial bonus to attack is +3 (instead of +1) and you receive a +2 racial bonus to damage.
Armor Penetration	GL 40 QF 35	+6 Base Attack	You get +1 on attack rolls against an opponent wearing armor that grants at least a +1 AC bonus. This does not apply to shields or natural armor.
Assassin	SPY 72	INT 13+ Expertise Darting Weapon +6 Base Attack	Your critical threat range for all melee weapons is increased by 1.
Back Brother	SA 129		<i>Fighters may take this feat as one of their bonus feats.</i> When you are fighting within 5 feet of another with this feat, you gain +2 morale bonus to attack, weapon damage, saves, checks, and your AC. This is not cumulative if more people near you have this feat.
Bayushi's Technique	RO 48	INT 13+ Way of the Scorpion +2 Base Attack	<i>This feat is normally restricted to members of the Scorpion clan in the Rokugan setting. Use in other settings requires GM approval.</i> <i>You may take this feat up to five times and the effects stack.</i> You do an additional +1d6 damage to an opponent when they are denied their DEX bonus to AC. This applies for melee attacks and for ranged attacks within 30 feet.
Back to the Wall	RL 47	+2 Base Attack	You get +2 on attack rolls and +2 on AC when you are at one quarter or less of your maximum hit points.
Battle Cry	SHH 31		As a standard action, you may make an Intimidate check opposed by their Will save. If you win, the opponent is flat-footed against your next attack. The opponent gains a +1 on their Will save each additional time you use this feat on them each battle.
Battle Dance	DR297 (p28)	Epic Character DEX 21+ CHA 21+ Perform skill 30+	When in melee combat, you may add your CHA bonus as an insight bonus to your AC, attack rolls, and Reflex saves.
Battle Hardened	FIW 109	Weapon Focus Level 5+	<i>You must have survived a battle with at least 20 foes to take this feat.</i> +1 to attack with a weapon you have Weapon Focus with. +1 initiative.
Battle Howl	TBG 109	+3 Base Attack	Once per day, you may let out a battle cry during a charge action. The target of the charge makes a Will save of DC 10 + your CHA modifier. If they fail, they get -1 to hit for 1d4 rounds.
Beat	SA 129	STR 13+ +1 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> You may choose to do a Beat attack. Attack as normal, but if you hit, the opponent takes no damage. Instead, choose one weapon they are wielding and they cannot use that weapon during their first attack next round, and they make a Reflex save DC 10 to avoid dropping the weapon entirely. In addition, they cannot benefit from any armor or dodge bonus to AC the weapon may grant during the next round.
Blind-Fight {1}	PHB 80 CoC 39 SW 93 SW2 106 WOT 91		<i>Fighters may take this feat as one of their bonus feats.</i> You still get your DEX bonus in melee against an invisible opponent. You suffer only half the movement penalty for poor visibility or darkness. If you miss a melee attack due to concealment, you may re-roll the concealment percentage once.

General Combat Feats (Part 2 of 15)

Feat Name		Prerequisites	Description
Blind-Fight {2}	SPY 72		Reduce the concealment bonus to your opponent's AC by half (round down) when you attack unarmed or with a melee weapon.
Blinding Strike	QR 47	Rogue class Back Alley Brawler +2 Base Attack	As a full attack action, you may make a single attack using your best attack bonus. If you hit, the opponent makes a Fortitude save DC 10 + half your rogue class level or is blinded for 1d4 rounds. This only works once per creature per battle.
Blindsight, 5-foot radius {1}	S&F 5 D&D 49	WIS 19+ Blind-Fight {1} +4 Base Attack	You can use your other senses to accurately "see" invisible creatures or in darkness within a 5-foot radius. Does not work on non-corporeal beings.
Blindsight, 5-foot radius {2}	SPY 72	WIS 13+ Blind-Fight {2} +4 Base Attack	Ignore the concealment bonus to AC when you attack unarmed or with a melee weapon.
Bruiser	SA 129	STR 15+ +2 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> When attacking with unarmed or with a weapon, you can choose to take -2 to attack. If you hit with this attack, your STR bonus to damage is doubled.
Chink in the Armor	S&S 38	INT 13+ Expertise	You may take a standard action to study an opponent. Your next single attack on that opponent ignores half of the bonus due to their armor. Note: This does not affect the bonus due to a shield, natural armor, any enhancement bonuses on the armor, or any non-armor bonuses to AC.
Claws of the Mantis	WoS 53	STR 13+ +1 Base Attack Kama weapon proficiency	<i>Rokugan clans: Mantis.</i> When fighting with a kama in each hand, you may fight as if you have the Ambidexterity and Two Weapon Fighting feats. You do not suffer a penalty for the weapons being of equal size. In addition, you may take feats that require Ambidexterity and Two Weapon Fighting as prerequisites, but you may only use them while wielding two kama.
Cleave	PHB 80 CoC 40 SW 93 SW2 106 WOT 91 SPY 72	STR 13+ Power Attack	<i>Fighters may take this feat as one of their bonus feats.</i> If your attack deals enough damage to drop a creature, you immediately get another attack using the same weapon and attack bonus on another creature within range. Usable once per round.
Cleaving Charge	SPY 73	STR 15+ Power Attack Cleave Great Cleave +6 Base Attack	When performing a Great Cleave, you may move one 5-foot square before each extra attack. You may not exceed half your speed during this action.
Close Quarters Fighting {2}	TA 36	+1 Base Attack	When using a hafted reach weapon that you are proficient with, you may use a free action to shift your grip so you may attack opponents that are in adjacent locations. Normally, such opponents cannot be attacked.
Combat Caster Defense	QF 36	DEX 13+ Lightning Reflexes {1} +5 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> Whenever you have an attack of opportunity on a spellcaster attempting to cast a spell, they have a -4 penalty on their Concentration check against any damage you deal to them. Also, any caster within 5 feet of you that tries to cast spells while on the defensive receives a -4 penalty on their Concentration check.
Combat Coordinator	QC 32	WIS 15+ +6 Base Attack	Spend a full round analyzing melee. After this, as long as you continue to study and relay advice to allies, they receive +1 to attack and +5 feet of movement.
Combat Instincts	SPY 69		If you are not flat-footed when an adjacent opponent's melee attack misses you by more than 5, you may immediately make a free attack on that opponent. You can do this up to your DEX modifier times per round.
Combat Reflexes	PHB 80 SW2 107 WOT 91		<i>Fighters may take this feat as one of their bonus feats.</i> You may make attacks of opportunity while flat-footed. You may make up to your DEX bonus in attacks of opportunity per round (instead of the normal limit of 1), but only one such attack per creature each round.
Combat Rotation	QF 36	DEX 13+ Dodge Mobility {1} +3 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> If you are not threatened, you may swap places with an ally within 5 feet of you. This is a standard action that does not provoke an attack of opportunity on your or your ally.

General Combat Feats (Part 3 of 15)

Feat Name		Prerequisites	Description
Combat Sense	SST 81	WIS 13+ +3 Base Attack	<i>Supposedly limited to the Taan race in Sovereign Stone.</i> When attacked by an unseen opponent, you may make a Reflex save. If successful, you are not considered Flat Footed. The DC is 20 for a melee attack from a hidden opponent, 22 for a ranged attack from a hidden opponent, and 25 for an invisible opponent.
Combat Tactician	DP 41	Knowledge(Strategy & Tactics) skill 1+	As a full round action, you can direct the actions of your level in allies. Make a Knowledge(Strategy & Tactics) check for each ally with DC (5 + their level - their CHA modifier). Each person affected gets a +1 circumstance bonus to attack and a +2 bonus to initiative for all further rounds.
Combat Virtuoso	SA 130	Weapon Focus +6 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> You can choose to forgo one attack every round for the rest of the combat (the one with the lowest attack bonus). If you do, your allies receive +1 morale bonus to AC and attack, and your opponents receive -1 morale penalty to AC and attack.
Confident Charge	SPY 69	DEX 13+ WIS 13+	When you take a charge action in combat, you may make a number of turns (each max 90 degrees) equal to your DEX modifier.
Corps-a-corps	SA 130		<i>Fighters may take this feat as one of their bonus feats.</i> +2 competence bonus to trip attacks. If you fail, your opponent does not get a chance to trip you.
Coutnerattack	SA 131	Combat Reflexes +4 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> When an opponent attacks you, you may use an attack of opportunity (at your highest base attack bonus) before they roll to attack. If you do so, both of you suffer a -2 to AC for these attacks.
Counter Charge	WAR 44	Combat Reflexes	You may ready an action to use this feat. If an opponent charges you, you may take a 5 foot step toward them, ending their charge 5 feet early. You may then attack the opponent (note that they are at -2 AC because they charged) before they attack you (they still get their attack), and your attack deals double damage.
Crab Walk	MW 112	DEX 13+ Dodge Side Step {1}	As a standard action you may use this fighting stance feat. You may move your full move sideways without changing your facing. You may choose to change facing at the end of the move. Use of this feat ends when you move forward or backward instead of sideways.
Crouched Combat	QD 38	+3 Base Attack	<i>Supposedly limited to Dwarves.</i> Opponents that attack you when you are crouched or kneeling do not receive any bonus (instead of getting +2).
Dance of the Dirk	MW 112	Weapon Finesse (Dagger)	<i>This feat may be taken more than once.</i> As a standard action you may use this fighting stance feat. You get +2 to hit with daggers. You also get +1 AC as long as you have at least two facings open. You can end use of this feat at any time or by moving more than 5 feet in a round.
Darting Weapon	SPY 73	INT 13+ Expertise +3 Base Attack	At the start of the round, you may take -X on your melee attacks to receive +X on your initiative. You may not make a ranged attack this round. X cannot exceed your base attack bonus.
Death Angel	UD 28	CHA 13+ WIS 14+ Stout Hearted	When holding a blessed or sanctified divine focus, you can inflict critical hits on undead creatures and can deal sneak attack damage on undead creatures.
Death Blow	S&F 6	Improved Initiative +2 Base Attack	You can perform a coup de grace against an opponent as a standard action instead of a full round action.
Death Move	GL 40	+6 Base Attack	After defeating an enemy, you may perform a special death move that is showy as your coup de grace. If you make a STR or DEX check DC 15, you gain a +1 morale bonus to attack and damage that lasts until the end of combat. If done in an arena, this earns one point of Fame as well.
Defensive Strike	OA 62	INT 13+ DEX 13+ Expertise Dodge	If an opponent attacks you and misses while you are using a total defense, you get +4 to attack that opponent on your next turn.

General Combat Feats (Part 4 of 15)

Feat Name		Prerequisites	Description
Devastating Critical	ELH 53	Epic Character STR 25+ Weapon Focus Power Attack Cleave Great Cleave Improved Critical Overwhelming Critical	<i>This feat may be taken multiple times, each with a different weapon type.</i> Choose a weapon type. When you score a critical hit with this weapon, the target dies instantly unless it makes a Fortitude save DC 10+your STR bonus+half your level. Creatures immune to criticals are also immune to this effect.
Dexterous Bow Use	SA 132	DEX 15+ Proficient with staff	<i>Fighters may take this feat as one of their bonus feats.</i> You may use your DEX bonus instead of your STR bonus for attacks rolls using a staff. On a critical stike, you may use your DEX bonus for damage instead of your STR bonus.
Dire Charge	ELH 53	Epic Character Improved Initiative	If you charge an opponent in the first round of combat you act in, you can make a full attack against the opponent you charge.
Dirty Fighting	S&F 6	+2 Base Attack	When making a full attack, if you hit with a melee attack, you do +1d4 damage.
Disarm Master	SA 132		<i>Fighters may take this feat as one of their bonus feats.</i> If you disarm an opponent, you may immediately make an attack of opportunity on them.
Distract {1}	GL 41 QF 36	CHA 13+	<i>Fighters may take this feat as one of their bonus feats.</i> As a free action, make a CHA check against DC 10 + opponent's level (or hit dice). If successful, the opponent may not perform a full round action during the next round. The opponent must have INT 3+ (this does not work on animals).
Dramatic Display	HVM 32	CHA 15+ DEX 13+ Dashing and Daring Weapon Focus Weapon Expert +6 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> You can forgo one attack at your lowest base attack bonus to instead dazzle up to your CHA bonus opponents. They receive -4 morale penalty on attack rolls and AC against you until the end of the encounter.
Driving Force	SA 132	Good alignment +5 Base Attack	You can use this feat up to your level / 5 (round down) times per day. It can be used in three ways: 1) To re-roll a save you just failed; 2) To make a move equivalent action after all your other actions in a round; 3) To make an extra attack (at your full base attack) after all your other actions in a round.
Dual Strike	S&F 6	Combat Reflexes +3 Base Attack	When you and an ally flank an opponent, you both get +4 to hit instead of +2 because you know how to combine your attacks.
Epic Prowess	ELH 54	Epic Character	<i>This feat may be taken multiple times.</i> +1 on all attacks.
Epic Weapon Focus	ELH 55	Epic Character Weapon Focus	<i>This feat may be taken multiple times, each with a different weapon type.</i> Choose a weapon type. Add +2 to attack rolls with this weapon type.
Epic Weapon Specialization	ELH 55	Epic Character Weapon Focus Epic Weapon Focus Weapon Specialization	<i>This feat may be taken multiple times, each with a different weapon type.</i> Choose a weapon type. Add +4 to damage rolls with this weapon type. If it is a ranged weapon, the extra damage only applies within 30 feet.
Expert Tactician	S&F 6 S&S 38 KPG 85	DEX 13+ Combat Reflexes +2 Base Attack	When an opponent you are in melee range of is denied their DEX bonus to AC, you get an extra attack action either before or after your normal action. This can be used to perform any attack action, such as a trip, disarm, or grapple. You can only get one extra partial action each round. <i>Note: The S&S version replaces the S&F version.</i>
Extra Finesse	SA 133	Weapon Finesse	<i>Fighters may take this feat as one of their bonus feats.</i> You can use your DEX bonus instead of your STR bonus for damage inflicted using a weapon you can use Weapon Finesse with.
Eyes of Fury	KPG 85	CHA 13+	As a free action against one opponent each round, you may make an extraordinary gaze attack. They make a Will save DC 10+your CHA bonus or become shaken for one round.
Fearsome Appearance	KPG 86	CHA 13+ Eyes of Fury	Opponents must make a Will save DC 10+your CHA bonus before making an attack of opportunity on you.

General Combat Feats (Part 5 of 15)

Feat Name		Prerequisites	Description
Fearsome Display	GL 41 QF 38	+3 Base Attack Intimidate skill 6+	<i>Fighters may take this feat as one of their bonus feats.</i> As a standard action you may perform a weapons display with a melee weapon to intimidate your opponent. Make an Intimidate check DC 10 + opponent's level. If successful, the opponent has a -1 morale penalty to attack and damage until the end of combat. This feat may only be used on an opponent (successful or not) once per combat. You also gain 1 Fame point.
Final Breath	KPG 86		When you go to 0 HP or less, you may make one attack of opportunity at your full base attack against one target within reach. This attack has no effect on your health or hit points.
The Final Lesson	RO 50	STR 13+ Power Attack +10 Base Attack	<i>This feat is normally restricted to the Lion clan in the Rokugan setting</i> If you declare use of the Power Attack feat and miss only because of the attack penalty you took using this feat, you hit but do not receive any of the damage bonuses that Power Attack would have granted.
Finding the Secrets	KPG 86	Improved Critical Knowledge(Monsters) 6+ +9 Base Attack	<i>This feat may be taken multiple times, each with a different creature type (for example: constructs, elementals, oozes, plants, or undead).</i> Choose a creature type. You can now deliver critical hits to creatures of that type even if they are normally immune to criticals.
Finishing Strike {1}	HF 62	Cleave +3 Base Attack	You can perform a coup de grace action as a standard action instead of a full round action.
Finishing Strike {2}	SS 114	STR 13+ Power Attack	Immediately after you deal damage to an opponent, have the GM check to see if your level as a Fighter and Barbarian were added to you damage the opponent would be at 0 or less hit points. If so, the opponent takes enough extra damage to reduce them to 0 hit points.
Firm Grip	SA 133	Weapon Focus	<i>Fighters may take this feat as one of their bonus feats.</i> When you attempt to bind or disarm an opponent's weapon using your fencing blade that you have Weapon Focus with, you get a +2 competence bonus.
Flashing Weapon	SPY 73	Weapon Finesse +3 Base Attack	You may make an additional melee attack this round. If you do so, all your attacks this round are at -2.
Flick of the Wrist	S&S 39	DEX 17+ Quick Draw {1}	If you draw a light weapon and make a melee attack with it in the same round, you catch the opponent flat-footed for this one attack. This only works once per combat.
Foe Hunter	FR 34		<i>Fighters may take this feat as one of their bonus feats.</i> <i>You can take this feat multiple times (each with a different foe).</i> <i>Forgotten Realms regions: Chult, Cormyr, Dmara, the Lake of Steam, the North, the Moonsea, Tashalar, Tethyr, Vaasa, shield dwarf, and wood elf.</i> You gain a +1 competence bonus on damage rolls with melee attacks and with ranged attacks of up to 30 feet against your chosen foe. You also act as if you had the Improved Critical feat. The foe is typically chosen based on your homeland to be a specific monster type.
Follow Through	WAR 45	STR 13+ Power Attack	Once per round, when you reduce an opponent to 0 or less hit points in combat, you may take a free 5-foot step into that opponent's location. This happens before you apply Cleave or Great Cleave.
Frenzied Attack	WAR 45	STR 13+ Power Attack +4 Base Attack	When making a full attack, you may take an additional attack at your highest base attack bonus - 4, and all other attacks you make this round are at -4. This feat does combine with a monk's flurry of blows.
Giant Wrangler	QD 38		<i>Supposedly limited to Dwarves.</i> When fighting creatures larger than yourself, you receive a +1 competence bonus to attack for each category difference in size.
Goblin Slayer	QD 39	Rat Hacker +5 Base Attack	When fighting creatures smaller than yourself, you deal +1 damage for each category difference in size.
Great Cleave	PHB 82 SW 95 SW2 110 WOT 92 SPY 73 CoC 156	STR 13+ Power Attack Cleave +4 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> <i>The Spycraft setting only requires +3 Base Attack.</i> Like Cleave, but usable as many times as you want per round.

General Combat Feats (Part 6 of 15)

Feat Name		Prerequisites	Description
Greater Bind	SA 134	Improved Bind	<i>Fighters may take this feat as one of their bonus feats.</i> When you have bound an opponent's weapon, your next attack on that opponent has a critical threat range that is increased by twice the number of rounds the weapon has been bound. For example, after 2 rounds your threat range is increased by 4. Note that if the opponent releases the weapon (disarms), then it is no longer bound.
Great Ki Shout	OA 63	CHA 13+ Ki Shout +9 Base Attack	When you make a Ki Shout, your opponents make a Will save DC 10 + half your character level + your CHA modifier. If they fail, they are panicked (instead of shaken) for 2d6 rounds.
Gusai's Technique	RO 50	DEX 13+ Quick Draw {1} Bluff skill 1+	<i>This feat is normally restricted to the Mantis clan in the Rokugan setting.</i> You get a +8 competence bonus to hide a small (or smaller) weapon on your person. Seeing this weapon requires a Sense Motive check opposed to your roll. If you appear to be unarmed and then use your Quick Draw {1} feat to attack an opponent, you get +1d6 damage against that opponent and they do not get their DEX bonus to AC for this attack. This only works on creatures above animal intelligence and that are affected by critical hits. This may only be performed once per combat per opponent.
Hammer and Anvil	KPG 86		When you flank an opponent in melee combat along with another character that has this feat, the first of you to attack in a round gains +4 to hit and the other gains +2 damage this round. Does not apply against creatures that are immune to critical hits.
Hamstrung	DRG 31	STR 13+ Power Attack	You know the vulnerable portions of large creatures. When you score a critical hit against a large creature, you may cut its movement in half instead of dealing double damage. This penalty applies until the creature is healed up to full hit points.
Heart of the Dragon	RO 51	STR 13+ WIS 13+ Power Attack Cleave Daisho Technique Martial Weapon Prof. +10 Base Attack	<i>This feat is normally restricted to the Dragon clan in the Rokugan setting.</i> <i>You may take this feat multiple times. Each time allows this feat to be used one additional time per round, but still a maximum of one 5-foot step between each attack.</i> Once per round you may take a 5-foot step before performing a bonus attack due to Cleave or Great Cleave.
Hill Fighter	DR285 (p98)	+2 Base Attack	When attacking from higher ground, you gain a +2 circumstance bonus on melee attacks (instead of the normal +1) and a +1 bonus on ranged attacks (instead of the normal +0).
Immovability	KPG 87		+4 on your check to prevent overrun or trip attempts on you.
Improve Cover	KPG 87		You improve the effectiveness of cover by one category. No cover is still no cover, 1/4 becomes 1/2, 1/2 becomes 3/4, etc.
Improved Bantha Rush	SW2 110	STR 13+ Power Attack	<i>Same as "Improved Bull Rush".</i>
Improved Bind	SA 135		<i>Fighters may take this feat as one of their bonus feats.</i> +2 competence bonus to bind an opponent's weapon. That opponent does not get an attack of opportunity on you.
Improved Bull Rush	PHB 82 WOT 93	STR 13+ Power Attack	<i>Fighters may take this feat as one of their bonus feats.</i> When you do a bull rush action, your opponent does not get an attack of opportunity on you.
Improved Called Shot	QF 38	+2 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> +2 circumstance bonus on attacks made as a "called shot" (see QF 29).
Improved Combat Reflexes	ELH 57	Epic Character DEX 21+ Combat Reflexes	There is no limit to the number of attacks of opportunity you can make in one round. You are still limited to one attack of opportunity per round against each opponent.
Improved Critical {1}	PHB 82 CoC 40 WOT 93	+8 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> <i>You can take this feat multiple times (each with a different weapon).</i> <i>Spellcasters may use this feat with Ray, Energy Missile, or Touch spell choices.</i> Doubles the threat range for a single weapon you are proficient in. For example, 20 becomes 19-20 and 19-20 becomes 17-20.
Improved Critical {2}	SW2 110	+8 Base Attack	<i>You can take this feat multiple times (each with a different weapon).</i> Increases the threat range for a single weapon you are proficient in by 1. For example, 20 becomes 19-20 and 19-20 becomes 18-20.
Improved Dirty Fighting	FAQ 73 DR282 (p108)	Dirty Fighting +6 Base Attack	You may perform a full attack action and only make one attack (at your best bonus). If you hit, you do additional damage of: +2d4 (if your base attack is +5 to +9), +3d4 (if +10 to +14), +4d4 (if +15 to +19), or +5d4 (if +20 or greater).

General Combat Feats (Part 7 of 15)

Feat Name		Prerequisites	Description
Improved Disarm {1}	PHB 83 WOT 93 SW2 111	INT 13+ Expertise	<i>Fighters may take this feat as one of their bonus feats.</i> When you do a disarm action, your opponent does not get an attack of opportunity or a chance to disarm you. {The SW2 version requires Combat Expertise which is identical to the Expertise feat.}
Improved Disarm {2}	SPY 69	INT 13+ Expertise	<i>Fighters may take this feat as one of their bonus feats.</i> When you do a disarm action, you get +1 on your attempt and your opponent does not get an attack of opportunity or a chance to disarm you.
Improved Dodge	QF 38	DEX 13+ Dodge Lightning Reflexes {1}	+1 dodge bonus to AC. This applies to all opponents, and replaces the one opponent that the Dodge feat would apply to.
Improved Feint {1}	EVIL 59	+3 Base Attack Bluff skill 4+	+3 on Bluff checks to feint in combat.
Improved Feint {2}	FS 100	Parry {1} Bluff skill 7+	You may make a feint action as a move-equivalent action instead of a standard action.
Improved Low Blow	DR285 (p33)	DEX 13+ Dodge Mobility {1} Low Blow +4 Base Attack	When using the Low Blow feat, the opponent does not get an attack of opportunity.
Improved Overrun	S&F 7	STR 13+ INT 13+ Expertise Improved Bull Rush Improved Trip Power Attack	When you attempt to overrun an opponent that is smaller than you, they cannot avoid you. If you knock them down, you get an attack of opportunity on them (with the normal +4 bonus against a prone target).
Improved Quick Draw	CA 164	DEX 17+ Quick Draw {1} +4 Base Attack	If your opponent is flat-footed when you draw your weapon, you may make an attack as a move equivalent action at your base attack bonus. Sneak attack and similar abilities may not add to this damage.
Improved Shield Bash	DOF 20	STR 13+ Power Attack	Any shield bash you make with a small or large shield (not a buckler) also affects your opponent as if you performed a bull rush. You do not actually move into your opponent's square or incur attacks of opportunity. You cannot move your opponent more than 5 feet.
Improved Subdual	KPG 87		<i>This feat may be taken multiple times, each with a different weapon you have proficiency with.</i> You do not suffer the -4 penalty for attacks to subdue with this weapon.
Improved Subdual Damage	ASM 55	INT 13+ Expertise	When dealing subdual damage, you deal 2 additional damage.
Improved Sunder	S&F 7 D&D 51 E&A 42	STR 13+ Sunder +2 Base Attack	You do double damage when striking an opponent's weapon.
Improved Trip	PHB 83 WOT 93 SW2 111	INT 13+ Expertise	<i>Fighters may take this feat as one of their bonus feats.</i> <i>Monks get this feat for free at 6th level.</i> When you successfully do a trip action, you may then attack that opponent as if you didn't use your action for the trip. {The SW2 version requires the Combat Expertise feat, which is identical to the Expertise feat.}
Improved Weapon Focus {1}	QF 38	Weapon Focus +8 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> <i>This feat may be taken multiple times, each with a different weapon choice.</i> +2 attack bonus with the weapon. This replaces the +1 bonus from Weapon Focus.
Improved Weapon Focus {2}	SPY 73	Weapon Focus +3 Base Attack	<i>This feat may be taken multiple times, each with a different weapon.</i> Choose a melee weapon. You do +2 damage with that weapon.
Improved Whirlwind Attack	ELH 60	Epic Character INT 13+ DEX 23+ Expertise Dodge Mobility Spring Attack Whirlwind Attack	As a full round action, you may make one attack at your full base attack bonus against every opponent that you threaten.
Invincible	DRG 31	Iron Will Toughness {1}	You gain a +1 morale bonus to attack and a +2 morale bonus to damage as long as you are at less than half your hit points.

General Combat Feats (Part 8 of 15)

Feat Name		Prerequisites	Description
Karmic Strike	OA 63	DEX 13+ Dodge	You may specify on your turn that you are taking a -4 AC during the coming round. When an opponent hits you in melee during this time, you may make an attack of opportunity on them. You and your opponent deal damage simultaneously.
Kick Them While They're Down	DR301 (p36)	Alertness +3 Base Attack	An opponent that is standing up from being prone provokes an attack of opportunity by you.
Killing Strike	SS 114	STR 13+ Power Attack	If you deal enough damage to drop an opponent to 0 or fewer hit points, you deal additional damage equal to the sum of your levels in Fighter and Barbarian. If this reduces the opponent to -10 or fewer hit points, you may describe to the GM the gruesome manner of your opponent's demise.
Ki Shout	OA 64	CHA 13+ +1 Base Attack	You may make a Ki Shout that causes your opponents within 30 feet that can hear you to make a Will save DC 10 + half your character level + your CHA modifier. If they fail, they are shaken for 1d6 rounds.
Knock-Down	S&F 7 D&D 51	STR 15+ Improved Trip +2 Base Attack	Whenever you do 10 or more damage to an opponent in melee, you may make a trip action against that opponent as a free action.
Knock Prone	KPG 87	STR 13+ Power Attack	When you score a critical hit, in addition to other effects, the opponent makes a Fortitude save DC 10+damage done or is knocked down.
Know Terrain	CA 164	DEX 13+ INT 15+ Dodge Mobility {1} Expert Tactician +3 Base Attack	You are aware of all combat modifiers for terrain and environmental conditions and know how to best use them. You get a +1 competence bonus to all combat modifiers related to terrain or environmental conditions.
Know Your Enemy	KPG 87	WIS 13+ Patience	After 3 rounds of combat, you gain a +2 circumstance bonus for the remainder of combat on attacks against a single opponent of your choice. This bonus is +3 (instead of +2) if you have Knowledge(fighting styles) and you successfully determine your opponent's style.
Lead Missile Fire	EVIL 59	DEX 13+ Dodge Bluff skill 4+	You may use this feat as a standard action. Until your next action, someone making a ranged attack on you rolls their Sense Motive against your Bluff. If they fail, they attack someone else (chosen randomly) that you are in melee with or that is within your threat range. Opponents with Precise Shot feat get a +3 on their Sense Motive check.
Left Handed	SA 136	DEX 13+ +5 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> When fighting defensively against an opponent that has a primary hand opposite yours (right if you are left, left if you are right, either if you are ambidexterous), the attack penalty due to defensive fighting is reduced by 1 (to -3 from -4) and the AC bonus is increased by 1 (to +3 from +2). You also gain a +1 circumstance bonus to bind or disarm such opponents.
Lightning Reflexes {2}	SA 136	Combat Reflexes	<i>Fighters may take this feat as one of their bonus feats.</i> When an opponent moves into an area you threaten, you can make an attack of opportunity on them. Normally, you only have attacks of opportunity when they move through an area your threaten.
Lone Wolf	KPG 88		<i>This feat may be taken multiple times, each with a different one of the available benefits.</i> Choose one of the following benefits: 1) +1 on melee attacks, 2) +1 to the save DC for spells you cast, 3) +1 dodge bonus to AC. This benefit applies when you are both out of sight of and at least 300' away from any known ally.
Low Blow	DR285 p33	DEX 13+ Dodge Mobility {1} +4 Base Attack	As a full round action, you can enter an area occupied by an opponent who is at least one size category larger than you. You can then make a single melee attack against this opponent, who is considered flat footed against this attack. After your attack, return to the 5-foot square from which you entered the opponent's 5-foot square. Using this feat provokes an attack of opportunity.
Lunge	SA 137		<i>Fighters may take this feat as one of their bonus feats.</i> You may use this feat to attack with a bladed weapon. Your opponent gets an attack of opportunity on you, then your attack is made. If you hit, you do +5 damage.
Mantis Leap	S&F 7	Monk(7+) Jump skill (5+)	When an opponent is within your maximum jump range, you may make a Jump check. If successful, you make a charge attack on the opponent in which your STR bonus to damage is doubled.

General Combat Feats (Part 9 of 15)

Feat Name		Prerequisites	Description
Master Assassin	SPY 73	INT 13+ Expertise Darting Weapon Assassin +12 Base Attack	Your threat range is for all melee weapons is increased by 2 (in addition to the Assassin feat). All such threats are automatically criticals.
Master Duelist	SPY 73	Weapon Focus Improved Weapon Focus Weapon Master +12 Base Attack	<i>This feat may be taken multiple times, each with a different weapon.</i> Choose a weapon you have Weapon Master feat for. You receive +3 on attack rolls and +6 on damage rolls (instead of Weapon Master's bonus). Once per session you may re-roll a failed attack roll (but not a critical failure) using this weapon.
Meditate	KPG 88	WIS 13+	You may take a full round action to meditate (this provokes an attack of opportunity). Your next attack within one minute gains a +4 insight bonus.
Mercy Shot	WoG 13	+6 Base Attack	<i>You may take this feat multiple times. The bonuses stack.</i> When making a called shot to hit an opponent's weapon, you receive a +2 bonus to hit. You also do +2 damage for purposes of calculating whether the opponent can maintain their grip.
Monkey Grip	S&F 7	STR 13+ Weapon Focus +3 Base Attack	You can use a melee weapon one size larger than you as a one-handed weapon instead of taking a -2 penalty to hit or using it as a two-handed weapon.
Movement Check	KPG 89		When you succeed with an attack of opportunity on an opponent, you halt their movement in addition to any other damage or benefits.
Neutralize Enemy	WAR 46	+3 Base Attack	As a full round action, you can unleash a set of attacks that force your opponent onto the defensive. Until the next time either you or your opponent acts, your opponent does not threaten the area around them. Also, you cannot perform any attacks of opportunity. The opponent cannot be more than one size category larger than you.
One Spirit	RO 52	+6 Base Attack	<i>Rokugan clans: Unicorn.</i> Once per round, when performing a full round attack, if you attack an opponent and miss, you gain an additional attack this round. This attack (and all that follow it) are at -5 each to hit.
Opportunity Knocks	ASM 55	Combat Reflexes	<i>This feat is supposedly only available to The School Beyond the Veil society members.</i> If you have any attacks of opportunity available, you may make an attack of opportunity on an opponent that moves through a square your threaten, even if that opponent has a spell, feat or ability that would normally prevent this.
Overpowering Attack	WAR 45	STR 15+ Power Attack	+2 to attack when you attack an opponent that is fighting defensively or is using total defense.
Overwhelming Critical	ELH 63	Epic Character STR 23+ Weapon Focus Power Attack Cleave Great Cleave Improved Critical	<i>This feat may be taken multiple times, each with a different weapon type.</i> Choose a weapon type. When you make a critical hit with this weapon, it deals +1d6 damage (if it is X2), +2d6 damage (if it is X3), or +3d6 damage (if it is X4). This feat does not work on creatures immune to critical hits.
Painful Strike	QR 51	Back Alley Brawler +3 Base Attack	<i>Supposedly limited to the Rogue class.</i> As a full attack action, you may make one attack at your best attack bonus. If you hit, the opponent makes a Fortitude save DC 10 + half your level or become overcome with pain until your next action. This causes a -2 circumstance penalty to attack, skill checks, saves, and damage rolls.
Patience	KPG 89	WIS 13+	If you hold your action until last, your first attack is at +2 to hit and +2 damage. This can only be used once against each opponent and does not work on creatures immune to critical hits.
Pebble Underfoot	DR279 p63	INT 13+ Expertise Improved Trip	When attempting to trip an opponent two or more sizes larger than you, you get a +4 on your attempt and if you fail, he does not get to trip you.
Penetrate Damage Reduction	ELH 63	Epic Character	Creatures you attack act as if they have a required enhancement bonus to hit that was 2 less. For example, a creature with damage reduction 35/+3 could be hit by you with a +1 weapon.

General Combat Feats (Part 10 of 15)

Feat Name		Prerequisites	Description
Perception Becomes Victory	WoN 76	The Final Lesson Spot skill 8+ +10 Base Attack	<i>Rokugan clans: Lion.</i> As a move equivalent action you may make a Spot check DC 10 + opponents Reflex save bonus. If successful, name an action the opponent might take. If they take it during this combat, you get an attack of opportunity on them. If this action is one that already provokes an attack of opportunity, then you are allowed two attacks of opportunity (assuming you can make that many).
Phalanx Formation	TA 37	+1 Base Attack Proficiency with tower shield and hafted reach weapon	While wielding a hafted reach weapon (such as a spear), you ignore penalties for attacking from behind friendly combatants.
Pincers and Tail	RO 53	Way of the Scorpion Bluff skill 1+ +4 Base Attack	<i>Rokugan clans: Scorpion.</i> You may feint as a move equivalent action (instead of as a standard action).
The Pincers Hold, the Tail Strikes	RO 53	INT 13+ Expertise Improved Disarm {1} Strike at the Tail Bluff skill 1+ +10 Base Attack	<i>Rokugan clans: Scorpion.</i> If you successfully feint in combat and then hit the opponent while they are denied their DEX bonus to AC, the attack is automatically a critical threat.
Pixie Butcher	QD 39	Rat Hacker Goblin Slayer +5 Base Attack	When fighting creatures smaller than yourself, you deal +1 die of damage damage for each category difference in size.
Pommel Strike	SA 140		<i>Fighters may take this feat as one of their bonus feats.</i> Instead of attacking with your sword (or similar weapon), you may attack with the pommel. If you hit, it does 1d4 subdual damage and the opponent is denied their DEX bonus to AC until their next round.
Power Attack	PHB 84 CoC 41 SW 96 SW2 114 WOT 94 SPY 74	STR 13+	<i>Fighters may take this feat as one of their bonus feats.</i> Before you make any attacks during your action, you may take -X to hit and get +X to your damage until your next action. X can be up to your base attack bonus.
Power Charge	QF 39	STR 15+ Power Attack	<i>Fighters may take this feat as one of their bonus feats.</i> You receive a +4 (instead of +2) on your attack when charging. You still suffer the -2 penalty to AC.
Power Critical	MoW 24 D&D 51	Improved Critical {1} +12 Base Attack	<i>This feat may be taken multiple times, each with a different weapon that you have Improved Critical for already. You may use this feat once per weapon per day.</i> Once per day, you may declare an attack roll with this weapon to automatically be a threat before you roll it. If you hit, roll again to see if it's a critical hit.
Power Lunge	S&F 8 E&A 50	STR 13+ Power Attack +3 Base Attack	When you successfully charge an opponent, you deal twice your normal STR bonus in the damage, but your opponent gets an attack of opportunity on you.
Pressing Attack	DSH 89	Combat Reflexes	Once per round, if an opponent you threaten takes a 5-foot step out of your threatened area, you may immediately take a 5-foot step to an available space that still threatens that opponent.
Prone Attack	S&F 8 OA 65	DEX 15+ Lightning Reflexes {1} +2 Base Attack	You may attack while prone with no penalty. If your attack is successful, you may regain your feet as a free action.
Push	KPG 90	STR 13+ Power Attack	When you hit, in addition to damage and other effects, your opponent makes a Fortitude save DC 10 or is pushed by one 5' square.
Quick Draw {1}	PHB 84 CoC 41 SW 96 SW2 114 WOT 94	+1 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> You can draw a weapon as a free action instead of as a move-equivalent action.
Ram	KPG 90		When using the overrun action, you count as if you were one size larger.
Rapid Loader	SB 18	Profession(Seige Engineer) skill 4+	You may reload a shipboard weapon in half the normal time (minimum 1 full round). This bonus applies to your crew if you are leading them on a ship.
Rat Hacker	QD 40	+5 Base Attack	When fighting creatures one category smaller than you, they lose their AC and attack bonuses against you due to size.

General Combat Feats (Part 11 of 15)

Feat Name		Prerequisites	Description
Reckless Attack	QF 39	STR 15+ Power Attack	<i>Fighters may take this feat as one of their bonus feats.</i> You may choose to take -X to your AC at the beginning of your action to give +X to your melee damage this round. X cannot be larger than your base attack bonus. This feat does stack with Power Attack.
Reckless Offensive	E&A 41	STR 13+ Power Attack +2 Base Attack	At the beginning of your action, you may take -4 AC until your next action to gain +2 competence bonus on melee attacks until your next action..
Redirect Attacks	EVIL 59	Dodge	When someone attacks you, you may bump an ally within 5 feet and give the opponent a +2 to hit that ally and a -2 to hit you. The opponent then gets to choose which person to attack. The ally figures out what you are doing on an INT check of DC 20 and probably won't be happy that you set them up.
Riposte {1}	FS 104 SH 22	Parry {1} or Parry {2} +6 Base Attack	After a successful parry attempt, you get a free attack on that opponent at your base attack bonus. You may only riposte once per round.
Riposte {2}	QR 51	Improved Initiative +3 Base Attack	Once per combat, you receive a free attack at your best attack bonus against an opponent just after they make a melee attack on you.
Rope a Dope	WAR 47	DEX 13+	You may choose to automatically miss with an attack on an opponent. If you do so, you receive a +6 circumstance bonus to attack that opponent with your next attack on them.
Set Spear	SSS 63		You know how to set a polearm to stop a charging or Ride-By Attack being performed on a mount. You attack either the rider or mount and if successful you do double damage and halt their movement.
Shield Charge	DOF 20	STR 13+ Power Attack Improved Shield Bash	When you attack with your shield as part of a charge action, you do double damage.
Showmanship	SA 142	CHA 15+	<i>Fighters may take this feat as one of their bonus feats.</i> As a move equivalent action, you may make a Perform check DC 15. If you succeed, you receive a +2 circumstance bonus to attack and damage for as long as you have an audience of 5 or more. This feat is nice on a stage, but may be more difficult to use elsewhere.
Side by Side	QF 40	+3 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> When fighting next to an ally (within 5 feet), you can take the Aid Another standard action and automatically succeed in doing so.
Side Step	SA 142	DEX 13+	<i>Fighters may take this feat as one of their bonus feats.</i> When an opponent fails to hit you with an attack, you may take a 5 foot step to the side of the attack.
Signature Weapon	DU090 (ph 45)	Weapon Focus Weapon Specialization Fighter level 4+	When using a specific weapon you have specialized in, you get an additional +2 attack and +1 damage.
Silent Talon	WoN 70	DEX 14+ STR 16+ Weapon Focus +5 Base Attack	<i>Rokugan Clans: Crane</i> As a full attack action, triple your STR bonus to damage when attacking a flat footed foe with a weapon you have Weapon Focus for.
Sisterhood of Arms	KPG 91		<i>Supposedly limited to Kingdoms of Kalamar country Tharggy.</i> <i>This feat can only be taken at first level.</i> You gain a +1 circumstance bonus to attack an opponent for each ally engaged with this opponent that also has this feat.
Six Fingers	SA 142		<i>This feat can only be taken at first level.</i> When using a missile weapon or a melee weapon with Weapon Finesse, you get a +1 bonus to attack. You also get +1 on checks that benefit from manual dexterity.
Slip	SA 143	DEX 15+ +3 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> When an opponent attacks you and misses, you may take an attack of opportunity with a +3 circumstance bonus to hit.
Smashing Blow	KPG 91	STR 13+ Power Attack Sunder	You can use a slashing or bludgeoning weapon to attack an opponent's weapon or shield, doing +4 damage. This does not provoke an attack of opportunity. You can only attack weapons or shields that are no more than 2 size categories larger than your weapon.
Snatch Weapon	S&S 40 DR301 (p36)	INT 13+ Expertise Improved Disarm {1}	When you succeed at disarming an opponent and you have a free hand, you may catch the weapon instead of letting it fall to the ground. If you do so and you can wield the weapon, you may make a single attack with it immediately (any off hand second attack penalties apply). <i>(The Dragon Magazine version does not grant the free attack.)</i>

General Combat Feats (Part 12 of 15)

Feat Name		Prerequisites	Description
Spellcasting Harrier	ELH 67	Epic Character Combat Reflexes	Any spellcaster you threaten in melee takes a penalty on their Concentration checks made to cast defensively equal to half your level.
Spring Attack	PHB 85 CoC 42 SW 96 SW2 115 WOT 95	DEX 13+ Dodge Mobility {1} +4 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> When doing a melee attack, you may move, attack, and then continue the movement (up to double movement). This does not provoke an attack of opportunity. You cannot use this feat in heavy armor.
Sprite Fender	QD 40	Rat Hacker Goblin Slayer +5 Base Attack	When fighting creatures smaller than you, they lose their AC and attack bonuses against you due to size.
Stay on their Tail	SA 143	DEX 13+ Dodge Mobility	<i>Fighters may take this feat as one of their bonus feats.</i> When an opponent moves out of your threatened area, you may make a Reflex save DC=opponent's DEX score. If you succeed, you may take a 5 foot step toward them to keep them in a threatened area.
Strength of the Reed	WoS 30	CON 14+ +6 Base Attack	<i>Rokugan clans: Crane.</i> When reduced to 15 hit points or less, you get a +1 enhancement bonus on all attack rolls. When reduced to 8 hit points or less, this bonus is increased to +2.
Strike at the Tail	RO 55	INT 13+ Expertise Improved Disarm {1} +6 Base Attack	<i>Rokugan clans: Scorpion.</i> If you successfully disarm an opponent in melee combat, you immediately get an attack on that opponent as if you didn't use your action to disarm them. Alternately, instead of getting this extra attack you may choose to have their weapon end up in your off hand. You may gain only one free attack per round using this feat.
Subduing Strike	SSS 63	DEX 13+ +2 Base Attack	<i>You may take this feat up to two times.</i> When using a weapon to make a subdual attack, the penalty to hit is reduced to -2 (instead of -4). If you take this feat a second time, the penalty becomes -0.
The Sudden Strike	RO 55	DEX 13+ +2 Base Attack	<i>Rokugan clans: Crane.</i> <i>You may take this feat multiple times, each with a different weapon.</i> Choose a weapon. When using this weapon, you get +2 circumstance bonus to attack any opponent with a lower initiative total.
Sunder	PHB 85 SW2 116	STR 13+ Power Attack	<i>Fighters may take this feat as one of their bonus feats.</i> When you attack an opponent's weapon, you do not provoke an attack of opportunity.
Sunder Natural Weapon	PHB 85	STR 13+ Power Attack Sunder	When fighting a large (or bigger) creature and you score a critical hit, you may choose to give one of the creature's natural attacks a -2 penalty instead of dealing extra damage. This penalty lasts until the creature is healed to full hit points.
Swarm Attack	WAR 48	Smaller than medium sized	You may occupy the same 5-foot square with another allied small sized creature. Each of you is free to attack or take other actions independently.
Swarmfighting	DR285 p33	Small Size DEX 13+ +1 Base Attack	You may occupy the same 5-foot square with another allied small sized creature that possesses this feat. When you attack a medium (or larger) opponent with a melee attack, you get a +1 morale bonus to hit for every ally in the same square as you. The maximum bonus is equal to your DEX bonus.
Swing-By Attack	SH 23	Rope Climber Climb skill 1+	When swinging from a rope and you use the charge action, you may swing and attack as a standard action and then complete your movement in the straight line of the charge. You do not provoke an attack of opportunity from the opponent you swing at. This does not work in medium or heavier armor or if you are carrying a heavy load.
Tactical Leadership	CA 164	DEX 16+ INT 15+ Dodge Mobility Spring Attack Expert Tactician Expertise Avoidance Know Terrain Evasion ability +3 Base Attack	You can share the benefits of your Avoidance and Know Terrain feats with another character for one round by spending a move equivalent action to talk with them.

General Combat Feats (Part 13 of 15)

Feat Name		Prerequisites	Description
Tagging	SA 144		<i>Fighters may take this feat as one of their bonus feats.</i> When you hit an opponent, you may choose to do no damage and instead “tag” them. Each time you do this during an encounter, your critical threat range for that opponent is increased by 1. In addition, you can choose one of three extra effects: 1) Your next critical hit on this opponent has its damage multiplier increased by 2; 2) Your next critical hit on this opponent has its damage dice increased one category (for example d6 becomes d8); or 3) Your STR modifier to damage is doubled. You can have all three of these effects on a single opponent, but cannot have a single effect more than once for each opponent.
Taking the Measure	WoN 76	Spot skill 2+	<i>Rokugan clans: Lion.</i> As a move equivalent action, make a Spot check with DC = the opponent’s AC. If successful, you may add +2 to your next attack roll on that opponent. If you have +1 or better Base Attack, this move equivalent action may overlap another move action.
Targeted Attack	KPG 92	INT 13+ Expertise	When you succeed with a critical hit, instead of doing critical damage, you can instead do normal damage and injure part of your opponent’s body. See DMG 66 for variant rule on injuries to specific areas.
Team Flanking	QF 41	+6 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> You have +4 to attack a flanked opponent (instead of the normal +2).
Trail of Blood	SPY 74	STR 15+ Power Attack Cleave Great Cleave Cleaving Charge +12 Base Attack	When performing a Great Cleave, you may move up to three 5-foot squares before each extra attack. You may not exceed your speed during this action.
Triumphant	WoS 46	+4 Base Attack	<i>Rokugan clans: Lion.</i> +1 enhancement bonus to attack rolls when multiple opponents are attacking you.
Two-Handed Power Strike	QF 41	STR 15+ Power Attack	<i>Fighters may take this feat as one of their bonus feats.</i> When performing a full attack action with a two-handed weapon in melee, you add two times your STR bonus to damage (instead of the normal 1.5 times). This feat may not be used in combination with Improved Initiative or Lightning Initiative.
Typhoon Attack	JS 22	Jump skill 5+	If you succeed at a charge attack and you are either unarmed or are fighting with two weapons (or a double weapon), you immediately get another attack with the same base attack at a second opponent within reach.
Ultimate Duelist	SPY 74	Weapon Focus Improved Weapon Focus Weapon Master Master Duelist +18 Base Attack	<i>This feat may be taken multiple times, each with a different weapon.</i> Choose a weapon you have Master Duelist feat for. You receive +4 on attack rolls and +10 on damage rolls (instead of Master Duelist’s bonus). Three times per session you may re-roll a failed attack roll (but not a critical failure) using this weapon.
Ultimate Feint	EVIL 62	Improved Feint {1} +7 Base Attack Bluff skill 7+	When you make a Bluff skill to feint in combat, you may immediately attack your opponent. If the Bluff is successful, your opponent is considered flat-footed.
Unbalancing Blow	DR295 (p75)	WIS 13+ Balance skill 5+	You may make a DEX check instead of a STR check when attempting a trip action.
Unerring Strike	KPG 92	DEX 13+	You may add +X to your attack roll, where X is no greater than your base attack bonus. You do –X damage (minimum 1 damage) if you hit.
Utaku’s Void of War	RO 55	+3 Base Attack	<i>Rokugan clans: Unicorn.</i> <i>You make take this feat multiple times, up to one third your level times. The effects can be stacked.</i> Before rolling initiative, you may choose to take a –4 penalty on your initiative for a +2 dodge bonus to AC. Alternately, you may choose to take a –4 penalty to your AC for a +2 circumstance bonus on initiative. The bonus and penalty last for one round.
Vile Martial Strike	BVD 50	CHA 15+ Weapon Focus	<i>This feat may be taken multiple times, each with a different weapon.</i> Choose a weapon. When you deal damage from attacks with the chosen weapon, you deal 1 additional point of vile damage.
Wall Breaker	DR285 (p98)	STR 13+ Power Attack	When damaging an object, you ignore the first 5 points of hardness. Note that this is not extra damage, so it is only useful on objects with hardness.

General Combat Feats (Part 14 of 15)

Feat Name		Prerequisites	Description
Warrior Born	SA 147		<i>Fighters may take this feat as one of their bonus feats. This feat can only be taken at first level.</i> +1 morale bonus to damage rolls.
Way of the Crane	RO 56	DEX 13+ Weapon Focus(Katana) Martial Weapon Prof.	<i>Rokugan clans: Crane.</i> You can draw a Katana or Wakizashi as a free action. You get a +2 circumstance bonus on initiative when using a katana.
Way of the Hare	RO 56	DEX 13+ Jump skill 1+ +1 Base Attack	<i>Rokugan clans: Hare.</i> You gain +4 to attack on any attack involving a leap of 6 feet or more.
Way of the Lion	RO 57	STR 13+ +1 Base Attack	<i>Rokugan clans: Lion.</i> <i>You make take this feat multiple times and the effects stack.</i> You gain a +2 competence bonus to your attacks, up to a maximum bonus against an opponent equal to their AC bonus due to armor (and natural armor). In other words, this feat works to negate AC bonuses of armor.
Way of the Tortoise	WoN 66	DEX 14+ +1 Base Attack	<i>Clan: Tortoise.</i> <i>This feat may be taken multiple times, each with a different weapon.</i> Choose a weapon from this list: jitee, kama, nunchaku, sai, jo, tonga, or bo. You receive +1 competence to attack and +2 initiative when using this weapon. This counts as Weapon Focus.
Weapon Expert	SA 147	Weapon Focus +6 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> When attacking with a masterwork weapon that you have Weapon Focus with, you gain +3 to hit and your weapon's damage die is increased by one category (for example d6 to d8).
Weapon Finesse	PHB 86 CoC 42 SW 98 SW2 117 WOT 95 SPY 74 DU090 (ph 46)	+1 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> <i>You can take this feat multiple times (each with a different weapon).</i> <i>A spellcaster may choose Touch Spells as a weapon type.</i> You may use your DEX bonus instead of your STR bonus on your attack roll with one weapon. Only applies to light weapons.
Weapon Focus	PHB 86 CoC 43 SW 98 SW2 117 WOT 95 SPY 71	+1 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> <i>You can take this feat multiple times (each with a different weapon).</i> <i>A spellcaster may choose Ray, Energy Missile, or Touch Spell as a weapon type.</i> +1 on attack roll with one weapon.
Weapon Grand Master	SA 147	Weapon Focus Weapon Expert Improved Critical Weapon Master +12 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> You can use this feat up to your CON modifier times each day. You can choose to give up half of your attacks in a round to make one attack at your full base attack that is automatically a critical threat. This can be done up to twice in a round. The example says, a fighter with attacks +16/+11/+6/+1 could make four attacks, or two attacks with automatic threat at +16/+16. <i>Note: It is not clear how this is derived from the description of the feat.</i>
Weapon Master {1}	SPY 74	Weapon Focus Improved Weapon Focus +6 Base Attack	<i>This feat may be taken multiple times, each with a different weapon.</i> Choose a weapon you have Weapon Focus feat for. You receive +2 on attack rolls and +4 on damage rolls (instead of Weapon Focus's bonus).
Weapon Master {2}	SA 148	Weapon Focus Weapon Expert Improved Critical +10 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> When attacking with a magical weapon (or masterwork if the world has no magical weapons) that you have Weapon Focus with, you gain +2 to hit (in addition to the +3 from Weapon Expert) and the critical hit damage modifier is increase by one (such as x2 to x3).
Weapon Specialization	PHB 86 WOT 95	Fighter(4+) Weapon Focus	<i>Fighters may take this feat as one of their bonus feats.</i> <i>You can take this feat multiple times (each with a different weapon).</i> +2 damage with the weapon.
Whirlwind Attack {1}	PHB 86 SW 98 SW2 117 WOT 95 CoC 156	INT 13+ DEX 13+ Expertise Dodge Mobility {1} Spring Attack +4 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> When taking a full attack action, you can attack all opponents within 5 feet at your full attack bonus.

General Combat Feats (Part 15 of 15)

Feat Name	Prerequisites	Description
Wicked Strike SA 148	STR 13+	<i>Fighters may take this feat as one of their bonus feats.</i> When you roll maximum damage with your weapon, the weapon is considered to have the Wounding effect (if it already had Wounding then the wounding is increased by 1). If you are able to roll additional damage dice, keep the base dice separate since only they count for determining if you roll maximum damage.
Willow Step JS 22	DEX 15+ Tumble skill 5+	After a successful charge attack, you may make a Tumble check DC 20. If successful, you may continue up to your full movement in a straight line past the opponent.
Zanji RO 57	Concentration 10+ Sense Motive 10+ (see right)	<i>Requires two Kiho feats. These include: Breaking Blow, Cleansing Spirit, Death Touch {2}, Flee the Darkness, Fortune's Breath, Heart of Stone, Ryoku, Self/No-Self, Soul of the Four Winds, Spirit Strike.</i> As a move equivalent action, you may make a Concentration check DC 25 to become aware of all living creatures with 20 feet of you regardless of obstructions, invisibility, etherealness, or concealment. You suffer no penalties or miss chance on attacks against these creatures this round. This feat does not work on creatures tainted by the Shadowlands or Lying Darkness in the Rokugan setting.

Defensive Combat Feats (Part 1 of 6)

Feat Name		Prerequisites	Description
Absorb Blast	QW 90	Bodyguard +1 Base Attack	When you and an ally are within the area of effect of an attack, you may swap your Reflex save with that person if they are in the area you threaten (without a reach weapon). You choose after you see the results. You cannot swap with someone that automatically succeeds, but you can swap with someone that automatically fails. You can only do this once per round, and only if you are not prone and have your DEX bonus to AC.
Acrobatic Dodge	SA 128	DEX 16+ Dodge	This feat can be used up to your DEX bonus times per day. When you would be hit by a melee or ranged attack (and you have one hand free), you may make a Reflex save DC=20+magic bonus of attack. If successful, the attack misses and you move one 5 foot square away from the attack.
Armored Fencer (Heavy)	DR301 (p36)	DEX 13+ INT 13+ Expertise Parry {3} Armored Fencer (Medium) Armor Proficiency (Heavy)	You may parry while wearing heavy armor.
Armored Fencer (Medium)	DR301 (p36)	DEX 13+ INT 13+ Expertise Parry {3} Armor Proficiency (Medium)	You may parry while wearing medium armor.
Armor Skin	ELH 50	Epic Character	<i>This feat may be taken multiple times.</i> You gain a +2 natural armor bonus to AC due to your skin being tough. This does not stack with natural armor bonuses from magic items and nonpermanent magical effects, but it does stack with itself.
Avoidance	CA 163	DEX 16+ INT 13+ Dodge Mobility {1} Spring Attack Expertise Evasion ability	When wearing light or no armor, you do not provoke attacks of opportunity when moving through threatened areas.
Avoid Critical Hit	DR292 (p114)	DEX 13+ Dodge Skill Focus(Tumble) +8 Base Attack Tumble skill 1+	When a critical hit is scored on you, you may make a Tumble skill check. If your check is higher than the roll made to confirm the critical hit, then the hit is treated as a normal hit.
Awareness {1}	KPG 83	DEX 13+ Dodge Lightning Reflexes {1}	You cannot be the target of a sneak attack due to flanking. Only an attacker that catches you flat footed (or otherwise without your DEX bonus to AC) can sneak attack you.
Blood Frenzy	SST 81	Power Attack +5 Base Attack	<i>Supposedly limited to the Taan race in Sovereign Stone.</i> Once each round, you may make a Reflex save with DC 10 + opponent's attack total. If successful, the damage of one melee attack on you is reduced by 5 points (minimum 1).
Bodyguard	QW 91	+1 Base Attack	You may occupy the same square with an ally up to one size larger than you. You may grant your shield's AC bonus to your ally, but if it is not a tower shield, you lose the AC bonus for yourself. You and your ally have a -2 penalty to attack since you are crowding each other. You can only protect one ally each round. If you and your ally become hostile, you must move at the first opportunity to your own square. You cannot use this feat when you are denied your DEX bonus or are prone.
Breeze Dance	MW 112	DEX 13+ Dodge Mobility {1}	<i>This feat may be taken more than once.</i> As a standard action you can use this fighting stance feat. You gain a +1 AC versus melee attacks and +2 AC versus ranged attacks due to your unpredictable movements. This lasts until you want to end it or until you move more than 10 feet in a single round.
Bulwark of Defense	ELH 51	Epic Character CON 25+ Defensive stance 3/day	Your defensive stance bonus is now +4 STR, +6 CON, +4 resistance bonus to all saves, and +6 dodge bonus to AC.

Defensive Combat Feats (Part 2 of 6)

Feat Name		Prerequisites	Description
Circle Master	DR301 (p33)	DEX 13+ Dodge Circle Student Concentration skill 2+ +3 Base Attack	You may choose to receive a +1 AC bonus against all opponents you threaten and a +1 competence bonus to attack them. If you do so, you receive -2 AC against opponents you do not threaten. This does not stack with Circle Student.
Circle Student	DR301 (p33)	DEX 13+ Dodge Concentration skill 1+	You may choose to receive an additional +1 AC against your Dodge opponent and a +1 competence bonus to attack that opponent. If you do so, you are -2 AC to all other opponents.
Close-order Fighting	SSS 60	+3 Base Attack	When two characters with this feat fight side by side, the one on the left gets one-quarter cover (+2 AC, +1 Reflex save).
Close Quarters Fighting {1}	S&F 5	+3 Base Attack	When an opponent attempts to grapple you, any damage done by your attack of opportunity on them is added to your check to avoid being grappled.
Combat Agility	DR284 p123	DEX 13+ Dodge Lightning Reflexes {1}	You gain a +4 bonus on your Reflex save against an attack, spell, or ability made by an opponent within 5 feet of you. You also gain a +4 dodge bonus on your AC against ranged attack and ranged touch attack by an opponent within 5 feet of you. You must be able to see the opponent to use this feat.
Combat Expertise	SW2 107 WOT 91	INT 13+	<i>See the Expertise feat.</i>
Continuous Parry	SA 130	INT 13+ Expertise Parry	<i>Fighters may take this feat as one of their bonus feats.</i> When performing a full defense while holding a melee weapon in each hand, you can use your Parry feat up to your number of attacks + your DEX bonus.
Crushing Defense	DR301 (p37)	STR 13+ DEX 13+ INT 13+ Expertise Parry {3} Power Attack Sunder +4 Base Attack	When you succeed with a parry, you may attempt to sunder your opponent's weapon if your weapon is no more than 1 size smaller than your opponent's weapon. You deal damage to your opponent's weapon. If it is destroyed, your opponent does not get a disarm attempt on you.
Damage Reduction	ELH 52	Epic Character CON 21+	<i>This feat may be taken multiple times.</i> You gain a +3/- damage reduction. This does not stack with damage reduction granted by magic items or nonpermanent magical effects, but it does stack with itself and with class features.
Dashing and Daring	SA 131	DEX 13+ CHA 13+ +4 Base Attack	When wearing no armor, add your CHA bonus to your AC. CHA based checks against those of the opposite sex that saw you fighting receive a +2 bonus.
Defensive Fighter	QF 36	DEX 13+ +2 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> When fighting defensively, you only suffer a -2 penalty to attack (instead of -4).
Defensive Martial Arts	SW2 107	Martial Arts {2}	+2 dodge bonus to your AC.
Deflect Missile I	SA 132	Fighter (4+) Combat Reflexes Weapon Focus Weapon Specialization	<i>Fighters may take this feat as one of their bonus feats.</i> When you would be hit by an incoming missile weapon (but not a gun or ballista missile) and you have your fencing or long bladed weapon that you are Specialized with in hand, you may use an attack of opportunity and make an attack roll of your own. If your roll is higher than the opponent's then you deflect the missile.
Deflect Missile II	SA 132	Fighter (4+) Combat Reflexes Weapon Focus Weapon Specialization Deflect Missile I	<i>Fighters may take this feat as one of their bonus feats.</i> As per Deflect Missile I, but you can now deflect firearm bullets (but not cannon or ballista missiles).
Distract {2}	WAR 44	DEX 13+ Dodge	<i>Fighters may take this feat as one of their bonus feats.</i> +4 dodge bonus to AC against attacks of opportunity caused by non-movement actions, such as casting a spell or firing a ranged weapon.
Dodge	PHB 81 CoC 40 SW 93 SW2 107 WOT 92	DEX 13+	<i>Fighters may take this feat as one of their bonus feats.</i> During your action, you can specify an opponent that you will get +1 AC (dodge bonus) against until your next action.

Defensive Combat Feats (Part 3 of 6)

Feat Name		Prerequisites	Description
Dodging Basics	SPY 79		<i>Deflect Arrows:</i> Once per round, when you would be hit by a hurled weapon and you have a hand free, you may make a Reflex save DC 15 + the opponent's base attack bonus. If you succeed, you deflect the attack. <i>Flying Back Flip:</i> Once per round, when an opponent misses you with a melee attack, you may move one 5-foot square as a free action. This may take you out of the opponent's reach.
Dodging Mastery	SPY 79	Martial Arts {1} Dodging Basics +3 Base Attack	<i>Dodge Bullets:</i> Your Deflect Arrows ability can be used to dodge bullets in the same way. You can use only one of these two abilities each round. <i>Iron Man:</i> Once per combat, you may reduce the damage of a hit against you by up to your base attack bonus.
Draw Attack	QW 92	+1 Base Attack Bodyguard	When using the Bodyguard feat, you can ready your action to cause all melee attacks against your ally (even attacks of opportunity and readied attacks) to target you instead as long as the ally remains within the area you threaten (without a ranged weapon). You can limit this to just apply to a single enemy or set of enemies that fulfill a criterion. When the set is limited, you can also use this feat to force ranged attacks to target you instead. You cannot use this feat when you are denied your DEX bonus or are prone.
Duck and Weave	SB 17	DEX 15+	When you get your DEX bonus while on a ship, you have 3/4 cover (+7 AC and +3 Reflex saves) against ranged attacks.
Energy Resistance	ELH 53	Epic Character	<i>This feat may be taken multiple times, with the same or different energy types.</i> Choose an energy type (acid, cold, electricity, fire, or sonic). You gain resistance +10 to that type of energy. This does not stack with magic items or nonpermanent magical effects, but it does stack with itself.
Epic Dodge	ELH 54	Epic Character DEX 25+ Dodge Tumble skill 30+ Improved evasion ability Defensive roll ability	Once per round, when hit by the opponent that you chose for your Dodge ability, you may ignore all damage from that attack.
Evasive Fighting	WAR 44	DEX 13+ Dodge	Once per round, when an opponent charges you, you may take a free 5-foot step to the side. The opponent no longer gets the +2 attack bonus they would have received for charging you (but they still suffer the -2 AC), and their movement stops where they otherwise would do so.
Expertise	PHB 82 CoC 40 SW 94 SPY 69	INT 13+	<i>Fighters may take this feat as one of their bonus feats.</i> When you attack (or full attack), you may take -X to hit and get +X to your AC until your next action. X can be up to the lower of 5 or your base attack bonus.
Expert Parry	DR301 (p37)	DEX 13+ INT 13+ Expertise Parry {3} Combat Reflexes Improved Parry	You can parry the same opponent more than once per round.
Eyes in the Back of Your Head	S&F 6 D&D 50	WIS 19+ +3 Base Attack	When you have your DEX bonus to AC, opponents do not get a bonus against you when you are flanked.
Guarded Defense	DR301 (p37)	DEX 13+ INT 13+ Expertise Parry {3} Improved Disarm +4 Base Attack\	When you make a parry attempt, your opponent does not receive the free disarm attempt.
Guardian	KPG 86		Instead of applying your shield's AC bonus to yourself, you can provide it to an adjacent 5 foot square.
Hida Technique	RO 51		<i>This feat is normally restricted to the Crab clan in the Rokugan setting.</i> <i>You may take this feat multiple times, but the total bonus will be limited to one third your level, round down.</i> <i>You gain +1 AC due to natural armor.</i>
Hold the Line	S&F 7 D&D 51	Combat Reflexes +2 Base Attack	When an opponent charges you, you get an attack of opportunity on them before their attack on you is resolved.

Defensive Combat Feats (Part 4 of 6)

Feat Name		Prerequisites	Description
Improved Parry	DR301 (p37)	DEX 13+ INT 13+ Expertise Parry {3} Combat Reflexes\	You can parry more than once per round. Each parry attempt past the first uses an attack of opportunity granted by Combat Reflexes. You cannot parry the same opponent more than once each round.
Incredible Parry	DR301 (p38)	DEX 13+ INT 13+ Expertise Parry {3} +6 Base Attack\	<i>This feat may be taken multiple times, each time adding 1 size to the limit.</i> You can parry an attack from a weapon up to 3 sizes larger than your parry weapon.
Iron Bones	QD 39	Toughness Stone Bones	You may ignore the first 4 points of damage dealt to you by physical attacks each round.
Iron Touch of Kruk-Ma-Kali	KPG 87		<i>This feat may only be taken at first level.</i> <i>Supposedly limited to Hobgoblin and Sil-Karg races.</i> The critical damage multiplier of weapons used on you is reduced by 1. For example, 3x becomes 2x.
Leaping Defense	QW 92	Alertness Bodyguard Absorb Blast +1 Base Attack	Once per round, as a free action, you may make a standard move into an area of effect before using your Absorb Blast or Selfless Sacrifice feat. You cannot use this feat when denied your DEX bonus to AC or when prone.
Living Shield	EVIL 58		You may use a helpless opponent as a shield by taking a standard action during your round. The bonus applies until your next action. The opponent is helpless if tied up, Hold Personed, paralyzed, or pinned with a grapple check. If the hostage is the same size as you, you get an AC bonus of +4 and there is a 50% chance of attacks against you hit the hostage instead. The bonus is +1 / 0% if the hostage is two sizes smaller than you, +2 / 25% if the hostage is one size smaller than you, +6 / 75% if the hostage is one size larger than you, +8 / 90% if the hostage is two sizes larger than you. An opponent with Precise Shot feat that attacks you treats the hostage as if it were one size smaller than it is.
Mobile Defense	ELH 63	Epic Character DEX 15+ Dodge Mobility Spring Attack Defensive stance 5/day	While in a defensive stance, you can take one 5-foot step each round without losing the benefits.
Mobility {1}	PHB 83 CoC 41 SW 96 SW2 113 WOT 94	DEX 13+ Dodge	<i>Fighters may take this feat as one of their bonus feats.</i> +4 AC (dodge bonus) against attacks of opportunity on you. Only applies when you would get your DEX bonus to AC.
Moving Target	SPY 85	DEX 13+ Tumble skill 8+	Your dodge bonus for fighting defensively is increased by 2. This does not combine with Expertise. Your penalty to attack rolls for fighting defensively is reduced by half (-2 instead of -4). This does not stack with any other feats.
Parry {1}	FS 102	DEX 13+ +2 Base Attack	You may ready an action to parry. If a melee attack would hit you, make a parry check using your base attack and DEX modifier. If your roll is higher, you block the attack and it misses you. Roll damage on the parrying weapon as per the "strike an object" combat action. You must be proficient with the weapon you use.
Parry {2}	SH 21	INT 13+ Expertise +3 Base Attack	You may choose to skip one or more of your attacks so they may be used as possible parry actions. If an opponent hits and you have any unused parry actions, you make your attack roll opposing their attack roll. If successful, the attack does not hit.
Parry {3}	DR301 (p36)	DEX 13+ INT 13+ Expertise	Once per round, if a melee attack would hit you, you may attempt to parry before damage is rolled. To do so, make an attack roll that exceeds your opponent's attack roll. If you do, no damage is dealt to you. Regardless, your opponent gets a free disarm attempt on your parrying weapon that does not provoke an attack of opportunity and does not give you a chance to disarm if they fail. You get +4 on your parry attack roll if the weapon you hold is light. You cannot parry a weapon that is more than 2 sizes larger than your parrying weapon. Natural weapons are considered 2 sizes smaller than the creature. You cannot parry when unarmed, when denied your DEX bonus to AC, or when wearing medium or heavy armor.

Defensive Combat Feats (Part 5 of 6)

Feat Name		Prerequisites	Description
Parry {4}	SA 139	INT 13+ Expertise	<i>Fighters may take this feat as one of their bonus feats.</i> Once per round, if a melee attack would hit you, you may attempt to parry before damage is rolled. To do so, make an attack roll that exceeds your opponent's attack roll. If you do, no damage is dealt to you. You can do this once per round as a free action. You must be aware of the attack, not flat footed, and using a sword or dagger to use this feat.
Phalanx Fighting	LD 189		When using a large shield and a light weapon, you gain a +1 AC bonus that stacks with the armor bonus. If you are within 5 feet of an ally similarly equipped that also has this feat, you may form a shield wall. This provides one quarter cover (+2 AC, +1 Reflex saves).
Protective Parry	DR301 (p38)	DEX 13+ INT 13+ Expertise Parry {3}	When a creature you threaten is attacked, you may use a parry attempt to parry an attack on that creature. You cannot protect the same creature more than once (unless you have Expert Parry).
Provide Cover	QW 92	Bodyguard Draw Attack +1 Base Attack	You use your body as cover for the ally in the same space as with as per the Bodyguard feat. The amount of cover depends on the difference in your size categories (but this is not specified in the feat description so it's up to the GM). You cannot use this feat when you are denied your DEX bonus to AC or when prone.
Riposte	SA 141	INT 13+ Expertise Parry {4}	<i>Fighters may take this feat as one of their bonus feats.</i> When you successfully parry, you may immediately make an attack (at your full base attack) on that opponent. This does not use an attack of opportunity.
Selfless Sacrifice	QW 92	Lightning Reflexes {1} Bodyguard Absorb Blast +1 Base Attack	Once per round, when you use the Absorb Blast feat, you can choose to grant automatic success to your ally, but you automatically fail. You cannot use this feat when you are denied your DEX bonus to AC or when prone.
Shield Other	QW 93	Combat Reflexes Bodyguard Draw Attack +4 Base Attack	When using the Bodyguard feat, you can perform a full round action to cause all attacks of any sort against your ally (even attacks of opportunity and readied attacks) to target you instead as long as the ally remains within your square. You cannot use this feat when you are denied your DEX bonus or are prone.
Side Step {1}	MW 113	DEX 13+ Dodge	When being attacked, you may use a saved partial action to step one 5 foot square to the side (if that space is empty) to gain a +2 AC against that attack.
Sidestep {2}	SPY 70	DEX 13+	During your action you may choose to receive a +1 AC bonus against all opponents or a +2 AC bonus against a single opponent. This lasts until your next action.
Single Blade Style	DR301 (p36)	INT 13+ Expertise Weapon Focus	When fighting with a weapon you have Weapon Focus with and you have nothing in your off hand and you are wearing light or no armor, you receive a +2 dodge bonus to AC.
Spell Dodge	KPG 91		+2 dodge bonus to AC against ranged touch attacks.
Steel Skin	DR301 (p38)	DEX 13+ INT 13+ Expertise Parry {3} Improved Unarmed Strike +4 Base Attack	You can parry when unarmed. Your hand counts as a weapon two sizes smaller than you are.
Stone Bones {1}	QD 40	Toughness	You may ignore the first 2 points of damage dealt to you by physical bludgeoning attacks each round.
Stonebones {2}	KPG 92		<i>This feat can only be taken at first level.</i> <i>Supposedly limited to the Dwarf and Gnome races.</i> +1 natural armor bonus to AC.
Superior Expertise	D&D 52 OA 66	INT 13+ Expertise +6 Base Attack	When you use the Expertise ability, any value up to your Base Attack (not just 5) can be used.
Swift Twist Glance	MW 113	DEX 15+ Dodge	When you are hit by an attack while fighting defensively, subtract 1 from each damage die.
Total Defense	QF 41	DEX 15+ Dodge Defensive Fighter	<i>Fighters may take this feat as one of their bonus feats.</i> When fighting defensively, if you move no more than one 5-foot step, you get a +6 dodge bonus to AC. Normally, fighting defensively awards a +2 bonus to AC.
Tough as Nails	KPG 92	CON 13+ Undying Shock Resistant	When a weapon strikes your body, it takes half the damage it inflicts on you. This is applied after it strikes you.

Defensive Combat Feats (Part 6 of 6)

Feat Name	Prerequisites	Description
Unarmored Defense Proficiency – Beginner	SA 146	<i>Fighters may take this feat as one of their bonus feats.</i> You receive an AC bonus of your level/3 +3 (round down). This bonus does not stack with armor and is in fact ignored if you are wearing armor, but it does apply even when flat footed or otherwise denied your DEX bonus to AC.
Unarmored Defense Proficiency – Intermediate	SA 146 Unarmored Defense Proficiency – Beginner	<i>Fighters may take this feat as one of their bonus feats.</i> Your AC bonus for unarmored defense now follows this chart by level: 1= +5, 2-4= +6, 5-6= +7, 7-9= +8, 10-11= +9, 12-14= +10, 15-16= +11, 17-19= +12, 20= +13.
Unarmored Defense Proficiency – Master	SA 146 Unarmored Defense Proficiency – Beginner Unarmored Defense Proficiency – Intermediate	<i>Fighters may take this feat as one of their bonus feats.</i> Your AC bonus for unarmored defense is now your level/2 +7 (round down).
Way of the Dragon	RO 56 WIS 15+ Daisho Technique Martial Weapon Prof. +1 Base Attack	<i>Rokugan clans: Dragon.</i> <i>You may take this feat multiple times. Each additional time grants an additional +1 AC.</i> When wielding a katana and wakizashi and wearing light or no armor, you get a +2 dodge bonus to AC. You are treated as if you were a member of the Mirumoto Niten Master prestige class for purposes of the Mirumoto Ancestor feat.
Weaving, Dodging, Rolling	WoS 53 DEX 13+ Dodge Tumble skill 2+	<i>Rokugan clans: Mantis.</i> When fighting defensively, you receive an additional +1 dodge bonus to AC. Tumble is always an in class skill for you..

Favored Enemy Feats

Feat Name	Prerequisites	Description
Bane of Enemies	ELH 51 Epic Character 5+ favored enemies Wilderness Lore 24+	Any weapon you wield against a favored enemy is considered a Bane weapon for that creature type. This means it gets +2 to hit and deals +2d6 damage.
Death to Enemies	ELH 51 Epic Character 5+ favored enemies Bane of Enemies Wilderness Lore 30+	Any time you make a critical hit against your favored enemy, it dies instantly unless it makes a Fortitude save DC 10+your WIS bonus+half your level.
Extra Favored Enemy	MoW 22 Have a favored enemy +5 Base Attack	You gain one additional favored enemy.
Favored Critical	MoW 23 Have a favored enemy +5 Base Attack	<i>This feat can be taken multiple times, each with a different enemy.</i> Your critical threat range is doubled for one type of favored enemy. Pick one that is normally subject to critical hits. This does not stack with Improved Critical.
Improved Favored Enemies	ELH 58 Epic Character 5+ favored enemies	<i>This feat may be taken multiple times.</i> Add +1 to your bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore check and to damage rolls against all your favored enemies.
Supernatural Blow	MoW 25 Have a favored enemy +7 Base Attack	When your attack on a favored enemy would be a critical hit, except the enemy is immune to critical hits, you deal +1d6 damage per damage die your weapon would do on a critical hit. Your favored enemy bonus applies to creatures that are immune to critical hits.

Mounted Combat Feats

Feat Name		Prerequisites	Description
Aerial Mounted Combat	QE 51	Ride skill (1+) Mounted Combat	Once per round, you may replace your mount's aerial evasive maneuver result with your Ride check. You have access to additional aerial maneuvers as per QE 101. You can use Mounted Archery, Ride-by Attack, Spirited Charge, and Trample feats (if you have them) while on a flying mount.
Chariot Archery	S&F 78	Chariot Combat Handle Animal skill 1+	You suffer only -2 (instead of -4) for ranged attacks from a chariot performing a double move, and -4 (instead of -8) for ranged attacks when it is running.
Chariot Charge	S&F 79	Chariot Combat Chariot Sideswipe Handle Animal skill 1+	When on a chariot performing the charge action, you deal double damage with your melee weapon (triple damage if it is a spear or lance).
Chariot Combat	S&F 78	Handle Animal skill 1+	Once per round, you may oppose an attack roll made on one of your steeds using your Handle Animal skill. If your roll is higher, then you negate the hit.
Chariot Sideswipe	S&F 79	Chariot Combat Handle Animal skill 1+	You may charge just to the side of an opponent in a straight line. If you do so, you may attack the opponent and any scythes on your chariot may also attack without provoking any attacks of opportunity.
Chariot Trample	S&F 78	Chariot Combat Handle Animal skill 1+	When you overrun an opponent using your chariot the opponent cannot choose to avoid you. If you know the target down, your steeds may each make one hoof attack against the target at +4 (because they target is prone). In addition, the wheels do 2d6 damage. Make a Handle Animal skill to keep the chariot under control with DC 10 (if small person), DC 15 (if medium), DC 20 (if large).
Improved Mounted Archery	DR285 (p98)	Mounted Combat Mounted Archery Ride skill (1+)	You no longer have a penalty for attacking from your mount while it is doing a double move. Your penalty when your mount is running is -2 (instead of -4). You can move before and after your attack as long as the total movement limit is not exceeded.
Improved Mounted Combat	SSS 62	DEX 13+ Mounted Combat Ride skill (6+)	Your mount receives a +2 bonus to AC and Reflex saves. You may make a Ride check to negate a hit on your mount up to your DEX modifier in times each round.
Improved Ride-By Attack	CA 164	Mounted Combat Ride-By Attack Ride skill 1+	When performing a Ride-By Attack, you gain a +2 circumstance bonus to attack and +1d6 damage.
Mounted Archery	PHB 83 WOT 94	Mounted Combat Ride skill (1+)	<i>Fighters may take this feat as one of their bonus feats.</i> You take half the penalty when firing from horseback (-2 instead of -4 when mount is double-moving, and -4 instead of -8 when running).
Mounted Combat	PHB 83 WOT 94	Ride skill (1+)	<i>Fighters may take this feat as one of their bonus feats.</i> Once per round, if your mount is hit in combat, you may make a Ride check. If this check is greater than the attack roll, you negate the hit.
Quick Dismount	KPG 90	Mounted Combat Ride skill (1+)	You can dismount as a free action.
Ride-By-Attack	PHB 84 WOT 94	Mounted Combat Ride skill(1+)	<i>Fighters may take this feat as one of their bonus feats.</i> When doing a charge action on your mount, you may move, attack, and then continue the movement (up to double movement). This does not provoke an attack of opportunity.
Spirited Charge	PHB 85 WOT 95	Mounted Combat Ride-By-Attack Ride skill(1+)	<i>Fighters may take this feat as one of their bonus feats.</i> When attacking using a charge on a mount, you do double damage (triple with a lance).
Trample	PHB 86 WOT 95	Mounted Combat Ride skill(1+)	<i>Fighters may take this feat as one of their bonus feats.</i> When overrunning an opponent while mounted, they may not avoid you. If you knock them down, your mount may make one hoof attack (including the +4 bonus on prone targets).
Way of the Unicorn	RO 57	DEX 13+ Ride skill 1+	<i>Rokugan clans: Unicorn.</i> You have the Mounted Combat feat. You also gain an additional +2 circumstance bonus to all attacks while mounted.

Ranged Combat Feats (Part 1 of 5)

Feat Name		Prerequisites	Description
Accurate Archer	SA 127	DEX 13+ Point Blank Shot Precise Shot Proficiency with bow	<i>Fighters may take this feat as one of their bonus feats.</i> You ignore all penalties for attacking a target with partial cover when using a bow.
Arrow Stab	SA 128	DEX 14+ Dodge Defensive Shot	<i>Fighters may take this feat as one of their bonus feats.</i> You may choose to stab an adjacent opponent with an arrow before firing it from a bow. Both attacks are made using the same attack bonus at -2 and only one attack is used up by this maneuver.
Blind Shot	KPG 83	DEX 13+ Point Blank Shot Precise Shot	You can make a ranged attack on an unseen target (invisible, in Darkness spell, 100% concealed) as if it were invisible (50% miss chance).
Bullseye	SPY 75	Precise Shot +3 Base Attack	When you are going to make a ranged attack using a missile weapon or a single shot (not autofire, bursts, or strafing) on a target within two range increments, you may choose to take -X on your attack roll to receive +X on your damage. X cannot be larger than your base attack.
Combat Archery	ELH 52	Epic Character DEX 13+ Point Blank Shot Dodge Mobility	Firing a bow when threatened does not incur an attack of opportunity on you.
Contact Shot	QD 38	Point Blank Shot	When firing a crossbow (or firearm) you do not provoke an attack of opportunity. You still do so when reloading, however.
Coordinate Fire	SPY 75	DEX 13+ Point Blank Shot Lay Down Fire +6 Base Attack	When firing a ranged weapon at an opponent, you gain +1 to attack for each ally that also fired on that opponent this round.
Crack Shot {1}	DSH 87	Point Blank Shot Precise Shot	When making a ranged attack against an opponent behind cover, the target's cover bonus to AC is halved.
Crisp Shot	SS 18	Point Blank Shot	When firing at an opponent with less than total cover, reduce their category of cover by one step. Nine-tenths->three-quarters, three quarters->one half, etc.
Crossbow Arcing	SA 130	INT 13+	<i>Fighters may take this feat as one of their bonus feats.</i> Your range increment with crossbow is increased by 10 feet.
Crossbow Snap Shot	SA 130	Weapon Focus (crossbow)	<i>Fighters may take this feat as one of their bonus feats.</i> You may take -2 to all attacks this round to gain an additional attack with a light or hand crossbow against an opponent within 20 feet. <i>Note:</i> It does not say what attack bonus the additional attack uses.
Dead Aim	DU093 (ph 35)	WIS 13+ Point Blank Shot Far Shot	If you take a full round action to line up your shot, you get a +2 circumstance bonus on your next attack. You cannot move (even a 5 foot step) during this round and you lose this bonus entirely if you are jostled or attacked. Also, if you can deal sneak attack damage at a range, you may do so even if this attack is outside the normal range limit.
Dead Eye	DL 52		<i>Supposedly limited to the Brave and Gunslinger classes in Deadlands.</i> When taking a full round action to attack with a ranged weapon, the character adds their level to the damage from all attacks. This does not work on opponents that are immune to critical attacks.
Deadeye Dick	SA 131	DEX 16+ WIS 12+	<i>Fighters may take this feat as one of their bonus feats.</i> This feat can only be taken at a first level. If you have not moved this turn or last turn, you can add your WIS bonus to your ranged attacks.
Dead Shot	SSS 60	DEX 13+ Point Blank Shot Precise Shot +4 Base Attack	When firing a ranged weapon at a target with cover, the target has one category less cover. This does not stack with other modifiers to attacking targets with cover.
Defensive Shot	SA 131	DEX 13+ Dodge	<i>Fighters may take this feat as one of their bonus feats.</i> When firing a weapon while within a threatened area, you can take -2 to attack. If you do, you do not trigger an attack of opportunity from one opponent of your choice that threatens you.
Deflect Ranged Attack	DR274 P60	DEX 13+ Point Blank Shot Precise Shot Ranged Disarm +5 Base Attack	When you ready an action against an opponent with a missile weapon, you may react to the opponent's attack by making your own attack with AC 23 (thrown dagger), AC 25 (arrow), or AC 28 (crossbow). If you hit, their attack is deflected and their weapon takes damage from yours. You can take this feat for one bow which you are proficient.

Ranged Combat Feats (Part 2 of 5)

Feat Name		Prerequisites	Description
Disarm Shot	SA 132	Weapon Focus	When you make a disarm attempt with a ranged weapon that you have Weapon Focus with, you do not suffer the -4 penalty to hit.
Distant Shot	ELH 53	Epic Character DEX 25+ Point Blank Shot Far Shot Spot skill 20+	You can make ranged attacks within line of sight with no penalty due to range.
Expert Marksman	QF 38	DEX 15+ Weapon Focus	<i>Fighters may take this feat as one of their bonus feats.</i> Weapon Focus is for a ranged weapon. You may make a “called shot” (see QF 29) with that ranged weapon.
Extreme Range	SPY 75	Point Blank Shot Far Shot	When using a ranged weapon such as a bow or gun, the range increment is doubled. When using a hurled weapon, the range increment is tripled.
Far Shot	PHB 82 CoC 40 SW 94 SW2 108 WOT 92 SPY 75 DU093 (ph 36)	Point Blank Shot	<i>Fighters may take this feat as one of their bonus feats.</i> Range increment of projectile weapons you use is multiplied by 1.5. Range increment for thrown weapons is multiplied by 2.
Improved Arrow of Death	ELH 57	Epic Character DEX 19+ WIS 19+ Point Blank Shot Precise Shot Arrow of Death ability	<i>This feat may be taken multiple times.</i> Add +2 to the DC of your arrow of death ability.
Improved Far Shot	DSH 88	Point Blank Shot Far Shot	You penalties due to range are halved. This means -1 per range increment instead of the normal -2.
Improved Manyshot	ELH 59	Epic Character DEX 19+ Point Blank Shot Rapid Shot Manyshot +21 Base Attack	You can fire multiple arrows at one target within 30 feet using a single attack roll at -2. The number is your base attack bonus divided by 5, round fractions up. Sneak attack or favored enemy damage is applied once, not once per arrow. A critical hit doubles the damage of only one arrow of your choice.
Improved Rapid Shot	DR275 p41	DEX 13+ Point Blank Shot Rapid Shot {1} +2 Base Attack	When using the Rapid Shot {1} feat, you may ignore the -2 penalty on all your ranged attacks.
Improvised Trip Attack	DR295 P73	Improvised Weapon {1} +3 Base Attack	You can attempt to trip an opponent at range by throwing a weapon or improvised weapon at them. Make a ranged touch attack. If you hit, make an opponents STR check using the normal trip rules but compare the weapon size (rather than your size) to the opponent’s size for determining the penalty or bonus. For example, a small weapon used on a medium size target yields -4 penalty. Note: The Brawler’s improvised weapon ability can be used in place of the feat to meet the requirement.
Increased Precision	SPY 76	Point Blank Shot Far Shot Extreme Range	<i>This feat may be taken up to 3 times.</i> The range at which you can use Point Blank Shot and Sneak Attack is increased by one range increment.
Instant Reload	ELH 61	Epic Character Quick Draw Weapon Focus Rapid Reload +2 Base Attack Crossbow proficiency	<i>This feat may be taken multiple times, each with a different kind of crossbow.</i> You can reload your crossbow and fire at the same rate you would fire a bow.
Lay Down Fire	SPY 76	DEX 13+ Point Blank Shot +3 Base Attack	You give allies +6 AC (instead of +4) when you provide them cover fire. The penalty on opponents when you lay down suppressive fire is increased to -6.
Legendary Sniper	DR297 (p29)	Epic Character DEX 21+ Hide skill 24+ Skill Focus(Hide)	If you have already hidden 10 or more feet away from your target, you may make one ranged attack and then hide again as a move equivalent action without suffering a penalty on your Hide check (normally -20). When you make a sneak attack with a ranged weapon, you deal +1 damage per sneak attack die you have.
Manyshot	ELH 70	DEX 15+ Point Blank Shot Rapid Shot +6 Base Attack	You can fire multiple arrows at one target within 30 feet using a single attack roll at -2. The number is 2 (if +6 to +10 base attack), 3 (if +11 to +15), 4 (if +16 or greater). Sneak attack or favored enemy damage is applied once, not once per arrow. A critical hit doubles the damage of only one arrow of your choice.

Ranged Combat Feats (Part 3 of 5)

Feat Name		Prerequisites	Description
Marksman {1}	DL 53	Weapon Focus Weapon Specialization Concentration skill (4+) +5 Base Attack	You may spend a full round action aiming a ranged weapon at a target that is not performing a double move or a run. On the next round you may make a single attack as a full round action. This attack counts as a "coup de grace" as long as some vital part of the target is visible.
Marksman {2}	SPY 76	Point Blank Shot Precise Shot +3 Base Attack	You gain a +2 bonus (instead of +1) to attack for aiming a ranged weapon. You gain a +3 bonus (instead of +2) to attack for bracing a ranged weapon.
Master Sniper	SPY 76	Point Blank Shot Precise Shot Marksman Sharp-Shooting Far Shot Extreme Shot Increased Precision Sniper +18 Base Attack	When you receive an attack bonus due to aiming or bracing your ranged weapon, your critical threat range is increased by the same amount. For example, if you receive a +2 bonus, your threat range increases by 2.
Mobile Shot	DSH 89	DEX 13+ Dodge Mobility {1}	+4 dodge bonus to AC against attacks of opportunity caused when you make a ranged attack while threatened.
Pinpoint Accuracy {1}	SSS 62	DEX 13+ Point Blank Shot Precise Shot	You may spend a full round action doing nothing but aiming with a ranged weapon at a target to receive +2 on your next attack against that target. This attack must be a full round action with a single attack. This is cumulative with up to 3 rounds of aiming (max +6 bonus).
Pinpoint Accuracy {3}	SA 139	WIS 14+ DEX 13+ INT 11+ Sharp Shooting Expert	<i>Fighters may take this feat as one of their bonus feats.</i> If you spend a round doing nothing except aiming, you may make a Concentration check DC 10. If successful, you may make a single attack (at full base attack) during your next round that receives your Concentration check -10 as a bonus to hit.
Point Blank Shot	PHB 84 CoC 41 SW 96 SW2 114 WOT 94 SPY 76 DU093 (ph 36)		<i>Fighters may take this feat as one of their bonus feats.</i> <i>The Spycraft setting gives the bonus to one range increment instead of always 30 feet.</i> +1 to hit and damage with ranged weapons at ranges up to 30 feet. A spellcaster with this feat gets this bonus for rays and energy missiles within this range.
Precise Shot	PHB 84 CoC 41 SW 96 SW2 114 SPY 76 DU093 (ph 36)	Point Blank Shot	<i>Fighters may take this feat as one of their bonus feats.</i> You can use ranged weapons into melee without taking a -4 penalty. A spellcaster may use this feat to cast a ray or energy missile spell similarly.
Ranged Disarm	DR274 P60	DEX 13+ Point Blank Shot Precise Shot +5 Base Attack	<i>You can take this feat multiple times (each with a different weapon).</i> You can perform a disarm action with a single type of bow that you are proficient with.
Ranged Expertise	SA 140	WIS 13+	<i>Fighters may take this feat as one of their bonus feats.</i> You can take a -X penalty to hit with a ranged weapon to receive a +X bonus to your AC until your next round. X cannot be larger than your base attack bonus.
Ranged Pin	DR274 P60	DEX 13+ Point Blank Shot Precise Shot +5 Base Attack	If your opponent is within 5 feet of a tree, wall, or other surface you can stick an arrow in, you may perform a ranged grapple attack. Once stuck, the opponent may use a partial action to perform a STR check (DC15) or Escape Artist check (DC 15).
Power Shot	WAR 46	STR 13+ Point Blank Shot Power Attack +5 Base Attack	Whenever you reduce an opponent to zero or less hit points by using a missile weapon, the missile passes through and you get another attack at the same base attack bonus against whoever is behind the original target.
Ranged Sunder	DR274 P60	DEX 13+ Point Blank Shot Precise Shot Ranged Pin +5 Base Attack	When attacking objects with a ranged weapon, you deal normal damage instead of 1/2 damage.
Ranged Threat	QE 53	DEX 13+ Point Blank Shot Rapid Shot	Your ranged attack threatens within 20 feet as if you had reach. You can flank, sneak attack, and deal attacks of opportunity within this area.

Ranged Combat Feats (Part 4 of 5)

Feat Name		Prerequisites	Description
Rapid Reload {1}	S&F 8 ELH 70 DU092 (p87)	+2 Base Attack Crossbow proficiency	You can reload a hand or light crossbow as a free action. You can reload a heavy crossbow as a move-equivalent action. This can be used once per round. It provokes an attack of opportunity.
Rapid Shot {1}	PHB 84 CoC 41 SW 96 SW2 115 WOT 94	DEX 13+ Point Blank Shot	<i>Fighters may take this feat as one of their bonus feats.</i> When making a full attack with a ranged weapon, you may take one extra attack (at your highest base attack bonus-2), but all your other attacks are at -2.
Rolling Shot	CoC 41	DEX 13+ Point Blank Shot Shot on the Run {1} Dodge Mobility {1}	When attacking with a ranged weapon in the same round you did a move action to move at least 20 feet, you gain a +2 dodge bonus to your AC against ranged attacks until your next action.
Sharp Shooting	S&F 9 D&D 52 SPY 77	Point Blank Shot Precise Shot +3 Base Attack	When attacking an opponent from range that has cover, you get +2 to hit. This effectively negates some of the cover bonus.
Sharp Shooting Expert	SA 142	DEX 13+ INT 11+	You can take a -X penalty to hit with a ranged weapon to receive a +X bonus to damage until your next round. X cannot be larger than your base attack bonus.
Shot on the Run {1}	PHB 85 CoC 41 SW 96 SW2 115 WOT 95 DU093 (ph 38)	DEX 13+ Point Blank Shot Dodge Mobility {1}	<i>Fighters may take this feat as one of their bonus feats.</i> When attacking with a ranged weapon, you can move before and after the attack (up to your base movement total).
Shuriken Mastery	WoN 22	Exotic Weapon Proficiency (Shuriken)	When throwing 3 shuriken as a single attack, you may select multiple targets with using one attack roll at -2 against all of them. When throwing all 3 at one target, your attack roll is at +1.
Sniper	SPY 77	Point Blank Shot Precise Shot Marksman Sharp Shooting Far Shot Extreme Range Increased Precision +9 Base attack	Your critical threat range is increased by 1 when firing a ranged weapon. Your threats are always critical hits.
Sting of the Wasp	WoS 53	DEX 15+ +9 Base Attack	<i>Rokugan clans: Mantis.</i> When using a bow (but not a crossbow) that you are proficient with, your critical threat range is increased by one. If you have Improved Critical, double the range before adding one.
Storm of Throws	ELH 67	Epic Character 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 30 feet. The weapons need not be of the same type.
Suppressive Fire	SA 144	Point Blank Shot Combat Reflexes	<i>Fighters may take this feat as one of their bonus feats.</i> As a standard action, you can designate a straight line of squares. You can use attacks of opportunity on opponents moving through those squares. This benefit ends as soon as you move.
Sure Aim	QF 40	Weapon Focus +3 Base Attack	For each consecutive action spent doing nothing but aiming at a target, you receive a +1 bonus to your next attack on that target with a ranged weapon that is at least one size smaller than you. Max bonus of +3.
Swarm of Arrows	ELH 67	Epic Character DEX 23+ Weapon Focus Point Blank Shot Rapid Shot	As a full round action, you may fire an arrow at your full base attack bonus at each opponent within 30 feet.
Taught Tug	MW 113	Point Blank Shot	By taking -5 initiative, you pull your bow string extra hard and your arrows deal +2 damage this round.
Throw Anything	S&F 9	DEX 15+ +2 Base Attack	You can throw any weapon using a 10 foot range increment.
Trick Shot {1}	DP 42	DEX 13+	Once per day as a full round action, you may attempt a trick shot that would normally be nearly impossible. First make a DEX check DC 10. If you succeed, you receive a +8 competence bonus to attempt the trick shot. For example, shooting a coin from the air while on horseback.

Ranged Combat Feats (Part 5 of 5)

Feat Name		Prerequisites	Description
Trick Shot {4}	QE 53	DEX 15+ Point Blank Shot	+2 on trick shot attempts as per QE 45.
Twin Shot	QF 41	Ambidexterity	You may make a single attack by firing a ranged weapon (crossbow or firearm) in each hand. These weapons must be at least one size class smaller than you. Make two attack rolls, each at -2.
Uncanny Accuracy	ELH 68	Epic Character DEX 21+ Point Blank Shot Rapid Shot Spot skill 20+	When throwing or shooting at range, you ignore any AC bonus due to cover (to a max of nine-tenths cover) and any miss chance due to concealment (to a max of nine-tenths concealment). If the target has full cover or full concealment, this feat does not apply.
Way of the Wasp	RO 57	DEX 13+ Point Blank Shot Precise Shot Rapid Fire +9 Base Attack	<i>Rokugan clans: Wasp.</i> When taking a full round attack, you get two extra attacks per round with a bow, daikyu, or yumi. These attacks are at your highest base attack, but all your other attacks are at -5. This feat may not be used in combination with the Rapid Fire feat.
Zen Archery	S&F 9	WIS 13+ +3 Base Attack	You can use your WIS bonus instead of your DEX bonus when making a ranged attack within 30 feet.
Zen Focus	SPY 71	WSI 13+	When making a ranged attack, reduce the concealment bonus to the opponent's AC by half.
Zen Shot	SPY 71	WSI 13+ Zen Focus +4 Base Attack	When making a ranged attack, ignore concealment bonuses.
Zen Mastery	SPY 71	WSI 13+ Zen Focus Zen Shot +9 Base Attack	When making a ranged attack with a hurled weapon, you may add your WIS bonus to your attack roll.

Smite Feats

Feat Name		Prerequisites	Description
Extra Smiting	DOF 20	Class Level(4+) Smite ability	<i>You can take this feat multiple times.</i> When you take this feat, you gain one additional smiting attempt per day.
Great Smiting	ELH 56	Epic Character CHA 25+ Smite ability	<i>You may take this feat multiple times.</i> When you succeed with a smite attack, you do your level in damage in addition to other smite damage. This is cumulative.
Holy Strike	ELH 57	Epic Character Smite evil ability Good alignment	Any weapon you wield is treated as a Holy weapon and it is Blessed. Being Holy means it deals +2d6 damage against evil creatures.
Unholy Strike	ELH 52	Epic Character Smite good ability Evil alignment	Any weapon you wield is treated as an Unholy weapon. This means it deals +2d6 damage against good creatures.

Sneak Attack Feats (Part 1 of 2)

Feat Name		Prerequisites	Description
Agonizing Strike	QR 46	Sneak attack ability Back Alley Brawler Painful Strike +3 Base Attack	<i>Supposedly limited to the Rogue class.</i> When making a sneak attack, you may choose to stun instead of dealing damage. If you hit, your opponent makes a Fortitude save DC 10 + half your level or they are stunned (no DEX bonus, no actions, and others have +2 to hit them) for half your level in rounds.
Arterial Strike	S&S 38 KPG 81	Sneak attack ability +4 Base Attack	When you successfully make a sneak attack, you may forgo +1d6 of extra damage in order to deliver a wound that continues bleeding for 1 damage each round until a Heal check or some magical healing is used on that person. These wounds are cumulative, so that two will cause 2 damage each round.
Assassin's Hand	SA 129	Sneak attack ability	If the target is totally unaware of your presence and is of a lower level than you and your attack is a natural 20, you may use this feat and roll again. If this additional roll would hit, then the opponent is reduced to -10 hit points instead of rolling for damage.
Delayed Sneak Attack	WoN 22	Sneak attack damage +5d6 +9 Base Attack	You may choose for your sneak attack damage to be inflicted 3d6 rounds after your actual attack.
Destructive Attack	DR297 (p28)	Epic Character STR 21+ Sneak attack +5d6 Death attack ability Power Attack Improved Death Attack	You can do death attacks against plants, undead, and constructs. This attack destroys the target if it fails its save. If it makes the save, it still suffers damage from the attack, including sneak attack damage.
Greater Sneak Attack	SA 134	Sneak attack ability Improved Sneak attack Level 9+	Your sneak attack damage dice are d10 instead of d6 or d8.
Hamstring	S&S 39	Sneak attack ability +4 Base Attack	If you hit with a sneak attack, you may forgo +2d6 of damage to instead reduce your opponent's land speed to 1/2 of normal.
Improved Death Attack	ELH 58	Epic Character Sneak attack damage +5d6 Death attack ability	<i>This feat may be taken multiple times.</i> Add +2 to the DC of your death attack.
Improved Knockout Attack	T&T 35	Sneak attack ability Knockout Attack	You may use a melee weapon to inflict subdual damage during a sneak attack and you ignore the -4 penalty.
Improved Ranged Sneak Attack	T&T 36	Ability to sneak attack Point Blank Shot Far Shot	When using a projectile weapon, your maximum range to sneak attack is increased from 30 feet to 45 feet. When using a thrown weapon, your range is increased to 60 ft.
Improved Sneak Attack {1}	ELH 59	Epic Character Sneak attack damage +8d6	<i>This feat may be taken multiple times.</i> Add +1d6 to your sneak attack damage.
Improved Sneak Attack {2}	T&T 36	Sneak attack ability +2 Base Attack	Your sneak attack damage dice are d8 instead of d6.
Improved Sneak Attack {3}	SA 135	Sneak attack ability Level 6+	Your sneak attack damage dice are d8 instead of d6.
Knockout Attack	T&T 37	Sneak attack ability	You may use any melee weapon to do subdual damage with a sneak attack at a -4 to hit. Normally weapons cannot be used.
Lingering Damage	ELH 62 DU092 (p87)	Epic Character Sneak attack ability +8d6 Crippling strike ability	Any time you deal damage to an opponent with a sneak attack, that opponent takes your sneak attack damage again on your next turn.

Sneak Attack Feats (Part 2 of 2)

Feat Name		Prerequisites	Description
Lingering Death	DR297 (p29)	Epic Character CHA 21+ Sneak attack +5d6 Death attack ability Improved Death Attack	<i>This feat may be taken multiple times.</i> If you make a death attack that deals extra sneak attack damage but fails to kill the target, the target makes the same save again during the next round to avoid being slain. Each additional time you take this feat means the save must be attempted one additional round.
Needle Strike	WoN 22	INT 14+ Sneak attack +2d6 +3 Base Attack	When making a full attack and sneak attacking an opponent, your critical threat range for a slashing or piercing weapon is doubled. If the range has already been doubled, this feat causes it to be tripled instead.
Quick Strike	T&T 37	Sneak attack ability +2 Base Attack	Once per round, if you successfully hit with a sneak attack, you get a free additional attack on that opponent using the same weapon at the same attack bonus (but without extra sneak attack damage).
Sneak Attack of Opportunity	ELH 66	Epic Character Sneak attack damage +8d6 Opportunist ability	Any attack of opportunity you take is considered a sneak attack.
Sneak Attack Training	SA 143	Sneak attack ability	You do +1d6 (one additional die) of sneal attack damage.
Sniper	SA 143	DEX 13+ WIS 13+ Sneak attack ability	You can sneak attack at a range up to 3 range increments as if you were using a melee sneak attack.
Splintering Strike	QR 52	Sneak attack ability +3 Base Attack	<i>Supposedly limited to the Rogue class.</i> You may make a sneak attack against constructs. You gain an additional +2d6 damage against them.
Staggering Strike	DR297 (p29)	Epic Character STR 21+ Sneak attack +8d6	When you inflict sneak attack damage, you may choose to do -X dice of sneak attack damage. If you do, the target makes a Fortitude save DC 10 + your STR bonus + X. If the target fails, they may only take a partial action whenever they would act normally for the next X rounds.
Strike of the Wolf	WoN 22	Sneak attack ability +1 Base Attack	Instead of inflicting extra damage with your sneak attack, you may attempt to topple your opponent. The opponent makes a Reflex save DC (10+your DEX modifier+the number of sneak attack damage dice you have) or he or she falls prone. The opponent receives a -4 penalty on their roll for each size category smaller than you and +4 for each size category larger. This feat may be used on opponents that are immune to critical hits.
Twist of the Knife	WoN 23	Sneak attack +1d6 Weapon Focus(dagger)	When using a dagger (or similar weapon), your critical threat range is increased by 1 and the weapon inflicts 1d6 instead of 1d4 damage.
Wounding Strike	QR 52	Sneak attack ability Crippling Strike ability	<i>Supposedly limited to the Rogue class.</i> When you damage an opponent with a sneak attack, you also deal 1d2 damage to your opponent's STR, DEX, or CON ability score (pick one). This does not stack with the Crippling Strike ability.

Two-Handed Combat Feats (Part 1 of 2)

Feat Name		Prerequisites	Description
Ambidexterity	PHB 80 CoC 39 SW 92 SW2 105 WOT 91 SPY 68	DEX 15+	<i>Fighters may take this feat as one of their bonus feats.</i> You are not left or right handed. You ignore the -4 penalty for off-hand attacks in combat.
Cloak Fighting	FS 94	Parry {1} Riposte {1}	Using your riposte, you may attempt to disarm your opponent using your cloak as an off hand weapon. This does not provoke an attack of opportunity. A cloak is considered a large weapon for this attempt. You do suffer off-hand weapon penalties that can be reduced with Ambidexterity and Two-Weapon Fighting. Consider a cloak to be a small weapon for purpose of these penalties.
Daisho Technique	RO 49	WIS 13+ Martial Weapon Prof. +1 Base Attack	<i>This feat is normally restricted to the Dragon clan in the Rokugan setting.</i> When holding a Katana in one hand and a Wakizashi in the other, you fight (and make use feats) as if you also had Exotic Weapon(Katana), Ambidexterity, and Two Weapon Fighting feats.
Double Chop	SA 132	STR 13+ Power Attack Cleave Great Cleave Two Weapon Fighting Improved Two Weapon Fighting	<i>Fighters may take this feat as one of their bonus feats.</i> You can follow through on a cleave using either hand, instead of being limited to following through with the same hand and weapon.
Dual Weapon Attack	JS 21	Ambidexterity Two-Weapon Fighting Improved Two-Weapon Ft.	You now get your full STR bonus on damage (instead of half) for your off-hand weapon.
Flashing Steel	SA 133	Two Weapon Fighting Improved Two Weapon Fighting +4 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> When you have a weapon in each hand, you can perform a whirlwind of blades, granting +2 on AC and +2 on all attacks, but all your attacks do -2 damage (minimum 1).
Greater Off-Hand Fighting	SA 134	STR 13+ Two Weapon Fighting Improved Two Weapon Fighting +12 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> You can use a medium weapon in your off hand as if it were light.
Greater Two-Weapon Fighting	MoW 23 D&D 50 ELH 69 DU093 (ph 36)	Ambidexterity Two-Weapon Fighting Improved Two-Weapon Fighting +15 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> You get a third attack with your off-hand weapon, but this attack is at -10. <i>(Note: DU093 lists the Base Attack requirement as +11, but this is a typo.)</i>
Green Viper Style	MW 113	Combat Reflexes Two-Weapon Fighting Use bladed weapons	As a standard action you may use this fighting stance feat. You get +5 to initiative and a +1 dodge bonus to AC. You also may choose to take +2 to attack but -2 damage on attacks while in this stance. You can end use of this feat at any time or by moving more than 5 feet in a round.
Hand of Osano-Wo	RO 50	STR 15+ Ambidexterity Two Weapon Fighting +3 Base Attack	<i>This feat is normally restricted to the Mantis clan in the Rokugan setting.</i> You gain your full strength bonus (rather than half of that bonus) for attacks made with your off hand weapon. This does apply to double weapons and to having two separate weapons.
Improved Two-Weapon Fighting	PHB 83 SW 95 SW2 111 WOT 93 SPY 69	Two-Weapon Fighting Ambidexterity +9 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> You get a second extra attack (at -5 base) with your off-hand weapon.
Off-Handed	EVIL 59	DEX 14+ Ambidexterity	Opponents receive -4 to attack you while you have a weapon in your off hand. You get +2 attack with your off hand weapon.
Off-Handed Accuracy	SA 138		<i>Fighters may take this feat as one of their bonus feats.</i> The penalty for fighting with a ranged weapon in one hand and any weapon in the other is reduced by two. This is the same as Two-Weapon fighting, but for ranged weapons.

Two-Handed Combat Feats (Part 2 of 2)

Feat Name		Prerequisites	Description
Off-Hand Parry	S&F 7 MoW 24	DEX 13+ Ambidexterity Two-Weapon Fighting +3 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> When making a full attack while fighting with two weapons, you may choose to take no attacks with your off hand and instead get a +2 dodge bonus to your AC. You still suffer penalties for your other hand as if you were fighting two handed. Only works if the off hand has a buckler, bladed, or hafted weapon of a size smaller than you. <i>Note: S&F required DEX 15+, but this has been overridden by MoW.</i>
Off-Hand Weapon Expert	QF 39	DEX 13+ +4 Base Attack	You add your full STR bonus (normally just one half) to damage done by a weapon in your off hand.
Parrying Weapon	SH 21	Two-Weapon Fighting	When wielding a weapon in your off hand that is at least one size smaller than you are, you can defend yourself with it as if it were a buckler shield. You cannot use this weapon to both attack and defend in the same round.
Perfect Two-Weapon Fighting	ELH 64 DU092 (p87)	Epic Character DEX 25+ Ambidexterity Two-Weapon Fighting Improved Two-Weapon Fighting Greater Two-Weapon Fighting	You can make as many attacks with your off hand as you can with your primary weapon, using the same base attack bonuses.
Pin Shield	S&F 8	Two-Weapon Fighting +4 Base Attack	When attacking with two weapons and your opponent has a shield, you may attack with your off hand to strike their shield. If successful, you get an attack of opportunity with your primary hand against that opponent and they do not get their shield AC bonus during this time.
Superior Two Weapon Fighting	JS 21	STR 15+ Two-Weapon Fighting Improved Two-Weapon Ft.	Your penalty for fighting with two non-light weapons is only -2 (instead of -4).
Togashi's Technique	RO 55	WIS 13+ Daisho Technique Martial Weapon Prof. +6 Base Attack	<i>Rokugan clans: Dragon.</i> When performing a full attack, you gain two extra attacks (one with each weapon) at your highest attack bonus. All of your other attacks this round are at -5. This feat may not be used in combination with Improved Two Weapon Fighting.
Twin Sword Style	FR 39	Two-Weapon Fighting	<i>Fighters may take this feat as one of their bonus feats.</i> <i>Forgotten Realms regions: Sembia, Waterdeep, and drow elf.</i> When fighting with two swords (dagger, longsword, rapier, scimitar, or short sword in any combination), you can designate a melee opponent and get +2 AC against that opponent. You can change the choice on each action. The bonus is lost if you lose your DEX bonus.
Two Strikes as One	SA 145	Ambidexterity Two-Weapon Fighting Improved Two-Weapon Fighting Greater Two Weapon Fighting +15 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> When armed with two weapons, you can attack with each of them when charging. Normally, you only get one attack when charging..
Two-Weapon Defense	SH 23	DEX 13+ Two-Weapon Fighting	While wielding a weapon in each hand, your penalty to attack for fighting defensively is reduced by 2. You still have the same AC bonus.
Two-Weapon Fighting	PHB 86 CoC 42 SW 98 SW2 117 WOT 95 SPY 71		<i>Fighters may take this feat as one of their bonus feats.</i> Reduces penalties for two-weapon fighting by -2 on each attack.
Two-Weapon Rend	ELH 68	DEX 15+ Ambidexterity Two-Weapon Fighting Improved Two-Weapon Fighting +9 Base Attack	If you hit an opponent with a weapon in both hands during the same round, you may rend the opponent. This deals additional damage equal to the smaller weapon plus 1.5 times your STR modifier. You can only rend once per round.

Unarmed Combat Feats (Part 1 of 6)

Feat Name		Prerequisites	Description
Advanced Martial Arts	SW2 105	Martial Arts {2} Improved Martial Arts +8 Base Attack	Your unarmed attacks deal 3d4 damage (3d3 if small, 3d6 if large). Your critical threat range for unarmed attacks is 18-20.
Arrow Shield	QW 91	DEX 13+ Improved Unarmed Strike Deflect Arrows	You can use the Deflect Arrows feat to protection someone in a square you threaten (without a reach weapon). If you fail to deflect, then the attack applies to you and not that person. You cannot use this feat if you are denied your DEX bonus to AC or if you are prone.
Back Alley Brawler	QR 46	+2 Base Attack	<i>Supposedly limited to the Rogue class.</i> Your unarmed attacks deal normal damage instead of subdual damage. As a full attack action, you may make a Bluff check opposed by your opponent's Sense Motive. If you succeed, you make a single unarmed attack against that opponent at your highest base attack that deals double damage. When grappling, you deal double damage by fighting dirty.
Barroom Brawler	SH 18	CON 13+ Toughness {1}	You have +4 hit points for purposes of defending against subdual damage. Your unarmed attacks deal 1d4 points of subdual damage (1d3 if you are small) plus your STR modifier.
Blocking Basics	SPY 78		<i>Break Weapon:</i> When you are fighting defensively or are performing a full defense and you are attacked by an opponent within 5 feet of you, you may make a STR check to break their weapon. The weapon's break DC is increased by 2. <i>Shifting Throw:</i> When you are unsuccessfully attacked by an opponent, you may move him or her to any square adjacent to you that does not put the person in immediate jeopardy (such as over a cliff). Your allies receive +2 to attack that opponent until your next action.
Blocking Mastery	SPY 78	Martial Arts {1} Blocking Basics +3 Base Attack	<i>Adrenaline Burst:</i> When you spend an action die to increase your attack with a melee or unarmed weapon, your AC is increased by the same value. [Note: Action dice are specific to the Spycraft setting.] <i>Redirection:</i> When you are fighting defensively or are performing a full defense and you are unsuccessfully attacked by an opponent, you may (as a free action) attempt to move any other opponent within 5 feet into the path of the first opponent's attack. If you do, the second opponent is automatically hit. To do this, make a Reflex save with a DC equal to the AC of the second opponent.
Breaking Blow	RO 48	STR 15+ Improved Unarmed Strike Fists of Iron +5 Base Attack	If you spend a round preparing (no movement or attack), your next unarmed attack does +1d6 times your STR bonus in additional damage. If this attack is against an inanimate object, the total damage of your attack is doubled.
Chi Strike	SPY 79	WIS 13+	At the start of your action, you may choose to take -X on your unarmed attack rolls and add +X to your unarmed damage rolls until the start of your next action. X can be up to your base attack bonus.
Choke Hold	OA 61	Improve Unarmed Strike Improved Grapple {1} Stunning Fist	If you pin your opponent while grappling and maintain this for one full round, at the end of the round the opponent makes a Fortitude save DC 10 + half your level + your WIS modifier. If they fail, they fall unconscious for 1d3 rounds.
Circle Kick	S&F 5	DEX 15+ Improved Unarmed Strike +3 Base Attack	When making a full attack, if you hit an opponent with an unarmed attack, you may attack a different opponent within range.
Clever Wrestling	MoW 22	Improved Unarmed Strike Small or Medium sized	When your opponent is larger than medium size, you gain a circumstance bonus to escape a grapple or pin. This bonus is: large=+2, huge=+4, gargantuan=+6, colossal=+8.
Defensive Throw	OA 62	DEX 13+ INT 13+ Improved Unarmed Strike Dodge Expertise Improved Trip Combat Reflexes	If the opponent you chose to receive the AC bonus from Dodge attacks you and misses, you get an attack of opportunity that can only be used to make an improved trip attack on that opponent.
Deflect Arrows	PHB 81	DEX 13+ Improved Unarmed Strike	<i>Monks get this for free at 2nd level.</i> <i>Fighters may take this feat as one of their bonus feats.</i> Once per round, if you have a free hand and would be hit by a ranged weapon, you may make a Reflex save against DC 20 (+magic bonus of weapon) in order to deflect the weapon.

Unarmed Combat Feats (Part 2 of 6)

Feat Name		Prerequisites	Description
Eagle Claw Attack	S&F 6 OA 62	DEX 15+ Improved Unarmed Strike Sunder +2 Base Attack	You can attack an opponent's weapon or shield with an unarmed attack. You can shatter objects this way.
Earth's Embrace	OA 62	STR 15+ Improved Unarmed Strike Improved Grapple {1}	If you pin your opponent while grappling, each round you maintain the pin you deal critical (double normal) damage. You must stay immobile, giving opponents +4 to hit you.
Exceptional Deflection	ELH 55	Epic Character DEX 21+ WIS 19+ Improved Unarmed Strike Deflect Arrows	You can deflect any ranged attack (including spells) as if they were arrows. For spells, add the level of the spell to the deflection DC.
Expert Grappler	QF 37	STR 13+ DEX 15+ Weapon Focus (Grapple)	<i>Fighters may take this feat as one of their bonus feats.</i> You may add your DEX modifier in addition to your STR modifier for all grapple checks.
Extra Stunning Attacks	S&F 6	DEX 13+ INT 13+ Improved Unarmed Strike Stunning Fist +8 Base Attack	<i>You can take this feat multiple times.</i> You can make 3 extra stun attacks per day.
Falling Star Strike	OA 62	WIS 17+ Improved Unarmed Strike Stunning Fist +4 Base Attack	You may make an unarmed attack to blind a humanoid opponent. If you hit, the opponent makes a Fortitude save DC 10 + half your character level + your WIS modifier. If they fail, they are blinded for your level in rounds.
Feign Weakness	S&F 6	Improved Unarmed Strike +2 Base Attack	When unarmed, if you make a Bluff check against your opponent's Sense Motive, you can trick them into a false attack of opportunity on you. You get to make an attack on them during which they are considered to be "flat footed" (no DEX bonus to AC), but then they still get the attack on you. You can try this with a concealed small or tiny weapon (at -4 or -2 penalty on your Bluff).
Fist of Steel	KPG 86	Improved Unarmed Strike	When unarmed, you may deal normal damage instead of subdual damage without taking the -4 penalty.
Fists of Iron	S&F 6 OA 62 DR296 (p72)	Improved Unarmed Strike +2 Base Attack	You can deal +1d4 damage from an unarmed strike. You can do this only 3+(WIS bonus) times per day, and you have to announce before attacking so that a miss uses up one of your uses.
Five Style Adept	SPY 79	Martial Arts {1} Holding Basics Kicking Basics Punching Basics Throwing Basics +6 Base Attack	Your unarmed attacks deal 1d8 damage and your critical threat range is 19-20.
Flying Kick	OA 62	STR 13+ Power Attack Improved Unarmed Strike Jump skill 4+	When using the charge action for an unarmed attack, you deal double damage.
Freezing the Lifeblood	OA 62	WIS 17+ Improved Unarmed Strike Stunning Fist +5 Base Attack	You may make an unarmed attack to paralyze a humanoid opponent. If you hit, you deal no damage and the opponent makes a Fortitude save DC 10 + half your character level + your WIS modifier. If they fail the save, they are paralyzed for 1d4+1 rounds.
Grappling Block	OA 63	DEX 13+ Improved Unarmed Strike Deflect Arrows Expertise Improved Disarm {1} Combat Reflexes	Once per round, when you would normally be hit in melee, you may make an attack of opportunity that may only be used for a disarm attempt. You make an attack roll (unarmed or sai, or jitte) opposed against the opponent's attack roll (modified by the size of their weapon compared to your size with a maximum upward of two size differences). If you succeed, you either knock their weapon to the ground or have it in your hands. This may only be attempted if you have both hands free or have a sai or jitte in hand.
Grappling Finesse	JS 21	Improved Unarmed Strike Weapon Finesse(Unarmed)	You may use your DEX bonus instead of your STR bonus on grapple and trip checks.
Great Throw	FAQ 65	DEX 13+ Improved Unarmed Strike Dodge Improved Trip Combat Reflexes	When you perform an unarmed trip action against an opponent of your size or smaller, you do your unarmed strike damage to them and you get to place them in any square you threaten. When you use this feat, you may not also get a bonus attack as per the Improved Trip feat.
Hammer Fist	DR279 p63	STR 13+ Improved Unarmed Strike	You add 1.5 times your STR bonus to damage. This only works when both hands are used and when you are not doing a flurry of blows attack.

Unarmed Combat Feats (Part 3 of 6)

Feat Name		Prerequisites	Description
Holding Basics	SPY 79		<i>Joint Lock:</i> Opponents receive a -4 penalty on attempts to escape your pins. <i>One-handed Choke:</i> You can grapple or pin an opponent using only one hand, leaving the other free for other tasks, such as attacking.
Holding Mastery	SPY 79	Martial Arts {1} Holding Basics +3 Base Attack	<i>Nerve Lock:</i> Opponents receive a -8 penalty on attempts to escape your pins and -4 to attempts to escape your grapples. <i>Bone Grind:</i> When damaging an opponent during a grapple, in addition to normal damage, you deal 1 point of temporary STR or DEX damage to that opponent.
Improved Balance	WAR 45	STR 13+	+4 competence bonus on grapple checks to avoid being held by an opponent. +4 competence bonus on STR checks when someone tries to bull rush, overrun, or trip you.
Improved Grapple {1}	D&D 51 OA 63 DR290 (p91)	Improved Unarmed Strike	If you hit with an unarmed strike, you do damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. In addition, you can deal normal damage while grappling (instead of subdual damage) without penalty.
Improved Grapple {2}	JS 21	Improved Unarmed Strike Improved Trip	You may start a grapple as a move equivalent action without provoking an attack of opportunity.
Improved Ki Strike	ELH 58	Epic Character WIS 21+ Ki Strike +3	<i>This feat may be taken multiple times.</i> Add +1 to the effective enhancement bonus of your unarmed attacks.
Improved Martial Arts	SW2 105	Martial Arts {2} +4 Base Attack	Your unarmed attacks deal 2d4 damage (2d3 if small, 2d6 if large). Your critical threat range for unarmed attacks is 19-20.
Improved Stunning Fist	ELH 60	Epic Character DEX 19+ WIS 19+ Improved Unarmed Strike Stunning Fist	<i>This feat may be taken multiple times.</i> Add +2 to the DC of your stunning fist.
Improved Unarmed Strike	PHB 83 WOT 93		<i>Monks get this feat for free.</i> <i>Fighters may take this feat as one of their bonus feats.</i> You are skilled at unarmed combat. You are considered armed even when you don't have a weapon.
Infinite Deflection	ELH 61	Epic Character DEX 25+ Combat Reflexes Improved Unarmed Strike Deflect Arrows	You can perform any number of deflections per round.
Iron Fist	SPY 79	Martial Arts {1} Chi Strike	The DC for you to break objects with unarmed brute force is reduced by 4. When taking a Strike Object action, you make unarmed attacks as if you were using a melee weapon. You double your strength modifier when damaging objects.
Keen Strike	ELH 61	Epic Character STR 23+ WIS 23+ Improved Critical Ki Strike +3	Your unarmed strike may be considered a slashing Keen weapon, so it threatens a critical on 19-20. This does not stack with similar abilities that set the type of your unarmed attack.
Kicking Basics	SPY 80		<i>Jump Kick:</i> You may move one 5-foot square before making an unarmed attack. <i>Roundhouse Kick:</i> You may attack two opponents that are adjacent to you using one unarmed attack. Roll to attack once and compare that against both opponent's armor class values.
Kicking Mastery	SPY 80	Martial Arts {1} Kicking Basics +3 Base Attack	<i>Flying Jump Kick:</i> You may move two 5-foot squares before making an unarmed attack. <i>Drop Kick:</i> Once per round, you may take a -6 penalty to an unarmed attack. If you hit, that attack deals double damage.
Legendary Wrestler	ELH 62	Epic Character STR 21+ DEX 21+ Improved Unarmed Strike Escape Artist skill 15+	<i>Monks qualify for this feat without Improved Unarmed Strike.</i> +10 on grapple checks.
Lightning Fists	S&F 7	DEX 15+ Monk(4+)	When making a full attack, you get two extra attacks this round, but all attacks are at -5.
Martial Artist	CoC 41 SW 95		<i>Same as "Martial Arts {1}".</i>
Martial Arts {1}	DU091 (ph 41) SPY 80		Your unarmed attack deals 1d6 (1d4 for small creatures) instead of the normal 1d3 (1d2 for small creatures). In addition, your unarmed attacks make a critical threat on a natural 20 (normally, unarmed attacks have no threat range).

Unarmed Combat Feats (Part 4 of 6)

Feat Name		Prerequisites	Description
Martial Arts {2}	SW2 112		Your unarmed attack deals 1d4 (1d3 for small creatures, 1d6 for large creatures) instead of the normal 1d3 (1d2 for small creatures, 1d4 for large creatures). In addition, your unarmed attacks make a critical threat on a natural 20 (normally, unarmed attacks have no threat range). You are considered armed, so you do not provoke an attack of opportunity when making an unarmed attack, and others that attack you unarmed do provoke attacks of opportunity by you (unless they have a similar feat).
Martial Arts, Defensive	DU091 (ph 43)	Martial Arts {1}	+2 AC due to avoiding attacks with your martial arts training.
Martial Arts, Improved	DU091 (ph 43)	Martial Arts {1} +4 Base Attack	You deal 2d4 damage with unarmed attacks. You threaten on a natural 19 or 20 when making an unarmed attack.
Martial Arts, Advanced	DU091 (ph 43)	Martial Arts {1} Martial Arts, Improved +6 Base Attack	You deal 3d4 damage with unarmed attacks. You threaten on a natural 18, 19, or 20 when making an unarmed attack.
Master of the Fifth Style	SPY 80	Martial Arts {1} Holding Basics Holding Mastery Kicking Basics Kicking Mastery Punching Basics Punching Mastery Throwing Basics Throwing Mastery +12 Base Attack	Your unarmed attacks deal 1d10 damage and your critical threat range is 18-20. All such critical threats are automatically critical hits. You may make two unarmed attacks for each unarmed attack you would have made in a round. If you do so, all your unarmed attacks are at -5. This feat does not stack with Warrior's Grace.
Master of the Sixth Style	SPY 80	Martial Arts {1} Holding Basics Holding Mastery Kicking Basics Kicking Mastery Punching Basics Punching Mastery Throwing Basics Throwing Mastery Mastery of the Fifth Style +18 Base Attack	Your unarmed attacks deal 1d12 damage and your critical threat range is 17-20. All such critical threats are automatically critical hits. You may make two unarmed attacks for each unarmed attack you would have made in a round (without penalty). This feat does not stack with Warrior's Grace.
Pain Touch	S&F 8 OA 64	WIS 19+ DEX 13+ Stunning Fist Improved Unarmed Strike +8 Base Attack	When you successfully stun someone up to one size larger than you, they are also nauseated for one round.
Power Throw	WAR 46	STR 15+	If you are grappling an opponent, you may pick them up and throw them up to 15 feet, inflicting 1d4 + your STR bonus damage. You may also choose to just pick them up and hold them above your head. If you do this, you lose your DEX and shield bonuses to AC, but your opponent has -4 to attack, deals half damage with physical attacks, and requires a Concentration check DC 25 to cast a spell.
Punching Basics	SPY 80		<i>Knuckle Punch:</i> When dealing unarmed combat damage, add 1.5 times your STR modifier to damage. <i>Palm Strike:</i> When you make a successful unarmed attack, the force of your blow moves the opponent back one 5-foot square. If that square is occupied, they suffer 1 point of subdual damage instead.
Punching Mastery	SPY 81	Martial Arts {1} Punching Basics +3 Base Attack	<i>Flying Palm Strike:</i> When you make a successful unarmed attack, the force of your blow moves the opponent back up to three 5-foot squares. If that square is occupied, they suffer 1d4 points of subdual damage instead. <i>Pain Touch:</i> Once per combat, when you successfully hit with an unarmed attack, you stun the opponent for one round in addition to dealing damage. This does not affect opponents that are immune to critical hits.
Raking Nails	MW 113	Improved Unarmed Strike Toughness {1} +5 Base Attack	You do +1d3 damage (which cannot be subdual damage) with unarmed attacks by growing out your fingernails and preparing them with soaks so they are extra hard.
Reflect Arrows	ELH 66	Epic Character DEX 25+ Improved Unarmed Strike Deflect Arrows	When you deflect an arrow or other ranged attack, it is directed back at the attacker using your base ranged attack bonus.

Unarmed Combat Feats (Part 5 of 6)

Feat Name		Prerequisites	Description
Righteous Strike	ELH 66	Epic Character WIS 19+ Improved Unarmed Strike Stunning Fist Lawful alignment	Your unarmed strike is treated as a Lawful weapon. This means it deals +2d6 to chaotic creatures.
Roundabout Kick	OA 65	STR 15+ Power Attack Improved Unarmed Strike	If you make a successful critical hit with an unarmed strike, you immediately get another unarmed strike on that opponent at the same base attack.
Shattering Blow	SPY 81	Martial Arts {1} Chi Strike Iron Fist +3 Base Attack	Your unarmed attacks deal 1d8 damage. You receive 4 times your STR bonus to damage when damaging an object with an unarmed attack. When you attempt to break an object using unarmed brute force, the DC is reduced by 8 (instead of 4).
Shattering Strike	ELH 66	Epic Character Weapon Focus (unarmed) Epic Weapon Focus (unarmed) Ki Strike +3 Concentration skill 25+	As a full round action that provokes an attack of opportunity, you may attempt to break an object with sudden force instead of with damage. To do so, make a Concentration check instead of a STR check against the break DC. You must have the ability to move to make this strike.
Snatch Arrows	S&F 9	DEX 15+ Deflect Arrows Improved Unarmed Strike +3 Base Attack	When using the Deflect Arrows feat, you may instead catch the projectile.
Staggering Blow	DR279 p63	Monk (2+) DEX 13+ WIS 13+ STR 15+ Improved Unarmed Strike Stunning Fist +8 Base Attack	When you successfully make an unarmed strike on a stunned opponent, they become staggered. This means they only get partial actions each round for a number of rounds equal to half your Monk level.
Sticking	JS 21	Improved Unarmed Strike Improved Trip Improved Grapple {2}	+2 to Disarm, Grapple, and Trip checks against a single opponent.
Stunning Fist	PHB 85	DEX 13+ WIS 13+ Improved Unarmed Strike +8 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> If you hit with an unarmed attack, opponent saves versus a DC of 10 + (1/2 of your level)+(WIS bonus) or they are stunned for 1 round (until just before your next action). While stunned they do not get a DEX bonus to AC and attackers get an additional +2 to hit. You can do this once per round and no more than once per day for every 4 levels you have.
Sucker Punch	DL 55	Improved Unarmed Strike +1 Base Attack	When using a full attack option to attack with your fists, you do +1d4 damage. The damage may be real or subdual at your choice. In addition, the target makes a Fortitude save with DC 10 plus the amount of damage done. If they fail, they are -4 on their next action. This feat may not be used with a sneak attack and it only works on opponents with vital areas to hit.
Throwing Basics	SPY 81		<i>Flying Tackle:</i> You may move one 5-foot square before making a trip attempt. <i>Foot Sweep:</i> If you successfully trip an opponent, you immediately receive a free attack on that opponent.
Throwing Mastery	SPY 81	Martial Arts {1} Throwing Basics +3 Base Attack	<i>Flying Throw:</i> When you make a successful unarmed trip attempt, you may throw the opponent back up to three 5-foot squares. If that square is occupied, they suffer 1d4 points of subdual damage instead. <i>Take Down:</i> Once per combat, when make a successful trip attempt, you stun the opponent for one round. This does not affect opponents that are immune to critical hits.
Unarmed Sunder	ASM 11	STR 15+ Improved Unarmed Strike +3 Base Attack	When you strike an opponent's weapon with an unarmed attack, you do not provoke an attack of opportunity.
Unbalancing Strike	OA 66	WIS 15+ Improved Unarmed Strike Stunning Fist	You may make an unarmed attack to unbalance a humanoid opponent. If you hit, you deal normal damage. In addition, the opponent makes a Reflex save DC 10 + half your character level + your WIS modifier. If they fail, for one round they lose their DEX bonus and attackers get an additional +2 to hit.
Unorthodox Flurry	DR279 p63	Monk(6+)	You may use one light weapon of choice as if you were unarmed, granting you your unarmed base attack, number of attacks per round, and the ability to make a flurry of blows. If the weapon is exotic, you must gain proficiency with it first, otherwise you automatically gain proficiency with the weapon as part of this feat.

Unarmed Combat Feats (Part 6 of 6)

Feat Name		Prerequisites	Description
Vile Ki Strike	BVD 50	CHA 15+ Improved Unarmed Strike	When you deal damage from an unarmed strike, you deal 1 additional point of vile damage.
Vorpal Strike	ELH 68	Epic Character STR 25+ WIS 25+ Improved Unarmed Strike Stunning Fist Ki Strike +3 Keen Strike Improved Critical (unarmed)	Your unarmed strike may be considered a slashing Vorpal weapon. This does not stack with similar abilities that set the type of your unarmed attack.
Warrior's Grace	SPY 81	Martial Arts {1}	During your first unarmed attack of the round, you may make an additional unarmed attack (limited to ones that take a half action). All your attacks this round are at -2.
Whirlwind Kick	JS 22	DEX 15+ Improved Unarmed Strike +3 Base Attack	When making a full round unarmed attack, you may choose one of those attacks to be w whirlwind kick. If this attack hits, then you get an additional attack with the same base attack bonus on another opponent within reach.

Magical Feats

Spellcaster Feats (Part 1 of 6)

Feat Name		Prerequisites	Description
Alien Understanding	CA 163	Cleric, Sorcerer, or Wizard	You have an in depth knowledge of what motivates and drives undead creatures and extra-planar creatures. When you turn or rebuke undead, you add your WIS bonus to your roll. When you use a spell on an extra planar creature that provides a Will save, the creature does not get its WIS bonus.
Animal Control	MoW 20	Animal Defiance Ability to cast <i>Speak with Animals</i> and <i>Animal Friendship</i>	You can rebuke or command animals like an evil Cleric does with undead. Use your highest divine caster level against the animal's hit dice. You may do this up to 3 + CHA bonus times each day. To issue commands, the animals must be able to understand you, so <i>Speak with Animals</i> is normally required. Animals under your control count against your <i>Speak with Animals</i> limit (even if you did not use the spell).
Animal Defiance	MoW 20	Ability to cast <i>Speak with Animals</i> and <i>Animal Friendship</i>	You can turn (but not destroy) animals like a Cleric turns undead. Use your highest divine caster level against the animal's hit dice. You may do this up to 3 + CHA bonus times each day.
Animation Mastery	DR298 (p64)	Improved Animation Desecrated Animation Spell Focus(Necromancy) Knowledge(Religion) 12+	Undead you create using Animate Dead or Create Undead spells have maximum hit points and an additional +2 turn resistance.
Antimage	KPG 81	Spellcaster level 1+	+4 competence bonus to counterspell or dispel spells cast by others.
Arcane Armor Proficiency (Heavy)	QW 47	Wizard level 1+ Armor Prof (Light) Armor Prof (Medium) Armor Prof (Heavy) Arcane Armor Prof (Light) Arcane Armor Prof (Medium)	While wearing any armor, you may cast a spell as a full round action to reduce the spell failure chance by 30% (minimum 5%). This replaces other Arcane Armor Proficiency feat benefit.
Arcane Armor Proficiency (Light)	QW 47	Wizard level 1+ Armor Prof (Light)	While wearing light armor, you may cast a spell as a full round action to reduce the spell failure chance by 10% (minimum 5%).
Arcane Armor Proficiency (Medium)	QW 47	Wizard level 1+ Armor Prof (Light) Armor Prof (Medium) Arcane Armor Prof (Light)	While wearing any medium or light armor, you may cast a spell as a full round action to reduce the spell failure chance by 20% (minimum 5%). This replaces the Arcane Armor Proficiency (Light) benefit.
Arcane Defense	T&B 38	Spell Focus {1}	<i>You can take this feat multiple times (each with a different school). +2 on your save versus spells from a given school.</i>
Arcane Geometry	QW 104	Spellcaster level 9+ Profession(Engineer) 8+ Knowledge(Arcana) 8+ Knowledge(Planes) 8+	You may design and build arcane towers as per the rules on QW 104.
Arcane Knowledge {2}	QW 47	Wizard level 1+	<i>This feat may be taken multiple times. Add three spells of your choice (of levels you can cast) to your spellbook.</i>
Arcane Preparation	T&B 38 FR 33	Bard (1+) or Sorcerer (1+)	You may prepare a spell ahead of time the way a Wizard does. This spell remains in your mind and occupies the spell slot until you change it or cast it. Preparing a spell with a Metamagic feat allows you to later cast that spell as a normal action instead of a full round action.
Arcane Schooling	FR 33		<i>You may only take this feat at first level. Forgotten Realms regions: Chessenta, Halruua, Lantan, Mulhorand, Unther.</i> When you take this feat, choose one arcane spell casting class. It becomes a favored class (in addition to any others you have) for purposes of multi-classing.
Arcane Senses	QW 48	Wizard level 1+ Spellcaster level 7+ Spell Focus(Divination)	You may cast Detect Magic, Detect Undead, or Detect Chaos/Evil/Good/Law as a free action as a spell-like ability usable any number of times per day. You may only have one of these spells in effect this way at a time, so you need to cancel one before starting another.
Arcane Shield Proficiency	QW 48	Wizard level 1+ Shield Proficiency	While using a shield, reduce its contribution to spell failure chance by 5%. You can use the shield's AC bonus even when casting spells.
Arcane Tutor	QW 95	Arcane spellcaster level 6+	If you have a permanent base of operations, a steady stream of apprentices come to work for you. This is similar to the Leadership feat. See QE 95-96.

Spellcaster Feats (Part 2 of 6)

Feat Name		Prerequisites	Description
Armored Caster	BEB 34	DEX 13+ Proficiency with the armor	<i>This feat may be taken multiple times.</i> Your chance of arcane spell failure due to armor use is reduced by 10%.
Armored Mage	QD 38	Any metamagic feat	<i>Supposedly limited to Dwarves.</i> Your chance of arcane spell failure due to armor use is reduced by 5% to a minimum of 5%.
Augment Summoning	T&B 39 MOF 21	Spellcaster (2+)	Creatures you conjure with a summon spell gain +1 HP per hit die, +1 to hit, and +1 to damage.
Blind Casting	DUN 81	Blind-Fight {1}	If the target of your spell that requires a to-hit roll is within 15 feet, you may re-roll the concealment percentage once.
Boost Spell-Like Ability	BVD 47	Have a spell-like ability	<i>This feat may be taken multiple times, each time increases the limit by 3 per day.</i> You can add +2 to the DC of each of your spell-like abilities 3 times per day.
Cast on the Run	QW 48	DEX 13+ Combat Casting Dodge Mobility	You can move before and after casting a spell as long as the total movement does not exceed your speed.
Channel Energy	QW 48	Toughness Power Surge	One per week, you may inflict up to 8 points of temporary INT damage to yourself when casting a spell. If you do so, the spell's save DC is +2 for each point of damage and you receive +2 on your roll to overcome spell resistance for each point of damage. Blood drips out your nostrils and ears when you use this.
Combat Casting {1}	PHB 80 CoC 40		+4 on Concentration when used for a spell while on the defensive during combat.
Conjure Mastery	BEM 4	CHA 17+ Spellcaster (7+)	<i>This is an Eldritch feat.</i> Creatures you summon have +2 STR, +2 DEX, and +2 CON.
Corrupt Spell-Like Ability	BVD 48	Have a spell-like ability Evil Alignment	<i>This feat may be taken multiple times, each time increases the limit by 3 per day.</i> You can add the "Evil" descriptor to each of your spell-like abilities up to 3 times per day. If you do this and the spell deals damage, half of that damage (round down) is considered "unholy".
Critical Spell Strike	KPG 83	Spellcaster level 1+	When you make a rouch attack (normal or ranged) and score a critical hit, the save DC of the spell is increased by 4.
Desecrated Animation	DR298 (p65)	Ability to cast Desecrate Knowledge(Religion) 5+	Undead you create using Animate Dead or Create Undead spells have +2 turn resistance.
Divine Blessing	QW 48	Arcane spellcaster level 1+	Choose one Cleric or Druid spell of any level up to one level less than the highest level spell you can cast. You add this spell to your spellbook and can cast it as an arcane spell. You can only take this feat once.
Durable Magic	QW 48	Spellcaster level 5+	Your effective caster level is +2 when someone attempts Dispel Magic or Greater Dispelling against a spell you cast.
Elemental Adept	KPG 84	Spellcaster level 1+	<i>This feat may be taken multiple times, each with a different element.</i> Choose an element: air, earth, fire, water. Your spells of this type have a save DC that is 2 higher. This stacks with Spell Focus.
Empower Spell-Like Ability	BVD 49	Have a spell-like ability	<i>This feat may be taken multiple times, each time increases the limit by 2 per day.</i> You can multiply the variable effects by 1.5 for of each of your spell-like abilities up to 2 times per day.
Enemy Focus	QW 49		<i>This feat may be taken multiple times.</i> Choose a creature type the same way a Ranger picks a favored enemy from this list: aberration, animal, beast, construct, dragon, elemental, fey, giant, magical beast, ooze, plant, shapechanger, undead, or vermin. Choosing a humanoid or outsider requires you to choose a specific race like elf, demon, or hobgoblin. The chosen type of creature receives a -2 penalty on saves against your spells.
Envelop the Wall	KPG 85	Spellcaster level 1+	Spells you cast using a spell slot higher than they normally are grant a +2 bonus to the change to overcome spell resistance on the target for each extra level higher. For example, a 3rd level spell cast in a 5th level slot has a +4.
Epic Spellcasting	ELH 55	Epic Character Spellcraft skill 24+ Knowledge(*) skill 24+ Ability to cast 9th level spells	You can cast Epic spells. You can cast a number of spells equal to your * skill divided by 10. The * skill for arcane spells is "Arcana", for divine spells is "Religion" and for druid spells is "Nature". If you can cast 9th level spells and have 24+ ranks in more than one spell type, then you can add the number of spells from each type to get your total Epic spell count.

Spellcaster Feats (Part 3 of 6)

Feat Name		Prerequisites	Description
Epic Spell Focus	ELH 54	Epic Character Spell Focus {1} Greater Spell Focus Ability to cast a 9th level spell in the school	<i>This feat may be taken multiple times, each with a different school.</i> Choose a school. Add +6 to the DC of spells you cast from this school. This replaces the bonus for Greater Spell Focus and Spell Focus.
Epic Spell Penetration	ELH 54	Epic Character Spell Penetration Greater Spell Penetration	Add +6 to the caster check to beat a creature's spell resistance. This replaces the bonus for Greater Spell Penetration and Spell Penetration.
Ethran	FR 34	Female CHA 11+ Spellcaster (1+) Society approval	<i>Forgotten Realms region: Rashemen.</i> You are a member of the Witches of Rashemen. +2 on Animal Empathy. +2 on Intuit Direction. +2 on CHA checks against others with this feat.
Extra Slot	T&B 40	Spellcaster (4+)	<i>You can take this feat multiple times.</i> When you take this feat, you gain one extra spell slot of any level up to one level lower than the maximum level of spell you can currently cast.
Extra Spell	T&B 40	Spellcaster (3+)	<i>You can take this feat multiple times.</i> When you take this feat, you learn one extra spell slot of any level up to one level lower than the maximum level of spell you can currently cast. This is useful for Sorcerers, since they do not learn spells as quickly as Wizards.
Familiar Spell	ELH 56	Epic Character INT 25+ or CHA 25+	<i>The ability requirement matches the key ability for your type of spellcaster.</i> <i>This feat may be taken multiple times, each with a different spell.</i> Choose a spell of 8 th level or lower that has no XP cost and a material component cost of no more than 1 gp. Your familiar can cast this spell once per day as a spell-like ability.
Greater Spell Focus	T&B 40 FR 35 D&D 50 ELH 69	Spell Focus {1}	<i>You can take this feat multiple times (each with a different school).</i> +4 on DC for others to save versus your spells from a given school. This replaces your Spell Focus {1} bonus. It does not stack.
Greater Spell Penetration	T&B 40 FR 35 D&D 50 ELH 69	Spell Penetration	+4 on caster level checks to beat spell resistance. This replaces your Spell Penetration bonus. It does not stack.
Greater Undead Legion	DR298 (p65)	CHA 15+ Undead Legion Knowledge(Religion) 10+	When casting Animate Dead, you can create and control an additional 8 hit dice of undead. When you try to command undead using a turning check, you can control an additional 4 hit dice. When you try to command a single undead with a turning check, you can control one with up to 4 hit dice more than your level without concentrating continuously. These effects replace the benefits of Undead Legion.
Improved Alignment-Based Casting	ELH 57	Epic Character Access to domain of Chaos, Evil, Good, or Law Alignment match for domain Ability to cast 9th level divine spells	<i>This feat may be taken multiple times, each with a different domain.</i> Choose an alignment domain. You cast spells with the chosen alignment descriptor with an effective caster level of +3.
Improved Animation	DR298 (p65)	Spellcaster level 6+ Knowledge(Religion) 5+	Undead you create using Animate Dead or Create Undead spells have +1 hit die (but do not increase in size) and +1 competence bonus to attack and damage rolls.
Improved Combat Casting	ELH 57	Epic Character Combat Casting Concentration skill 25+	You do not incur attacks of opportunity for casting spells while threatened.
Improved Counterspell	FR 35 ELH 70 DR298 (p57)		When countering a spell, instead of using the exact same spell, you may use any spell from that spell's school that is at least one level higher.
Improved Spell Capacity	ELH 59	Epic Character Ability to cast spells of the maximum level in a spellcasting class	<i>This feat may be taken multiple times.</i> You gain one spell slot for a given class of any level up to the maximum level of spell you can cast in that class +1.
Improved War Wizard Tactics	QW 49	Wizard level 1+ Knowledge(Anatomy) 5+ Martial Weapon Prof. War Wizard Tactics +5 Base Attack	When using the War Wizard Tactics feat, you may use your INT bonus for damage instead of your STR bonus. This does not work against opponents that are immune to critical hits or that are more than 30 feet away.

Spellcaster Feats (Part 4 of 6)

Feat Name		Prerequisites	Description
Improvised Counterspell	SPS 69	Ability to cast arcane spells without preparation	<i>This feat is intended for sorcerers and bards.</i> You may counter a spell by casting any spell you know that is at least two levels higher. Follow the normal rules for countering a spell, except you don't have to use the same spell that is being countered.
Item Image	BEM 4	INT 17+ Spellcaster (7+)	<i>This is an Eldritch feat.</i> You can inscribe a tattoo on yourself or another person in the presence of a magic item the person could carry. This takes 8 hours and costs 1/10 th the cost of the magic item. The item can then be stored in the tattoo and recalled as a free action. The image commonly changes depending on whether the item is stored or not. In addition, you may choose one extra benefit that the tattoo owner gets with the item: 1) +1 damage if it is a weapon, 2) +2 on the DC to save against it, 3) +2 effective caster level, 4) item inflicts 1d6 damage on any other person that tries to use it.
Machine Master	QW 50	Spellcaster level 7+ Spell Focus(Enchantment)	Your enchantment spells affect constructs normally.
Malign Spell Focus	BVD 49	Evil Alignment	+2 on the DC to save against your "Evil" spells.
Master Researcher	RO 52	Knowledge(Research) 5+	+2 on Spellcraft to research a new spell. Your cost to research a new spell is reduced by 20%.
Machine Master	QW 50	Spellcaster level 7+ Spell Focus(Enchantment)	Your enchantment spells affect constructs normally.
Minor Combat Magic	ASM 55	INT 10+	<i>This feat is supposedly only available to The School Beyond the Veil society members.</i> You may cast the 0-level arcane spells Guidance (on self only) and Mage Hand once per day each. These are cast at your arcane spellcasting level or at level 1 if you have no arcane spellcasting levels.
Mirror Sight	BEM 6	CHA 19+ Spellcaster (1+)	<i>This is an Eldritch feat.</i> Once per day you can look into a mirror and see one of three things for 1d4 + your CHA bonus in rounds: 1) the current reflection in another mirror you are familiar with, 2) the reflection of a person you know well, assuming they are near a mirror, 3) reflection of a place you know well, assuming it can be seen from a mirror. You only see through the mirror. Sound does not pass through. You may choose to let the other mirror show you, making the contact two-way. This works only with real mirrors, not a still pond or other surface.
Miser with Magic	KPG 89	Arcane Spellcaster level 7+	When you cast a spell, you may make a Spellcraft check DC 10 + twice the spell's level. If you make it, you cast the spell without expending a spell slot or losing it from memory. If you fail by 5 or more, then you lose the spell and it has no effect. You can do this for a number of spell levels per day equal to your primary spell ability (CHA or INT).
Mortalbane	BVD 49	Have a spell-like ability	<i>This feat may be taken multiple times, each time increases the limit by 5 per day.</i> You can make your damage-dealing spell-like abilities deal +2d6 damage to living non-outsiders, but only half damage (round down) to outsiders, undead, and constructs. This can be used up to 5 times per ability each day.
Mysterious Heritage	DU092 (ph 30)		+1 on Intimidate checks. +1 on the DC to save against your enchantment spells.
Mystic Bloodhound	QW 50	Spellcaster level 3+ Spell Focus(Divination)	If you are allowed to save against a spell, you may choose to fail your save in order to form a link to that spell's caster. You can have no more than 3 such links, but you can drop one at any time to form a new one. When linked, you receive +2 on saves against spells cast by that person. You can tell if the person is close (up to a mile), near (1 to 10 miles), or far (over 10 miles).
Permanent Emanation	ELH 64	Epic Character Spellcraft skill 25+	<i>This feat may be taken multiple times, each with a different emanation spell you can cast.</i> Choose a spell that emanates from you, such as Detect Magic. This spell is permanently available to you to turn on/off as a free action. Effects that would dispel this spell instead suppress it for 2d4 rounds.
Plant Control	MoW 24 D&D 51	Plant Defiance Ability to cast <i>Detect Animals or Plants</i> and <i>Speak with Plants</i>	You can rebuke or command plants like an evil Cleric does with undead. Use your highest divine caster level against the plant's hit dice. You may do this up to 3 + CHA bonus times each day. To issue commands, the plants must be able to understand you, so <i>Speak with Plants</i> is normally required.

Spellcaster Feats (Part 5 of 6)

Feat Name		Prerequisites	Description
Plant Defiance	MoW 24 D&D 51	Ability to cast <i>Detect Animals or Plants</i>	You can turn (but not destroy) plants like a Cleric turns undead. Note that most plants are immobile so they will not be able to flee. Use your highest divine caster level against the plant's hit dice. You may do this up to 3 + CHA bonus times each day.
Power Surge	QW 51	Toughness	When you cast a spell, you may choose to take 2 points of temporary CON damage to give +2 to the DC to save against the spell.
Premonitions	QW 51	Spell Focus(Divination)	Once per day, you may re-roll a single attack, skill check, or saving throw.
Quicken Spell-Like Ability	MM2 18 BVD 49	Have a spell-like ability	<i>This feat may be taken multiple times, each time increases the limit by 1 per day.</i> You can quicken each of your spell-like abilities 1 time per day. A quickened ability is a free action. You can do no more than one quickened action per round. An ability that duplicates a spell action that takes longer than 1 round to cast cannot be quickened.
Ray Focus	DR-A5 p26		Adds +2 to the DC for saves against your ray spells. This stacks with Spell Focus {1}.
Reactive Counterspell	MOF 22	Improved Initiative Improved Counterspell	Once per round you may counter a spell even if you did not ready that action. This uses up your next action.
Resonant Spellcasting	TA 37	Arcane spellcaster Spellcraft skill 5+ Knowledge(Arcana) 5+	Once per day, you may spend a move equivalent action to open oneself to the Resonance. The next arcane spell you cast will be powered by the Resonance and does not deplete a spell slot. Make a Fortitude save DC 10 + spell level when the spell is cast. If you fail, you take the spell level in damage.
Secret of Spellcraft	ASM 40	Able to cast 4 th level spells Knowledge(Arcana) 6+	<i>This feat must be learned by studying with a master, cult, or secret society.</i> +4 on Spellcraft checks that are applied to researching a new spell.
Shapechanger	KPG 91	WIS 13+ Spellcaster level 5+	Choose a number of forms equal to you WIS modifier. You do not suffer disorientation when you change into those shapes.
Signature Spell	FR 37	Wizard (1+) Spell Mastery {1}	<i>You can take this feat multiple times (each with a different spell you've mastered with Spell Mastery {1}).</i> Choose a spell when you take this feat. You may convert any prepared spell into the chosen spell (if the prepared spell is of the same or higher level). This is similar to how a cleric can convert spells into healing spells.
Spellcasting Prodigy	FR 38		<i>You may only take this feat at first level.</i> Your primary ability used for your starting spellcaster class is considered to be 2 higher for purposes of determining bonus spells and for the DC to save against your spells. This is CHA for sorcerers and bards, INT for wizards, and WIS for divine spellcasters).
Spellfire Wielder	MOF 23		<i>You may only take this feat at first level.</i> You can use spellfire to absorb spell energy, fire, destructive blasts, or heal others. See MOF 17-19 for details.
Spell Focus {1}	PHB 85		<i>You can take this feat multiple times (each with a different school).</i> +2 on DC for others to save versus your spells from a given school.
Spell Girding	MOF 22		Dispel checks against your spells are at -2.
Spell Hawk	QW 51		+4 on Spellcraft checks to identify a spell you want to counter. If you attempt to counter a spell using Dispel Magic, you gain a +2 competence bonus to your caster level for this check. You may use Greater Dispelling to counter a spell.
Spell Knowledge {1}	ELH 67	Epic Character Ability to cast the maximum level spells of an arcane spellcasting class	<i>This feat may be taken multiple times.</i> You can learn two new arcane spells of any spell level up the maximum level you can cast. This does not grant additional spell slots.
Spell Mastery {1}	PHB 85	Wizard (1+)	<i>You can take this feat multiple times.</i> The Wizard may now prepare their INT bonus in spells of their choice (that they already know) without need of a spellbook.
Spell Opportunity	ELH 67	Epic Character Combat Casting Combat Reflexes Quicken Spell Spellcraft skill 25+	Whenever you are allowed an attack of opportunity, you may use a touch spell for this attack. This spell incurs attacks of opportunity just as would other spells.
Spell Penetration	PHB 85		+2 on caster level checks to beat spell resistance.
Spell Reserve	QW 52	Ability to prepare spells Spell Mastery	<i>This feat may be taken multiple times, each with a different spell choice.</i> Choose a spell you have Spell Mastery in. You can drop a prepared spell of at least one level higher at any time to cast this spell.

Spellcaster Feats (Part 6 of 6)

Feat Name		Prerequisites	Description
Spell Scanner	QW 51	Spell Hawk	When you successfully counter an opponent's spell, you may choose to not counter it and instead learn what spells he or she has prepared (if any).
Spell Specialization {1}	T&B 42	Weapon Focus(*) Spellcaster (4+)	<i>You must have Weapon Focus with the chosen type of Ray or of Energy Missile Spells. You can take this feat multiple times, each with a different choice (Ray or Energy Missile Spells).</i> Your damage dealing spells that make a ranged touch attack do +2 damage if the target is within 30 feet.
Spell Spike	QW 52	Spell Hawk Spell Scanner Spell Stealer	When you successfully counter an opponent's spell, you may choose to not counter it and instead you learn what he or she has prepared and can make a caster level check of DC (opponent's level plus spell's level) to remove a spell of your choice from his or her prepared spells.
Spell Stealer	QW 52	Spell Hawk	When you successfully counter an opponent's spell, you may choose to not counter it and instead you choose the target (if the spell has a non-self, non-touch target).
Spell Stowaway	ELH 67	Epic Character Spellcraft 24+ Caster level 12+	<i>This feat may be taken multiple times, each with a different spell.</i> Choose a spell. You are attuned to this spell so that if any other spellcaster within 300 feet and in line of sight casts it, you may choose to gain the effects of the spell as if it had been cast on you as well by the same caster.
Spell Thematics	MOF 22	Ability to cast an illusion	Alters the special effects of all your spells to fit a theme. This does not alter the actual spell effect. For example, if you choose "fire", your Magic Missile spells look like bolts of fire but do not do fire damage. Gives +5 to the DC of Spellcraft checks used to identify your spell.
Spirit Friend	SPS 100	Divine spellcaster 5+	You gain 4 Spiritual Awareness points. They are replenished each day. You can spend them to communicate with nature spirits. You can ask a question (1 point), have a basic task performed (2 points), or be defended (1 point).
Spirit Singer	QW 52	Spellcaster level 7+ Spell Focus(Enchantment)	Your enchantment spells affect undead normally.
Spontaneous Spell	ELH 67	Epic Character Spellcraft 25+ Ability to cast spells of the maximum level of a class	<i>This feat may be taken multiple times, each with a different spell.</i> Choose a spell. You can spontaneously convert any prepared spell of the same level as this spell into this spell, exactly like a cleric can convert spells into cure spells.
Stealthy Casting	WoN 23	DEX 14+ Hide skill 4+ Move Silently skill 6+ Spellcraft skill 6+	You may hide the casting of a spell by making a Spellcraft check opposed by the Spot (if somatic or material component) or Listen (if verbal component) checks of anyone that might notice you casting a spell. If the spell has no somatic component but has a material component, the Spot check is at -5. If you read from a scroll, the Spot check is at +5.
Tattoo Focus	FR 38	Specialized in a school	<i>Forgotten Realms region: Thay.</i> You get +1 on the DC to save against spells you cast from your school. You get +1 on your checks to beat spell resistance when casting a spell from your school.
Tenacious Spell	ELH 68	Epic Character Spellcraft skill 15+	<i>This feat may be taken multiple times, each with a different spell.</i> Choose a spell you can cast or spell like ability you possess. If this spell or ability would be dispelled, it is instead suppressed for 1d4 rounds, then it continues for the rest of its duration. The suppressed rounds do not count against the duration.
Undead Legion	DR298 (p65)	CHA 13+ Knowledge(Religion) 5+	When casting Animate Dead, you can create and control an additional 4 hit dice of undead. When you try to command undead using a turning check, you can control an additional 2 hit dice. When you try to command a single undead with a turning check, you can control one with up to 2 hit dice more than your level without concentrating continuously.
Violate Spell-Like Ability	BVD 50	Have a spell-like ability	<i>This feat may be taken multiple times, each time increases the limit by 2 per day.</i> You can add the "Vile" attribute to each of your spell-like abilities 2 times per day. In addition, if the ability deals damage, half of the damage (round down) is considered "Vile" damage.
War Wizard Tactics	QW 52	Wizard level 1+ Martial Weapon Prof. +3 Base Attack	For one attack each round, you may use your INT bonus to hit instead of your STR or DEX bonus.

Metamagic Feats (Part 1 of 5)

Feat Name		Prerequisites	Description
Absorb Spell	SPS 67	CHA 17+ Bloodburn Ability to cast arcane spells without preparation	<i>This feat is intended for sorcerers and bards.</i> When you are struck by a spell (but only one with a save that is not designated as harmless), you may choose to forgo any saving throw and attempt to absorb the spell. To do so, make a Will save DC 15 + 2 times the level of the spell. If you succeed, you may replenish a spell slot of a level less than the absorbed spell's level. If you fail, you suffer the effects of the spell plus (the spell's level)d6 subdual damage. If the spell being absorbed was cast with Metamagic, use its effective level.
Automatic Quicken Spell	ELH 50	Epic Character Quicken Spell {1} Spellcraft skill 30+ Ability to cast 9th level spells	<i>This feat may be taken multiple times.</i> You can cast 0, 1st, 2nd, and 3rd level spells as quickened spells without using higher level spell slots and without lengthening the casting time (as sometimes happens when using metamagic). If you take this feat a second time, you can cast up to 6th level spells this way. If you take this feat a third time, you can cast up to 9th level spells this way.
Automatic Silent Spell	ELH 51 DU092 (p87)	Epic Character Silent Spell {1} Spellcraft skill 24+ Ability to cast 9th level spells	<i>You can take this feat multiple times.</i> You can cast 0, 1st, 2nd, and 3rd level spells as silent spells without using higher level spell slots and without lengthening the casting time (as sometimes happens when using metamagic). If you take this feat a second time, you can cast up to 6th level spells this way. If you take this feat a third time, you can cast up to 9th level spells this way.
Automatic Still Spell	ELH 51	Epic Character Still Spell {1} Spellcraft skill 27+ Ability to cast 9th level spells	<i>This feat may be taken multiple times.</i> You can cast 0, 1st, 2nd, and 3rd level spells as stilled spells without using higher level spell slots and without lengthening the casting time (as sometimes happens when using metamagic). If you take this feat a second time, you can cast up to 6th level spells this way. If you take this feat a third time, you can cast up to 9th level spells this way.
Bend Spell	DR291 (p31)		Increases spell slot level by 1. Target creatures receive no cover bonuses to AC and any saving throws made by creatures in the area of effect gain no cover bonuses. This does not allow the spell to affect creatures it would not normally affect, such as those with total cover.
Bloodburn	SPS 68	Ability to cast arcane spells without preparation	<i>This feat is intended for sorcerers and bards.</i> When casting a spell, you may increase its effective caster level by up to your CHA bonus in levels. If you do so, you take 1d6 damage for each level you increase the spell.
Bloodcasting	BM 58	Ability to cast 3 rd level arcane or battle magic spells	You may cast any spell of up to the highest level you know, even without a spell slot being available or without preparing the spell (for Wizards), but you suffer 1d4 temporary CON damage.
Chain Spell {1}	R&R 25		Increases spell slot level by 3. You can "chain" any spell that is a ray or cone effect. If it was a cone, it is now treated as a ray. If the primary target is hit, then a number of additional targets up to the caster's level may be specified that are within 30 feet of the primary target (for a total of caster level +1 targets). Each additional target takes half damage (if the spell does damage) or receives +4 to any applicable save. You may choose the same target for multiple "chain" choices. If you do this, the target is never affected by the spell more than once; you simply get more chances to hit that secondary target.
Chain Spell {2}	T&B 39	Any other Metamagic feat	<i>Just like "Chain Spell {1}" except the prerequisite has been added and it allows any ranged spell with a single target to be modified (instead of just a ray or cone)..</i>
Cooperative Magic	SPS 92		<i>This is not a Metamagic feat.</i> Two casters with this feat may cast the same spell at the same time (as a full round action) and result in a single spell being cast with any one Metamagic effect applied.
Cooperative Spell	T&B 39	Any other Metamagic feat	You can cast the same spell as a group of other spellcasters that are adjacent to each other (each adjacent to at least two others). When this is done, a single spell effect is generated. This spell uses the base save DC and level check of the best spellcaster in the group, then add +1 to the DC and +1 to the level check to beat spell resistance (if any) for each spellcaster beyond the first.

Metamagic Feats (Part 2 of 5)

Feat Name		Prerequisites	Description
Corrupt Spell	BVD 47	Evil Alignment	<i>This feat may be taken multiple times, each with a different spell.</i> This feat applies to one spell chosen at the time you take it. Increases spell slot level by 1. The spell has the “Evil” attribute. If the spell deals damage, half the damage (round down), is considered “unholy” damage.
Delay Spell	T&B 39 FR 34 DR275 P41	Any other Metamagic feat	Increases spell slot level by 3. Instead of taking effect when done casting, the spell waits for 1 to 5 rounds (your choice) before having its effect. Only usable on personal, touch, and area of affect spells. The spell can be detected and dispelled during the delay.
Disguise Spell	S&S 38 D&D 50	Bardic music ability Perform skill 12+	Increases spell slot level by 1. You can cast a spell during the middle of a performance in such a way that no one knows you cast the spell (unless the effects give you away).
Elemental Independence	TA 36	Spellcraft 8+ Knowledge(Arcana) 8+	Increases spell slot level by 2. A spell with an energy effect is changed to have the same effect but to be simple magic energy and not of any specific energy type. This allows it to bypass immunity that targets might have to certain energy types.
Empower Blood	CA 163		<i>Supposedly restricted to Sarish religion in Canceri nation of Codex Arcanis.</i> Prior to casting a spell, you may inflict damage on yourself. The amount of damage inflicted becomes either a penalty to any save required by the spell, or twice this amount of damage can be added to the spell's damage. [Note: There really should be a cap on the amount, but none is listed. Consult with your Game Master.]
Empower Spell {1}	PHB 82		Increases spell slot level by 2. All variable numeric effects of a spell are multiplied by 1.5. Cumulative with Maximize Spell {1}.
Energy Admixture	T&B 39	Any other Metamagic feat Energy Substitution Knowledge(arcana) 5+	<i>You can take this feat multiple times, each time for a different energy type.</i> Increases spell slot level by 4. Choose an energy type when you take this feat. Choices are: Acid, Cold, Electricity, Fire, and Sonic. You may alter any spell (including one altered with Energy Substitution) with an energy type to add the use the chosen energy type to the existing energy type. The spell uses both energy types, each type dealing full damage.
Energy Substitution	T&B 40 MOF 21 D&D 50	Any other Metamagic feat Knowledge(arcana) 5+	<i>You can take this feat multiple times, each time for a different energy type.</i> Choose an energy type when you take this feat. Choices are: Acid, Cold, Electricity, Fire, and Sonic. You may alter any spell with an energy type to use the chosen energy type instead. This does not change the amount of damage or the level of the altered spell's slot. It also does not remove any secondary effects. For example, if you change from Sonic to Fire, the Shout spell still deafens affected creatures.
Enhance Spell	ELH 53	Epic Character Maximize Spell {1}	<i>This feat may be taken multiple times.</i> Increases spell slot level by 4. The damage limit for your spells increases by 10 dice (for spells that deal damage dice based on your level) or by 5 dice (for spells that deal damage dice based on half your level). This effect does not apply to spells like Magic Missile, Melf's Acid Arrow, or Produce Flame because these spells only indirectly use your level. If you take this feat multiple times, the effects can be stacked, but so is the spell slot. A double-enhanced spell requires an increase of 8 spell slot levels.
Enlarge Spell {1}	PHB 82		Increases spell slot level by 1. Doubles the range of the spell. Area of effect spells that have the area depend on range (such as cone of cold) are extended.
Eschew Materials	T&B 40 MOF 22 LD 189 D&D 50 ELH 69	Any other Metamagic feat	You can cast a spell without material components, if the components cost less than 1 gp.
Extend Spell {1}	PHB 82		Increases spell slot level by 1. Doubles the duration of the spell.
Farcasting	BM 59	Enlarge Spell {1}	Increases spell slot level by 1. You can add 100 feet to the spell's range. You can use this feat multiple times on a single spell to increase the range.
Focus Energy	TA 37	Enlarge Spell {1} Empower Spell {1}	Increases spell slot level by 1. This feat allows you to modify an area of affect spell that allows a Reflex save to reduce damage into a ray that requires a touch attack to hit a single target but does not grant a saving throw.
Heighten Spell	PHB 82		You can cast a spell as if the spell's level were higher than it actually is. This makes it harder to save against.

Metamagic Feats (Part 3 of 5)

Feat Name		Prerequisites	Description
Hide Spell	R&R 25		Increases spell slot level by 2. When used on an evocation spell, the spell produces no audible or visible effects. The actual effects of the spell are not hidden. Use of this feat eliminates any Reflex bonus to save versus the spell, unless the victim has Uncanny Dodge ability.
Ignore Material Components	ELH 57	Epic Character Eschew Materials Spellcraft skill 25+ Ability to cast 9th level spells	You may cast your spells without material components. This does not affect the need for a divine focus.
Imbue Weapon	QW 49		Increases spell slot level by 1. You may cast spells with range “touch” (but not ranged touch) on a weapon you are holding. Instead of making a touch attack, make an attack with the weapon (this is likely to be during the next round if the spell was a standard action to cast). If you hit, deal the spell’s effect and the weapon’s damage. If you miss, but would hit their touch AC, then the spell’s effect still occurs.
Imbue Weapon Strike	QW 49	Imbue Weapon	Increases spell slot level by 2. You can use Imbue Weapon to cast the spell as a move equivalent action so you can attack during the same round.
Improved Heighten Spell	ELH 58	Epic Character Heighten Spell Spellcraft skill 20+	Your Heighten Spell feat is no longer limited to 9th level.
Improved Metamagic	ELH 59	Epic Character Four metamagic feats Spellcraft skill 30+	<i>This feat may be taken multiple times.</i> The spell slot level modifier of all your metamagic feats is decreased by one, to a minimum of +1.
Innate Spell	T&B 41 FR 36	Quicken Spell {1} Silent Spell {1} Still Spell {1}	<i>You can take this feat multiple times, each time for a different spell.</i> When you take this feat, select one spell and permanently lose a single spell slot 8 levels higher than the chosen spell. You can now cast this spell at will, as a spell-like ability, once per round. If the spell has an XP cost, you pay that cost each time. If the spell has a costly material component, you use a single item of that type, but 50 times the cost, as a focus for the ability. <i>This is not actually a Metamagic feat. It is included in this section because it has Metamagic prerequisites.</i>
Intensify Spell	ELH 61	Epic Character Empower Spell {1} Maximize Spell {1} Spellcraft skill 30+ Ability to cast 9th level divine spells	Increases spell slot level by 7. All variable, numeric effects of an intensified spell are maximized and then doubled. Saving throws and opposed rolls are not affected. This feat cannot be combined with others that affects variable, numeric effects.
Irresistible Spell	KPG 87	Envelop the Wall Maximize Spell Spellcaster (7+)	Increases spell slot level by 4. If this spell allowed a saving throw, it no longer does so.
Lace Spell: Elemental Energies	BEM 5	INT 17+ Spellcaster (5+)	<i>This is an Eldritch feat.</i> When you cast a spell that has a single target, you may add 1d6 damage to the spell. This damage is of fire, electricity, cold, sonic, or acid energy, of your choice when you cast the spell.
Lace Spell: Enemy Bane	BEM 5	INT 17+ Spellcaster (5+)	<i>This feat may be taken multiple times, each with a different creature type. Creature types are listed on BEM page 5.</i> <i>This is an Eldritch feat.</i> Choose a creature type. Your spells that deal damage, deal 20% more damage to creatures of that type.
Lace Spell: Holy/Unholy	BEM 5	INT 17+ Spellcaster (5+)	<i>This is an Eldritch feat.</i> Choose either Holy or Unholy when you take this feat. You cannot have both. Any spell you cast can be made Holy/Unholy, adding the descriptor “good”/“evil” and granting +2 to the DC to save against the spell if the target is evil/good.
Lace Spell: Lawful/Chaotic	BEM 5	INT 17+ Spellcaster (5+)	<i>This is an Eldritch feat.</i> Choose either Lawful or Chaotic when you take this feat. You cannot have both. Any spell you cast can be made Lawful/Chaotic, adding the descriptor “lawful”/“chaotic” and granting +2 to the DC to save against the spell if the target is chaotic/lawful.
Material Sacrifice	QW 50	Spellcaster level 7+ Any metamagic feat	When preparing a spell, you may sacrifice gems and precious metals to reduce the level increase caused by metamagic feats by 1 (minimum zero) for every 500 gp sacrificed.
Maximize Spell {1}	PHB 83		Increases spell slot level by 3. Maximizes all variable numeric effects of a spell. Cumulative with Empower Spell {1}.

Metamagic Feats (Part 4 of 5)

Feat Name		Prerequisites	Description
Multispell	ELH 63	Epic Character Quicken Spell {1} Ability to cast 9th level spells	<i>This feat may be taken multiple times.</i> You can cast one additional quickened spell per round.
Persistent Spell	T&B 41 FR 37 D&D 51	Extend Spell {1}	Increases spell slot level by 4. Extends the duration of a personal or fixed range spell's duration to 24 hours.
Quicken Spell {1}	PHB 84		Increases spell slot level by 4. Allows a spell of up to 1 round casting time to be cast as a free action.
Ray Burst	DR-A5 p26		Increases spell slot level by 3. Changes a ray to be a 30-foot radius burst from the caster. Those within 10 feet are hit. Those within 30 feet make a Reflex save.
Ray Coning	DR-A5 p26		Increases spell slot level by 2. Changes a ray to be a 30-foot cone. Those in the area may make a Reflex save.
Ray Extension	DR-A5 p26		Increases spell slot level by 1. You may continue to attack with the ray for a second round (unless the spell is disrupted).
Ray Splitting	DR-A5 p26		Increases spell slot level by 2. You may attack three adjacent targets with the ray using a ranged touch at -4 to hit each of them.
Reach Spell	DOF 20 D&D 51		Increases spell slot level by 2. You may cast a touch spell at a range of up to 30 feet. The spell effectively becomes a ray and you need to make a ranged touch attack to hit with it.
Ready Spell	QW 51	Spellcaster level 5+	Increases spell slot level by 2. You can cast a spell, but not have its effects happen at the end of casting. Instead, you can hold the effect for up to 5+CON bonus minutes with the ability to release the spell as a free action during this time. You cannot cast any other spells while holding a spell this way. If you fail a forced Concentration check (due to damage, for example), the spell goes off. If it goes off by accident, the spell is centered on you (if it has an area of effect) or chooses a random target within its range (if it has a target) or chooses a random direction (if it is directional).
Repeat Spell	T&B 41 D&D 51	Any other Metamagic feat	Increases spell slot level by 3. The spell has a normal effect this round. Next round on your turn, the spell happens a second time. This does not work for touch spells or if there was a target and it has moved more than 30 feet from its location. If you have moved, the spell originates from the location you were at last round.
Sacred Spell	DOF 20 D&D 51	Able to cast Divine spells	Increases spell slot level by 2. When used on a divine spell, half of the damage done by the spell is "sacred" damage. This means that the damage cannot be prevented by Protection from Elements or similar magic. The other half of the damage is dealt normally.
Sanctum Spell	T&B 41	Any other Metamagic feat	You can specify an area to be your sanctum. To do this, spend 3 months (cumulative) in the area, designate it, and then wait 7 days. The area is a circle of 10 feet per level in radius. You may have only one sanctum. If you designate a second one, the first one loses its status. When a Wizard prepares a spell or a Sorcerer casts it, you designate whether the spell is affected by this feat. If it is, the effective spell level at time of casting is one level higher while you are within the sanctum and one level lower while you are away from the sanctum.
Sculpt Spell	T&B 42	Any other Metamagic feat	Increases spell slot level by 1. You can change any area of effect spell to a different area shape. Choices for the new shape are: cylinder (10 foot radius, 30 feet high), cone (40 feet long, 40 feet wide at the base), four 10 foot cubes, or a sphere (20 foot radius).
Silent Spell {1}	PHB 85		Increases spell slot level by 1. The spell no longer has a verbal component. Bard spells may not use this feat.
Sorcerous Quicken	SPS 69	CHA 15+ Ability to cast arcane spells without preparation	<i>This feat is intended for sorcerers and bards.</i> Increases the spell slot level by 4. Once per day you may cast a spell you know as a free action.
Split Ray	T&B 42	Any other Metamagic feat	You can split any ray that specifies a single target so that it affects two targets that are within 30 feet of each other (or the same target twice). If the spell does damage, each target takes half damage.
Still Spell {1}	PHB 85		Increases spell slot level by 1. The spell no longer has a somatic component (so no armor check is needed).
Subdual Substitution	T&B 42 D&D 52	Any other Metamagic feat Knowledge(Arcana) 5+	<i>You can take this feat multiple times, each time for a different energy type.</i> Choose an energy type when you take this feat. Choices are: Acid, Cold, Electricity, Fire, and Sonic. You may alter any spell with an energy type to do subdual damage instead of normal damage.

Metamagic Feats (Part 5 of 5)

Feat Name		Prerequisites	Description
Twin Spell	T&B 42 FR 39	Any other Metamagic feat	Increases spell slot level by 4. The spell has its full effect take place twice, as if two spells were cast at the same time with the identical targets and other choices.
Violate Spell	BVD 50	Evil Alignment	<i>This feat may be taken multiple times, each with a different spell.</i> This feat applies to one spell chosen at the time you take it. Increases spell slot level by 1. The spell has the “Vile” attribute. If the spell deals damage, half the damage (round down), is considered “vile” damage.
Widen Spell	T&B 42 MOF 23 D&D 52		Increases spell slot level by 3. The area of effect of a burst, emanation or spread spell is increased by 50%.

Shadow Metamagic Feats

Feat Name		Prerequisites	Description
Insidious Magic	FR 36	WIS 13+ <i>(or Shar as patron diety)</i> Shadow Weave Magic	When an opponent without the Shadow Weave Magic feat uses a divination spell to detect one of your spells (other than Evocation and Transmutation spells), they need to make a level check of DC 11 + your caster level. You are similarly impaired when you use divination spells on magic that is not a Shadow Weave (other than Enchantment, Illusion, or Necromancy). You need to make a level check of DC 9 + its caster level. One check is made per divination spell, not once per spell effect that could be detected.
Pernicious Magic	FR 37	WIS 13+ <i>(or Shar as patron diety)</i> Shadow Weave Magic	Your spells resist counterspell attempts using spells (other than Dispel Magic) by opponents without the Shadow Weave Magic feat. They need to make a level check of DC 11 + your caster level or fail to counter your spell. This does not apply to your Evocation or Transmutation spells. You are similarly impaired when you try to counter spells on magic that is not a Shadow Weave (other than Enchantment, Illusion, or Necromancy). You need to make a level check of DC 9 + its caster level. You may counterspell with Dispel Magic without making this check.
Shadow Weave Magic	FR 37	WIS 13+ <i>(or Shar as patron diety)</i>	Once you take this feat, your spells draw on the Shadow Weave instead of the normal source of magic. You can also activate items that use the Shadow Weave without taking damage. You permanently lose 2 points of WIS. This WIS can only be regained by pleading to and receiving an Atonement spell from a cleric of Shar. Your effective level for Evocation and Transmutation spells is reduced by one. Your Enchantment, Illusion, and Necromancy spells have a +1 on the DC to save against them. You also get a +1 on level checks to overcome spell resistance with these spells. You can no longer cast spells with the Light descriptor and you cannot use items that provide light based on spell completion or spell trigger.
Tenacious Magic	FR 38	WIS 13+ <i>(or Shar as patron diety)</i> Shadow Weave Magic	Your spells resist dispelling attempts by opponents without the Shadow Weave Magic feat. They need to make a level check of DC 15 + your caster level or fail to dispel your spell. This does not apply to your Evocation or Transmutation spells. You are similarly impaired when you try to dispel spells on magic that is not a Shadow Weave (other than Enchantment, Illusion, or Necromancy). You need to make a level check of DC 13 + its caster level.

Magic Item Creation Feats (Part 1 of 3)

Feat Name		Prerequisites	Description
Artificer	KPG 81	Any item creation feat	<i>This feat may be taken multiple times, each with a different item creation feat.</i> Choose an item creation feat. +2 on Knowledge(Arcana) around this type of item. You can prepare this kind of item in 2/3 the time it normally requires.
Attune Gem	MOF 21	INT 13+ Arcane Spellcaster (3+) Craft(Gemcutting) 1+	You can store an arcane spell in a gem.
Brew Potion {1}	PHB 80 CAM04 (p50)	Spellcaster (3+)	You can create a potion of any spell of 3rd level or lower that targets a creature.
Compose Song of Power	SPS 69	Spellcaster (3+) Perform skill 8+	You can compose a song that duplicates a spell. The song is memorized, and you can have up to your INT bonus songs memorized at once.
Craft Anaema Tool	MR 15	Spellcaster (1+)	You can forge tools and items that can interact with both physical people and the insubstantial people of the Anaema race.
Craft Arcane Nexus	QW 83	Arcane Spellcaster (1+) Ability to prepare spells	You can create an arcane nexus as per QW 82-88.
Craft Charm	SHH 31	Spellcaster (3+)	You can create charms that contain spells. They operate much like potions.
Craft Crystal Weapon	OA 61	Spellcaster (7+) Craft Magic Arms & Armor {1} Craft(Weaponsmith) skill	You can forge weapons out of Kuni crystal.
Craft Epic Magic Arms and Armor	ELH 52	Epic Character Craft Magic Arms & Armor {1} Spellcraft skill 28+ Knowledge(arcane) 28+	You have no more limits when you craft magic arms and armor. This means you can give more than +5, have more than a +10 total effective bonus, and use higher than 9th level spells.
Craft Epic Rod	ELH 52	Epic Character Craft Rod {1} Spellcraft skill 32+ Knowledge(arcane) 32+	You have no more limits when you craft rods. This means you can give more than +5, have more than a +10 total effective bonus, and use higher than 9th level spells.
Craft Epic Staff	ELH 52	Epic Character Craft Staff {1} Spellcraft skill 35+ Knowledge(arcane) 35+	You have no more limits when you craft staves. This means you can give more than +5, have more than a +10 total effective bonus, and use higher than 9th level spells.
Craft Epic Wondrous Item	ELH 52	Epic Character Craft Wondrous Item {1} Spellcraft skill 26+ Knowledge(arcane) 26+	You have no more limits when you craft wondrous items. This means you can give more than +6 and use higher than 9th level spells.
Craft Fetish	SHH 31	Spellcaster (1+)	You can create fetishes that contain spells. They operate much like scrolls.
Craft Glyph Egg	SPS 150	Spellcaster (3+)	You can create a glyph egg that carries a spell of up to third level.
Craft Magical Book	QW 65	Arcane Spellcaster (3+) Ability to prepare spells	You can create spellbooks with magical qualities as per QW 65-68.
Craft Magic Arms & Armor {1}	PHB 81	Spellcaster (5+)	You can make or mend magic armor, weapons, and shields.
Craft Magic Trap	T&T 34	Spellcaster (10+) Craft(Trap) skill 1+	You can create a trap imbued with any spell-like effect you have access to. See T&T 35 for details.
Craft Matrix	QR 49	Use Magic Device skill 1+	<i>Supposedly limited to the Rogue class</i> <i>This is not actually an Item Creation feat.</i> You may create a spell matrix (see QR 86) without having the ability to cast spells or the Craft Wondrous Item feat.
Craft Rod {1}	PHB 81	Spellcaster (9+)	You can create rods.
Craft Staff {1}	PHB 81	Spellcaster (12+)	You can create a staff.
Craft Talisman	OA 61	INT 13+ Spellcaster (1+) Appropriate Craft skill	You can create a one-use talisman. This talisman functions much like a scroll does.
Craft Wand {1}	PHB 81	Spellcaster (5+)	You can create a wand of any spell of 4th level or lower.
Craft Wondrous Item {1}	PHB 81	Spellcaster (3+)	You can create or mend a miscellaneous magic item.
Create Graft	TBG 26	Spellcaster (3+) Craft Wondrous Item {1} Healing skill 5+	You can create a magical item that can fuse with the human body. The attaching of a graft requires the use of a Polymorph Other spell and at least 5 ranks in Healing. If the person doing the attaching does not have this feat, the target makes a Fortitude save with DC 18 or the graft fails. Sample grafts can be found on TBG 26-27.

Magic Item Creation Feats (Part 2 of 3)

Feat Name		Prerequisites	Description
Create Infusion	MoW 22	Spellcaster (3+) Wilderness Lore skill 4+	You can create an infusion of any divine spell you can cast.
Create Manikin	SH 19	Spellcaster (12+)	You can create a manikin for a specific person. Spells cast on the manikin affect the person as long as they are on the same plane and are not in an anti-magic field. It is useful for 10 spells.
Create Portal	FR 34 SBG 50	Spellcaster (3+) Craft Wondrous Item {1}	You can create a portal. See FR pages 34 and 61 for details.
Dragonsmith	DRG 30	Spellcaster (3+) Any item creation feat	If you have access to a recently slain Dragon, you can create magic items for 25% less than the standard GP cost and you gain a +2 competence bonus to Craft checks for the item. Any Dragon that learns that you have this feat will be hostile toward you.
Efficient Item Creation	ELH 53	Epic Character An item creation feat Spellcraft skill 24+ Knowledge(arcane) 24+	<i>This feat may be taken multiple times, each with a different item creation feat.</i> Choose an item creation feat. Creating a magic item using this feat requires one day per 10,000 gp cost with a minimum of 1 day..
Enchant Magical Items	CAM04 (p51)	Spellcaster (5+)	You can make miscellaneous items, including rods, staves, rings, crystal balls, and others with prerequisite spells of up to 3rd level. <i>This feat is an alternative feat to replace Craft Rod {1}, Craft Staff {1}, Craft Wondrous Item {1}, and Forge Ring {1}.</i>
Enchant Magic Arms and Armor	CAM04 (p51)	Spellcaster (5+)	You can make or mend magic armor, weapons, and shields requiring spells of up to 3rd level. <i>This feat is similar to Craft Magic Arms & Armor {1}. See the Enchantment and Major Enchantment feats for how to use higher level spells</i>
Enchantment	CAM04 (p51)		You can make items using your Enchant Magical Items, Enchant Magic Arms and Armor, and Enchant Wand feats that require spells of 4th through 6th level.
Enchant Stone	SST 81	Void Mage (5+)	<i>Supposedly limited to the Taan race in Sovereign Stone.</i> You can enchant a stone as per SST page 44 and 81.
Enchant Tattoo	SHH 31	Any item creation feat Craft(Tattoo) skill 5+	You can place mystical tattoos on people. See SHH 48.
Enchant Wand	CAM04 (p51)	Spellcaster (5+)	You can create a wand for any spell of 3rd level or lower that you know. It has 50 charges. You can create a wand for up to 4th level spells if you also have the Enchantment feat. It is not legal to create wands for higher level spells. <i>This feat is pretty much identical to Craft Wand {1}.</i>
Enhance Item	ELH 114	Epic Character Any item creation feat	<i>This feat may be taken multiple times, each for a different item creation feat.</i> Choose an item creation feat. Items you create with that feat add your key ability's modifier to the save DC (rather than the minimum required modifier).
Etch Object Rune	BEM 4	Spellcaster (5+)	You can etch a rune into an object. This performs much like a scroll.
Expert Potion Brewer	QW 5	Spellcaster (3+) Brew Potion {1}	<i>This feat may be taken multiple times.</i> Choose up to 3 levels worth of spells that are not available to you, including ones not available to your class (0-level spells count as 1st level for this purpose). You are able to brew potions from these spells, but the GP cost is multiplied by the XP cost.
Forge Epic Ring	ELH 56	Epic Character Forge Ring {1} Spellcraft skill 35+ Knowledge(arcane) 35+	You have no more limits when you forge rings. This means you can give more than +5 and use higher than 9th level spells.
Forge Ring {1}	PHB 82	Spellcaster (12+)	You can create a ring.
Imbue Tattoo	TA 36	Brew Potion Craft Wondrous Item {1} Craft(Tattoo) 8+	You may create a wondrous item that is effectively painted onto the user. The item may only affect the tattoo owner. The cost for creating the item is doubled.
Inscribe Rune	FR 36	INT 13+ Divine spellcaster (3+) A Craft skill 1+	You may cast a divine spell and create a rune from it. See FR pages 36 and 58 for details
Item Lore	QW 49	Arcane spellcaster 5+ Any item creation feat	If you have the ability to create an item, you can spend an hour with it and make a Spellcraft check DC (20+item's required caster level) to learn the least powerful feature of the item that you did not already know. <i>This is not an item creation feat. It's just here for convenience.</i>

Magic Item Creation Feats (Part 3 of 3)

Feat Name		Prerequisites	Description
Magical Artisan	FR 36 OA 64	Any item creation feat	<i>Rokugan Ancestor Feat (starting character only)</i> You can take this feat multiple times (each with a different item creation feat). Choose an item creation feat. You can now create items of that type for 75% of the normal cost. <i>This feat is not actually an item creation feat.</i>
Major Enchantment	CAM04 (p51)	Enchantment	You can make items using your Enchant Magical Items and Enchant Magic Arms and Armor feats that require spells of 7th level or higher.
Master Staff	ELH 63	Epic Character Craft Staff {1} Spellcraft skill 15+	When you activate a staff, you may choose to power the effect using a spell slot instead of a charge. The slot must be at least the level of the spell the effect is based on (including any metamagic). This feat cannot be used on staff abilities that do not have a corresponding spell, such as increasing damage or to hit bonuses.
Master Wand	ELH 63	Epic Character Craft Wand {1} Spellcraft skill 15+	When you activate a wand, you may choose to power the effect using a spell slot instead of a charge. The slot must be at least the level of the spell the effect is based on (including any metamagic). This feat cannot be used on staff abilities that do not have a corresponding spell, such as increasing damage or to hit bonuses.
Manufacture Magic Poison	BEM 6	Spellcaster (5+)	You can create a magic poison.
Rune Magic	QD 40	Spellcaster (1+)	<i>Supposedly limited to Dwarves.</i> You can inscribe magical runes as per QD 61-71.
Rune Magic (Grafted Runes)	QD 40	Spellcaster (1+) Rune Magic Spellcraft skill 13+	You can inscribe grafted runes as per QD 61-71.
Rune Magic (Specific Rune)	QD 40	Spellcaster (1+) Rune Magic Spellcraft skill 10+	<i>This feat may be taken multiple times, each with a different rune.</i> Choose a rune. You can inscribe this rune so that anyone can activate it.
Scribe Epic Scroll	ELH 66	Epic Character Scribe Scroll {1} Spellcraft skill 24+ Knowledge(arcane) 24+	You have no more limits when you scribe scrolls. This means you can use higher than 9th level spells and higher than 20th level effective caster level. This feat does not allow the scribing of Epic spells.
Scribe Scroll {1}	PHB 84 CAM04 (p50)	Spellcaster (1+)	<i>Wizards get this feat free.</i> You can create a scroll.
Tattoo Magic	LD 189	Spellcaster (3+) Calligraphy or Painting skill	You can create a tattoo that functions much like a scroll. See source for details.
Weave Wards	SPS 84	INT 13+ Arcane spellcaster (5+)	You can imbue a location with abjuration and divination spells.

Clerical Feats (Part 1 of 2)

Feat Name		Prerequisites	Description
Bonus Domain	ELH 51	Epic Character WIS 21+ Ability to cast 9th level divine spells	<i>This feat may be taken multiple times.</i> Choose an additional domain from your diety's domain list. You now have access to that domain's spells for your domain spells.
Champion of the Faith	KPG 83	Divine spells	+4 on Spellcraft and Scry checks against enemies of your faith.
Channel Positive Energy	KPG 83	Ability to turn undead	You can use the positive energy channeling rules from KPG 141.
Congregation	QC 32	Cleric level 1+ Congregation of 50+	You can lead a congregation as per QC 41-66.
Divine Cleansing	DOF 19	CHA 13+ Ability to turn undead Extra Turning	You can spend one of your turn/rebuke undead attempts to grant all allies within a 60 foot burst of yourself (and including yourself) a +2 sacred bonus on Fortitude saves for a number of rounds equal to your CHA bonus.
Divine Might	DOF 19 D&D 50	CHA 13+ STR 13+ Ability to turn undead Power Attack	You can spend one of your turn/rebuke undead attempts to add your CHA bonus to your weapon damage for a number of rounds equal to your CHA bonus.
Divine Resistance	DOF 19	CHA 13+ Ability to turn undead Extra Turning Divine Cleansing	You can spend one of your turn/rebuke undead attempts to grant all allies within a 60 foot burst of yourself (and including yourself) 5 point resistance to cold, fire, and electricity. This resistance does not stack with any other resistance effects. The effect lasts until the end of your next turn.
Divine Shield	DOF 19	Ability to turn undead CHA 13+ STR 13+ Power Attack Improved Shield Bash	You can spend one of your turn/rebuke undead attempts to add your CHA bonus to your shield as an enhancement bonus (much like having it be magical) for a number of rounds equal to your CHA bonus. The shield's bonus applies to defense and to any attacks made with the shield.
Divine Vengeance	DOF 20 D&D 50	Ability to turn undead Extra Turning	You can spend one of your turn/rebuke undead attempts to add 2d6 sacred energy damage to all successful melee attacks you make on undead until the end of your next turn.
Divine Vigor	DOF 20	CHA 13+ Ability to turn undead Extra Turning	You can spend one of your turn/rebuke undead attempts to increase your base speed by 10 feet and to get +1 CON (enhancement bonus) for a number of minutes equal to your CHA bonus.
Empower Turning	DOF 20	CHA 13+ Ability to turn undead Extra Turning	You can choose to take a -2 on an attempt to turn undead. If you do so and you still succeed, you do +2d6 turning damage.
Enhanced Turning	QC 32	CHA 13+ Ability to turn undead Extra Turning	You do 3d6+cleric level+CHA bonus damage to undead when you successfully turn.
Extra Turning	PHB 82	Ability to turn undead	<i>You can take this feat multiple times.</i> You can turn 4 more times per day than normal.
Eyes of Calaam	TBG 59	WIS 13+	<i>Supposedly limited to clerics and paladins of the god Calaam.</i> You can detect resurrected or reincarnated people using divination spells such as True Seeing and Detect Undead.
Faithful Sustenance	QC 33	WIS 15+ Ability to turn undead	You can go without food or water for your WIS bonus weeks without any negative effects, as long as you pray an hour each day and use up one turn attempt each day.
Fists of Calaam	TBG 59	WIS 13+ Eyes of Calaam Level 3+	<i>Supposedly limited to clerics and paladins of the god Calaam.</i> You can turn (or smite if available) resurrected or reincarnated people as if they were evil, undead monsters.
Heighten Turning	DOF 20	CHA 13+ Ability to turn undead Extra Turning	You can choose to take +X on an attempt to turn undead. If you do so and you still succeed, you do -X turning damage. X is any number of your choosing that is less than your cleric level.
Inspired Leadership	QC 33	Cleric 1+ Level 6+ Leadership	You can have twice as many followers as normal under the Leadership feat as long as at least half of them are from your religion.
Intensify Poison	QC 33	WIS 15+ Ability to turn undead	You can use a turn attempt to intensify a poison. The save DC is increased by your WIS bonus for 24 hours.
Master of Undeath	QC 33	CHA 15+ Ability to turn undead Extra Turning	You are treated as if you were two levels higher for attempts to command undead.
Negative Energy Burst	ELH 63	Epic Character CHA 25+ Ability to rebuke undead Can cast Inflict Critical Wounds Evil alignment	You can use a turn/rebuke undead as a standard action to unleash a wave of negative energy in a 60 foot burst. Roll the rebuke or command check against living creatures in the area, and any that would be rebuked take 1 negative level and ones that would be commanded take 2 negative levels. The Fortitude save DC to remove these levels one day later is 10+your CHA modifier+one half your effective turning level.

Clerical Feats (Part 2 of 2)

Feat Name		Prerequisites	Description
Persuasive Conversion	QC 33	CHA 13+ Cleric level 1+	+(half your character level) on Diplomacy checks to convert people to your religion.
Planar Turning	ELH 64	Epic Character WIS 25+ CHA 25+ Ability to turn undead	You can turn or rebuke outsiders as if they were undead. Outsiders have a turn resistance equal to half their spell resistance. If you can turn undead, you turn/destroy evil outsiders and rebuke/command nonevil outsiders. If you can rebuke undead, you rebuke evil outsiders and rebuke/command nonevil outsiders.
Positive Energy Aura	ELH 65	Epic Character CHA 25+ Can cast Dispel Evil Ability to turn undead	Every undead creature that comes within 15 feet of you is automatically affected as if you turned it. This does not cost a turning attempt and you don't roll damage, but it only affects undead of hit dice equal to or less than your effective cleric level – 10 (destroys if cleric level -20).
Quicken Turning	DOF 20	CHA 13+ Ability to turn undead Extra Turning	You can choose to turn/rebuke undead as a free action. If you do so, your attempt is at -4 and you do -4 turning damage. You may still only make one turning attempt each round. This feat may not be used to power a Divine feat.
Sacrificial Vessel	QC 33	Cleric level 1+ Congregation	You may use congregation abilities twice as many times per day as long as the congregation is making the proper sacrifices.
Sense Infidel	QC 34	Cleric level 1+	You know if at any time a member of another religion comes within 60 feet of you. As a standard action, you can determine which direction the person is.
Shield the Faithful	QC 34	WIS 13+ Ability to cast 5th level Divine spells	When you cast an area of effect spell, you can choose to have it not affect members of your religion that are in the area.
Spectral Strike	ELH 66	Epic Character WIS 19+ Ability to turn undead	Your attacks deal damage normally against incorporeal creatures (normally a 50% chance of no damage even if you can hit them).
Spontaneous Domain Access	ELH 67	Epic Character WIS 25+ Ability to cast 9th level divine spells Spellcraft skill 30+	<i>This feat may be taken multiple times, each for a different domain.</i> Pick a domain. You may spontaneously convert any prepared cleric spell (except a domain spell) into a domain spell of the same level from the chosen domain.
Sustained Turning	QC 34	CHA 15+ Ability to turn undead Extra Turning	When you turn undead, you can choose to sustain this attempt. If you do so, at the beginning of each round make a Concentration check DC 15. If you do not make it (or fail a Concentration check for other reasons), you cannot sustain the turning attempt any longer and are free to act normally. If you make the roll, you can use another turn attempt, but this one affects +1 HD creatures and does +1d6 damage (both of these bonuses are cumulative each round you maintain this).
Turn Outsider	EVIL 60	WIS 14+	You may turn or rebuke Outsiders as if they were undead with four extra hit dice.
Turn Resistance	MR 50		<i>Supposedly limited to those of the Eletum race, but useful for any turnable creature.</i> A cleric or paladin trying to turn, rebuke, or command you acts as if you were 3 levels (or hit dice) higher.
Undead Mastery	ELH 68	Epic Character CHA 21+ Ability to rebuke or command undead	You may command up to ten times your level in HD of undead.
Wrath of Calaam	TBG 59	WIS 13+ Eyes of Calaam Fists of Calaam Level 6+	<i>Supposedly limited to clerics and paladins of the god Calaam.</i> You can use any spell that affects undead on resurrected or reincarnated people.
Zone of Animation	ELH 69	Epic Character CHA 25+ Undead Mastery Ability to rebuke or command undead	You may use a rebuke/command attempt to animate corpses within range of your rebuke/command attempt. You can affect a total hit dice equal to the number you could command. If you already are commanding some undead, you cannot animate more than it takes to meet your maximum. Fresh corpses become Zombies and old ones become Skeletons.

Chaos Magic Feats

Feat Name		Prerequisites	Description
Attune Other	CWS 46	Ability to craft Chaos Magic items	You can now craft chaos items that are attuned to people other than yourself.
Blood of Chaos	CWS 46	Ability to cast Chaos Magic spells or use a wanton talent	You suffer one less point of damage every time you cast a Chaos Magic spell or suffer a backlash.
Casting Focus	CWS 46	Ability to cast Chaos Magic spells	+2 circumstance bonus to Casting checks made when casting Chaos Magic spells.
Chaos Magic	SPS 89		You can now choose to learn chaos spells at the time you learn new spells. You have your WIS bonus in control points.
Chaotic Healing	CWS 46	Blood of Chaos	Instead of the normal healing process, you receive 1d6-2 hit points each day of full rest (minimum healing of 1 hit point).
Extra Control Points	SPS 92	Chaos Magic	You gain your WIS bonus in control points.
Immutable Will	CWS 46	Ability to cast Chaos Magic Spells Iron Will Caster level 7+	You pay only half the normal experience cost necessary to use the Purge Chaos class feature.
Specialized Focus	CWS 46	Casting Focus Caster level 8+	<i>This feat may be taken multiple times, each with a different element.</i> Choose an effect element (such as damage or materialization). You receive a +5 competence bonus on Casting checks when casting Chaos Magic spells using that element. This does not stack with Casting Focus.

Demonology Feats

Feat Name		Prerequisites	Description
Change Instruction	DGY 41		As a full round action, you may give new instructions to a demon you control. Make an Instruction Check (use your CHA bonus) DC 10 + demon's challenge rating.
Dismiss Demon	DGY 41	CHA 13+ Demon Lore skill 10+	As a full round action, you may dismiss any creature of the infernal planes using a Dismiss check (use your CHA bonus) DC 10 + demon's challenge rating.
Permanent Control	DGY 41	CHA 15+	<i>This feat may be taken multiple time.</i> After successfully controlling a demon with challenge rating 5 or less, you may choose to take control of it. It will serve as instructed. You may only control one demon for each time this feat has been taken.
Quicken Summoning	DGY 41	Demon Lore skill 8+	The time required for a summoning is halved.
Strength of Personality	DGY 41	Iron Will	+2 on all Control checks.

Familiar Feats

Feat Name		Prerequisites	Description
Enhanced Familiar: Fast	KPG 84		Your familiar can add 10 feet to its primary movement type (flying, walking, swimming, or such).
Enhanced Familiar: Fly	KPG 84		<i>This feat can be taken multiple times.</i> Your familiar can fly at its base movement rate and Poor maneuverability. If it already could fly, its maneuverability rating is increased by 1 category.
Enhanced Familiar: Greater Spell Resistance	KPG 84		If your familiar already had spell resistance, this value is increased to your spell resistance value + 10.
Enhanced Familiar: Jump	KPG 84		Your familiar gets +10 on Jump checks. It can now jump twice as far as before, with a maximum of 15 feet.
Enhanced Familiar: Speak	KPG 84		If your familiar could speak, then it can now speak in all the languages you know.
Enhanced Familiar: Smart	KPG 84		<i>This feat can be taken multiple times.</i> Your familiar's INT is increased by 2.
Enhanced Familiar: Toughskin	KPG 84		<i>This feat can be taken multiple times.</i> Your familiar gains +2 natural armor.
Enspell Familiar	DR280 p62		You can cast spells on your familiar within 1 mile as if you were touching it.
Extra Familiar {1}	DR280 p62		<i>You can take this feat multiple times.</i> You are allowed to have an additional familiar. Normally, the limit is one.
Extra Familiar {2}	SHH 32	Spellcaster level 5+	<i>Same as Extra Familiar {1}.</i>
Construct Familiar	DR280 p62		You can have a familiar that is a construct (as per MM page 5) instead of a living creature.
Improved Familiar	T&B 40 FR 35		When choosing a familiar, several magic creatures are now available. They are: Shocker Lizard, Stirge, Formian worker, Imp, Pseudodragon, and Quasit. Other magic creatures are also possible. See T&B page 40 and FR page 35 for details on these familiars and others.
Larger Familiar	SHH 32	Spellcaster level 5+	You can have a medium sized creature as a familiar (normally limited to a small creature). <i>Suggestions on SHH 32.</i>
Spirit Familiar	SHH 33	Level 4+	You can have a spirit creature as a familiar. This is a familiar with the Spirit template (see SHH 63) applied.
Token Familiar	DR280 p62		You can convert your familiar to and from a small stone figure. This makes it easy to carry, but you don't get any benefits while it is in figurine form.
Undead Familiar	DR280 p62		You can have a familiar that is undead instead of a living creature.

Infernal Feats (Part 1 of 2)

Feat Name		Prerequisites	Description
Claws/Fangs	EVIL 24	Infernal Pact	<i>You may take this feat twice. Once for claws and once for fangs.</i> You do 1d8 damage in unarmed combat. This is not subdual damage. The claws/fangs are noticeable and you suffer a one rank penalty on attitude results from those that care.
Darkvision	EVIL 24	Infernal Pact	You have 60 foot darkvision. Your eyes become slitted like a cat's and they glow in the dark when light is pointed your way.
Element Resistance	EVIL 24	Infernal Pact	<i>You may take this feat multiple times, each for a different type of energy: acid, cold, electricity, fire, sonic, etc.</i> You ignore the first 25 points of damage from each element source. Your skin changes to reflect this resistance. For example, fire resistance may have you become scaled.
Flight	EVIL 25	Infernal Pact	<i>You may take this feat multiple times. Each time you can fly one additional time per day.</i> You can Fly once per day as a spellcaster equal to your level using a standard action. Your bones become hollow and your lose weight. Your strength is considered to be -6 against bull rush attacks.
Immortality	EVIL 25	Infernal Pact Immunity Unholy Blessing	<i>You lose 5,000 xp when you take this feat.</i> You no longer age and will not die from aging effects. You ignore magical aging effects. The evil creature that granted this to you is counting on someone to kill you and may even help that someone to do it.
Immunity	EVIL 25	Infernal Pact	<i>You lose 250 xp when you take this feat.</i> You are immune to diseases of all kinds and do not need to save against contagions. You now suffer from a nagging throaty cough at least once a day.
Imp	EVIL 25	Infernal Pact Arcane or divine spells	You gain an Imp (or Quasit) as a familiar. It works for you but serves its master. It may be unreliable. If you already had a familiar, the Imp kills it and eats it. You do not lose XP for a familiar lost this way.
Improved Flight {2}	EVIL 25	Infernal Pact Flight	<i>You lose 200 xp when you take this feat.</i> You can now Fly at will. This is not even an action. You now have small demon-like wings on your back. They are not actually used for flight, but do move on their own. You need special clothes tailored and cannot wear armor unless it is specially made.
Improved Regeneration	EVIL 25	Infernal Pact Immunity Regeneration	<i>You lose 500 xp when you take this feat.</i> <i>You may take this feat multiple times. Each additional time grants +2 hit points per round. Every second time you get -1 CHA.</i> You regenerate as per the supernatural power. All damage done to you is subdual damage and you regain 3 hit points per round. Your skin pales and you cannot tan. You appear sickly and sweaty.
Increased Movement	EVIL 26	Infernal Pact	<i>You may take this feat multiple times. Each additional time grants +10 feet to your base movement.</i> +20 feet to your base movement. You develop cloven hooves.
Infernal Pact	EVIL 26	(Special)	You made a bargain with a demon or devil. You must give up something to the demon (hit points, a point of CON or WIS, the life of a loved one, etc.) You are permanently evil (it takes a wish, miracle, or major holy artifact to change this).
Infernal Soul	EVIL 26	Infernal Pact Immunity	<i>You may take this feat multiple times.</i> +10 hit points. You radiate evil. Your master's kin will look on you with more respect now that you are more like one of them.
Invisibility {1}	EVIL 27	Infernal Pact	<i>You may take this feat multiple times. Each time you can become invisible one additional time per day.</i> You can become Invisible once per day as a spellcaster equal to your level using a standard action. Your voice becomes softer and people notice you less. Your CHA is considered 3 less for purposes of skill checks.
Magic Item	EVIL 27	Infernal Pact Wealth	<i>You may take this feat multiple times.</i> You gain one magic item rolled at random from the DMG. The item was likely owned by someone before you and may be cursed.
Multiple Limbs	EVIL 27	Infernal Pact Immunity Infernal Soul Shapechange	You grow two extra arms, two extra legs, and a tail. You may make two additional off-hand attacks with your extra limbs. Two-Weapon Fighting and Ambidexterity do not apply to these limbs; You must use Multidexterity instead. The two extra legs grant you a +4 against Bull Rush. The tail has your full strength and trip attacks with it work as if you had Improved Trip. Your CHA is effectively -8 for skill checks. Those who fight evil are likely to attack you on sight.

Infernal Feats (part 2 of 2)

Feat Name		Prerequisites	Description
Poison Blood	EVIL 28	Infernal Pact Immunity	<i>You lose 100 xp when you take this feat.</i> Your blood is now toxic. See EVIL 28 for details. You are now cold-blooded, have vertical eye slits, and are becoming nocturnal.
Rot	EVIL 28	Infernal Pact Immunity	You can inflict mummy rot. You stink like a rotting corpse.
Regeneration	EVIL 28	Infernal Pact Immunity	<i>You lose 300 xp when you take this feat.</i> You regenerate as per the spell (as if you were a divine spellcaster of your level). You are cold-blooded. Fire damage deals double damage if you fail your saving throw.
Shapechange	EVIL 27	Infernal Pact Immunity Infernal Soul	<i>You may take this feat multiple times. Each time you can shape change one additional time per day.</i> You can Shapechange once per day as a spellcaster equal to your level using a standard action. You get -1 INT.
Undetectable Lie	EVIL 28	Infernal Pact	You can lie without detection. All spells and abilities cast by anyone other than an Outsider will see you as telling the truth. Your tongue is forked. A Spot check against your Bluff skill will let someone see that something is wrong with your tongue.
Unholy Blessing	EVIL 28	Infernal Pact Immunity	<i>You lose 500 xp when you take this feat.</i> You permanently have Unholy Aura spell on you at 20th level of ability. You now have small demon horns that will grow over time.
Unholy Strength	EVIL 28	Infernal Pact	<i>You may take this feat multiple times. You get -1 DEX every second time you take this feat.</i> +2 STR. The muscle growth is not normal and will look deformed.
Wealth {1}	EVIL 29	Infernal Pact	<i>You may take this feat multiple times. Each additional time grants 10,000 gp.</i> You get 15,000 gp in cash, gems, goods, or items. The money or items may be stolen from someone nearby.
Wish	EVIL 29	Infernal Pact Two other Infernal feats	<i>You lose 1,000 xp and 3 hit points when you take this feat.</i> <i>You may take this feat multiple times.</i> You make one Wish granted by the demon at 20th level of ability. This ties you further into the pact with the demon.

Necromancy Feats

Whenever a Necromancy feat is used, roll 1d20 + your level + INT modifier against DC 10. A failure or a natural one causes a negative energy side effect. See NEC p34 for details.

Feat Name	Prerequisites	Description
Animation by Touch <small>NEC 39</small>	Arcane spellcaster Death Touch {1} Animate Dead spell Necrology skill 4+	As a standard action you may animate a dead body exactly as with the Animate Dead spell (but with no material components).
Augment Undead <small>NEC 39</small>	Arcane spellcaster Necrology skill 4+	When animating a body, you may use this feat to grant the undead creature +(your level / 3) hit points per hit die (round down).
Command Undead <small>NEC 40</small>	Arcane spellcaster Necrology skill 8+	You may rebuke and command undead as a cleric of half your level. No holy symbol or other icon is required.
Death Touch {1} <small>NEC 40</small>	Arcane spellcaster Necrology skill 4+	You may make a melee touch attack against a living creature. When you hit, you may choose to channel negative energy into the creature as an attempt to kill it. Roll 1d6 for each level you have and add up the total. If the total is higher than the creature's current hit points, it dies immediately. If it has more hit points, then the attack has no effect.
Empower Undead <small>NEC 40</small>	Arcane spellcaster Augment Undead Animate Dead spell Necrology skill 4+	When animating a body, you may use this feat to grant the undead Turn Resistance equal to half your level (round down).
Replicate the Divine <small>NEC 40</small>	Arcane spellcaster Another Necromancy feat	<i>You may take this feat multiple times, each with a different spell.</i> When you take this feat, choose a spell from the Death domain of cleric spells that is of a level you can cast. You may now prepare and cast that spell as if it were an arcane spell. When cast, the spell is cast as if you were a cleric of half your level (round down). A negative energy check is made each time you cast this spell.
Resist Magic <small>NEC 40</small>	Arcane spellcaster Necrology skill 11+	You can cloak yourself in a bubble of negative energy. You gain spell resistance 12 for 1d6 rounds (this does not stack). The resistance applies to all spells, not just necromancy ones.
Spirit Dissertation <small>NEC 41</small>	Arcane spellcaster Augment Undead Replicate the Divine Necrology skill 6+	Once per day you may Speak with Dead as with the spell of the same name.

Shaman Feats

Feat Name	Prerequisites	Description
Powerful Rebuke <small>SHH 32</small>	Turn or rebuke spirits or undead as a 5 th level character	+4 on turn or rebuke attempts on spirits or undead.
Sense Spirits <small>SHH 33</small>	Ability to turn or rebuke spirits or undead	By using a turn/rebuke attempt for the day, you can concentrate and detect spirits as per the Detect Spirits spell at your character level, but you are limited to the first two effects (detect and number/strength).
Smite Spirit <small>SHH 33</small>	CHA 13+ Ability to turn or rebuke spirits or undead	By using a turn/rebuke attempt for the day, you add your CHA bonus to your attack roll and your rebuke level to your damage roll for one attack on a spirit.
Spirit Strike <small>SHH 33</small>	Ability to rebuke spirits	By using a turn/rebuke attempt for the day, you can make melee attacks against incorporeal beings as if you were wielding a Ghost Touch weapon. This lasts for your CHA bonus in rounds. Add your CHA bonus instead of your STR bonus to attack rolls.
Spirit Ward <small>SHH 33</small>	CHA 13+ Ability to rebuke spirits Spirit Strike	By using a turn/rebuke attempt for the day, you grant a +2 bonus to yourself and all allies within 60 feet to saves against attacks and powers of spirits. This lasts for your CHA bonus in rounds.
Swift Rebuke <small>SHH 33</small>	CHA 13+ Ability to rebuke spirits Extra Turning	Once per round, you can take a -4 penalty to rebuke spirits as a free action. You also receive a -4 penalty on the damage roll.
Totem <small>SHH 33</small>	CHA 15+ Shaman level 1+	You gain an additional totem domain and the appropriate totem.

Wild Feats

Feat Name		Prerequisites	Description
Beast Companion	ELH 51	Epic Character <i>Wild Shape</i> 6/day Knowledge(Nature) 24+	Your animal companion ability can be used on beasts. These beasts will not perform tasks that animals cannot accomplish. Your total HD in companions is limited to twice your caster level.
Beast Wild Shape	ELH 51	Epic Character <i>Wild Shape</i> 6/day Knowledge(Nature) 24+	You can use <i>Wild Shape</i> to take the shape of a beast of any size you can with an animal.
Blindsight	MoW 21	Ability to become a Dire Bat with <i>Wild Shape</i>	You have the extraordinary ability to see in the dark like a bat. You have blindsight (see DMG) as long as you can hear. You emit high-frequency sounds when doing this that most creatures cannot hear.
Colossal Wild Shape	ELH 52	Epic Character Ability to <i>Wild Shape</i> into a Gargantuan animal	You can use <i>Wild Shape</i> to take the shape of a colossal animal.
Diminutive Wild Shape	ELH 53	Epic Character Ability to <i>Wild Shape</i> into a Huge animal	You can use <i>Wild Shape</i> to take the shape of a diminutive animal.
Dragon Wild Shape	ELH 53	Epic Character <i>Wild Shape</i> 6/day WIS 30+ Knowledge(Nature) 30+	You can use <i>Wild Shape</i> to take the shape of a dragon of any size you can with an animal. You gain its extraordinary and supernatural abilities. Legal dragon types are: black, blue, green, red, white, brass, bronze, copper, gold, and silver.
Extra Wild Shape	MoW 22	Ability to use <i>Wild Shape</i>	<i>You may take this feat multiple times.</i> Each time you take this feat, you may use <i>Wild Shape</i> two additional times per day. If you are able to use <i>Wild Shape</i> to become an elemental, you gain an additional one time per day with elemental shapes.
Fast Wild Shape	MoW 22	DEX 13+ Ability to use <i>Wild Shape</i> to become a Dire animal	You can use <i>Wild Shape</i> as a move-equivalent action (instead of a standard action).
Fine Wild Shape	ELH 56	Epic Character Ability to <i>Wild Shape</i> into a Diminutive animal	You can use <i>Wild Shape</i> to take the shape of a fine animal.
Gargantuan Wild Shape	ELH 56 DU092 (p87)	Epic Character Ability to <i>Wild Shape</i> into a Huge animal	You can use <i>Wild Shape</i> to take the shape of a gargantuan animal.
Improved Elemental Wild Shape	ELH 58 DU092 (p87)	Epic Character WIS 25+ Ability to <i>Wild Shape</i> into an elemental	You can <i>Wild Shape</i> to any type of elemental (not just air, earth, fire, and water) and of any size you can <i>Wild Shape</i> with animals.
Magical Beast Wild Shape	ELH 62	Epic Character <i>Wild Shape</i> 6/day WIS 25+ Beast Wild Shape Knowledge(Nature) 27+	You can use <i>Wild Shape</i> to take the shape of a magical beast of any size you can with an animal. You gain the supernatural abilities of this beast.
Natural Spell	MoW 24 DU092 (p87)	WIS 13+ Ability to use <i>Wild Shape</i>	You can complete verbal and somatic components of spells while in a <i>Wild Shape</i> .
Plant Wild Shape	ELH 65	Epic Character <i>Wild Shape</i> 6/day Beast Wild Shape Knowledge(Nature) 24+	You can use <i>Wild Shape</i> to take the shape of a plant of any size you can with an animal.
Quicken Wildshape	DR297 (p29)	Epic Character DEX 21+ Ability to use <i>Wild Shape</i> to become a Dire animal Fast Wild Shape	You can change forms using the wild shape ability as a free action. This counts as your one quickened action per round.
Proportionate Wild Shape	MoW 24	Ability to use <i>Wild Shape</i> Not small or medium size	You can use <i>Wild Shape</i> to become an animal that is the same size category as you are. This feat is only applicable if your normal size is not small or medium.
Scent	MoW 25	WIS 11+ Ability to use <i>Wild Shape</i> to become a Wolf	You gain the scent extraordinary ability (see DMG) while in any form.
Speaking Wild Shape	MoW 25	INT 13+ Ability to use <i>Wild Shape</i>	While in a <i>Wild Shape</i> , you act as if you had <i>Speak with Animals</i> in effect for all animals of the same type as you.
Vermin Wild Shape	ELH 65	Epic Character <i>Wild Shape</i> 6/day Beast Wild Shape Knowledge(Nature) 24+	You can use <i>Wild Shape</i> to take the shape of a vermin of any size you can with an animal.

Psionic Feats

General Psionic Feats (Part 1 of 3)

Feat Name		Prerequisites	Description
Augment Construction	DR287 p54	Psionic Manifester level 2+	Astral constructs you create get +1 hit point per hit die, +1 to attack, and +1 on damage.
Body Fuel	PSI 24	Psionic Inner Strength Talented {1}	You can take temporary ability point damage to generate power points. Each 2 points of ability generates 1 power point.
Combat Manifestation	PSI 24	Psionic	+4 on Concentration when used for a manifesting a power while on the defensive during combat.
Creature Capacitor	ITCK 40	Psionic Inner Strength	You can store power points in your body, treating yourself as a crystal capacitor. Follow the rules for a crystal capacitor, except you can store your manifest level in power points.
Disarm Mind	PSI 25	Psionic CHA 13+ Mental Adversary	When you successfully deal ability damage with a psionic attack, you may spend 3 additional power points in order to drain your opponent of your CHA modifier * 4 power points.
Extra Power	DR287 p55	Psionic Manifester level 3+	<i>You may take this feat multiple times.</i> You learn one additional power of any level up to one level less than the highest level power you know.
Greater Power Penetration	PSI 26	Psionic Power Penetration	You get a +4 bonus on level checks to beat a creature's power resistance. This does not stack with Power Penetration.
Greater Psionic Focus	PSI 26	Psionic Psionic Focus	<i>You may take this feat multiple times, each with a different discipline. The first time you take this feat, it must be for your primary discipline. Additional times you must already have Psionic Focus with the chosen discipline.</i> You add +4 to the DC for others to save against psionic powers in the chosen discipline. This does not stack with Psionic Focus.
Improved Manifestation	ELH 58	Epic Character Psionic	<i>This feat may be taken multiple times.</i> Choose a psionic class that you can already manifest powers of the maximum level available. Your maximum power point limit for this class is increased by 2 (normally it is your level minus 1). You still must meet the ability score requirement of the max power cost being the ability score plus 2.
Improved Psicrystal	PSI 26	Psionic	<i>You may take this feat multiple times.</i> Each time you take this feat you may add another personality fragment to your psicrystal. The personality adjusts to be a blend of all its personality fragments.
Inertial Armor	PSI 26	Psionic 1+ Available Power Points	As long as you have any unspent power points, you get +4 AC due to a psionic field (which may or may not glow at your choice). This AC bonus does not stack with normal armor and shield AC bonuses. This bonus does apply to non-corporeal beings which can ignore normal armor.
Inner Strength	PSI 26	Psionic	<i>You may take this feat multiple times.</i> The first time you take this feat you get +1 base power points. The second time, +2 (for a total of +3). The third time, +3 (for a total of +6). And so on.
Mental Adversary	PSI 27	Psionic CHA 13+	<i>You can take this feat multiple times.</i> When you successfully perform a psionic attack and your opponent fails their Will save, you may spend 3 additional power points to do +1 point of ability damage. If you have taken this feat more than one time, you may do up to 1 additional points of ability damage for each additional time you take the feat, but at a cost of 8 power points per additional point of damage.
Mental Leap	PSI 27	Psionic STR 13+ Jump skill (6+) 3+ Available Power Points	<i>You may take this feat multiple times.</i> You jump twice as high or twice as far as indicated by your jump check. The extra distance is not counted against your movement for the round. If you have taken this feat more than one time, you may choose to jump one additional multiple for each time but each multiple requires your available power points be 8 higher. For example, if you have taken the feat twice, you may jump 3 times normal distance, but need 11 power points. If you have taken it three times, you may jump 4 times normal distance, but need 19 power points.
Mind Blind	DR287 p55	Psionic Psychic Bastion	You permanently get a mental hardness of 3 that stacks with other bonuses. You get a -3 on psionic attack damage (minimum 1).

General Psionic Feats (Part 2 of 3)

Feat Name		Prerequisites	Description
Mind Trap	PSI 27	Psionic Psychic Bastion	When you successfully deal ability damage with a psionic attack, you may spend power points equal to 3 plus the cost of their psionic defense to drain off 10 plus your CHA modifier power points from your opponent.
Power Penetration	PSI 27	Psionic	You get a +2 bonus on level checks to beat a creature's power resistance.
Power Specialization	DR287 p56	Psionic Weapon Focus(Ray) Manifester level 4+	+2 damage on ranged touch attack powers if the target is within 30 feet.
Power Touch	PSI 27	Psionic STR 13+ Psionic Fist	When you get an attack of opportunity, you may manifest a touch range power as this attack. This costs 2 power points in addition to the cost of the power you use. (Note: If you also use the Quicken Power metapsionic feat, this 2 point cost is waived.)
Psionic Body	PSI 27	Psionic	<i>You may only take this feat as a first level character.</i> You gain 1 hit point each time you take a metapsionic feat. Your hit point bonus at first level is based on your discipline's ability modifier instead of your CON modifier. After that, your CON modifier is used as normal.
Psionic Charge	PSI 28	Psionic WIS 13+ Speed of Thought 3+ Available Power Points	When taking a charge action, instead of simply going in a straight line you may take a number of turns (up to 90 degrees) equal to your DEX modifier.
Psionic Defense	DR287 p54	Psionic	<i>You may take this feat multiple times, each with a different discipline.</i> Choose a discipline. You gain +2 on saves versus powers of that discipline.
Psionic Fist	PSI 28	Psionic STR 13+	When making an unarmed melee attack, you may spend 1 power point before rolling. If you hit, you do +1d4 points of bludgeoning damage. The power point is spent even if you miss. You can spend the points in advance and leave your hand or foot "charged" for up to your STR modifier + 1 rounds.
Psionic Focus	PSI 28	Psionic	<i>You may take this feat multiple times, each with a different discipline. The first time you take this feat, it must be for your primary discipline.</i> You add +2 to the DC for others to save against psionic powers in the chosen discipline.
Psionic Metabolism	PSI 28	Psionic CON 13+ Rapid Metabolism	As long as you are conscious, you may spend 1 power point each hour to convert 1 point of normal damage into a point of subdual damage.
Psychic Bastion	PSI 28	Psionic	<i>You can take this feat multiple times.</i> When you fail your Will save against an opponent's psionic attack, you may spend 3 additional power points to get +1 mental hardness. If you have taken this feat more than one time, you may get up to +1 additional hardness for each additional time you take the feat, but at a cost of 8 power points per additional point of hardness you want to use.
Psychic Inquisitor	PSI 29	Psionic CHA 13+ Psychoanalyst	You can activate this feat to detect lies from living humanoids. This works for up to your CHA modifier in lies per conversation and only for one conversation per 8 hour period.
Psychoanalyst	PSI 29	Psionic CHA 13+	You get +2 on Diplomacy, Bluff, and Intimidate checks and CHA checks used to influence living humanoids with INT 4+.
Rapid Metabolism	PSI 29	Psionic CON 13+	In addition to the normal healing rate for hit points, you heal your CON bonus in hit points for each day of rest.
Resculpt Mind	DR287 p56	Psionic Psion level 3+	You may gain a Metapsionic feat instead of gaining a new combat mode when achieving level 3, 5, 7, 9, and 11. If you skip gaining one or more combat modes, you gain them at levels 13, 15, 17, and 19 (as appropriate). You cannot use this feat on the modes gained at these levels.
Sense Danger	KPG 91	Psionic	<i>Supposedly limited to Kalamar's Elos Desert, Khydoban Desert, or Torakk and to the Golden Halfling race.</i> You can detect if anyone within 30 feet is in the process of attacking you, and locate them.
Sequester Power	ITCK 40	Psionic Inner Strength Manifester level 3+	After each day's period of rest and concentration used to recharge your power points, you may choose to sequester any number of your powers. If you do so, you lose the use of those powers until the next day's recharge time. In return you gain power points equal to the cost of those powers for the same period. You cannot sequester all powers of a given level in your discipline, and you cannot gain more power points than half your normal power points.

General Psionic Feats (Part 3 of 3)

Feat Name		Prerequisites	Description
Speed of Thought	PSI 29	Psionic WIS 13+ 1+ Available Power Points	<i>You may take this feat multiple times.</i> Your base speed increases by 10. If you have taken this feat multiple times, your base speed increases by 10 each time, but the available power points required increases by 4 each time.
Stand Still	PSI 29	Psionic STR 13+ 1+ Available Power Points	When an opponent's movement provokes an attack of opportunity and you hit them with that attack, they save against DC of 10 plus the damage you did. If they fail, their movement ends. <i>[This feat is more complicated than this.]</i>
Talented {1}	PSI 30	Psionic Inner Strength	You can manifest 3 more level 0 powers free per day than normal.
Trigger Power	PSI 30	Psionic Inner Strength Talented {1}	<i>You may take this feat multiple times, each time with a different power of level 3 or less.</i> When manifesting the chosen power, you may make an ability check against the power's discipline's ability. The DC is 11 plus 2 times the level of the power. If successful, you manifest the power at no cost. If you fail, you pay the cost as normal. You must have enough power points to pay the cost as normal. This cannot be used on psionic attack or defense mode powers.
Unavoidable Strike	PSI 30	Psionic STR 13+ Psionic Fist +3 Base Attack	You may spend 5 power points to allow your unarmed attack to be rolled against your opponent's AC to be touched, which is likely lower than their AC to be hit. The points are spent even if you miss. You can spend the points in advance and leave your hand or foot "charged" for up to your STR modifier + 1 rounds.
Upgrade Power	DR287 p56	Psionic Another Psionic or Metapsionic feat	You can shift your psionic powers based on chains in order to replace lower power ones as you gain higher power ones. See DR287 pg 55-56 for a description of the chains.
Up the Walls	PSI 30	Psionic Speed of Thought Psionic Charge 5+ Available Power Points	You can take any portion of your movement as standing on walls (but not ceilings) as long as you begin and end your move on a horizontal surface. Moving from a horizontal to vertical surface costs 5' of movement. If you do not end on a horizontal surface, you fall to the ground prone.

Psionic Combat Feats

Feat Name		Prerequisites	Description
Deep Impact	PSI 25	Psionic STR 13+ Power Attack Psionic Weapon +3 Base Attack	You may spend 5 power points to allow your melee weapon attack to be rolled against your opponent's AC to be touched, which is likely lower than their AC to be hit. The points are spent even if you miss. You can spend the points in advance and leave the weapon "charged" for up to your STR modifier + 1 rounds.
Fell Shot	PSI 25	Psionic DEX 13+ Point Blank Shot Psionic Shot +3 Base Attack	You may spend 5 power points to allow your ranged weapon attack to be rolled against your opponent's AC to be touched, which is likely lower than their AC to be hit. The points are spent even if you miss. You can spend the points in advance and leave the weapon "charged" for up to your DEX modifier + 1 rounds.
Great Sunder	PSI 26	Psionic STR 13+ Power Attack Sunder 5+ Available Power Points	When you strike an opponent's weapon, you ignore half of the weapon's total hardness with modifiers (round down). Note that to strike a magical or psionically enhanced weapon you still need a weapon of equal or better enchantment. This feat may also be used to lower the effective hardness of hard construction like doors and walls.
Psionic Dodge	PSI 28	Psionic DEX 13+ Dodge 5+ Available Power Points	During your action, you can specify an opponent that you will get +1 AC (dodge bonus) against until your next action. This choice may be the same as or different from your choice for the Dodge feat.
Psionic Shot	PSI 28	Psionic DEX 13+ Point Blank Shot	When making a ranged weapon attack, you may spend 1 power point before rolling. If you hit, you do +1d4 points of damage. The power point is spent even if you miss. You can spend the points in advance and leave your missile "charged" for up to your STR modifier + 1 rounds.
Psionic Weapon	PSI 28	Psionic STR 13+ Power Attack	When making a melee weapon attack, you may spend 1 power point before rolling. If you hit, you do +1d4 points of damage. The power point is spent even if you miss. You can spend the points in advance and leave your weapon "charged" for up to your STR modifier + 1 rounds.
Return Shot	PSI 29	Psionic DEX 13+ Point Blank Shot Psionic Shot 5+ Available Power Points	Once per round when you would be hit by a ranged weapon and you have not already acted this round, you may make a Reflex save against DC 20 (plus enhancement bonus of the weapon) to catch the missile. If you have the appropriate means, you may immediately return the missile. Shooting a bow is a move-equivalent action, a crossbow is a standard action, and a spear or knife is a free action to throw back. Your return attack is at your full ranged attack bonus plus half of your opponent's ranged attack bonus. (Note: If you also have the Deflect Arrows feat your return attack uses your opponent's full ranged attack bonus instead of just half.)

Psionic Item Creation Feats

Feat Name		Prerequisites	Description
Craft Crystal Capacitor	PSI 24	Psion Manifester(9+)	You can create psionic crystal capacitors that store power points.
Craft Dorje	PSI 24	Psion Manifester(5+)	You can make crystal wands that have psionic powers.
Craft Psionic Arms and Armor	PSI 24	Psion Manifester(5+)	You can create psionic weapons and armor.
Craft Universal Item	PSI 24	Psion Manifester(3+)	You can create a miscellaneous psionic item.
Encode Stone	PSI 25	Psion Manifester(1+)	You can create a power stone that stores psionic powers.
Metacreative	PSI 27	Psionic item creation feat	<i>You may take this feat multiple times, each for a different item creation feat.</i> The XP and raw material costs for creating an item using the chosen feat is 75% of normal.
Scribe Tattoo	PSI 29	Psion Manifester(3+)	You can create psionic tattoos that store powers in their designs.

Metapsionic Feats (Part 1 of 2)

Feat Name		Prerequisites	Description
Chain Power	DR287 p54	Psionic Another Metapsionic feat	Increases power point cost by 6. You can "chain" any power that specifies a single target with a range greater than touch. The "chain" affects the primary target fully, then it can continue through a number of additional targets equal to your manifester level (for a total of manifester level + 1 targets) that are within 30 feet of the primary target. Each additional target takes half as much damage as the primary target (if the spell deals damage) or each additional target gets a -4 on the DC to save (if the power does not deal damage).
Continual Power	ITCK 40	Psionic Another Metapsionic feat	Increases power point cost by 4. This can only be applied to a power that has a single target at a range greater than touch that deals damage directly (not as a side effect). The power does 2 dice less damage, however you can maintain the power for up to your level in rounds for no additional power point cost. Saving throws and other resistance are still handled each round. If used with power scaling, the scaling only applies to the first round.
Delay Power	PSI 25	Psionic	Increases power point cost by 6. Instead of taking effect when done manifesting, the power waits for 1 to 5 rounds (your choice) before having its effect. Only usable on personal, touch, and area of affect powers. The power can be detected and negated during the delay.
Enlarge Power	PSI 25	Psionic	Increases power point cost by 2. Doubles the range of the power. Area of effect powers operate as if you were two levels higher.
Extend Power	PSI 25	Psionic	Increases power point cost by 2. Doubles the duration of the power.
Fortify Power	DR287 p55	Psionic	Increases power point cost by 2 for each time you fortify the power to a maximum of manifester level -1 total power points for the power. All variable numeric effects of the power are increased by 25% per time. For example, at +6 cost you get +75%.
Heighten Power	PSI 26	Psionic	Increases the power point cost of the power to be the same as a power of the chosen level. You can manifest a power as if its level were higher than it actually is (to a maximum of 9th). This makes it harder to save against.
Hide Power	PSI 26	Psionic	<i>You can take this feat once for each characteristic: auditory, material, mental, olfactory, or visual.</i> Increases power point cost by 2. You can manifest a power without the normal display with the given characteristic.
Master Dorje	PSI 26	Psionic	You can manifest the power of a Dorje using your own power points instead of using a charge. You spend the power's cost plus 2 points to do this.
Maximize Power	PSI 26	Psionic	Increases power point cost by 6. Maximizes all variable numeric effects of a power.
Persistent Power	PSI 27	Psionic	Increases power point cost by 8. You can make a personal or fixed range power last 24 hours.
Psionic Energy Admixture	DR287 p55	Psionic Another Metapsionic feat Psionic Energy Substitution Knowledge(Psionics) 5+	<i>You can take this feat multiple times, each time for a different energy type.</i> Increases power point cost by 8. Choose an energy type when you take this feat. Choices are: Acid, Cold, Electricity, Fire, and Sonic. You may alter any power (including one altered with Energy Substitution) with an energy type to add the use the chosen energy type to the existing energy type. The power uses both energy types, each type dealing full damage.

Metapsionic Feats (Part 2 of 2)

Feat Name		Prerequisites	Description
Psionic Energy Substitution	DR287 p54	Psionic Another Metapsionic feat Knowledge(Psionics) 5+	<i>You can take this feat multiple times, each time for a different energy type.</i> Choose an energy type when you take this feat. Choices are: Acid, Cold, Electricity, Fire, and Sonic. You may alter any power with an energy type to use the chosen energy type instead. This does not change the amount of damage. It also does not remove any secondary effects.
Quicken Power	PSI 29	Psionic	Increases power point cost by 8. Allows a power of up to 1 round manifesting time to be manifested as a free action. You may manifest only one power per round using this feat.
Reach Power	DR287 p55	Psionic Enlarge Power	Increases power point cost by 4. You may use a touch power at a range of up to 25 feet. The power effectively becomes a ray and you need to make a ranged touch attack to hit with it.
Repeat Power	DR287 p56	Psionic Another Metapsionic feat	Increases power point cost by 6. The power has a normal effect this round. Next round on your turn, the power happens a second time. This does not work for touch powers or if there was a target and it has moved more than 30 feet from its location. If you have moved, the power originates from the location you were at last round.
Sculpt Power	DR287 p56	Psionic Another Metapsionic feat	Increases power point cost by 2. You can change any area of effect power to a different area shape. Choices for the new shape are: cylinder (10 foot radius, 30 feet high), cone (40 feet long, 40 feet wide at the base), four 10 foot cubes, or a sphere (20 foot radius).
Split Psionic Ray	DR287 p56	Psionic Another Metapsionic feat	You can split any ray that specifies a single target so that it affects two targets that are within 30 feet of each other (or the same target twice). If the power does damage, each target takes half damage.
Transcend Limits	ITCK 40	Psionic Manifester level 3+	<i>This is not a Metapsionic feat.</i> <i>This feat can be taken multiple times.</i> When altering a power with a Metapsionic feat, you can spend a number of power points equal to your manifest level + 1 (instead of your manifest level - 1). Each additional time you take this feat increases your limit by 2.
Twin Power	PSI 30	Psionic	Increases power point cost by 8. The power you manifest is actually manifested twice with the same target or area. Each of the two uses is treated separately.
Widen Power	DR287 p56	Psionic Another Metapsionic feat	Increases power point cost by 6. The area of effect of a burst, emanation or spread power is increased by 50%.

Gunpowder Era Technology Feats

General Feats

Feat Name	Prerequisites	Description
Amputate BF 48	Heal skill 8+	You do not suffer the normal -4 penalty when attempting to amputate a limb using a Heal check DC 25. Failure on this check means the patient bleeds to death. You also receive a +1 bonus on the Heal check for each level you have in the Physician prestige class.

Proficiency Feats

Feat Name	Prerequisites	Description
Exotic Weapon Proficiency(Firearms) SA 133		<i>Limited to places that have firearms.</i> You may use firearms (pistols, rifles, shotguns, muskets, etc) without the -4 penalty.
Firearms Proficiency BF 49 DL 53		<i>Limited to places that have firearms.</i> You may use firearms (pistols, rifles, shotguns, muskets, etc) without the -4 penalty.
Gunnery BF 49	Firearms Proficiency	You may use a canon or other artillery weapon without the normal -8 penalty (-6 if you had Firearms Proficiency).

Combat Feats (Part 1 of 2)

Feat Name	Prerequisites	Description
Armed to the Teeth FS 91	Crack Shot {2} +6 Base Attack	While wielding a melee weapon in one hand, you may fire a pistol in your off hand as a free attack at your base attack bonus. The penalty for an off hand attack is reduced by 2 (much like Two Weapon Fighting does for an off-hand melee attack).
Ballista Master DU092 (ph 29)	Ballista Specialist Profession(siege engineer) skill 4+ -or- Profession(space hand) skill 4+	+8 to attack with a ballista.
Ballista Specialist DU092 (ph 29)	Profession(siege engineer) skill 4+ -or- Profession(space hand) skill 4+	+4 to attack with a ballista.
Cannon Master DU092 (ph 29)	Cannon Specialist Profession(siege engineer) skill 4+ -or- Profession(space hand) skill 4+	+8 to attack with a cannon.
Cannon Specialist DU092 (ph 29)	Cannon Specialist Profession(siege engineer) skill 4+ -or- Profession(space hand) skill 4+	+4 to attack with a cannon.
Crack Shot {2} FS 95		While holding a gun, you threaten an area within 5 feet of you just like you would with a melee weapon.
Dead Aim SA 131	Proficiency with firearms +2 Base Attack	<i>Fighters can take this feat as one of their bonus feats.</i> When you fire with firearms, ignore the target's AC bonuses due to non-magical armor.
Fannin' DL 53	DEX 15+ Point Blank Shot Rapid Shot {1} +4 Base Attack	As a full action you may fire up to 6 rounds from a single-action pistol. Only targets within one range increment may be attacked, but as many targets as desired can be attacked. All attacks are at the highest base attack - 6.
Fill Yer Hand WoG 13	DEX 16+ Quick Draw {1} Holdout skill 8+	Once per combat, if you have a concealed gun that you draw and fire in the same round, you catch your target flat-footed for purposes of this attack. The target must be within 15 feet of you.
Firearms Drill DR-A01 p70	DEX 13+	<i>You may take this feat up to two times.</i> Each time you take this feat, the reload time for firearms is reduced by one round. Normally it takes 3 full round actions to reload.
Hip Shot SA 135		<i>Fighters can take this feat as one of their bonus feats.</i> When armed with a loaded pistol, you threaten a 5 foot area around you just as if you held a melee weapon.

Combat Feats (Part 2 of 2)

Feat Name		Prerequisites	Description
Increased Reload	QF 38	Proficiency with black powder firearms	Your reload times for black powder firearms is reduced by 1 action (with a minimum of 1 action).
Improved Shot on the Run	DSH 88	DEX 15+ Point Blank Shot Dodge Mobility {1} Mobile Shot Shot on the Run {1} Technical Proficiency	You may make multiple attacks with a firearm and still move your base speed. These attacks may be made at any time during your movement, and can be spread out. For example, move 10 feet, first attack, move 10 feet, second attack, and move 10 feet. You can't use this feat in heavy armor.
Instinct Shot	FS 100	WIS 13+ Alertness {1}	If you are surprised when you have a pistol in hand, you can take a partial action to fire it, however there is a 50% chance to miss.
Quick Chamber	SA 140	Proficiency with firearms DEX 13+	<i>Fighters can take this feat as one of their bonus feats.</i> When using a repeating or revolver firearm, you can ready the next round between attacks as a free action instead of as a move equivalent action as long as your off hand is free.
Quick Reload {1}	DU090 (ph 43)		You can reload most firearms as a move-equivalent action (instead of a standard action), and a revolver as a standard action (instead of a full round action).
Quick Reload {4}	DU093 (ph 36)	+1 Base Attack	You can reload most firearms with a magazine as a move equivalent action, and ones with a filled box magazine or speed loader as a free action.
Quick Reload {5}	SA 140	Proficiency with firearms DEX 13+	<i>Fighters can take this feat as one of their bonus feats.</i> The time to reload your firearms is reduced by 50%.. Half of a 1 round action is a move equivalent action.
Skip Shot	DU093 (ph38)	Point Blank Shot Precise Shot	If you have a solid, relatively smooth surface (a brick wall or asphalt count) on which to skip a bullet and the target is within 10 feet of the surface, you may ignore cover between you and the target. You receive -2 to attack and -1 die to damage.
Slip Shot	WoG 13	DEX 16+ STR 13+ Fannin' +6 Base Attack	When using a specially modified single-action revolver, you may take a full round action to fire up to 3 bullets divided among up to 3 targets within one range increment (normally 30 feet). Each of the attacks is at your full base attack bonus minus 3.
Special Draw	WoG 14	Quick Draw {1} Improved Initiative	You have a special way to draw a revolver that gives you an edge, but there must also be a common case where you can't draw it at all (for example, while wearing a coat). If you open the first round of combat by drawing your revolver, you get a +2 initiative bonus for the entire combat.
Speed Load	DSH 89	Technical Proficiency +1 Base Attack	You can load an ammunition magazine or power cell as a free action instead of as a move equivalent action.
Steady Shot	WoG 14	WIS 13+ Level Headed	When you roll initiative, you may choose to lower your initiative and to choose one target. For every 2 points you lower it, you get a +1 to hit the chosen target. This bonus lasts until the combat ends or until you refocus (changing your initiative). If the target is aware you are focused on them, you get a +2 circumstance bonus to intimidate that target.
Two-Gun Fighting	FS 104	Crack Shot {2} +6 Base Attack	When holding guns in both hands, you may fire both of them as a full round action. Penalties for off-hand attacks are reduced by 2, just like Two-Weapon Fighting does for melee attacks.
Two-Gun Shooting	DSH 90		Your penalties for firing two firearms is reduced by 2, just like Two-Weapon Fighting does for melee attacks.

Modern Technology Feats

Skill Feats

Feat Name		Prerequisites	Description
Cautious	CoC 40 SW 93 SW2 106 DU091 (ph 40) DU093 (ph 34)		+2 on Demolitions. +2 on Disable Device.
Fingers Crossed	DU090 (ph 43)		Once per day, you can reroll any Driving or Pilot check. You must accept this new result, even if it is lower than the original roll.
Gearhead {1}	CoC 40 SW 95 SW2 110 DU091 (ph 40)		+2 on Repair. +2 on Computer Use.
Gearhead {2}	DSH 88	Technical Proficiency	+2 on Repair. +2 on Use Device.
Gearhead {3}	DP 42	INT 13+	+2 on Knowledge(Technology), Disable Device, Repair Device, and Use Technical Equipment checks. +1 on the tech level of weapons and equipment you can use.
Gearhead {4}	DU093 (ph 36)		+2 on Repair. +2 on Use Device.
Grease Monkey	SPY 88	Electronics skill 1+ Mechanics skill 1+	+2 on Electronics. +2 on Mechanics. Your threat range with these skills increases to 19-20. <i>[Threat range on skills is a Spycraft setting concept.]</i>
Hacker	DSH 88	Technical Proficiency	+2 on Cryptography. +2 on Use Device.
Instant Hotwire	SPY 83	Mechanics skill 2+ Open Locks skill 2+	+2 on attempt to foil a vehicle's security system. You can open a locked vehicle or start one without the keys as a free action.
Mathematics Genius	SPY 88	Computers skill 1+ Cryptography skill 1+	+2 on Computers. +2 on Cryptography. Your threat range with these skills increases to 19-20. <i>[Threat range on skills is a Spycraft setting concept.]</i>
Police Training	SPY 88	Bureaucracy skill 1+ Demolitions skill 1+ Surveillance skill 1+	+2 on Bureaucracy. +2 on Demolitions. +2 on Surveillance. Your threat range with these skills increases to 19-20. <i>[Threat range on skills is a Spycraft setting concept.]</i>
Precise Control	DU090 (ph 43)		+2 to Drive and Pilot checks.
Speed Demon {1}	SPY 89	Boating skill 1+ Driver skill 1+ Pilot skill 1+	+2 on Boating. +2 on Driver. +2 on Pilot. Your threat range with these skills increases to 19-20. <i>[Threat range on skills is a Spycraft setting concept.]</i>
World Traveler	SPY 89	Cultures skill 1+ First Aid skill 1+ Languages skill 1+	+2 on Cultures. +2 on First Aid. +2 on Languages. Your threat range with these skills increases to 19-20. <i>[Threat range on skills is a Spycraft setting concept.]</i>

Vehicle Feats (Part 1 of 2)

Feat Name		Prerequisites	Description
Aircraft Piloting	DSH 86	Technical Proficiency Pilot skill 1+	You do not suffer penalties on your Pilot checks when operating aircraft.
Baby It	SPY 81		You can coax a damaged vehicle to continue. You ignore penalties to driving a vehicle for the first critical it receives.
Clipping	DU093 (ph34)	Vehicle Combat Drive By {2} Drive skill 1+	When performing a side-swipe the target vehicle suffers half the ram damage (instead of one quarter), while your vehicle still only suffers one quarter damage.
Combat Ace	DSH 87	Technical Proficiency Pilot skill 1+	You can make a targeting run and acquire a target as one move equivalent action (normally each is a move action). This feat is not usable in vehicles that are Colossal or larger.
Defensive Driving	SPY 82	Speed Demon {1} Boating skill 1+ Driving skill 1+ Pilot skill 1+	Any time you receive a penalty while performing a prey maneuver (one used to escape while being chased), the penalty is halved (round down, minimum -1). Your critical range for such maneuvers is increased by 1.
Dirt Track Demon	DU093 (ph34)	Drive skill 5+	+2 competence bonus on Drive checks and attack rolls when operating a vehicle off-road. You treat very poor terrain as poor terrain, poor terrain as difficult, and difficult terrain as normal for both movement and Drive checks.
Drive By {1}	SPY 82	Ride Shotgun +3 Base Attack	You ignore the first -2 penalty due to speed (normally -2 per 50 MPH rounded down) of your vehicle when making an attack from the vehicle.
Drive By {2}	DU093 (ph 36)	Vehicle Combat Drive skill 1+	When you are in a vehicle, you may move both before and after attacking as long as your total movement does not exceed your speed. You cannot take more than a double move when using this feat. This does not provoke an attack of opportunity.
Drive-By Attack	CoC 40		You suffer no penalty (normally -1) when firing a gun from a moving car. The vehicle moves on the driver's initiative. If you ready an action, you can fire at any time during that move.
Evasive Piloting	DSH 88	DEX 13+ Technical Proficiency	+4 on your opposed Piloting check when an opponent attempts a targeting run on your vehicle.
Firm Hand	SPY 83	DEX 13+	You can ignore up to -4 in handling penalties for vehicle damage or terrain.
Grease the Axels	DU093 (ph34)	Vehicle Combat Drive skill 1+	You do not suffer the normal -2 penalty on AC (defense) when you attempt to ram with your vehicle.
Gunner {2}	DSH 88	Technical Proficiency	The penalty on ranged attack rolls due to your vehicle's speed is halved.
Gunner's Eye	DSH 88	Technical Proficiency	+4 on Use Device to acquire targets in vehicle combat.
Lane Dancer	SPY 83	Driver skill 5+	You may treat <i>tight</i> terrain as <i>close</i> or <i>close</i> terrain as <i>open</i> while operating a ground vehicle. You gain +2 to avoid collisions with non-moving objects while operating any vehicle.
Lead Foot	DSH 89	Technical Proficiency Pilot skill 1+	+4 on Pilot checks for acceleration while in a vehicle.
Offensive Driving	SPY 84	Speed Demon {1} Boating skill 1+ Driving skill 1+ Pilot skill 1+	Any time you receive a penalty while performing a predator maneuver (one used to chase), the penalty is halved (round down, minimum -1). Your critical range for such maneuvers is increased by 1.
Oversteer	SPY 84	DEX 13+ Firm Hand	+3 on all crash checks. You reduce crash damage by 1d6. You receive +20% to your roll to see if your vehicle is upright after a crash.
Ram	DSH 89	Technical Proficiency Pilot skill 1+	When you ram another vehicle, the opponent does not get a Pilot check for half damage.
Raptor's Instinct	DSH 89	Technical Proficiency Pilot skill 1+	+4 on Pilot checks to make a targeting run in vehicle combat.
Relentless Pursuit	SPY 84	Speed Demon {1} Offensive Driving Boating skill 1+ Driving skill 1+ Pilot skill 1+	The minimum lead the prey needs to make a finishing maneuver is increased by +5 lengths. Once per chase, you may make a critical threat into a critical automatically.
Ride Shotgun	SPY 84	+1 Base Attack	You ignore the -2 penalty for attacking as the passenger in a moving vehicle and suffer only a -4 (instead of -6) penalty as the driver.
Signature Vehicle	DR-A01 (p12)	DEX 13+ Pilot or Drive skill (6+)	Choose a specific model of vehicle when you take this feat. The vehicle gets a +2 dodge bonus to AC while you are driving it.
Speed Demon {2}	DU090 (ph 45)		Any vehicle you are driving has its maximum speed increased by 10% (round down to the nearest 5 foot increment).
Vehicle Combat	DU093 (ph36)	Drive skill 1+	Once per round, when you vehicle is hit, you may make a Drive check. If your check is greater than the opponent's attack roll, then your vehicle suffers no damage.

Vehicle Feats (Part 2 of 2)

Feat Name		Prerequisites	Description
Vehicle Dodge	DSH 90	Technical Proficiency Pilot skill 1+	When piloting a vehicle, you get a +1 dodge bonus to AC against one opponent.
Vehicle Gunnery	DU093 (ph36)	Vehicle Combat Drive skill 1+	You ignore the normal penalty to attack from a moving vehicle with a ranged weapon.
Window Dive	DU093 (ph36)	DEX 13+ Drive skill 5+	You can start any vehicle as part of a move action that ends in the vehicle.
Wave Runner	SPY 84	Boating skill 5+	You may treat <i>tight</i> terrain as <i>close</i> or <i>close</i> terrain as <i>open</i> while operating a water vehicle. You gain +2 to avoid capsizing.
Wind Runner	SPY 84	Pilot skill 5+	You may treat <i>tight</i> terrain as <i>close</i> or <i>close</i> terrain as <i>open</i> while operating an aircraft. You gain +2 to saving throws versus explosives while in a moving aircraft.

Combat Feats

Feat Name		Prerequisites	Description
Autofire	DSH 87	DEX 13+ Point Blank Shot Precise Shot Rapid Shot {1} Weapon Prof(Martial) Technical Proficiency	When firing an automatic weapon, you hit with an extra shot for every 3 your attack roll exceeds the target's AC (normally this is 5).
Burst Fire	DU093 (ph34)	WIS 13+ Proficiency with automatic firearms	When using an automatic firearm with at least 5 rounds, you can fire a short burst of 5 bullets as a single attack against a single target. This attack is -4 to hit and +2 dice of damage.
Controlled Burst	SPY 75	DEX 13+ Speed Trigger Rapid Shot {2} +3 Base Attack	When making a narrow burst or wide burst attack, you receive +1 to attack and to damage (in addition to the regular modifiers).
Controlled Strafe	SPY 75	DEX 13+ Speed Trigger Rapid Shot {2} Controlled Burst +6 Base Attack	When making a strafe attack, you receive only a -1 penalty to your attack for each additional targeted square beyond the first. When making an autofire attack, you do not count the first volley when determining the attack penalty.
Double-Tap	DU093 (ph36)	DEX 13+ Point Blank Shot	When using a semi-automatic firearm with at least 2 rounds, you can fire a short burst of 2 bullets as a single attack against a single target. This attack is -2 to hit and +1 dice of damage.
Hail of Bullets	SPY 75	DEX 13+ Speed Trigger Rapid Shot {2} Controlled Burst Controlled Strafe +12 Base Attack	You may make twice your normal number of burst attacks (each pair of attacks at the same attack bonus), but every shot is at -5. This does not stack with Rapid Shot {2}.
In My Sights	SPY 83	INT 13+ Grease Monkey Electronics skill 1+ Mechanics skill 1+	Your critical threat range when targeting a vehicle is increased by 1. If you score a critical hit, you may choose the location of the critical.
Multishot	CoC 41 SW 96 SW2 113 DU092 (ph29)	DEX 13+ Point Blank Shot Rapid Shot	When using a multifire or autofire weapon, reduce the penalty for each attack to -2 (multifire) or -4 (autofire).
Quick Reload {3}	SPY 76	DEX 13+ Speed Trigger +3 Base Attack	Once per round you may make a reload action as a free action rather than a partial action.
Rapid Reload {2}	FS 103	Quick Draw {1}	You may reload one automatic pistol or rifle (but not a heavy weapon) per round as a free action. Revolvers may be rapidly reloaded only with a speed loader.
Rapid Shot {2}	SPY 77	DEX 13+ Speed Trigger +3 Base Attack	You may make one extra ranged attack each round. If you do so, you suffer a -2 to all attacks that round.
Speed Trigger	SPY 78		You may make burst attacks even with firearms that do not normally allow them (as long as the weapon has at least 3 shots remaining).
Strafe	DU093 (ph38)	Proficiency with automatic weapons	When using an automatic weapon, you can affect a 5 foot by 20 foot area perpendicular to your line of sight (instead of the normal 10 foot by 10 foot area).

Space Technology Feats

General Feats

Feat Name		Prerequisites	Description
High-G Tolerance	DSH 88	STR 13+	You treat all high-g environments as if they were 1g lower (minimum 1g).
Low-G Tolerance	DSH 89	DEX 13+	You treat all low-g environments between 0.1g and 1g as if they were 1g for purpose of DEX modifiers.
Remote Operation	DSH 89	Technical Proficiency Use Device skill 1+	You know how to use a remote operation rig to control a remote-access robot. You can attack using your attack bonus at -4, or using the robot's attack bonus (your choice).
Zero-G Tolerance	DSH 90	DEX 15+ Freefall skill 1+	You treat all zero-g environments between 0g and 0.1g as if they were 1g for purpose of DEX modifiers.

Skill Feats

Feat Name		Prerequisites	Description
Born Spacer {1}	DSH 87	Technical Proficiency	+2 on Freefall. +2 on Navigate.
Born Spacer {2}	DU092 (ph 29)		<i>This feat can only be taken at first level.</i> +2 on Profession(Spacehand). +2 on Will saves against fear.
Spacer	SW 97 SW2 115		+2 on Astrogate. +2 on Pilot.

Proficiency Feats

Feat Name		Prerequisites	Description
Armor (Powered) {1}	SW 93	Armor (Light) Armor (Medium)	
Armor (Powered) {2}	DSH 86	Armor (Light) Armor (Medium) Armor (Heavy) Technical Proficiency	

Starship Feats

Feat Name		Prerequisites	Description
Expert Gunner	SG 32	Gunner {1} +9 Base Attack	You ignore range penalties on attack rolls when firing starship weapons at short and medium range, regardless of ship size.
Gunner {1}	SG 32		You can use starship weapons. You do not suffer the normal -4 penalty for not being proficient and do not suffer the normal -4 penalty for firing on a ship that is at point blank range with an ally.
Manuever Expertise	SG 32	Starship Operation(*) Pilot skill 6+	<i>You may take this feat multiple times, each for a different maneuver.</i> Choose a starship maneuver. +5 on Pilot checks for that maneuver.
Pinpoint Accuracy {2}	SG 32	+6 Base Attack	At the beginning of a round, you may choose to take -X to hit for all attacks this round and receive +X to damage against starships at point blank range. X can be any number up to your Base Attack bonus.
Space Jockey	DSH 89	Technical Proficiency Starship Piloting Pilot skill 1+	+2 on Pilot, Repair, and Use Device checks involved in operation of a starship.
Starship Dodge	SW2 115	DEX 13+ Starship Operation Pilot skill 6+	When piloting a starfighter or space transport, you may choose to receive a +1 dodge bonus to defense against one enemy ship. You can change this choice during your action.
Starship Operation	SW2 116	Pilot skill 2+	<i>This feat may be taken multiple times, once for each of starfighter, space transport, or capital ship.</i> You do not suffer the normal -4 penalty for being non-proficient with a single starship type.
Starship Piloting	DSH 90	Technical Proficiency Pilot skill 1+	You do not suffer the normal -4 penalty for Piloting a starship.
Starship Point Blank Shot	SG 32		Choose a starship class (starfighter, space transport, capital). You get +1 attack when using that class of starship weapons to attack at point blank range.

Combat Feats

Feat Name		Prerequisites	Description
Zero-G Combat	SW 98	DEX 13+ Tumble 4+	You suffer no penalty to actions in low or zero gravity. Normally, most actions are subject to a -2 in low and -4 in zero gravity.
Zero-G Training	SW2 117	DEX 13+ Tumble 4+	You suffer no penalty to actions in low or zero gravity. Normally, most actions are subject to a -2 in low and -4 in zero gravity.

Unusual Feats

Flying Feats

Feat Name		Prerequisites	Description
Flyby Attack	MM 11 MM2 18 MoW 23 CoC 156	Ability to Fly	You can take a partial action during the middle of a flying move action. You cannot take a second move action that round.
Hover	MM2 18	Ability to Fly	You may halt your forward motion and hover regardless of maneuverability.
Improved Flight {1}	MoW 23	Ability to Fly	Your maneuverability improves by one grade. For example, from poor to good.
Improved Flyby Attack	ELH 70	Ability to Fly Flyby Attack Dodge Mobility	You can perform a Flyby Attack without provoking attacks of opportunity by your target.
Improved Flying	DR289 p63	Ability to Fly DEX 13+ +11 Base Attack	Your maneuverability advanced to Good (from Average). You can now hover, fly backward, and turn up to 90 degrees midflight.
Pounce & Strike	DLOM 50	Ability to Fly DEX 13+ Flyby Attack	You can take a dive movement action on a foe to drive a spear into them with full force. If your attack hits, it does triple damage. In any case, you must make a Reflex save DC 15 to end up standing on the ground. If you fail the save, you are prone next to the foe you attacked. If you make a critical success on the save, you remain airborne.
Wingover	MM2 18 MoW 25	Ability to Fly	You may turn at an angle of up to 180 degrees regardless of maneuverability and in addition to other turns allowed. You cannot gain altitude during a round when you do this, but you can dive.

Genasi Feats

Feat Name		Prerequisites	Description
Breathing Link	DR293 (p59)	Water Genasi +2 Base Will Save	<i>This feat may be taken multiple times.</i> You may only affect one creature within 5 feet of you at a time. This creature can breath water for as long as they are within range and you wish to continue the effect. Each time you take this feat allows an additional creature to be affected simultaneously.
Elemental Bloodline	DR293 (p59)0	Genasi +5 Base Fortitude Save	+4 Fortitude save against poison, sleep, paralysis, or stunning. You have a 25% chance of turning a critical ht or sneak attack into a normal hit.
Healing Flames	DR293 (p59)0	Fire Genasi +3 Base Will Save	When using your Control Flame ability, you may instead touch the flame and heal yourself of some damage. The amount depends on the size of the fire: 1 HP = fine (a piece of smoking tinder), 1d3 HP = diminutive (a torch), 1d6 HP = tiny (a small campfire), 2d6 = small (a large campfire), 3d6 = medium (a forge), 4d6 = large (a bonfire), 5d6 = huge; 6d6 = gargantuan, 7d6 = Colossal.
Improved Levitation	DR293 (p61)	Natural ability to levitate	You may use your Levitate ability in 10 minute increments instead of all at once.
Rapid Swimming	DR293 (p61)	Water Genasi +2 Base Fortitude Save	Your base swim speed is 50 feet instead of the normal 30 feet.
Stone Colossus	DR293 (p61)	Earth Genasi +3 Base Fortitude Save	When you attack or full attack, you may take a penalty to attack of -X, but in return you get +X to your AC as a natural armor. X can be between 0 and 5, inclusive.
Stone Slide	DR293 (p61)	Earth Genasi +4 Base Fortitude Save	You may use Meld Into Stone as a replacement for one of your uses of Pass without Trace.

Humor Feats

Feat Name		Prerequisites	Description
Hench Hurling	NOD16 (p21)	STR 13+ DEX 13+ Point Blank Shot	You can hurl a henchman like a weapon with a 10 ft range increment that deals 1d6 damage (1d8 if helmeted). If the henchman is unwilling, you must first make a grapple check.
Motivator	NOD16 (p21)	CHA 13+ Bluff skill 5+	You can make a henchman follow your orders to the letter by playing on loyalty or invoking fine print in the contract. The henchman must make a Will save DC 18+your CHA modifier or do as instructed.

Kaiju Feats

Feat Name		Prerequisites	Description
Battle Roar	DR289 p70	Kaiju Template	<i>A Kaiju is a colossal sized creature, such as Godzilla.</i> As a move equivalent action, you can perform a battle roar. All creatures of 6 hit dice or less within 1,200 feet become shaken (-2 morale penalty on attack, damage, and saves). Creatures of 7 or more hit dice suffer the same unless they make a Will save DC 10 + half your hit dice + your CHA modifier. A deaf character is immune to all Roar feats, and a bard may use a countersong to replace any saves with their perform feat.
Improved Trample	DR289 p70	Kaiju Template	<i>A Kaiju is a colossal sized creature, such as Godzilla.</i> Trampling a creature does not provoke an attack of opportunity. Trampling an object causes double damage.
Penetrate Hardness	DR289 p70	Kaiju Template Improved Critical {1}	<i>A Kaiju is a colossal sized creature, such as Godzilla.</i> When you strike an object with a melee attack using the Improved Critical feat, the hardness of the object is treated as if it were halved (round down).
Stunning Roar	DR289 p70	Kaiju Template Battle Roar Thunderous Roar	<i>A Kaiju is a colossal sized creature, such as Godzilla.</i> As a full round action, you may perform a stunning roar. All the effects of Thunderous Roar apply. In addition, creatures of 6 hit dice or less are stunned for 1d4 rounds. Creatures of 7 hit dice or more suffer the same unless they make a Fortitude save of DC 10 + half your hit dice + your CHA modifier.
Thunderous Roar	DR289 p70	Kaiju Template Battle Roar	<i>A Kaiju is a colossal sized creature, such as Godzilla.</i> As a standard action, you can perform a thunderous roar. All the effects of Battle Roar apply. In addition, creatures of 6 hit dice or less are deafened for 3d6 rounds. Creatures of 7 hit dice or more suffer the same unless they make a Fortitude save of DC 10 + half your hit dice + your CHA modifier.

Multi-arm Feats

Feat Name		Prerequisites	Description
Greater Multiweapon Fighting	D&D 50 ELH 69	3 or more arms DEX 19+ Multiweapon Fighting Improved Multiweapon Fighting Multidexterity +15 Base Attack	In addition to the standard single attack with each off-hand weapon, you get two more attacks with each weapon. The first of these attacks is at -5 and the other is at -10.
Improved Multiattack	ELH 70	3 or more natural weapons Multi-Attack	Secondary attacks with natural weapons are at -0 instead of -5.
Improved Multiweapon Fighting	MR 137 D&D 50 ELH 70	3 or more arms DEX 15+ Multiweapon Fighting Multidexterity +9 Base Attack	In addition to the standard single attack with each off hand weapon, you get a second attack with each weapon at a -5 penalty.
Multi-Attack	MM 11 MM2 18 MR 77 MoW 24	3 or more natural weapons	Secondary attacks with natural weapons are at -2 instead of -5.
Multidexterity	MM 11 MM2 18 MR 137 MoW 24	3 or more arms DEX 15+	<i>Also see Ambidexterity.</i> You ignore the -4 penalty for off-hand attacks in combat.
Multi-Tasking	S&F 62	3 or more natural weapons DEX 15+ INT 13+ Multi-Attack Two-Weapon Fighting Improved Two-Weapon Fighting	If you have four or more arms, you may use each pair of arms to perform a different partial action. For example, you could attack with one or two arms while using a magic item, reloading a crossbow, or even casting a spell with the other two arms.
Multi-Weapon Fighting	MM 11 MM2 18 MR 137	3 or more hands	<i>Also see Two-Weapon Fighting.</i> Reduces penalties for two-weapon fighting by -2 on each attack.
Multiweapon Rend	ELH 63	Epic Character 3 or more arms DEX 15+ Multiweapon Fighting Multidexterity +9 Base Attack	If you hit an opponent with multiple weapons in different hands during the same round, you may rend the opponent. This does additional damage equal to the smallest weapon that hit plus 1.5 times your STR modifier. You can only rend once per round.
Perfect Multiweapon Fighting	ELH 63	Epic Character 3 or more arms DEX 25+ Multiweapon Fighting Greater Multiweapon Fighting Multidexterity +9 Base Attack	You may make as many attacks with your other arms as you do with you primary arm using the same base attack values.

Non-Human (Part 1 of 2)

Feat Name		Prerequisites	Description
Ability Focus	MM2 18		<i>This feat may be taken multiple times, each with a different special attack.</i> +2 DC on one special attack ability.
Battle Scars	FIW 109	Orcish race	+4 on Intimidation checks against orcs that can see your scars.
Daylight Adaptation	FR 34		If you are a creature that suffers from penalties when exposed to bright light (such as Drow and Duergar), you no longer suffer those penalties.
Drow Slayer	DR298 (p60)	Damage bonus against Drow Elves	You gain a +2 insight bonus on saves against spells and spell like abilities of Drow Elves.
Former Slave	FIW 109	Orcish race	<i>This feat can only be taken at first level.</i> +2 circumstance bonus to Bluff, Sense Motive, and Diplomacy when dealing with orc social superiors.
Improved Control Shape	MR 77	A shapechanging race	<i>This feat relies on the Control Shape skill found on MR 76 as being used to change shapes. It is designed for use by the Mhuinntirs race.</i> You gain a +2 competence bonus on Control Shape skill checks. You may also voluntarily shape change as a standard action without a Control Shape check.
Improved Darkvision {1}	ELH 58	Epic Character Darkvision ability	<i>This feat may be taken multiple times.</i> The range of your darkvision is doubled. If taken additional times it becomes x3, x4, etc.
Improved Darkvision {2}	Mon 78	WIS 13+ Darkvision ability Alertness {1}	Your darkvision range is increased by 50%. When using your Spot skill to oppose someone's Hide skill, you gain a +4 competence bonus. You can use darkvision to look into shadows even on a sunny day.
Improved Grab	MR 77	Natural weapons STR 13+	When you successfully hit a creature of your size or smaller, you may start a grapple as a free action without provoking an attack of opportunity. In addition, when grappling you may choose to take a -10 on your grapple check in exchange for not being considered grappled yourself (which allows you your other attacks and your AC bonus from DEX).
Improved Low-Light Vision {1}	ELH 58	Epic Character Low-light vision ability	<i>This feat may be taken multiple times.</i> The range of your low light vision is doubled. If taken additional times it becomes x3, x4, etc.
Improved Low Light Vision {2}	QE 52	Low light vision	The range of your low light vision is tripled.
Joy of Life	QE 52	At least 200 years old	<i>Supposedly limited to Elves.</i> You do not die until you reach -15 HP (instead of -10 HP).
Large and in Charge	S&F 61	Size Large (or larger) with reach STR 17+	When you make a successful attack of opportunity against an opponent who is moving inside your threatened area, you may make an opposed STR check against that opponent to force them back to the space they were in prior to the attack. You get +4 for each size category larger than the opponent and +1 for ever 5 points of damage you dealt.
Magically Adept	DR291 (p31)	Gnome INT 10+	<i>You may only take this feat at first level.</i> Instead of having Dancing Lights, Ghost Sound, and Prestidigitation spells each once per day, you may choose 3 spells from the Druid, Sorcerer, or Wizard zero level spell lists. You can choose a spell more than once, resulting in it being castable that many times per day. The spell is always considered arcane, even if chosen from the Druid list.
Mongrel	Mon 78	CHA 13+ Non-human	You get a +4 competence bonus when using the Disguise skill to pass as human. Even when not disguised, you may make a Disguise check (without this bonus) opposed by Spot to pass as an ugly human.
Natural Weaponry	SST 83	2 or more natural weapons Improved Unarmed Strike	You may use two of your natural weapons (instead of just one) at your full base attack. Additional natural weapons are at -5 (as normal).
Pick Up	Mon 78	Size Huge or larger	As a Standard action, you may make a grapple check against a target two sizes or more smaller than you. You do not get the normal +4 per size category modifier on this grapple check. If successful, you grab and pick up the target. While in your grasp you automatically hit with each attack for unarmed attack damage (normal, not subdual) by squeezing. The creature may try casting a spell, but must make a Concentration check DC 20. If the creature damages you (or an ally damages your arm), make a Concentration check DC 10+damage taken to maintain your grip.

Non-Human (Part 2 of 2)

Feat Name		Prerequisites	Description
Pick Up and Eat	Mon 79	Size Huge or larger Pick Up	While holding a creature from the Pick Up feat, you may bite them for 2d4 damage if Huge, 2d6 damage if Gargantuan, or 2d8 if Colossal. You add your STR modifier to this damage. Treat this as an unarmed attack that automatically hits. If the opponent readies and action and attacks you as you bite, they get a +4 circumstance bonus to hit you. If you are hit this way, make a Concentration check DC 15+damage taken to maintain your grip.
Pounce	MR 77	Form capable of pouncing DEX 13+ Jump skill 4+	You may make a Jump check to initiate an attack. The target makes a Reflex save of DC equal to your Jump check. If they fail, the jump was a free action and you may now make a full attack on the target. If they succeed, the jump is considered a move equivalent action and you provoke an attack of opportunity.
Purifying Light	MR 69	Luminous race	You can channel your energies to allow a person that fails a poison save an additional save at +2. You can do this a number of times per day equal to your WIS bonus.
Rake	MR 77	Natural weapons DEX 13+ +4 Base Attack	When in a grapple, you may attack with your natural weapons that are not involved in the grapple with the standard -5 penalty (cumulative) on each additional attack. These additional attacks get only half the STR bonus.
Selectively Bred	FIW 110	Orcish Race STR 15+ CON 15+ INT 12+	<i>This feat can only be taken at first level. Limited to Orc and Half-Orc only (but not black orc).</i> You gain the Endurance feat. You have a +2 bonus to save against fear. You do not suffer adverse effects from sunlight. You are expected to excel in all virtues, including leading from the front in battle.
Snatch	MM2 18 MoW 25	Natural weapons	If you hit with a claw or bite attack, you may start a grapple as a free action that does not provoke an attack of opportunity. If you attack with a claw and the opponent is 4 or more sizes smaller than you, you deal your claw attack damage each round you maintain the grapple. If you attack with a bite and the opponent is 3 or more sizes smaller than you, you deal your bite damage each round you maintain the grapple. If you used your bite and take no other action that round, you deal double your bite damage. As a standard action, you may fling the opponent 10 feet (and dealing 1d6 damage) for each size category greater than small that you are. This ends the grapple.
Sunlight Tolerance	FIW 111	Orcish Race	You no longer suffer adverse effects from sunlight or similar lighting.
Tail Attack {1}	CA 165	Have a tail DEX 13+	You may use your tail as an offensive weapon in melee. You may make an extra attack with the tail as a move equivalent action. A creature of your size or smaller hit this way makes a Reflex save DC 15 or is knocked down.
Tail Attack {2}	Mon 79	Have a tail Usable Tail	You may attack with your tail as one of your normal attacks. This is an unarmed attack. When making a full attack, you gain an additional unarmed attack each round with your tail. This is at your highest base attack bonus -4. You do unarmed strike damage but only get half your STR bonus.
Tail Sweep	Mon 79	Have a tail Usable Tail Tail Attack {2}	You may trip an opponent with your tail as if you had the Improved Trip feat. When you do so, you may use one of your other attack methods, such as a claw or melee weapon, to make the extra attack granted by Improved Trip.
Tooth and Nail	Mon 79	Fangs and claws -or- game master permission	You can do bite and claw attacks as natural weapons. You can take Weapon Finesse, Weapon Focus, or other such feats to enhance your use of these weapons. Your unarmed attacks deal normal damage. You may take a full attack to do two claws and a bite attack. Or you may take full attack to attack with a weapon in one hand, a claw, and a bite. Your primary attack is at -2, with the other two attacks are at -5. Damage from claws/bite depends on your size: tiny=1d2/1d2, small=1d3/1d3, medium=1d4/1d4, large=1d6/1d6, huge=2d4/2d4, gargantuan=2d6/2d6, colossal=2d8/2d8.
Unyielding Aura	MR 69	Luminous race	Once per day you can grant +1 morale bonus on attack, damage, and saves to all allies within 20 feet of you. You take 1 hit point of damage for each round you maintain this.
Usable Tail	Mon 80	Have a tail	You may pick up objects with your tail using half your STR. You may use your tail to perform skill checks with a -4 circumstance penalty.

Prestige Class Feats

Feat Name	Prerequisites	Description
Information Exchange <small>TBG 7</small>		<i>Supposedly limited to those of the Loremaster prestige class.</i> Once per month, you may transfer power from one person (possibly yourself) to another. Doing this requires a Will save from you. Details on the costs and benefits are on TBG 7, but example costs are points of attribute scores, years of life, skill ranks, and experience; example benefits are skill ranks and experience.
Nature Sense {1} <small>TBG 71</small>		<i>Supposedly limited to those of the Totem prestige class (TBG 68).</i> This is similar to the druid ability of the same name. You can identify the true nature of any sort of transformed animal, including a lycanthrope in human form or a polymorphed being, with a Spot check DC 20. You automatically see through any sort of illusion of a natural animal.
Subtle Charm <small>TBG 71</small>	CHA 15+	<i>Supposedly limited to those of the Totem prestige class (TBG 68).</i> When you use an enchantment on another person and succeed, the effect will seem natural to the target. If you fail, they do not detect that you tried the spell on them.
A Thousand Furs <small>TBG 71</small>		<i>Supposedly limited to those of the Totem prestige class (TBG 68).</i> You can shapeshift at will to make cosmetic changes to your form. This is similar to the Alter Self spell, but you remain of the same size and shape, you only change features.
Thrall Master <small>TBG 71</small>	CHA 15+	<i>Supposedly limited to those of the Totem prestige class (TBG 68).</i> When you cast the spell Claim Thrall, it works on 4 times your level in hit dice/levels of thralls. It also increases the saving throw to 16 + CHA modifier.

Vile Feats

Feat Name	Prerequisites	Description
Dark Speech <small>BVD 48</small>	INT 15+ CHA 15+ Will Save +5	You can use the Dark Speech ability. You gain a +4 circumstance bonus against the use of the Dark Speech on you.
Deformity (Clawed Hands) <small>BVD 48</small>	Willing Deformity	You have sharp claws that deal 1d6 damage. You are considered armed even without a weapon. Your unarmed attacks do not provoke an attack of opportunity.
Deformity (Eyes) <small>BVD 48</small>	Willing Deformity	You have drilled a third eye in your forehead or have spiritually scarred one of your eyes. You can use <i>See Invisibility</i> for 1 minute per day. You get a -2 deformity penalty on Spot and Search checks.
Deformity (Face) <small>BVD 48</small>	Willing Deformity	You have a hideous face due to mutilation. +2 on Intimidate. +2 on Diplomacy with evil creatures of a different race.
Deformity (Gaunt) <small>BVD 48</small>	Willing Deformity	You have skeletal appearance and weight half the normal weight. +2 deformity bonus to DEX, -2 deformity bonus to CON, +2 circumstance bonus on Escape Artist and Intimidate checks.
Deformity (Obese) <small>BVD 48</small>	Willing Deformity	You are grossly overweight, being at least triple the normal weight for your race. +2 deformity bonus to CON, -2 deformity bonus to DEX, +2 circumstance bonus to Intimidate, +2 circumstance bonus to save against poison. You cannot also have the Deformity(Gaunt) feat.
Disciple of Darkness <small>BVD 49</small>		You are the servant of a devil. Once per day you may take a +1 luck bonus on any one die roll while performing an evil act. You cannot also have the Thrall to Demon feat.
Evil Brand <small>BVD 49</small>		You are physically marked forever as a servant of evil in such a way that it is obvious to all others. +2 on Diplomacy and Intimidate checks against evil creatures.
Lichloved <small>BVD 49</small>	Evil Brand	Mindless undead see you as an undead. +1 circumstance bonus on saves against mind-affecting effects, poison, sleep, paralysis, stunning, and disease.
Sacrificial Mastery <small>BVD 50</small>	WIS 15+	+4 profane bonus on Knowledge(Religion) checks made when performing a sacrifice.
Thrall to Demon <small>BVD 50</small>		You are the servant of a demon. Once per day you may take a +1 luck bonus on any one die roll while performing an evil act.
Verminfriend <small>BVD 50</small>	CHA 15+	If a vermin is about to attack you, make a CHA check DC 20 to make it refuse to attack you for 24 hours.
Vile Natural Attack <small>BVD 50</small>	Natural attack +5 Base Attack	Each time you deal damage with natural attacks that deal 1d8 damage or more, you deal 1 additional point of vile damage.

Water Feats

Feat Name		Prerequisites	Description
Amphibious Endurance	SH 18	Water breathing race	You can survive out of water for two hours per point of CON before suffocating.
Shorewalker	SH 22	Aquatic race	You do not suffer the normal penalties for an aquatic race when on the surface. For example, no Spot, Search or Listen penalty. No -1 circumstance penalty to attack and on AC. No -2 penalty on Jump and Tumble.
Improved Positional Advantage	SH 20	Swim skill 1+ +4 Base Attack	<i>This feat may be taken more than once.</i> When fighting underwater you may take a move equivalent action to get a better position by using an opposed Swim check. If your score is higher, you receive +1 AC and +1 attack for every 5 you exceed the opponent's score. If you beat the opponent by less than 5, you get a 5 foot step. If your score is lower, you provoke an attack of opportunity by those threatening you. This action is open to every character but only provides a bonus to one opponent. Each time you take this feat you get to do this against one additional opponent. To position against multiple opponents at once, you make just one Swim check at -2 per additional opponent. Each opponent rolls against your check separately.
Improved Underwater Combat	SB 18	DEX 13+ Underwater Combat +6 Base Attack	You suffer no penalty to initiative or attack while using piercing weapons.
Tail Slam	SH 23	Merfolk or Half-merrow race	As a standard action while underwater, you may slam an opponent within 10 feet of you with your tail or with water moved by your tail. Make an opposed STR check (size difference modifiers apply at +/-4 per size difference). The opponent receives a +4 circumstance bonus if they have 10+ ranks of Swim. If the opponent loses, they are pushed back 5 feet and this may provoke attacks of opportunity if the new square is threatened. A spellcaster that fails makes a Concentration check DC 10 + spell level + amount they failed the STR check by.
Tail Walking	SH 23	Merfolk or Half-merrow race	Increase your base land speed by 10 feet.
Underwater Combat	SB 19	DEX 13+	When fighting underwater, you only have a -2 penalty (instead of -4) on initiative and attack. In addition, you only suffer -2 damage (instead of -4) when using slashing or bludgeoning weapons.

Campaign Setting Specific Feats

Battle Magic Feats

Spellcaster Feats

Feat Name		Prerequisites	Description
Arcane Buffer	BM 58		When wearing a Mortis Harness (magic item), you suffer only 1 point of damage for every 10 points (instead of 5) inflicted on war golem you are operating. You receive +2 on your Will save to stay conscious when the war golem suffers a catastrophic injury.
Compressed Spell	BM 58	The ability to cast battle magic spells	Increases spell slot level by 2. You can reduce a spell's radius by 5 feet to increase its damage by 2 dice.
Eldritch Knot	BM 58	The ability to braid spells	You can add any spell you know from any school to a braid. Normally, all spells in a braid have to be from the same school.
Enhanced Linkage	BM 59	The ability to link spells	When casting a linked spells series, you can cast two spells per round, instead of the normal linked rate of 3 per 2 rounds.
Lightning Activation	BM 59	Eldritch Warrior level 1+	You can activate any Eldritch Warrior ability that normally requires a standard action as a move equivalent action.
Transfer	BM 59		When you and another person within 300 feet are wearing a Mortis Harness (magic item), you can give up a spell slot for the day between 1st and 9th level and the other person gains a spell slot of one level lower.

Black Flags Feats

General Feats

Feat Name		Prerequisites	Description
Literacy	BF 50		<i>This feat may be taken multiple times, each with a different language.</i> You can now read and write in a chosen language.

Combat Feats

Feat Name		Prerequisites	Description
Deadeye	BF 49	DEX 15+ Firearms Proficiency Sharpshooter +5 Base Attack	<i>This feat may only be purchased temporarily using Panache points.</i> Doubles the critical threat range of a firearm weapon.
Sharpshooter	BF 50	DEX 15+ Firearms Proficiency	<i>This feat may only be purchased temporarily using Panache points.</i> You ignore the penalties for a firearm's accuracy rating.
Trick Shot {3}	BF 50	DEX 15+ Firearms Proficiency Sharpshooter +7 Base Attack	<i>This feat may only be purchased temporarily using Panache points.</i> +4 when using a firearm to attempt a trick shot. This is not usable on a normal attack roll; it applies only to attempts to pull off an incredible stunt.

Call of Cthulhu Feats (Part 1 of 2)

Proficiency Feats

Feat Name	Prerequisites	Description
Weapon Proficiency (Group) CoC 43		<i>Instead of the D&D set of weapon groups, they are: Melee, Thrown, Pistol, Rifle, Shotgun, and Submachine Gun. The Exotic Weapon Proficiency feat works as normal. See CoC page 43 for details.</i>

Psychic Feats (Part 1 of 2)

Feat Name	Prerequisites	Description
Biofeedback Trance CoC 43	CHA 15+ Sensitive	As a full round action, you may enter a trance where your heart rate and breathing slow so you appear to be dead and use only 10% of normal air required. You stay this way for a specified time or until a certain stimulus of your choice and are not conscious during this time. This can last up to 1 week before needing to drink in a dry climate, 1 month in a wet climate, and if you have water supplied by some means you can last 3 months before starving.
Dowsing CoC 43	CHA 15+ Sensitive	You can follow a psychic or magic energy pattern such as a ley line or the invisible trail left by a supernatural creature. Make a Psychic Focus check DC 15 as a free action. This costs 1 sanity point (succeed or fail) and you take 1 point of temporary WIS damage if you succeed.
Mind Probe CoC 44	CHA 15+ Sensitive Mind Reading	When within 30 feet of a person, you can get the answer from their mind as a full round action. Make a Psychic Focus check DC 20 + modifiers. This costs 1 sanity point if you fail. It costs 1d3 sanity points and you take 1 point of temporary WIS damage if you succeed. Modifiers include: +5 if not touching person, -2 if well known to you, +2 if unknown to you, +5 if unwilling, +5 if person has Mind Reading feat, +5 if person has Mind Probe feat, +10 if answer is a guarded personal secret.
Mind Reading CoC 44	CHA 15+ Sensitive	You can find out what their current surface thoughts are as a full round action. Make a Psychic Focus check DC 15 + modifiers. This costs 1 sanity point if you fail. It costs 1d3 sanity points and you take 1 point of temporary WIS damage if you succeed. Modifiers include: +5 if person not touching but within 30 feet, +10 if between 30 feet and 1 mile, +15 if between 1 mile and 25 miles, +20 if between 25 miles and 1,000 miles, +25 if more than 1,000 miles away, -2 if well known to you, +2 if unknown to you, +5 if unwilling, -5 if person has Sensitive feat, -5 if person has Telepathy feat.
Psychokinesis CoC 44	CHA 15+ Sensitive	You can exert 5 pounds of pressure using your mind on an object within 30 feet of you. This is a full round action. You can move this object up to 5 feet per round. Actions requiring fine manipulation use a Psychic Focus check of DC 20 (or higher). This costs 1 sanity point if you fail. It costs 1d4 sanity points and you take 1 point of temporary WIS damage if you succeed. This cost is per minute of use.
Psychometry CoC 45	CHA 15+ Sensitive	When you touch an object for one minute, you may make a Psychic Focus check DC 15 to get a brief vision associated with the object in the past. This is a full round action. This costs 1 sanity point if you fail. It costs 1d4 sanity points and you take 1 point of temporary WIS damage if you succeed.
Remote Viewing CoC 45	CHA 15+ Sensitive Biofeedback Trance	You can take a full round action to go into a trance and view a remote location. Make a Psychic Focus check DC 15 + modifiers to see. This costs 1 sanity point if you fail. It costs 1d4 sanity points and you take 1 point of temporary WIS damage if you succeed. Modifiers include: +5 if between 100 feet and 1 mile away, +10 if between 1 mile and 25 miles away, +15 if between 25 miles and 1,000 miles away, +20 if more than 1,000 miles away, +2 location you have seen once, +4 if only have a description of the place, +6 if never seen or had a description of the place, +8 if the place is pretty unimaginable.

Call of Cthulhu Feats (Part 2 of 2)

Psychic Feats (Part 2 of 2)

Feat Name		Prerequisites	Description
Second Sight	CoC 45	CHA 15+ Sensitive	You can see invisible creatures, objects, or energies of a supernatural nature. This is a free action.
Sensitive	CoC 45	CHA 15+	You can learn other psychic feats.
Telepathy	CoC 45	CHA 15+ Sensitive	You can send a mental message to one person as a full round action. This can be up to 10 words or one image. Make a Psychic Focus check of DC 15 + modifiers. This costs 1 sanity point if you fail. It costs 1d4 sanity points and you take 1 point of temporary WIS damage if you succeed. Modifiers include: +5 if person not touching but within 30 feet, +10 if between 30 feet and 1 mile, +15 if between 1 mile and 25 miles, +20 if between 25 miles and 1,000 miles, +25 if more than 1,000 miles away, -2 if well known to you, +2 if unknown to you, -5 if the target is sleeping, -5 if the person has the Sensitive feat, -5 if the person has the Mind Reading feat..

Codex Arcanis Feats

General Feats

Feat Name	Prerequisites	Description
Divinity's Presence <small>CA 163</small>	Val race Blood rank 4+	As a free action once per day, you may gain a +4 divine bonus to your CHA ability. This lasts for one round per blood rank.
Memorys of Lives Past <small>CA 164</small>	Elf race	Pick any class. This class is an additional favored class for you.
Visions of Lives Past <small>CA 165</small>	Elf Race	Once per day you may make a level check with your CHA modifier to see if you remember anything from a past life that is useful in the current situation.

Skill Feats

Feat Name	Prerequisites	Description
Knowledge of the Past <small>CA 164</small>	Elf race	Pick any three skills. These are in-class skills for you.

Combat Feats

Feat Name	Prerequisites	Description
Combat Firing <small>CA 163</small>	Combat Reflexes Concentration skill 1+ Flintlock weapon prof.	If you make a Concentration check DC 15, you may fire a flintlock weapon in melee without provoking an attack of opportunity. If you make a Concentration check DC 25, you may reload a flintlock weapon while in melee without provoking an attack of opportunity.
Hawk Eyed <small>CA 164</small>	Point Blank Shot Precise Shot Flintlock weapon prof.	All range increments when shooting a firearm are treated as one less. For example, long range becomes medium range.
Strength of the Coryani Heart <small>CA 164</small>	Coryani Empire nation	When facing insurmountable odds, you gain +2 holy bonus to Will saves versus fear. When facing odds 5-to-1, you gain +2 holy bonus to attack, damage, and saves.
Quick Reload {2} <small>CA 164</small>	Combat Relfexes Proper weapon prof.	You may reload a Heavy Crossbow as a move equivalent action. You may reload a Flintlock weapon as a move equivalent action.
Trick Shot {2} <small>CA 165</small>	Point Blank Shot Precise Shot Hawk Eyed Flintlock weapon prof.	You may attempt to disarm an opponent using your Flintlock attack if the opponent is within 20 feet.

Character Creation Only Feats

Feat Name	Prerequisites	Description
Elorii Bloodline <small>CA 163</small>	Elf race Only at character creation	This feat varies by Elven bloodline. Marokene gain 1 hit point per character level. Osalikene have a base move of 40 feet. Kelekene gain an additional attack at full base attack once per day. Berokene can locate water within one mile and can breath underwater for one turn per level. Ardakene can cast Cure Light Wounds once per day per level.
Gentry {1} <small>CA 164</small>	Human race Only at character creation	You are born nobility. Ride and Diplomacy are in-class skills. You may legally possess a Alterian Firearm. Your starting wealth is 6d8x10. If you are of the Val race, the Monks of Althares give you a pistol with materials for 20 shots.

Deadlands Feats

This game mechanic uses a Casting Threshold (CT) to cast spells. These feats are usable only with that system. Also, all other metamagic feats are available, but each +1 level to the spell is instead treated as +15 to the CT.

Proficiency Feats

Feat Name	Prerequisites	Description
Armor Proficiency (Mad Science/Heavy) <small>DL 51</small>		You can use heavy mad science armor. <i>Note: A mad scientist always has proficiency with any armor they build.</i>
Armor Proficiency (Mad Science/Medium) <small>DL 51</small>		You can use medium mad science armor. <i>Note: A mad scientist always has proficiency with any armor they build.</i>
Automatic Weapon Proficiency <small>DL 51</small>		You do not suffer the -4 penalty to attack using autofire weapons. <i>Note: The penalty would have been on top of any weapon proficiency penalty.</i>

General Feats

Feat Name	Prerequisites	Description
Dinero <small>DL 52</small>		You character starts with double money (if taken at first level) and has a monthly income.
Renown <small>DL 54</small>	Level 5+	You have a chance of being recognized and get benefits. See DL 54 for details.

Combat Feats

Feat Name	Prerequisites	Description
Grim Servant o' Death <small>DL 53</small>	Level 5+	You may spend a fate chip to turn a successful attack into an automatic critical. Whenever you roll a natural 1 on an attack, it hits a random target (friend or foe) within range. This ignores cover and there is a 50% chance of it being a critical hit.

Spellcaster Feats

Feat Name	Prerequisites	Description
Arcane Prodigy <small>WoH 12</small>		Hucksters with this feat learn extra hexes equal to one half of their INT bonus (rounded up) each level.
Extra Spell Points <small>DL 52</small>		<i>This feat may be taken multiple times.</i> You get +5 spell points.
Improved Casting <small>DL 53</small>	A casting skill (8+)	You gain a spectacular success on a natural 19 or 20 (instead of just a 20).

Dinosaur Planet Feats

General Feats

Feat Name	Prerequisites	Description
Dinopathy <small>DP 42</small>		You can make a CHA check DC 10 to communicate basic information to an intelligent dinosaur. Wild Ones that take this feat get +2 on Animal Peer checks. You get a +2 bonus to Animal Empathy checks involving dinosaurs.
Dinosaur Presence <small>DP 42</small>		+2 on Handle Animal checks around dinosaurs. You can herd 50% more dinosaurs than normal.
Gentry {2} <small>DP 42</small>	Confederate background	You are a member of the Confederate gentry. You have a +2 CHA bonus on situations where you deal with Confederates.
Great Lover <small>DP 42</small>	Confederate background CHA 13+	You are a dashing rebel hero. You have a +2 bonus to CHA when dealing with people of the opposite gender. +1 to Fortitude saves. +1 to Will saves. You are unbelievably motivated to tell others about your exploits.
Rebel Yell <small>DP 42</small>	Confederate background	Once per day, you may make a Rebel Yell. All allies within 30 feet receive a +1 morale bonus to attacks for 1d4 rounds.

Proficiency Feats

Feat Name	Prerequisites	Description
Weapon Proficiency (Group) <small>DP 43</small>		<i>Instead of the D&D set of weapon groups, they are: Manual, Ballistic, High-Tech, and Alien. The Exotic Weapon Proficiency feat works as normal. See DP page 43 for details.</i>

Dragonstar Feats

General Feats

Feat Name	Prerequisites	Description
Dragonblood <small>DSH 88</small>	CHA 13+	Sorcerer is a favored class for you in addition to any others.

Spellcaster Feats

Feat Name	Prerequisites	Description
Implant Spellware <small>DSH 88 DR-A01 p52</small>	Spellcaster level 5+ Technical Proficiency	You can implant spellware devices in people. This is much like crafting a magic item except the XP cost is paid by the character receiving the implant instead of by you. See DSH 88 for details.

Fading Suns Feats (Part 1 of 4)

Social Feats (Part 1 of 3)

Feat Name		Prerequisites	Description
Alien Friend	FS 91	Xeno-Empathy	<i>This feat may be taken multiple times, each with a different race.</i> Choose a race. You have +2 Diplomacy and +2 Gather Information with that race due to being a known friend.
Ally	FS 91		<i>This feat may be taken multiple times, to either gain an additional ally or to raise the rank of an ally.</i> Choose a person. That person will go out of their way to assist you. The person can be up to a second degree rank, with the rank being increased by one each time you take this feat. Once per month, you can call on the ally's aid by making an ally check of 10 + CHA bonus. Situational modifiers may apply. The DC depends on the request and can be 10 for something simple, 15 or 20 for introducing or recommending you to someone, or even 25 or 30 to lend military aid.
Assets	FS 91	Noble Title -or- Church Ordination -or- Guild Commission	<i>This feat may be taken up to 5 times.</i> You have responsibility (but do not own) a business or a piece of land. This provides income while you are tending to it. Each time you take this feat, your responsibility and income increase. 1= good assets (3,000 fb/year,+300 starting), 2= well off (5,000 fb/year, +500 starting), 3= wealthy (10,000 fb/year, +1,000 starting), 4= rich (15,000 fb/year, +1,500 starting), 5= filthy rich (20,000 fb/year, +2,000 starting).
Chartophylax	FS 93	Church Ordination rank 2+	You have access to church libraries and data archives without a skill check. Normally there is a Diplomacy check DC 25.
Church Ordination	FS 94	Brother Battle level 1+ -or- Priest level 1+ -or- Therugist level 1+ -or- Any other class level 4+	<i>This feat may be taken up to 6 times.</i> Each time you take this feat increases your rank and grants +1 Diplomacy with the faithful. Titles can be found on FS page 94.
Comprehend Tech Level	FS 94	<i>Special</i>	<i>This feat may be taken up to 4 times.</i> The first time is TL5 and requires INT 13+. The second is TL6 and requires INT 15+. The third is TL7 and requires INT 17+. The fourth is TL8 and requires INT 20+.
Coven Membership	FS 95	Psychic level 1+	You are a member of a secret coven. You know the pass signs and codes needed to recognize and be recognized by others in your coven.
Diplomatic Immunity	FS 95	Noble Title -or- Church Ordination -or- Guild Commission	If you commit a crime while on official business, you cannot be prosecuted for it. This does not provide safety from your own superiors, however.
Embargo	FS 96	Guild Commission rank 3	You have the power to declare an embargo on a person so that no member of the Merchant League will do business with them.
Epiphany	FS 97	WIS 15+ Knowledge skill 6+	Once per day, you may issue a profound statement about a topic you have a Knowledge skill at rank 6+. You and others within listening make a Will save DC 15. If successful, they gain insight and receive a +2 bonus for relevant checks during the next appropriate encounter. For example, Religion skill might produce an insight that allows +2 Diplomacy with members of a sect.
Family Ties	FS 97		<i>This feat may be taken multiple times, to either gain an additional family member or to raise the rank of a family member.</i> Choose a family member. That person will go out of their way to assist you. The person does not have any special rank, but their rank can be increased by one each time you take this feat. Family members are more persistent than a normal ally. Once per month, you can call on the ally's aid by making an ally check of 10 + CHA bonus. Situational modifiers may apply. The DC depends on the request and can be 10 for something simple, 15 or 20 for introducing or recommending you to someone, or even 25 or 30 to lend military aid.
Gifted	FS 98		<i>This feat may be taken twice, for each of psychic powers and theurgic rites.</i> Choose psychic powers or theurgic rites. You can now take levels in either the Psychic or Theurgist class (as appropriate). You also gain a stigma (a sign that marks you as an occultist).
Gossip Network	FS 98		<i>This feat may be taken up to 4 times.</i> You have a +2 Gather Information bonus on people within your network's range. Each time you take this feat, the range increases. 1= country or continent, 2= planetwide, 3= an entire royal house's holding, 4= all known worlds.

Fading Suns Feats (Part 2 of 4)

Social Feats (Part 2 of 3)

Feat Name		Prerequisites	Description
Guild Commission	FS 98	Guilder level 1+ -or- Techie level 1+ -or- Any other class level 4+	<i>This feat may be taken up to 6 times.</i> Each time you take this feat increases your rank and grants +1 Diplomacy with other members of your guild. Titles can be found on FS page 98.
Hierophant	FS 98	Priest level 7+ Knowledge(Religion) 10+	You can introduce new ideas into church discourse and attempt to change doctrine.
Holier Than Thou	FS 98	Church Ordination	As a free action, you may declare your holy status to someone. Once you do so, they must make a Will save of DC 10 + your level (one try per round) before they can attack you.
Householder	FS 99		You work for a noble house but are not actually a noble. You get +1 Diplomacy and +1 Bluff against members of that house.
Imperial Charter	FS 99	Noble Title	You have sworn a term of fealty to the Emperor and have joined the Company of the Phoenix. You are on a mission to enact the Emperor's new vision. You have free travel on navy ships, the right to inspect public and League records, are immune to prosecution, and get 300 fb/year in pay. You must uphold a code of honor and duty or face death.
Imperial Cohort Badge	FS 99	Non-noble level 3+	You are an aide to a Company of the Phoenix knight. You have free travel on navy ships and 100 fb/year. You must uphold a code of honor and duty or face death.
Inquisitorial Seal	FS 100	Church Ordination rank 4+	You permanently have an Inquisitorial Seal so you can perform those duties full time.
Legate	FS 100	Church Ordination rank 3+	You have +2 on Diplomacy and Bluff checks related to church business. You can cross borders without taxation or tithe, and you can request to be present at diplomatic events.
Military Rank – Enlisted	FS 100		<i>This feat may be taken up to 5 times.</i> You have a rank as an enlisted man in the military (see FS 101 for titles). You get +1 on Gather Information checks where military personnel spend time.
Military Rank – Officer	FS 100	Church Ordination -or- Guild Commission -or- Noble Title	<i>This feat may be taken up to 5 times.</i> You have a rank as an officer in the military (see FS 101 for titles). You get +1 on the score for the Leadership feat.
Noble Claw	FS 101	Vorax race Noble level 1+	One of your hand attacks can be made with a poison claw. The claw does 1d4 damage (plus STR bonus) and a slow-acting poison: DC 14, Initial damage –2 DEX, secondary damage –2d4 DEX.
Noble Title	FS 101 CAM02 (p9)	Noble level 1+ -or- Any other class level 4+	<i>This feat may be taken up to 6 times.</i> You have a rank as a noble. See FS 102 for titles. You gain +1 Diplomacy against other nobles.
Passage Contract	FS 102		<i>This feat may be taken up to 3 times.</i> You have an arrangement to travel on League ships without paying. You can bring along up to your CHA bonus in others (but they pay). 1= Ride with cargo on a freighter, 2= stateroom, 3= luxury liner.
Peasant Hero	FS 102		+2 on Diplomacy and Gather Information when dealing with peasants.
Physick	FS 102	WIS 13+ Heal skill 5+ Guild Affiliation -or- Sect Affiliation	As a full round action, you may make a Heal check of DC 20 + number of hit points remaining for the person. You heal one hit point for each point you exceed the target DC. You also know how to perform surgery by spending 1 to 2 hours working on a patient. The DC for various surgeries is on FS 102. A natural 1 on a surgery attempt lowers the patient to –1 hit points immediately.
Purgation	FS 102	WIS 13+ Sect Affiliation	Once per day, you can extract a confession from a member of your religion. The person makes a Will save DC = your level + your CHA bonus. The level of sin depends on how much they fail the save by.
Reeve Advocate	FS 103	Assets rank 2+	The Reeves guild will provide a personal advocate to you when requested to perform legal tasks.
Refuge	FS 103		<i>This feat may be taken up to 3 times.</i> You have a hideout that is safe. 1= Small farm. 2= Guild safe house or church monastery. 3= Castle.
Reputation	FS 103		<i>This feat may be taken multiple times.</i> Your reputation works for you. If it is good, you get +2 on CHA-based checks to determine or change others' attitudes toward you or when trying to get a 5% discount on merchandise. If it is bad, you get a +2 on CHA-based checks to intimidate others into doing what you want them to do or to enforce getting a 5% discount on merchandise.

Fading Suns Feats (Part 3 of 4)

Social Feats (Part 3 of 3)

Feat Name	Prerequisites	Description
Retainer FS 103		You have a 1 st level Yeoman as a follower.
Righteous Sermon FS 104	Perform skill 6+	After reading from the Omega Gospels for one round, allies receive a +1 morale bonus to attack, save, and damage rolls. This lasts as long as you are reading and then 5 more rounds.
Saint FS 104	Level 18+ Good alignment	You are considered holy by a certain segment of the population. You may request aid from any of those people at any time. Once per day you may perform a miracle by making a WIS check. 10= likely but convenient event, 15= less likely event, 18= long shot, 21= minor impossibilities, 25= strange, unexplained event, 28= deeply profound, soul-stirring event, 30= undeniable impossibility.
Savoir-Faire FS 104	CHA 15+	Everything you do is done with style. Any task you attempt which you succeed by 5 or more is done with stunning flair. Any time you fail at something, you may make a Bluff check DC 15 or 20 to make it look intentional. As a free action, you can make a Diplomacy check to oppose someone trying to embarrass you.
Secret FS 104		<i>This feat may be taken multiple times, each with a different secret.</i> You know something that someone doesn't want you to know and can use this information to your advantage.
Secret Agent FS 105	Knave level 1+ -or- Any other class level 4+	<i>This feat may be taken up to 5 times.</i> You are a spy working for an intelligence agency. +2 Innuendo bonus when communicating with fellow agents or trying to read secret signs of rivals. See FS 105 for some agencies and their additional special benefits.
Smear Campaign FS 105	CHA 13+	<i>This feat may be taken up to 4 times.</i> You know how to change a person's reputation with a group. Spend time (at least an evening, but possibly longer) spreading information and make a CHA check of DC 10 + number of shifts in attitude (helpful-> friendly-> indifferent-> unfriendly-> hostile). The area affected depends on how many times you take this feat: 1= City, 2= planetwide, 3= a royal house's holdings, 4= all the known worlds.
Veteran FS 106		<i>This feat may be taken multiple times.</i> You performed a heroic act in battle and are known for it. When you call upon this, you get +2 on Diplomacy and Gather Information and are treated as one rank higher (temporarily).
Xeno-Empathy FS 107		This feat may be taken multiple times, each with a different race. Choose a race. You no longer suffer the normal -2 penalty on Bluff, Diplomacy, Gather Information, and Sense Motive checks against members of that race.

Combat Feats

Feat Name	Prerequisites	Description
Deflect Missiles FS 95	DEX 16+ Parry {1} Weapon Focus(Flux Sword) +6 Base Attack	You may ready an action to parry with your Flux Sword. If a ranged attack would hit you, make a parry check using your base attack and DEX modifier. If your roll is higher, you deflect the attack and it misses you.
Drox (Graa) FS 95	Vorax race +3 Base Attack	You gain one additional off-hand attack with a third limb.
Garza (Graa) FS 98	Vorax race DEX 15+	You ignore all penalties for using an off hand (normally -4). This feat replaces the Ambidexterity feat for a Vorax.
Glangarza (Graa) FS 98	Vorax race	Your penalties for fighting with multiple weapons are reduced by 2. This feat replaces the Two-Weapon fighting feat for a Vorax.
Subtle Strike FS 106	DEX 13+ +3 Base Attack	<i>This feat may be taken multiple times, each with a different weapon.</i> You can attempt to avoid activating an opponent's energy shield by taking -X to hit and applying -X to the opponent's energy shield activation roll. X can be up to your base attack bonus. When chosen, this applies to all attacks until your next action.
Throx (Graa) FS 106	Vorax race Drox +6 Base Attack	You gain one additional off-hand attack with a fourth limb.

Fading Suns Feats (Part 4 of 4)

Item Creation Feats

Feat Name	Prerequisites	Description
Attune Fetish FS 92	Psychic level 10+	<i>This feat may be taken multiple times, each for a different item.</i> Choose an item. You can attune that item so that spending Wyrd points can produce bonus effects with that item. For example, an attuned weapon can grant +1 attack bonus per Wyrd point to a maximum of your primary psychic power's key ability modifier. Similarly, armor may add to AC and tools may add +2 to a skill check per Wyrd point. There is also a cost involved; see FS page 92 for details.
Consecrate Vestment FS 94	Theurgist level 4+ -or- Brother Battle level 9+	You can consecrate certain items to enhance certain canons. See FS page 94 for details.
Imbue Tabernacle FS 99	Psychic level 5+ -or- Theurgist level 5+ -or- Brother Battle level 9+	<i>This feat may be taken once for each of Psychic and Theurgic.</i> Choose either psychic or theurgic power. You can store Wyrd points of the chosen type in an item so they may be used later. It can store up to your level in Wyrd points. You can use up to your primary psychic power's key ability modifier Wyrd points per round. You can carry and own only one Tabernacle at a time.
Invest Phylactery FS 100	Theurgist level 9+ -or- Brother Battle level 14+	You can store theurgic powers in an item. This works much like a scroll does in D&D.
Sanctify Arms and Armor FS 104	Theurgist level 7+ -or- Brother Battle level 7+	You can enhance armor and weapons with bonuses.

MetaPsi Feats

Feat Name	Prerequisites	Description
Enlarge Psi FS 96	Gifted	For each extra Wyrd point spent above a power's base activation cost, you can improve the range type by one level. Not usable on powers with range "Personal".
Extend Psi FS 97	Gifted	For each extra Wyrd point spent above a power's base activation cost, you can improve the duration increment by one level. Not usable on powers with duration "Instantaneous".
Multiply Psi FS 101	Psychic level 4+	For each extra Wyrd point spent above a power's base activation cost, you can add one additional target. A single activation check is made, not one per target. Each target makes their own save.

Mecha Crusade Feats

Combat Feats

Feat Name		Prerequisites	Description
Antiarmor Saboteur	DU095 (ph 31)	Demolition skill 3+	When attacking a mecha while you are not in a mecha, you can ignore its hardness if you are within 12 meters of it.
Control Disruption Attack	DU095 (ph 31)	Precise Shot +8 Base Attack	When you threaten a critical hit with an electricity attack on a mecha, you may automatically confirm the critical. If you do, the enemy mecha is automatically stunned for 2d4 rounds.
Hair Trigger	DU095 (ph 31)	+6 Base Attack	+2 DC for Reflex saves against attacks you make from a mecha.
Indirect Fire	DU095 (ph 31)	+4 Base Attack	As a full round action, you may specify a 2-meter square to attack and make a ranged attack at +0 (if target acquired with sensors), +2 (if target acquired from an observer), +2 (if an observer is providing feedback, this is cumulative each round to a maximum of +10). No other feats or components may modify this attack roll, nor does your DEX and size matter. Max range is 20 range increments.
Laser Dazzle	DU095 (ph 32)	Precise Shot +8 Base Attack	As a standard action, you may attempt to blind an enemy mecha by making an attack. If successful, the attack does normal damage and the enemy makes a Reflex save DC 15 or is blinded for 1d4 rounds.
Mecha Tactician	DU095 (ph 32)		As long as an allied mecha (or other pilots in your mecha) remains in tactical communication with you, it receives a +1 morale bonus to attack, on Will saves, and against fear. You can use this effect for up to 5+CHA bonus rounds.
Metabot Leader	DU095 (ph 33)	Mecha Tactician	When you are the main pilot of a mecha, co-pilots gain +1 circumstance bonus on attacks and checks.
Plasma Overboost	DU095 (ph 33)	Repair skill 6+ +8 Base Attack	When firing a plasma weapon, you may take -X on your attacks until your next round to deal +Xd6 damage on the next one attack you try, where X is between 1 and 5.
Thruster Blast	DU095 (ph 33)	Pilot skill 10+	You can aim your thruster boost at the ground (within 10 meters) to create a hemispherical cloud of 20 meter radius. These winds snuff out small fires and gives -4 to guided missile attacks on you. Creatures without eye protection are blinded while inside and for 1 round after emerging. The cloud grants 50% concealment. You don't have to hover or fly upward to create the cloud.

Mecha Feats

Feat Name		Prerequisites	Description
Advanced Mecha Operation	DU095 (ph 31)	Mecha Operation	Choose a size of mecha: large, huge, gargantuan or colossal. You gain +2 dodge bonus when piloting this size mech and your penalties for operating it are 2 less (min 0).
Improved Maneuverability	DU095 (ph 32)		When you pilot a flying mecha, your maneuverability class is increased by one. This stacks with other bonuses.
Improved Transform	DU095 (ph 32)		You can transform a mecha as a move action instead of a full round action.
Mecha Operation	DU095 (ph 32)		You do not suffer the penalties and restrictions for being non-proficient with a mecha.
Mecha Weapon Proficiency	DU095 (ph 32)		You do not suffer the -4 penalty for using mecha weapons.

Mystic Warriors Feats

General Feats

Feat Name		Prerequisites	Description
Inner Peace	MW 113	Harness Vitus skill 6+	If you require more than 2 hours of meditation or training, you can reduce this by one hour.
Vitus Kata	MW 113	Harness Vitas skill 5+	<i>This feat may be taken multiple times.</i> You can spend 15 minutes to add 1d4+4 to your Vitus Pool. Each additional time you take this feat adds an additional 1d4+4 to your Vitus Pool without requiring more time.

Skill Feats

Feat Name		Prerequisites	Description
Aura of Serenity	MW 112	Mystic Warrior (3+) Good alignment	+3 on Animal Empathy, Diplomacy, Handle Animal, and Sense Motive. The GM may also grant a +2 bonus on CHA skills used to calm down a hostile situation.

Combat Feats

Feat Name		Prerequisites	Description
Lion's Rage	MW 113	STR 13+ DEX 13+ Power Attack Cleave Dodge Mobility {1} Spring Attack +6 Base Attack	You may take a standard action to use this fighting stance feat, but you lose 10 vitus. You may use both Spring Attack and Mobility {1} as one action. This feat lasts until you want to end it or until the end of the encounter.

Magic Item Creation Feats

Feat Name		Prerequisites	Description
Craft Kirpan	MW 112	Mystic Warrior (6+) Harness Vitus skill 1+	<i>This is an Item Creation feat.</i> You can create a kirpan that holds one technique you are able to perform.
Craft Mystic Talisman	MW 112	Mystic Warrior (6+) Harness Vitus skill 1+ Knowledge (Arcana) 1+	<i>This is an Item Creation feat.</i> You can create a mystic talisman.
Craft Named Weapon	MW 112	CHA 13+ Harness Vitus skill 6+	<i>This is an Item Creation feat.</i> You can create a named weapon.
Craft Vitus Amulet	MW 113	Mystic Warrior (4+) Harness Vitus skill 1+ Knowledge (Nature) 1+	<i>This is an Item Creation feat.</i> You can create a vitus amulet.

Omega World Feats

General Feats

Feat Name		Prerequisites	Description
Superior Mutation	DU092 (ph30)		<i>If you have a mutation that gets better when feat slots are spent on it, you can take this feat multiple times as defined by the mutation.</i>

Proficiency Feats

Feat Name		Prerequisites	Description
Armor Proficiency (Powered) {3}	DU092 (ph 29)	Armor Proficiency (Light) Armor Proficiency (Medium)	Allows for use of powered armor.
Weapon Group Proficiency (Relic)	DU092 (ph 30)		You do not suffer the normal -4 penalty for using a relic weapon.

Pulp Heroes Feats

General Feats

Feat Name	Prerequisites	Description
Quickness	SW 96 SW2 114 DU090 (ph 44) DU091 (ph 43)	<i>You can take this feat multiple times.</i> +3 vitality points.

Proficiency Feats

Feat Name	Prerequisites	Description
Weapon Proficiency (Group)	DU090 (ph 46)	<i>Instead of the D&D set of weapon groups, they are: Primitive, Simple, Pistol, Rifle, and Big Gun. The Exotic Weapon Proficiency feat works as normal. See DU090-polyhedron page 52 for details.</i>

Invention Feats

Feat Name	Prerequisites	Description
Extend Invention	DU 090 (ph 46)	Increases level of discovery by 3. Your inventions don't wear out. Other inventions only last for 50 uses.
Improvised Invention	DU090 (ph 46)	Increases level of discovery by 2. You can construct an invention using a Discovery you don't have as long as you have at least one Discovery of that level or higher.
Mass-Produce Invention	DU090 (ph 46) wealthy	Increases level of discovery by 4. Your check produces a prototype that can be manufactured with enough money applied.
Miniature Invention	DU090 (ph 46)	Increases level of discovery by 1. You can make small inventions that take up only one body slot (instead of the normal 2).
Signature Discovery	DU090 (ph 44) Scientist level 1+	Choose one of the discoveries found on DU090-polyhedron pages 57-62. When you use that discovery in an invention, its save DC is at +4.
Simplified Invention	DU090 (ph 46)	Increases level of discovery by 2. Other characters can use your inventions without the normal Use Invention skill check.

Rokugan Feats (Part 1 of 10)

Rokugan is the setting for the Legend of the Five Rings game.

General Feats (Part 1 of 2)

Feat Name		Prerequisites	Description
The Calm of the Shinsei	WSJ 78	Void Use	<i>This is a Kiho feat.</i> Any time you take 20 on a knowledge or WIS based skill check, you may choose to spend twice the normal amount of time, and not move at all, to also receive a bonus equal to twice your level. In addition, you may attempt unskilled rolls as if you had ½ rank in the skill
Dancing with the Fortunes	RO 49	CHA 13+	<i>This feat may be taken multiple times, up to your level divided by three times. Each time allows one extra use per day.</i> <i>Rokugan clans: Unicorn.</i> Select a Fortune (from the religion choices). As long as you respect this fortune, he or she favors you. Once per day you may reroll one skill check, attack roll, or saving throw you have just made. You must keep the new result. This ability may only be used once per roll. If you do not respect the Fortune, you lose this ability until you atone.
Depths of the Void	RO 49	Void Use	<i>This feat may be taken multiple times.</i> +3 Void Points. <i>Note: There was errata to the first printing of this book to change it from 2 to 3.</i>
Elemental Attunement	RO 50	WIS 13+	<i>Rokugan clans: Dragon, Phoenix.</i> Whenever magic is used within 100 feet of you, the DM secretly rolls a Will save as if you were the target of the spell. If this save is successful, you know magic was used and the location of the spellcaster.
Elemental Shock	WSJ 78	Monk or Inkyo level 6+ Void Use Depths of the Void	<i>This is a Kiho feat.</i> Any time someone uses a status effect by any means, you may spend 3 Void points to also inflict the same effect back on them unless they make a Fortitude save DC 15+your void point total before using this feat.
Eyes of the Wind	WoN 63	Void Use Depths of the Void Cleaning Spirit Concentration skill 8+	<i>This is a Kiho feat.</i> By spending a Void point, you may extend the range of your vision and hearing to one mile. Make a Concentration check DC 25 if you want to focus your senses on a single point within range.
Heart of Stone	RO 51	Monk or Inkyo level 10+ CON 15+ Improved Unarmed Strike	You may spend a Void point as a free action to gain damage reduction X/-, where X is your level divided by 3 with a maximum of 5. This lasts for your CON bonus rounds.
Lightning Stealth	WoN 22	Ninja level 3+ Hide skill 6+ Move Silently skill 6+	You can move at your normal speed with no penalty to Hide and Move Silently checks. You can run or charge with only a -10 penalty on these checks.
Matsu's Roar	RO 52	Void Use +6 Base Attack	<i>Rokugan clans: Lion.</i> You may spend a Void point to produce a fear effect that lasts for your level in rounds. This effect works in a (10 + 2 time your level) feet radius. Opponents save DC 14 + your CHA modifier or suffer the same as from a Fear spell.
Medium	FW 12	Void Use Knowledge(Arcana) 4+	You can speak with undead creatures. You gain a +2 competence bonus to CHA ability and skill rolls with returned spirits.
No Illusions	RO 52	WIS 13+ Void Use Way of the Phoenix Shiba's Technique	<i>Rokugan clans: Phoenix.</i> You may spend a Void point as a standard action to attune yourself to a living creature within 20 feet of you. You can only be attuned to one creature at a time, but can drop a previous choice at will. An unwilling creature gets a Will save DC (10 + your CHA modifier), and if successful you cannot try again on that creature for 24 hours. You may spend a Void point as a standard action to know the direction from yourself to the creature you are attuned to.
Perceived Honor	RO 53	INT 13+	<i>This feat may be taken multiple times, each time allowing your perceived honor to be an additional 1 higher than your true honor.</i> As a free action, you may switch between your true honor rank and your perceived rank (which is 1 higher than your true honor). While using your perceived rank, you are treated as being that rank for all reasons, except for artifacts and effects at 5 or more levels higher than you are. A public dishonorable act negates the use of your perceived rank until you rebuild your reputation.
Poison Immunity {2}	WoN 22	Poison use class ability	<i>This feat may be taken multiple times, each with a different poison.</i> You are completely immune to a single type of poison. You gain a +2 competence bonus against all other poisons. The competence bonus does not stack if you take this feat multiple times.

Rokugan Feats (Part 2 of 10)

General Feats (Part 2 of 2)

Feat Name	Prerequisites	Description
The Power of Nothing ^{WSJ 79}	Max void points 8+	<i>This is a Kiho feat.</i> Once per round you may spend a Void point to re-roll any skill check, attack roll, or saving throw and keep the better result. If your roll succeeds by 5 or more, then the Void point is not spent..
Remember the Mountain ^{WSJ 79}	Monk or Inkyo level 3+ CON 15+ Void Use Depths of the Void	<i>This is a Kiho feat.</i> If you make a successful Fortitude save that would result in partial or half effect, you may spend 4 Void points to be completely unaffected.
Seeker of Truth ^{WSJ 60}	Alertness Spellcraft skill 6+	<i>Clan: Phoenix</i> You are gifted at divining the truth. +4 enhancement bonus on saves versus illusions. If you are a Shugenja, you may cast one additional spell each day, as long as it is a divination spell you know.
Self/No Self ^{RO 54}	Void Use	Once per day, you may fully recover your Void point reserves by doing 5 minutes of meditation and making a Concentration check DC 15. Normally this requires a full night's rest or an hour of meditation.
Soul Forge ^{MoR 10}	Iron Will -or- Ancestral Daisho ability	You may choose one masterwork weapon or armor and bond with it. You now have the ability to enhance this weapon or armor by spending experience just like a samurai can do with his ancestral daisho.
Soul of the Heavens ^{FW 16}	Shapeshifter or Denizen	<i>You may take this feat multiple times.</i> You gain 5 extra Spirit Points to use when choosing shapeshifting powers.
Speed of the Waterfall ^{WSJ 80}	Void Use Depths of the Void	<i>This is a Kiho feat.</i> You may choose to double your speed as a free action. While your speed is increased this way, you suffer -4 to attack, damage, and AC. This is a supernatural ability.
Spirit Blood ^{FW 12}	Void Use	When spending void points, you receive an extra +1 bonus (which means a +3 bonus instead of the normal +2). This bonus stacks with all other similar bonuses.
Spirited Performance ^{MoR 10}	Artisan level 1+	Once per day per level in Artisan, you can give a performance that gets the attention of all the Kami in the area. For the next hour all Shugenja that cast a spell within 30 feet of you get +1 effective caster level.
Untouchable ^{WoN 24}	Ninja level 12+ Tumble skill 15+	As long as you are not helpless, you always have total concealment against ranged attacks (which means 50% chance to miss you).
Way of the Phoenix ^{RO 57}	WIS 13+ Void Use	<i>Rokugan clans: Phoenix.</i> You may spend up to your maximum Void points on a single attack roll, saving throw, or skill check.
Void Use ^{RO 55}		+2 Void points.

Rokugan Feats (Part 3 of 10)

Skill Feats

Feat Name	Prerequisites	Description
Kitsuki's Method RO 51	Void Use Search skill 6+ Sense Motive skill 6+	You may spend any number of Void Points on Spot, Sense Motive, and Search checks. Each Void Point you spend on these checks grants you a +4 void bonus (instead of +2).
The Lion Cannot Fall WoN 76	Taking the Measure +1 Base Attack	<i>Rokugan clans: Lion.</i> Select three class skills available to a Samurai. You gain +2 on each of those skills.
Speed of the Kami RO 54	DEX 13+ Improved Initiative Void Use +3 Base Attack	<i>Rokugan clans: Crane, Scorpion.</i> You may spend a Void point to get a +4 initiative bonus for your DEX bonus in minutes. This bonus stacks.
Vanish WoN 23	Ninja level 6+	You may make a Bluff check as a move equivalent action (normally a standard action) to create a diversion and make a movement to hide.
Vigilant Rest WoN 23	Inkyo, Monk, or Ninja level 1+	You may make Spot and Listen checks without penalty while asleep and can awaken as a free action if a creature moves within 5 feet.
Way of the Fox RO 56	WIS 13+ Void Use	<i>Rokugan clans: Fox.</i> You may spend a Void point to gain a +8 void bonus to an Intuit Direction or Wilderness Survival check. Intuit Direction and Wilderness Survival are always in-class skills for you.
Whispers on the Wind WoN 63	Monk, Inkyo, or Shugenja 8+ Void Use Depths of the Void Concentration skill 8+	<i>This is a Kiho feat.</i> By spending a Void point, you gain a +10 enhancement bonus to Bluff, Diplomacy, and Intimidate checks for 20 minutes.

Save Feats

Feat Name	Prerequisites	Description
Cleansing Spirit RO 49	Monk or Inkyo level 1+	You may spend a Void Point to gain a +10 void bonus on any save versus poison or disease. If you enter a meditative trance for at least four hours per day for a week, and make a Concentration check DC 25 each day, you may cure yourself of 1d6 Shadowlands Taint.
Flee the Darkness RO 50	Monk or Inkyo level 3+ WIS 18+ Void Use	You may spend a Void Point to gain +10 on a Will save, or to gain spell resistance 20 against a magical effect that does not allow a save.
The Mountain Does Not Fall RO 52	CON 13+ Void Use Great Fortitude Mountain Does Not Move +12 Base Attack	<i>Rokugan clans: Crab.</i> You may spend a Void Point to ignore all of the following effects for one round: dazed, dazzled, disabled, dying, fatigued, nauseated, paralyzed, staggered, stunned, and unconscious. This can be used at any time.

Combat Feats (Part 1 of 4)

Feat Name	Prerequisites	Description
Be the Breeze WSJ 78	DEX 15+ Void Use Improved Unarmed Strike +2 Base Attack	<i>This is a Kiho feat.</i> Once per round, you may make an unarmed attack against an opponent up to 15 feet beyond your normal reach. This is a ranged attack and it only deals subdual damage.
Crippling Blow WoN 21	Ninja level 9+ Void Use	When making a sneak attack against a flat-footed opponent, you may spend two Void points to inflict 1 point of temporary DEX damage for each die of sneak attack damage you inflict. A Fortitude save with DC equal to damage dealt negates this effect.
Daisho Specialization RO 49	Samurai level 1+ Weapon Focus(*) +5 Base Attack	<i>This feat may be taken multiple times, once each for katana and wakizashi.</i> Choose katana or wakizashi. You do +2 damage with this weapon type. This bonus does not stack with Weapon Specialization.
Death Touch {2} RO 49	Monk or Inkyo level 13+ WIS 19+ DEX 13+ Void Use Depths of the Void Improved Unarmed Strike Pain Touch Stunning Fist (or Monk stunning attack) +8 Base Attack	You may spend 5 Void Points when delivering an unarmed attack to deliver the Death Touch. The target makes a Fortitude save DC (10 + half your level + your WIS modifier) or they take half your level in damage every 12 hours. This damage may not be removed by any means until the death touch is removed. You may remove a death touch you have placed by making another unarmed strike against the same target. The only other cure is a Heal check DC 50. A healer that has the Death Touch feat receives a +20 competence bonus. This feat may not be used on a target immune to critical hits.

Rokugan Feats (Part 4 of 10)

Combat Feats (Part 2 of 4)

Feat Name		Prerequisites	Description
Different School	RO 50	DM permission only	<i>This feat may be taken multiple times, each with a different school.</i> Choose a clan other than your own. If you remain on good terms with that clan, you may learn its clan feats as if you were of that clan. If you are a Shugenja, you may select school spells from that clan as well. This does not change your Shugenja element focus.
The Folding Leg	WoN 33	Power Attack Sunder Pincers and Tail +8 Base Attack	<i>Clan: Scorpion</i> You may spend a Void point when making an attack. If you hit, you may choose to not do damage and to instead do double damage to your opponent's armor, cause your opponent to be unable to fight or cast defensively for the next 3 rounds, or negate the opponents use of all feats that provide dodge bonuses to AC for 3 rounds.
Gift of the Water Dragon	WSJ 79	Monk or Inkyo level 1+ Void Use Depths of the Void	<i>This is a Kiho feat.</i> Once per round, you gain an extra attack at your highest base attack bonus against any opponent that declares the total defense action or that uses the Expertise feat to increase their AC.
Greater Daisho I	MoR 10	Samurai level 13+	Spend 400 XP per weapon (the daisho consists of a katana and wakizashi). Using the ancestral daisho samurai class ability, your Daisho gains +1d2 to abilities, +2 ego, and two primary abilities.
Greater Daisho II	MoR 10	Greater Daisho I Samurai level 13+	Spend 600 XP per weapon. Your daisho gains +1d4 abilities, +2 ego, and one primary speech ability.
Greater Daisho III	MoR 10	Greater Daisho II Samurai level 13+	Spend 1,200 XP per weapon. Your daisho gains +1d6 abilities, +2 ego, one primary ability, and one extraordinary power.
Greater Daisho IV	MoR 10	Greater Daisho III Samurai level 13+	Spend 1,400 XP per weapon. Your daisho gains +1d12 abilities, +2 ego, one extraordinary power, and one special purpose power.
Heaven's Claw	FW 110	Void Use Depths of the Void Wing of Thunder +4 Base Attack	<i>Rokugan Kenku School.</i> If you inflict more than 10 damage in a single attack, the opponent makes a Will save DC 5+total damage dealt or loses 1 Void point. For opponents with no Void points, your attacks of more than 10 damage do +2 damage.
Hida's Rage	RO 51	Toughness {1} Mountain Does Not Move	<i>Rokugan clans: Crab.</i> Before making your attack roll, you may sacrifice up to your CON bonus in hit points. If you hit, you do +1d4 damage for every 2 hit points you sacrificed. If you miss, the hit points are still lost.
Kakita's Technique	RO 51	DEX 13+ Void Use Martial Weapon Prof Weapon Focus(katana) Way of the Crane +3 Base Attack	<i>Rokugan clans: Crane.</i> You may spend more than one Void Point on Iaijutsu Focus skill checks when in a formal duel or on attacks with a katana. All Void Points spent in a formal duel or on attack rolls with a katana grant you a +3 void bonus (instead of just +2).
Kharmic Vision	WSJ 79	Monk or Inkyo level 1+ Void Use Depths of the Void	<i>This is a Kiho feat.</i> At the beginning of each combat you may name an individual to put under your protection. You may spend a Void point to redirect any melee attack against this individual to yourself, prior to the attack roll being made. If you do so, you swap locations with the person. If the attacker misses by 5 or more, you may make an attack of opportunity on the attacker.
Killing Blow	WoN 22	Ninja level 9+ Void Use Crippling Blow	When you make a sneak attack that brings the opponent to 5 hit points or less, your victim dies immediately.
Know the School	RO 52 WoN 21	Knowledge(Clan) 1+	<i>This feat may be taken multiple times, each with a different clan.</i> Choose a clan. You gain a +1 competence bonus on Sense Motive, Bluff, and Battle checks against members of that clan, +1 on attack and damage rolls against members of that clan, and a +1 dodge bonus to AC against melee attacks from members of that clan.
Let Him Go By	RO 52	Void Use +6 Base Attack	<i>Rokugan clans: Dragon.</i> You may spend a Void Point when an opponent attacks you and misses while you are performing a total defense action. If you spend the point, you may make an immediate attack against that opponent. Only one attack per miss.
The Mountain Does Not Move	RO 52	CON 13+ Void Use +6 Base Attack	<i>Rokugan clans: Crab.</i> You may spend 2 Void Points whenever you are going to receive damage in combat from a physical object (not a spell, etc.). If you spend the point, you make a Fortitude save of DC= the amount of damage dealt. If successful, no damage is dealt.

Rokugan Feats (Part 5 of 10)

Combat Feats (Part 3 of 4)

Feat Name	Prerequisites	Description
No-Mind RO 52	WIS 13+ Void Use Way of the Phoenix +9 Base Attack	<i>Rokugan clans: Phoenix.</i> At the beginning of combat (or at the time an effect would cause you to be considered flat-footed or otherwise lose your DEX bonus to AC), you may spend 2 Void points to avoid being considered flat-footed.
Palm of Fire WSJ 79	Monk or Inkyo level 10+ Void Use Improved Unarmed Strike	<i>This is a Kiho feat.</i> You may spend a Void point when making an unarmed attack. Your attack includes a thin sheet of flame from your hand that deals 5d4 fire damage to all squares adjacent to you. All but your original target may make a Reflex save DC (10+your DEX modifier+one half your total Monk and Inkyo levels) to take half damage.
Roil and churn FW 110	STR 13+ Void Use Depths of the Void Wing of Thunder Heaven's Claw Power Attack +10 Base Attack	<i>Rokugan Kenku School.</i> Once per day, when using Power Attack, the extra damage from Power Attack is doubled.
Ryoku RO 53	WIS 15+ Void Use Improved Unarmed Strike +3 Base Attack	After striking an opponent with an unarmed melee attack, you may spend any number of Void points. Your opponent must then spend that many Void points as well. If they have less Void points, they lose all of their Void points and are unable to recover Void points as normal for a number of days equal to the excess Void points they could not lose.
The Same Breeze FW 110	STR 13+ Void Use Depths of the Void Wing of Thunder Heaven's Claw Power Attack +13 Base Attack	<i>Rokugan Kenku School.</i> Once per round, as a free action you may spend a Void point to copy a technique feat of another character within 20 feet if that character has used the feat during this combat. You do not have to have the prerequisites of that feat. (The duration is not specified in the feat description.) True Kenku do not need to spend a Void point and you can copy a technique even before it is used.
Shatter the Elements WSJ 80	DEX 15+ Void Use Improved Unarmed Strike +7 Base Attack	<i>This is a Kiho feat.</i> You may spend a Void point when making an unarmed attack. If you hit, you disrupt the target's magical energies, so they fail all kiho feats, supernatural abilities, spell-like abilities, and spells for your DEX modifier rounds. They may bypass this by spending a Void point or by making a Concentration check DC 25. Targets with spell resistance may apply it to your use of this feat as if you cast a spell.
Shell of the Tortoise WoN 66	+6 Base Attack Honor 1+	<i>Clan: Tortoise.</i> Opponents with honor 3+ cannot attack you without making a Will save DC 10 + their honor*2. They may still grapple or do subdual damage, but no real damage. You lose this benefit if you attack first.
Shiba's Technique RO 54	WIS 13+ Void Use Way of the Phoenix	<i>Rokugan clans: Phoenix.</i> <i>This feat may be taken up to 5 times, each time allowing an additional Void point to be spent.</i> You may spend a Void point as a free action to increase or decrease the effective caster level by 1 of a spell that targets you. If the level is reduced to 0, the spell is cancelled.
Shield of Honor RO 54	Void Use	<i>Rokugan clans: Phoenix.</i> When taking the total defense action, you may spend any number of Void points, each one granting a +2 void bonus to your AC.
A Single Moment RO 54	Improved Initiative +7 Base Attack	<i>Rokugan clans: Crane.</i> You may refocus as a move-equivalent action.
Soul of the Four Winds RO 54	Improved Unarmed Strike Void Use Depths of the Void	You may spend a Void point to add your maximum Void total to your AC for your level in minutes. This bonus does not stack with armor or with any WIS bonus to AC.
Soul of the Storm RO 54	Void Use +6 Base Attack	<i>Rokugan clans: Mantis.</i> You may spend a Void point and get +4 (instead of +2) on an attack roll.

Rokugan Feats (Part 6 of 10)

Combat Feats (Part 4 of 4)

Feat Name	Prerequisites	Description
Spirit Strike RO 54	Improved Unarmed Strike Void Use Depths of the Void 2 feats (See details)	<i>Requires 2 feats from this list: Breaking Blow, Cleansing Spirit, Death Touch {2}, Flee the Darkness, Fortune's Breath, Heart of Stone, Ryoku, Self/No Self, Soul of the Four Winds, ZANJI.</i> <i>This feat may be taken multiple times, each time allowing an additional point to be spent. The total bonus cannot exceed your level divided by 4.</i> You may spend a Void point as a free action to get a +1 enhancement bonus to all unarmed strikes for your level in minutes. The first strike you perform during the round you spend the Void point gets +2 instead of +1. This bonus stacks with a monk's Ki Strike only for purposes of overcoming damage reduction.
Stab at the Face WoN 22	Void Use Weapon Focus Sneak attack +4d6 +7 Base Attack	If you make a critical hit against an opponent, you may spend a Void point to make them staggered for a number of rounds equal to your weapon's critical hit multiplier. The weapon must be a slashing or piercing weapon and you must have Weapon Focus with it.
Strength of Purity RO 55	Honor rank 3+	<i>Rokugan clans: Lion, Unicorn.</i> <i>This feat may be taken multiple times, each allowing one additional use per day.</i> Once per day, you may perform a smite attack where you add your honor to your attack roll and add half your level to damage dealt.
Stunning Blade WoN 23	Ninja level 1+	When you make a successful sneak attack, you may choose not to do damage and instead use your bonus dice to set the DC of a Fortitude save. If the save is failed, the opponent is stunned for 1d4 rounds.
The Thunder's Clap WSJ 80	Void Use Improved Unarmed Strike +2 Base Attack	<i>This is a Kiho feat.</i> You may perform an unarmed attack. If you hit, in addition to dealing damage, the opponent is deafened for 24 hours unless they make a Fortitude save of DC 10+your DEX modifier+one half your Inkyo level. If the opponent has this feat or Cleansing Spirit, they may heal this effect as a standard action.
The Thunderstroke WSJ 80	Inkyo level 13+ Void Use Depths of the Void Improved Unarmed Strike	<i>This is a Kiho feat.</i> You may spend 3 Void points after successfully making an unarmed attack to also deal 10d6 of lightning damage. This is a supernatural ability. <i>Note: The feat says 1d6 per level to a max of 10d6, but you have to have 13th level so a simple 10d6 was entered above.</i>
Tread of the Blade RO 55	Void Use +10 Base Attack	<i>Rokugan clans: Crane.</i> Once per turn, if your initiative check is 10 or more higher than your opponent, you may spend a Void point to gain an additional attack against that opponent at your highest base attack.
Truth of the Ages WoN 66	DEX 14+ Void Use Way of the Tortoise +8 Base Attack	<i>Clan: Tortoise.</i> Up to twice per round, you may spend an honor point to gain a +2 competence bonus to one skill check, saving throw, or attack roll.
Unforgiving Steel WoN 70	Void Use Way of the Crane Weapon Focus +8 Base Attack	<i>Clan: Crane.</i> Once per round, if an opponent attacks you and misses by more than 5 while you are holding a weapon you have Weapon Focus with, you may make an attack of opportunity on that opponent with your highest base attack bonus..
Wing of Thunder FW 110	+1 Base Attack A Kenku teach	<i>Rokugan Kenku School.</i> On one attack per round, you gain a +1 insight bonus to attack for every 2 points your initiative exceeds your opponent's. This total cannot exceed your base attack bonus.

Rokugan Feats (Part 7 of 10)

Spellcaster Feats

Feat Name		Prerequisites	Description
Blessing of Air	WSJ 19	Shujenja level 1+ Element Focus (air) Void Use	You gain a +1 sacred bonus on CHA checks. You may spend Void points to gain a deflection bonus to your AC equal to your CHA modifier that lasts for one round per Void point spent.
Blessing of Earth	WSJ 19	Shujenja level 1+ Element Focus (earth) Void Use	You gain a +1 sacred bonus on CON checks and Fortitude saves. You may spend a Void point to gain temporary hit points equal to your CON modifier that last for one hour. Hit points gained with this feat do not stack with one another.
Blessing of Fire	WSJ 19	Shujenja level 1+ Element Focus (fire) Void Use	You gain a +1 sacred bonus on INT checks and Reflex saves. You may spend a Void point to gain a damage bonus equal to your DEX modifier on any one ranged attack from a weapon or spell.
Blessing of Void	WSJ 19	Shujenja level 1+ WIS 17+ Depths of the Void Ishiken-do Void Use	Your Void point total is increased by your level divided by 3 (round down, but always at least 1). You may spend a Void point as a full round action to heal damage to yourself equal to your lowest ability score modifier times 5. This is a supernatural ability.
Blessing of Water	WSJ 19	Shujenja level 1+ Element Focus (water) Void Use	You gain a +1 sacred bonus on WIS checks and Will saves. You may spend a Void point to increase your base speed by 5 for one hour.
Chosen by the Kami	RO 48	Shujenja level 1+	You may increase your level as shugenja after taking levels in another class as long as your shugenja level remains within two levels of all your other character classes (excluding prestige classes). You gain shugenja as a favored class.
Elemental Insight	WSJ 19	Shujenja level 1+	<i>You may take this feat multiple times.</i> You may choose one of the following: 1) One more spell of any element of any level lower than the highest level spell you can cast; 2) two more spells of your element focus of any level lower than the highest level spell you can cast; 3) one more spell of your element focus at any level you can cast.
Elemental Versatility	MoR 9	Void Use Shugenja level 6+	You may learn spells from the element that is normally barred to you due to your elemental focus. Those spells are learned and cast as if they were 3 levels higher than normal. The save DC and other effects still rely on the spell's original level.
Friendly Kami	WSJ 20	Shujenja level 1+ Spellcasting ability 15+ Void Use	An invisible kami of your element focus hovers near you at all times. Once per day you may spend a Void point to cast a spell in your element focus without expending a spell slot. In addition, you may always cast any spell of the importune kami series using the friendly kami as a target. At least once per week, you must perform a favor for your kami.
Innate Ability	RO 51	Shujenja level 1+	<i>This feat may be taken more than once, each time with different spells.</i> Choose 3 spells that you know. You no longer require <i>ofuda</i> as a divine focus when casting these spells. If you do use an <i>ofuda</i> when casting one of the chosen spells, the effective caster level is increased by one.
Maho Focus	RO 52	Know a Maho spell	+2 DC for saves against your Maho spells. This stacks with Spell Focus {1}.
Multi-Element Mastery	WSJ 20	Shujenja level 1+	You may learn multi-element spells as part of your element focus as long as the spell is at least partly of your element focus.
Superior Elemental Focus	RO 55	Shujenja level 1+	+2 DC for saves against spells from your elemental focus. This does not stack with Spell Focus {1}.
Tao Mastery	MoR 10	Elemental attribute 10+ 5+ Void points	<i>This feat may be taken multiple times.</i> <i>This is a Kiho feat.</i> The elemental attribute is the attribute (like STR) that is relevant to your elemental ability. Select three 0-level shugenja spells or one first level shugenja spell (excluding Void and Maho spells). You may cast each spell once per day. You cannot choose a spell from an opposing school.

Rokugan Feats (Part 8 of 10)

Metamagic Feats

Feat Name	Prerequisites	Description
Enhance Wards <small>MoR 9</small>	Ability to cast Glyph of Warding	<i>Greater Glyph of Warding</i> and <i>Guards and Wards</i> are added to your spell list and can be learned as 6 th level Shugenja spells of all elements. When casting a spell glyph using <i>Glyphs of Warding</i> , you may store any harmful spell, even one that exceeds the third level spell limit that normally applies. To do so, the Glyph spell must be cast as if it were the same level as the chosen spell. You may cast a blast glyph as if it were a spell one level higher. If you do, increase the damage of the glyph by 1d8.
Ritual Magic <small>RO 53</small>	Shujenga divine spell casting	Increases spell slot level by 3 for the primary caster, but does not change the level for other casters. Doubles the casting time of the spell (after all other modifiers). Ritual spellcasting is described on page RO 87.

Starting Character Only Feats (Part 1 of 3)

Feat Name	Prerequisites	Description
Art of Fascination <small>OA 60</small>	Crane Clan Ancestor	<i>Rokugan Ancestor Feat.</i> You may fascinate a single creature by making a Perform check opposed by the creature's Will save. If your check is higher, the creature will sit and listen to your music or poem for up to your character level in rounds. The creature gets -4 on Spot and Listen checks. It gets an extra saving throw if a potential threat appears and the effect ends immediately if an obvious threat occurs. If you fail the check, you may not try again on this creature for 24 hours.
Attention to Detail <small>OA 61</small>	Lion Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +2 on Sense Motive checks. +2 on Spot checks.
Blood Sorcerer <small>OA 61</small>	Scorpion Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +3 on the DC to save against any Maho-tsukai spells you cast. +3 on the DC for your Fortitude saves to resist taint from casting Maho-tsukai spells.
Born Duelist <small>OA 61</small>	Dragon Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +1 AC when you use the Niten technique of the Niten Master prestige class.
Cool Head <small>OA 61</small>	Unicorn Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +3 on Diplomacy checks.
Dark Guardian <small>WoN 21</small>	Ninja level 1	<i>Rokugan Ancestor Feat.</i> At the beginning of combat, select one creature within 30 feet. As long as you are not flat-footed or flanked, that creature is not considered flat-footed or flanked.
Discipline <small>OA 62</small>	Phoenix Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +2 on Concentration checks. +1 on Will saves.
Fearsome and Fearless <small>OA 62</small>	Lion Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +1 on Will saves against fear. +1 on DC of fear effects you create. If you take the Akodo Champion prestige class, allies in your aura of courage get an additional +1 on Will saves versus fear.
Gatherer of Winds <small>RO 50</small>	Unicorn Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +2 dodge bonus to AC against ranged attack.
Gifted General <small>OA 62</small>	Crane Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +2 on Initiative checks. +1 on Fortitude saves.
Great Crafter <small>OA 63</small>	Crab Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +3 on all Craft checks.
Great Diplomat <small>OA 63</small>	Phoenix Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +2 on Diplomacy checks. +2 on your score for the Leadership feat.
Great Stamina <small>OA 63</small>	Crane Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +1 hit point. +2 on skill checks made for performing a physical action over an extended period of time.
Great Teamwork <small>OA 63</small>	Crab Clan Ancestor	<i>Rokugan Ancestor Feat.</i> When you and an ally flank an opponent, you gain +4 to attack instead of +2.
Honest Merchant <small>OA 63</small>	Scorpion Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +2 on all Profession checks.
Iaijutsu Master <small>OA 63</small>	Crane Clan Ancestor	<i>Rokugan Ancestor Feat.</i> Once per day, you may make an attack roll using your Iaijutsu Focus skill modifier in place of your base attack and all other modifiers that would apply.

Rokugan Feats (Part 9 of 10)

Starting Character Only Feats (Part 2 of 3)

Feat Name		Prerequisites	Description
Immortal Spirit	RO 51	Phoenix Clan Ancestor	<i>Rokugan Ancestor Feat</i> +1 on Sense Motive. The criteria for entering the Henshin Mystic prestige class change to: Alignment=lawful, +5 Base Attack, 11 ranks of Knowledge(Religion), and 4 ranks of Knowledge(Arcana).
Improved Aid	OA 63	Crab Clan Ancestor	<i>Rokugan Ancestor Feat.</i> When using Aid Another in melee combat, your ally gains a +4 circumstance bonus (instead of +2) to their attack roll or their AC against a single opponent.
Indefatigable Hero	RO 51	Crane Clan Ancestor	<i>Rokugan Ancestor Feat</i> +1 on Fortitude and Will saves.
Kami's Intuition	OA 63	Unicorn Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +2 on Sense Motive checks. +2 on INT checks used to figure things out.
Karmic Twin	OA 64	Scorpion Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +2 on all CHA based skill checks. +2 on CHA checks. You have a tie to another character and can take a full round action to detect their direction with Intuit Direction DC 15 (if they are alive and on the same plane).
Keen Intellect	OA 64	Dragon Clan Ancestor -or- Phoenix Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +1 on INT checks. +1 on all Knowledge checks. +1 on Scry checks. +1 on Search checks.
Lion Spy	OA 64	Lion Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +2 on Disguise checks. +2 on Gather Information checks.
Magic in the Blood	OA 64	Unicorn Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +2 on Alchemy checks. +2 on Spellcraft checks.
Magistrate's Mind	OA 64	Scorpion Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +2 on Knowledge(History). +2 on Knowledge(Nobility and Royalty).
Many Masks	OA 64	Scorpion Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +2 on Disguise checks. +2 on Perform checks.
Oni's Bane	OA 64	Phoenix Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +3 on caster level checks to beat an outsider's spell resistance. -2 on Diplomacy checks.
Power Attack - Iaijutsu	OA 64	Crane Clan Ancestor	<i>Rokugan Ancestor Feat.</i> When in an Iaijutsu duel, you add 1d6 damage to damage from your Iaijutsu Focus checks.
Power Attack - Shadowlands	OA 64	Crab Clan Ancestor	<i>Rokugan Ancestor Feat.</i> When using the Power Attack feat against a creature with Shadowlands taint, you get 1.5 times the extra damage due to Power Attack.
Powerful Voice	OA 65	Unicorn Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +2 on Diplomacy checks. +2 on Perform checks to speak or sing.
Prepared	RO 53	Dragon Clan Ancestor	<i>Rokugan Ancestor Feat</i> You have an additional +1 dodge bonus to AC when fighting defensively and an additional +2 dodge bonus to AC when performing a total defense.
Pure Kitsu Blood	MoR 10	Shugenja level 1+	All spells with the [Ancestor] descriptor are considered part of your elemental focus.
Ratling Ally	RO 53	Crab Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +4 competence bonus on CHA-based checks and social interactions with Nezumi. At 5 th level, you gain a Nezumi cohort as if you possessed the Leadership feat. If you do have the Leadership feat, this feat adds 2 to your leadership score, however all followers you attain will be Nezumi.
Resist Taint	OA 65	Crab Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +4 on Fortitude saves to resist gaining taint.
Scholar of Nature	OA 65	Phoenix Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +2 on Alchemy checks. +2 on Heal checks.
Sea Legs {3}	OA 65	Crab Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +2 on Balance checks. +2 on Profession(sailor) checks.
Silver Tongue {1}	OA 65	Dragon Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +2 on Bluff checks. +2 on Diplomacy checks.
Soul of Honor	OA 66	Unicorn Clan Ancestor	<i>Rokugan Ancestor Feat.</i> You may take a free action to check if any action or item could adversely affect your honor or alignment.
Soul of Loyalty	OA 66	Dragon Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +2 on Will saves against compulsion effects.

Rokugan Feats (Part 10 of 10)

Starting Character Only Feats (Part 3 of 3)

Feat Name		Prerequisites	Description
Soul of Sincerity	OA 66	Scorpion Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +4 on Sense Motive checks. -2 on Bluff checks.
Spellcaster Support	OA 66	Phoenix Clan Ancestor	<i>Rokugan Ancestor Feat.</i> You can use the Aid Another action to add +2 to the DC of an allied shugenja's spell. To do this, make a Spellcraft check DC 10.
Spell Power	OA 66	Crab Clan Ancestor	<i>Rokugan Ancestor Feat.</i> Three times a day, when casting a spell you may use this feat to add +1 to that spell's DC.
Spirited	RO 54	Lion Clan Ancestor	<i>Rokugan Ancestor Feat</i> +1 morale bonus on fear saves. +2 damage on melee attacks against foes larger than yourself.
Steady Soul	RO 54	Monk, Inkyo, or Shugenja	<i>Rokugan Ancestor Feat.</i> You may take levels in Shugenja after taking levels as a Monk or Inkyo (but not any other classes). Normally, you would be barred from taking Shugenja levels after taking a level in any class.
Strength of Character	OA 66	Unicorn Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +1 hit point. +2 on Fortitude saves.
Strength of the Crab	OA 66	Crab Clan Ancestor	<i>Rokugan Ancestor Feat.</i> When fighting side-by-side with at least one other Crab character, you gain +1 morale bonus to attack and to save versus fear.
Subtle Manipulator	RO 55	Scorpion Clan Ancestor	<i>Rokugan Ancestor Feat</i> +3 on Hide. +3 on Bluff. -2 on Diplomacy.
Travel Magic	MoR 10	WIS 15+	Your maximum range and weight allowances for your spells with the [Teleportation] descriptor are doubled. Your base speed is increased by 5 feet.
Warrior Instinct	OA 66	Lion Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +2 on Initiative checks. +2 on Spot checks.
Warrior Shugenja	OA 66	Dragon Clan Ancestor	<i>Rokugan Ancestor Feat.</i> +1 on Fortitude saves. +2 on Concentration checks while casting defensively.

Shadow Chasers Feats

General Feats

Feat Name		Prerequisites	Description
Extra Action Points	DU091 (ph 40)		You get 1d4+1 extra action points.
Quickness	SW 96 SW2 114 DU090 (ph 44) DU091 (ph 43)		<i>You can take this feat multiple times.</i> +3 vitality points.
Surgery {1}	DU091 (ph 40)	Treat Injury skill 4+	You can use a Treat Injury check to heal wound points. You can't take 20 and you can't do this during combat. A character is fatigued for a number of hours equal to the wounds restored. Wounds restored depends on the check value: 5-9=2, 10-14=4, 15-20=6, 20-24=8, 25+=10.

Skill Feats

Feat Name		Prerequisites	Description
Awareness {2}	DU091 (ph 40)		+2 on Spot when trying to notice denizens of Shadow. Your memory of Shadow-related events does not fade as it does for normal people.

Proficiency Feats

Feat Name		Prerequisites	Description
Weapon Proficiency (Group)	DU091 (ph 40)		<i>Instead of the D&D set of weapon groups, they are: Archaic, Heavy, Pistol, and Rifle. Note that in this setting, each weapon is handled as a separate proficiency; you do not get proficient with a whole group. See DU091-polyhedron page 40 for details.</i>

Sovereign Stone Feats (Part 1 of 2)

General Feats

Feat Name	Prerequisites	Description
Second Wind {2} CM 16		Once per hour, as a full round action, you may remove 1d6 + your CON modifier points of subdual damage.

Save Feats

Feat Name	Prerequisites	Description
Duel-Elemental Tolerance CM 13	Elemental Tolerance*2	<i>You must have Elemental Tolerance for two adjacent elements. You may take this feat multiple times, each for a different element pair.</i> Choose an adjacent pair of elements. +2 resistance bonus to save versus spells and spell-like effects from dual-element magic using that pair of elements.
Elemental Tolerance CM 13		<i>You may take this feat multiple times, each for a different element. Choose an element. +2 resistance bonus to save versus spells from that element.</i>

This game mechanic uses a Casting Threshold (CT) to cast spells. These feats are usable only with that system. Also, all other metamagic feats are available, but each +1 level to the spell is instead treated as +15 to the CT.

Spellcaster Feats

Feat Name	Prerequisites	Description
Spell Focus {2} CM 16		<i>You can take this feat multiple times (each with a different element). Choose an element. +2 on DC for others to save versus your spells from a given element.</i>
Spell Mastery {2} CM 16	Elemental or void mage	<i>You can take this feat multiple times, each for a different spell. Choose a spell known at Intimate Knowledge with CT of 10 + your level + INT modifier or less. You may cast this spell as a standard action without using a Spellcasting roll. You still roll a Fortitude save for this round.</i>
Spell Specialization {2} CM 17	Elemental or void mage	<i>You can take this feat multiple times, each for a different spell. Choose a spell known at Intimate Knowledge. You cast this spell as if you were 2 levels higher.</i>

Metamagic Feats (Part 1 of 2)

Feat Name	Prerequisites	Description
Cabalistic Spellcasting SSS 60 CM 11	Shared Spellcasting Cooperative Spellcasting Spellcaster level 15+	This feat works as with Cooperative Spellcasting, except you may cast a spell with up to 9 other spellcasters with Cooperative Spellcasting -or- up to 3 others who do not.
Chain Spell {3} CM 11		Increases spell CT by 45. You can “chain” any spell that is a ray or cone effect. If it was a cone, it is now treated as a ray. If the primary target is hit, then a number of additional targets up to the caster’s level may be specified that are within 30 feet of the primary target (for a total of caster level +1 targets). Each additional target takes half damage (if the spell does damage) or receives +4 to any applicable save. You may choose the same target for multiple “chain” choices. If you do this, the target is never affected by the spell more than once; you simply get more chances to hit that secondary target.
Cooperative Spellcasting SSS 60 CM 11	Shared Spellcasting Spellcaster level 10+	As with Shared Spellcasting except you may cooperatively cast a spell with up to 4 other spellcasters with Cooperative Spellcasting -or- up to 1 other that does not.
Empower Spell {2} CM 13		Increases spell CT by 30. All variable numeric effects of a spell are multiplied by 1.5. Cumulative with Maximize Spell {2}.
Enlarge Spell {2} CM 15		Increases spell CT by 15. Doubles the range of the spell. Area of effect spells that have the area depend on range (such as cone of cold) are extended.
Extend Spell {2} CM 15		Increases spell CT by 15. Doubles the duration of the spell.
Maximize Spell {2} CM 15		Increases spell CT by 45. Maximizes all variable numeric effects of a spell. Cumulative with Empower Spell {2}.
Quicken Spell {2} CM 15		You may choose to get +5 to your Spellcasting bonus for one spell. You automatically fail your Fortitude save each round and suffer 1d4 subdual damage each round (1d4 real damage for Void spells).

Sovereign Stone Feats (Part 2 of 2)

Metamagic Feats (Part 2 of 2)

Feat Name	Prerequisites	Description
Shared Spellcasting	SSS 63 CM 16	Spellcaster level 5+
Silent Spell {2}	CM 16	Increases spell CT by 15. The spell no longer has a verbal component.
Still Spell {2}	CM 16	Increases spell CT by 15. The spell no longer has a somatic component (so no armor check is needed).

Item Creation Feats

Feat Name	Prerequisites	Description
Brew Potion {2}	CM 10	Spellcaster (3+)
Craft Magic Arms & Armor {2}	CM 12	Spellcaster (5+)
Craft Rod {2}	CM 12	Spellcaster (9+)
Craft Staff {2}	CM 12	Spellcaster (12+)
Craft Wand {2}	CM 13	Spellcaster (5+)
Craft Wondrous Item {2}	CM 13	Spellcaster (3+)
Forge Ring {2}	CM 15	Spellcaster (12+)
Scribe Scroll {2}	CM 15	Spellcaster (1+)

Starting Feats

Feat Name	Prerequisites	Description
Magical Attunement	CM 15	WIS 13+
Spell Talent	CM 17	INT 13+ Non-mage class

Spelljammer Feats

Item Creation Feats

Feat Name	Prerequisites	Description
Craft Spelljammer Helm	DU092 (ph 30)	Spellcaster (12+) Craft Wondrous Item

Spelljammer Feats

Feat Name	Prerequisites	Description
Spelljammer Helm Operation	DU092 (ph 30)	
Spelljammer Specialization	DU092 (ph 30)	Spelljammer Helm Operation Pilot skill 6+

Spycraft Feats (Part 1 of 4)

General Feats

Feat Name	Prerequisites	Description
Fortunate {2} SPY 92		<i>This feat may be taken up to three times.</i> You begin each game session with a bonus d4 action die. It is a d4 even if you normally roll a different action die type.
Handler {1} SPY 92	Undermine	At the start of each mission you may invest action dice to have a mole in the enemy organization that you turned with blackmail or bribery. You can invest in up to your CHA modifier in separate moles. The station of the mole is: specialist (1 die), minion (4 dice), operative (10 dice), henchman (15 dice), control (20 dice). Once per session you can contact your mole. This takes 24 hours unless you meet at the mole's home or work, or spend an action die (in which case it takes 1 hour). See SPY 92 for details on getting the mole to act for you.
Play the Odds SPY 94		+3 on your roll for a house gambling game. If a game is completely new, you need only play one round to get the feel for it. After that you play without penalties. You roll two dice when using an action die to influence house games.
Quick Healer SPY 70	CON 13+	When recovering vitality and wound points as a result of natural healing, you recover at twice the normal rate.
Toughness {2} SPY 71		<i>This feat can be taken multiple times.</i> You gain +2 wound points or +4 vitality points.

Social Feats

Feat Name	Prerequisites	Description
Political Favors SPY 94	Level 3+	+1 on CHA skills targeting politicians and on attempts to influence government intervention. Once per session you may make a phone call to shrug off one non-capital criminal charge or to gain legitimate access to a secure (but not secret) government facility.
Private Identity SPY 94		<i>This feat may be taken multiple times.</i> You have a hidden identity that even the agency isn't aware of.
Safe House SPY 94		You have a safe house in every major city. Once per session, if you are in a major city, you may make use of it. The safe house has minimum furnishings.

Proficiency Feats

Feat Name	Prerequisites	Description
Armor Proficiency (Group) SPY 68		<i>This feat can be taken multiple times, each for a different type of armor.</i> Choose one type of armor: Light, Medium, or Heavy. You do not suffer non-proficiency penalties when wearing that armor type.
Weapon Proficiency (Group) SPY 71		<i>This feat can be taken multiple times, each for a different type of weapon.</i> Choose one type of weapon: Hurling, Handgun, Melee, Rifle, or Tactical. You do not suffer non-proficiency penalties when wearing that weapon type.

Spycraft Feats (Part 2 of 4)

Vehicle Feats

Feat Name		Prerequisites	Description
...A Gun in the Other	SPY 81	Daredevil class ability Ride Shotgun Drive By {1} One Hand on the Wheel... +6 Base Attack	You suffer no penalty (instead of -6) when shooting from a vehicle as the driver.
Circus Stunt	SPY 82	Daredevil class ability Acrobatic {3}	You may add half of your Boating, Driver, or Pilot skill to any attempt to jump from one moving vehicle to another. You may reduce the damage you take from deliberately jumping from a moving vehicle by 1 point per die (to a minimum 1 point per die).
Demolition Derby	SPY 82	Familiarity class ability DEX 13+ Baby It Hold Together Baby! Firm Hand Oversteer	You know how to use your vehicle's crumple zones and structure to soak up damage without losing performance. Your vehicle gains +2 hardness against combat damage. Reduce crash and impact damage by 1 point per die (to a minimum of 1 point per die).
Extra Familiarity	SPY 82	Familiarity class ability INT 13+	You gain a second category of familiar vehicles. This category can contain up to your INT bonus vehicles. Vehicles in this category receive half your familiarity bonus. When you become familiar with a new vehicle, it goes in your main category and (if full) one drops into this category, where (if full) one vehicle is simply dropped.
Hold Together Baby!	SPY 83	Familiarity class ability Baby It	When a vehicle you are driving is reduced to 0 or fewer wounds, it continues to operate as if the vehicle were crippled. Each time it is damaged after that, make a crash check with a cumulative +5 modifier. Failure means the vehicle becomes disabled and crashes.
Jackrabbit Start	SPY 83	Speed Demon {1} Defensive Driving Boating skill 1+ Driving skill 1+ Pilot skill 1+	<i>This feat may be taken up to two times.</i> At the start of a chase, you may roll an additional d6 for the Initial Lead and keep the best two.
Lock It Down	SPY 83	Elbow grease class ability	You can jury rig repairs to compensate for a vehicle critical hit by spending four half actions. The DC is 8 times the number of criticals the vehicles has had.
One Hand on the Wheel...	SPY 84	Daredevil class ability	You suffer only a -2 penalty (instead of -4) on maneuver checks if you choose to take a partial action while driving. You still cannot take a full action.
Test Lap	SPY 84	WIS 13+ Familiarity class ability	You can become partially familiar (half your familiarity bonus) with a vehicle after 2 uninterrupted hours with it. Full familiarity does not occur until the normal 20 – WIS bonus days.

Spycraft Feats (Part 3 of 4)

Combat Feats

Feat Name		Prerequisites	Description
Diving Shot	SPY 75	DEX 13+ Point Blank Shot Dodge Mobility {2} Sidestep Shot on the Run {2} +6 Base Attack	You may move up to your speed during your attack action when you take a single half-action ranged attack during this move. The attack can happen at any point during the move. If you move at least 5 feet during your action, you get +2 AC until the start of your next action.
Double Blow	SPY 73	DEX 13+ Weapon Finesse Flashing Weapon Quick Draw {2} Snake Strike +12 Base Attack	You can make two melee attacks for each melee attack you would take. If you do so, all your attacks this round are at -5. This does not stack with Flashing Weapon.
Lightning Draw	SPY 76	Quick Draw {2} +6 Base Attack	When you draw a ranged weapon on an opponent you are not currently engaged in combat with, you receive a free feint attempt against that opponent.
Mobility {2}	SPY 70	DEX 13+	You may move away from adjacent opponents in the middle of combat (normally you are limited to one 5-foot step in this case). You may move up to twice your speed while taking the total defense action.
Quick Draw {2}	SPY 70	DEX 13+ +1 Base Attack	You can draw and ready a weapon as a free action (instead of a half action). This does not include reloading the weapon, but it does include disabling a safety or activating a power source. You may draw up to two weapons this way, or draw one and holster it each round.
Shot on the Run {2}	SPY 77	DEX 13+ Point Blank Shot Mobility {2} Sidestep	You may move up to your speed during your attack action when you take a single half-action ranged attack during this move. The attack can happen at any point during the move.
Snake Strike	SPY 74	DEX 13+ Quick Draw {2} Weapon Finesse Flashing Weapon +6 Base Attack	When you draw a melee weapon to attack an opponent you are not currently engaged with, you may make a feint attempt against that opponent as a free action.
Swift Strike	SPY 74	DEX 13+ Mobility {2} Sidestep +4 Base Attack	When you draw a melee weapon to attack an opponent you are not currently engaged with, you may make a feint attempt against that opponent as a free action.
Whirlwind Attack {2}	SPY 75	INT 13+ DEX 13+ Expertise Mobility {2} Sidestep Swift Strike +4 Base Attack	When taking a full attack action, you can attack all opponents within 5 feet at your full attack bonus.

Spycraft Feats (Part 4 of 4)

Budget and Equipment Feats

Feat Name		Prerequisites	Description
Extra Budget	SPY 86		<i>This feat may be taken up to four times.</i> You gain +5 budget points for gearing up each mission.
Extra R&D Support	SPY 86		<i>This feat may be taken up to four times.</i> You gain +2 gadget points for gearing up each mission.
Filthy Rich	SPY 91		You have a considerable personal fortune. You have +\$1,000 for field expenses each mission. You gain \$100 (instead of \$10) for every XP you spend for emergency expenses and you can spend up to 1000 XP times your level (instead of 500 XP).
Five Star Service	SPY 91	Filthy Rich	You have a standing account with the world's foremost hotels, casinos, airlines, and other accommodations. You are never refused at the door and may use their services without spending budget or personal cash, although you do have to pay after the mission. Your credit is \$50,000 plus \$5,000 times your CHA modifier. You can increase this limit by making a Bluff check against the financial director. You get +\$5,000 in credit for every point you beat their roll by. A critical success adds an extra \$50,000 and a critical failure cuts your original number in half. At lesser establishments, your credit limit and modifiers are only one-tenth of the above numbers.
Old Debts	SPY 94	Backup class ability	Once per mission you can pressure a backup NPC to support you like an ally (instead of just being helpful).
Personal Staff	SPY 94	Filthy Rich	You gain a number of non-combat minions equal to 2+your CHA modifier.
Signature Gadget or Vehicle	SPY 87		<i>This feat may be taken up to three times.</i> You gain one gadget as a permanent personal item. You have up to 3 gadget points to spend on this gadget (unspent points are lost). If you take this feat more than once, each time you take it you can exchange your old gadget and make the full 3 points for that gadget available for your new gadget choice. If the gadget is stolen or lost, you gain as Stolen Object background for free. If the gadget is destroyed, you get +2 gadget points (per time you took this feat) per mission in the future (until you take this feat again).
Signature Gear	SPY 86		<i>This feat may be taken up to four times.</i> You gain one piece of gear as a permanent personal item. You have up to 8 budget points to spend on this gear (unspent points are lost). If you take this feat more than once, each time you take it you can exchange your old gear and make the full 8 points for that gear available for your new gear choice. If the gear is stolen or lost, you gain as Stolen Object background for free. If the gear is destroyed, you get +2 budget points (per time you took this feat) per mission in the future (until you take this feat again).

Star Wars Feats (Part 1 of 6)

General Feats

Feat Name	Prerequisites	Description
Quickness SW 96 SW2 114 DU090 (ph 44) DU091 (ph 43)		<i>You can take this feat multiple times.</i> +3 vitality points.
Stamina SW2 115	CON 13+	You recover vitality points twice as fast as normal. Normally this is 1 per hour.
Surgery {2} SW2 116	Treat Injury skill 4+	You can use a Treat Injury check to heal wound points. You can't take 10 or take 20 and you can't do this during combat. A character is fatigued for a number of hours equal to the wounds restored. Wounds restored depends on the check value: 5-9=1, 10-14=2, 15-19=3, 20-24=4, 25-29=5, 30-34=6, 35+=7.

Proficiency Feats

Feat Name	Prerequisites	Description
Armor Proficiency (Light) SW 93 SW2 106		When you wear armor you are not proficient in, you get the armor check penalty applied to all skill checks that involve movement and on attack rolls. If you are proficient, you only take this penalty on skills like Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble.
Armor Proficiency (Medium) SW 93 SW2 106	Armor (Light)	
Armor Proficiency (Heavy) SW 93 SW2 106	Armor (Light) Armor (Medium)	
Armor Proficiency (Powered) SW2 106	Armor (Light) Armor (Medium)	
Weapon Proficiency (Group) SW 98		<i>Instead of the D&D set of weapon groups, they are: Blaster Pistol, Blaster Rifle, Heavy Weapon, Primitive Weapon, Simple Weapon, Slugthrower, Vehicle Weapon, and Vibro Weapon. The Exotic Weapon Proficiency feat works as normal</i>

Combat Feats

Feat Name	Prerequisites	Description
Rapid Gunner SG 32	Starship familiarity –or– Gunner familiarity	<i>Familiarity comes from the Starfighter Ace, Blockade Runner, and Master Gunner prestige classes.</i> You may make a single maneuver prior to making a full round attack. Normally, no maneuvers are allowed.

Force Feats (Part 1 of 6)

Feat Name	Prerequisites	Description
Absorb Energy NJO 51	Force-Sensitive Control Dissipate Energy Force level 6+	Whenever you successfully use Dissipate Energy to resist energy damage, you may make a second Fortitude save with a DC equal to the damage that would have been dealt. If you make this save, you gain 1 vitality for every 2 damage that would have been dealt. These bonus vitality points are lost after 5 + CON modifier rounds. If you fail the save by 10 or more, your Dissipate Energy is considered to have failed.
Alter SW 99 SW2 105	Force-Sensitive Force level 1+	Alter based skills are now in class skills for you. You may use Affect Mind, Drain Energy, Force Grip, Force Lightning, Force Strike, Heal Another, Illusion, and Move Object skills. You gain access to the Force Light skill (POJ 12). You gain access to the Drain Energy skill (DS 14). If you also have the Control feat, you gain access to the Plant Surge skill (POJ 14) <i>{The first edition also granted the following "Telekinesis ability: You make move small objects (up to 1 kg) up to 1 meter through use of the Force with an INT check DC 15. The object must be one within 2 meters of you that you can see." It did not include access to Drain Energy, Force Lightning, Force Strike, and Illusion.}</i>
Attuned SW2 106	Force-Sensitive Control Force level 1	+2 on Enhance Ability and Heal Self checks.
Aware SW2 106	Force-Sensitive Sense Force level 1	+2 on Enhance Senses and See Force checks.

Star Wars Feats (Part 2 of 6)

Force Feats (Part 2 of 6)

Feat Name	Prerequisites	Description
Battle Meditation POJ 15	WIS 13+ Force-Sensitive Alter Force level 1 Less than 3 dark side pts	As a full round action costing 2 vitality, you can activate this feat. Maintaining this feat takes a full round action costing 1 vitality each round. All allies within 10 meters receive a +1 force bonus on attack roles and a +1 morale bonus on saves against dark side powers. You gain access to the Battle Influence, Inspire, and Sever Force skills (POJ 12-13).
Beast Language POJ 15	CHA 11+ Force-Sensitive Sense Force level 1 Handle Animal skill 4+	As an attack action costing 2 vitality, you can choose one predator, scavenger, vermin, or herd animal to communicate with for up to one hour. You use your Handle Animal skill like you would use Bluff, Diplomacy, Intimidate, Gather Information, or Sense Motive.
Burst of Speed SW 99 SW2 106	Force-Sensitive Control Force level 3+	As a full round action costing 5 vitality, you may increase your base speed by 10 times and your jump distance by 5 times for one round.
Compassion SW2 107	Force-Sensitive Alter Force level 1	+2 on Empathy and Heal Another checks.
Control SW 99 SW2 107	Force-Sensitive Force level 1+	Control-based skills are now in class skills for you. You may use Battlemind, Force Defense, Force Stealth, and Heal Self skills. <i>Force Trance ability:</i> As a full round action, you may enter a trance where your heart rate and breathing slow so you appear to be dead and use only 10% of normal air required. You stay this way for a specified time or until a certain stimulus of your choice and are not conscious during this time. This can last up to 1 week before needing to drink in a dry climate, 1 month in a wet climate, and if you have water supplied by some means you can last 3 months before starving. It takes a full round action to come out of the trance. <i>Prolong Force ability:</i> You can power force abilities using wound points if you run out of vitality, where each wound point provides the equivalent of 2 vitality points. <i>{The first edition did not have the Prolong Force ability. }</i>
Cure Disease POJ 15	Force-Sensitive Alter Control Force level 1 Less than 2 dark side pts	By spending one hour and 5 vitality, you can attempt to cure a disease on yourself or another. At the end of the time, make a Heal Another or Heal Self check (as appropriate) with DC 10 + the disease's save DC. By spending 20 hours and 100 vitality, you can take 20 on the skill check.
Cure Poison POJ 15	Force-Sensitive Alter Control Force level 1 Less than 2 dark side pts	By spending one hour and 5 vitality, you can attempt to cure a poison on yourself or another. At the end of the time, make a Heal Another or Heal Self check (as appropriate) with DC 10 + the poison's save DC. By spending 20 hours and 100 vitality, you can take 20 on the skill check.
Deflect Blasters SW 99	DEX 13+ Force-Sensitive Sense Exotic Weapon(lightsaber) Force level 4+ +4 Base Attack	Note: This feat was removed in the second edition. When you would be hit by a blaster shot while you are holding a lightsaber, you may make a Reflex save against the attack roll (or DC 20, whichever is higher). If the hit was a critical hit, the DC is +10. You must be aware of the shot and not be flat-footed. If you succeed by 5 or more, you can deflect the shot at a target within one range increment. If you do, roll an attack as if you were attacking with the lightsaber at -4.
Dissipate Energy SW 100 SW2 107	Force-Sensitive Control Force level 4+	You can resist energy damage from a weapon or the environment. To do so, make a Fortitude save of DC = the amount of damage. A critical hit counts as double its damage. If you succeed, the damage is ignored and you instead gain 1 vitality for every 2 damage you would have taken. <i>{The first edition required only Force level 3+. The save was 10 + the amount of damage (-5 on DC if you readied this action), you did not gain vitality, and you lost 4 vitality with each use.}</i>
Drain Force DS 17	Force-Sensitive Alter Control Sith Sorcery Force level 6+ 6+ Dark Side points	Once per week, you may absorb force energy from a target within 10 meters. The target gets a Fortitude save DC 20. If they fail, the target loses one force point and you gain one (if they had one to lose). You gain 1 Dark Side point.

Star Wars Feats (Part 3 of 6)

Force Feats (Part 3 of 6)

Feat Name		Prerequisites	Description
Focus	SW2 108	Force-Sensitive Alter Control Force level 1+	+2 on Force Stealth and Force Strike checks.
Force Dodge	SG 33 POJ 15	Force-Sensitive Control Force level 7+ Starship Operation skill 1+	+2 dodge bonus to Defense when piloting a starfighter or space transport you are skilled at piloting. <i>{The SG version only allowed starfighters.}</i>
Force Flight	SW2 108	Force-Sensitive Alter Force level 7+ Move Object skill 6+	As a standard action, make a Move Object check (you can take 10 but cannot take 20). On a roll of 19 or less, you can move yourself 10 meters, on 20-24 you can move yourself 15 meters, on 25 or more you can move yourself 20meters. This costs 4 vitality points.
Force Lightning	SW 100	Force-Sensitive Alter Force level 7+	Note: This feat was not included in second edition. As an attack action, you may strike with 4d6 Force lightning at a target with 10 meters. This costs 4 vitality and gives you a Dark Side point. The target gets a Reflex save DC 15 (DC 20 if you are 13+ level, DC 25 if you are 19+ level) to take half damage.
Force Mastery	SW 100 SW2 108	WIS 15+ Force-Sensitive Force level 7+	Once per round, you may perform a Force action that normally requires an attack action as a free action. The Force action's vitality cost is doubled (or is 1 point if it was zero).
Force Mind	SW 100 SW2 108	WIS 15+ Force-Sensitive Sense Force level 3+	As a full round action, you may grant a +2 force bonus to one ability of your choice to any number of nearby allies of your choice (but not yourself) for your force user level in rounds. This costs you 2+number of people vitality points. You gain access to the Control Mind skill (DS 13). If you also have the Alter feat, you gain access to the Malacia skill (POJ 13)
Force Pilot	SG 33 POJ 15	Force-Sensitive Alter	When spending a Force Point, any Pilot and starship combat checks you make that round gain an additional 2d6.
Force-Sensitive	SW 94 SW2 109		This feat allows access to other force feats. You gain one force point when you take this feat. There is no limit to the number of force points you may have (normally limited to 5). You may avoid being surprised by making a WIS check DC 20. You have access to the Empathy, Enhance Ability, and Friendship skills.
Force Speed	SW2 109	Force-Sensitive Control Burst of Speed Force level 7+	Your base speed becomes 20 times normal and your jump distance is multiplied by 10 for one round. This is a full round action that costs 8 vitality points.
Force Shot	SWG09 (p92)	Force-Sensitive Sense Point Blank Shot Precise Shot +3 Base Attack	+2 force bonus on ranged attack rolls against a target with cover or concealment. When making a ranged attack against a concealed opponent, the miss chance is reduced by one half (for example, from 50% to 25%).
Force Whirlwind	SW 100 SW2 110	INT 13+ Force-Sensitive Alter Move Object skill 5+ Force level 6+	As a full round action costing 6 vitality and requiring a Move Object skill check DC 20, you may create a whirlwind within 50 meters of you that affects a 4 meter radius that gives -4 to attack, skill, and ability checks and deals 3d4 damage per round (Reflex save DC 20 for half damage) for 3 rounds. <i>{The first edition offered two use modes. One as an attack action costing 2 vitality that just gave the -4 bonus but affected a 10 meter radius. The other was a full round action causing 3d6 damage within 2 meter radius for 5 rounds.}</i>
Guided Attack	SWG09 (p92)	Force Sensitive Sense Force level 1+	If you do nothing except study an opponent for two rounds during combat, reduce their DEX bonus to Defense by one half (round up) for the duration of combat.
Guiding Spirit	POJ 15	Force Sensitive Sense Force level 1+ Less than 5 dark side pts	You have the ability to call upon a force spirit once per day for help by spending a force point. It can provide advice and use non-physical force powers. It will not come if you have 5 or more dark side points or if you are acting out of anger or hatred.
Hatred	DS 18	Force-Sensitive Alter 2+ Dark Side points	As an attack action costing 4 vitality, you may project hatred in a 10 meter radius. Those in the area receive -2 to attack, skill checks, and ability checks for one round. They also take 2d6 damage (half damage if they make a Fortitude save DC 15 + your CHA modifier). You gain 1 Dark Side point. Once activated, you may spend a move action each round you want to maintain it. This costs 4 vitality per round, does additional damage, and holds the negative effects. This does not give you additional Dark Side points.

Star Wars Feats (Part 4 of 6)

Force Feats (Part 4 of 6)

Feat Name		Prerequisites	Description
High Force Mastery	SW 100 SW2 110	WIS 17+ Force-Sensitive Force Mastery Force level 11+	Once per round, you may accomplish a full round Force action as an attack action. The vitality cost of the action is doubled (cost is 1 for a zero cost action). This does not stack with Force Mastery. <i>{The first edition required Force level 13+.}</i>
Improved Force Mind	SW2 111	WIS 15+ Force-Sensitive Sense Force level 5+	As a full round action, you may grant a +4 force bonus to one ability of your choice to any number of nearby allies of your choice (but not yourself) for your force user level in rounds. This costs you 8+number of people vitality points.
Knight Defense	SW 100 SW2 111	DEX 13+ Force-Sensitive Control Exotic Weapon(lightsaber) Lightsaber Defense Jedi level 7+	When wielding a lightsaber, you get a +2 dodge bonus to Defense. <i>{First edition also required +3 Base Attack.}</i>
Knight Mind	SW 101 SW2 112	WIS 15+ Force-Sensitive Sense Force Mind Jedi level 7+	As a full round action, you may grant a +6 force bonus to one ability of your choice to any number of nearby allies of your choice (but not yourself) for 5 rounds. This costs you 12+number of people vitality points. <i>{The first edition version gave a +4 bonus at a base cost of 4.}</i>
Knight Speed	SW 101 SW2 112	Force-Sensitive Control Burst of Speed Jedi level 7+	As a full round action costing 8 vitality, you may increase your base speed by 20 times and your jump distance by 10 times for one round. <i>{The first edition version required DEX 13+.}</i>
Lightsaber Defense	SW 101 SW2 112	DEX 13+ Force-Sensitive Control Exotic Weapon(lightsaber) Force level 3+	When wielding a lightsaber, you get a +2 dodge bonus to Defense. <i>{The first edition version required +3 Base Attack.}</i>
Link	SW2 112	Force-Sensitive Sense Force level 1+	+2 on Farseeing and Telepathy checks.
Malevolent	SW2 112	Force-Sensitive Alter Sense Force level 1+	+2 on Fear and Force Grip checks.
Marichra	POJ 16	Force Sensitive Alter Control Force level 9+ Heal Self skill 9+ Heal Another skill 9+ Less than 3 dark side pts	As a full round action costing 16 vitality, you may use this feat on a person within 10 meters of you. The target saves with DC 15 if you are force level 9-10, DC 20 if you are force level 11-16, or DC 25 if you are force level 17+. The target may also spend a force point to automatically save. If the target makes the save, then they are exhausted for the remainder of this encounter and then they are fatigued until they rest for 8 hours. If the target fails the save, they fall into a force trance until either wounded or targeted by a force feat or skill. There is no fixed duration. The target is subject to starvation and dehydration as per the Force Trance feat. If the target dies, you get 1 dark side point. If the target fails the save by 10 or more, they die immediately and you gain 1 dark side point. You can use this feat on yourself. If you do so, you do specify a duration and you do not suffer from starvation or dehydration for your WIS months.
Master Defense	SW 101 SW2 112	DEX 13+ Force-Sensitive Control Exotic Weapon(lightsaber) Lightsaber Defense Jedi level 11+	When wielding a lightsaber, you get a +2 dodge bonus to Defense. <i>{The first edition required Jedi level 13+ and +3 Base Attack.}</i>
Master Mind	SW 101 SW2 113	WIS 15+ Force-Sensitive Sense Force Mind Jedi level 11+	As a full round action, you may grant a +8 force bonus to one ability of your choice to any number of nearby allies of your choice (but not yourself) for 5 rounds. This costs you 16+the number of people vitality points. <i>{The first edition version required Jedi level 13+ and granted +6 at a base cost of 6 and incremental cost of 2.}</i>
Master Speed	SW 101 SW2 113	DEX 13+ Force-Sensitive Control Burst of Speed Jedi level 11+	As a full round action costing 12 vitality, you may increase your base speed by 30 times and your jump distance by 15 times for one round. <i>{The first edition version required Jedi level 13+ and cost 10 vitality.}</i>

Star Wars Feats (Part 5 of 6)

Force Feats (Part 5 of 6)

Feat Name		Prerequisites	Description
Mettle	SW2 113	Force-Sensitive Control Force level 1+	+2 on Battlemind and Force Defense checks.
Mind Trick	SW2 113	Force-Sensitive Alter Force level 1+	+2 on Affect Mind and Illusion checks.
Nature Affinity	CCW 45	WIS 15+ Force-Sensitive Sense	As a standard action, make a Wisdom check DC 15 to get a general sense of the environment's well being (like "harmonious", "threatened", or "dying"). After spending time in an area, once per hour you can meditate for one minute and make a Wisdom check DC 10 to detect the kinds of plants and animals within a 200 meter radius. Creatures that don't want to be found can oppose your check with a Hide check.
Prolong Force	SW 101	CON 13+ Force-Sensitive Control Force level 3+	When you run out of vitality points, you may power your Force powers using wound points. You lose 1 wound for every 2 vitality you would lose this way.
Psychometry	POJ 16	WIS 15+ Force Sensitive	As a full round action while holding an object, you may make a Sense Motive check with DC 10 if it was frequently used, DC 15 if it was infrequently used, DC 20 if multiple people used it, and DC 25 if it was just handled once. If you succeed, you can see, hear, and feel a past event where that person contacted the object. Note that participating in an act that got the person a dark side point gives you a dark side point.
Rage	SW2 114 DS 18	Force-Sensitive Control 2+ Dark Side points	You may go into a rage. You gain +4 STR, +2 vitality per Force user level, +2 on Fortitude and Will saves, and a -2 on Defense. While raging, you cannot use skills or feats that require concentration or patience. This lasts for 5 + your CON modifier in rounds. When it ends, you lose all bonuses (including the 2 vitality per level) and then you lose 1d4 additional vitality for each round you raged. This feat is not cumulative with other rage abilities. You gain 1 Dark Side point.
Sense	SW 101 SW2 114	Force-Sensitive Force level 1+	You can sense unseen situations, powerful emanations of the dark side. The GM decides when. You have access to the Enhance Senses, Farseeing, Fear, See Force, and Telepathy skills. You gain access to the Drain Knowledge skill (DS 15).
Sith Sorcery	DS 18	Force-Sensitive Sense Force level 3+ 6+ Dark Side points	As a move action costing 4 vitality, you may channel a dead Sith lord, granting you a bonus to attack, save, and dark side skills for one minute. This bonus is +1 for every 3 force levels you have. When the effect ends, make a Will save DC 10 + the bonus granted. If you fail, you become possessed. You gain 1 Dark Side point. You gain access to the Alchemy and Transfer Essence skills (DS 13,16)
Sith Sword Defense	DS 18	DEX 13+ Force-Sensitive Control Sith * level 3+ Exotic Weapon Prof (Sith Sword)	<i>This is open to Sith Acolyte, Sith Warrior, and Sith Lord.</i> +2 dodge bonus to Defense while wielding a Sith sword.
Sith Sword Expert Defense	DS 18	DEX 13+ Force-Sensitive Control Sith Sword Defense Sith * level 5+ Exotic Weapon Prof (Sith Sword) +5 Base Attack	An additional +2 dodge bonus to Defense while wielding a Sith sword.
Sith Sword Mastery	DS 19	DEX 13+ Force-Sensitive Control Sith Sword Defense Sith * level 8+ Exotic Weapon Prof (Sith Sword) +8 Base Attack	An additional +2 dodge bonus to Defense while wielding a Sith sword.

Star Wars Feats (Part 6 of 6)

Force Feats (Part 6 of 6)

Feat Name	Prerequisites	Description
Summon Storm ^{DS 19}	Force-Sensitive Alter Force level 6+	As a full round action costing 5 vitality, you may summon a storm for 10 minutes. You can maintain the storm as a free action by losing 5 vitality every 10 minutes. The storm is of your Force level time 100 meters in radius (you can shrink it to half that if desired). It will rain, offering 90% concealment, blowing hard enough to move up to a 1 kg object, grants -2 on attacks, skill checks, ability checks for those in the storm, and -2 for Pilot checks.
Throw Lightsaber ^{SW 101}	DEX 13+ Force-Sensitive Alter Exotic Weapon(lightsaber) Force level 3+ +4 Base Attack	You can throw your lightsaber without suffering the -4 penalty for an improvised weapon. The range increment is 4 meters.

Special Feats

Feat Name	Prerequisites	Description
Shapeshifter ^{SWG10 (p104)}	Clawdite species (or other natural skin changer)	In addition to modifying the shape, color, and texture of your skin, you can alter your hair and eyes in similar ways. You receive +8 on Disguise checks when using this ability. You do not suffer the normal -2 penalty for disguising yourself as another species (as long as it is humanoid). When you transform and each minute thereafter, you take 1d4 damage. A Fortitude save DC 12 halves this damage.

Theah (7th Sea) Feats (Part 1 of 9)

General Feats

Feat Name		Prerequisites	Description
Additional Oroï	IOG 87	Erego healer 2+	<i>This feat may be taken multiple times.</i> You can choose two additional Oroï to channel.
Armor Piercer	SA 128	Weapon Focus(Rapier) +4 Base Attack Muskateer level 1+	When attacking with a fencing blade, you may make a single attack as a full round action against an opponent wearing armor that restricts their DEX bonus to AC to 1 or less. If you do so, you ignore half of the non-magical bonus to AC granted by the armor.
Blessing	SA 129	Membership(Die Kreuzritter)	<i>You cannot take this feat if you have a sorcery or shamanism.</i> Each time damage is dealt to you, it is reduced by 1.
Castillian Education	SA 130	Castillian nationality INT 11+	<i>This feat can only be taken at first level.</i> You can speak all Thean languages. +1 skill point per level, that can only be spent on Knowledge skills.
Coven Member	SA 131	Witch level 1+	When with 30 feet of two other members of your coven that have this feat, you gain +2 on Manipulate Spell skill checks and +1 on the save DC of your spells. You can prepare spells from the grimoire of another member of your coven by making a Spellcraft check DC 15+spell level. When creating a magic item, other members of your coven may contribute toward the XP cost.
Defender of the Crown	SA 131	Muskateer level 1+	+4 competence bonus to save against fear. +2 competence bonus to save against fear granted to allies within 30 feet.
Extra Miracle Summoning	SAR 70	Faith Priest level 4+	<i>This feat may be taken multiple times.</i> You may summon an additional miracle each day.
Lethal Strike	SA 136	Improved Critical (Rapier) Muskateer level 1+	Your rapier's critical damage multiplier is increased by 1.
Master Swordsman	SA 137	CHA 13+ Top level in a sword school class	<i>Fighters may take this feat as one of their bonus feats.</i> You are able to train students to allow them to achieve sword school levels.
Membership – Club or Guild	SA 137		Choose a secret club or guild in Theah to become a member. There are no specific game mechanic advantages from this feat.
Membership – Secret Society	SA 137		Choose a secret society in Theah to become a member. These include: Die Kreuzritter, Explorer's Society, Invisible College, Los Vagos, Rilasciare, Rose and Cross, and Sophia's Daughters.
Nightblade	SA 138	Membership(Die Kreuzritter)	You can create or dismiss a shadow knife from a black spot on your hand as a free action. This knife acts just like a stiletto, but it leaves no visible wounds. It passes through non-living material, so armor is ignored, but you also cannot parry with it. If the blade is touched by sunlight, it vanishes and cannot be called back for one hour.
Old Name	SA 138	Vesten nationality	+5 circumstance bonus on social skill checks with Vesten.
Ship's Mascot	HVM 60	Loyal Companion Captain level 3+	<i>This feat may be taken multiple times with the same mascot, but a different ability is chosen each time.</i> Your loyal companion receives +10 skill points, +4 hit points, +4 training bonus to AC, +4 training bonus to saves, and one supernatural ability from the following list: 1) Fearsome= Cause Fear at 5 th level with DC 15; 2) Inspire= Detect Lie at 5 th level at will; 3) Aware= Detect Snares and Pits at 5 th level at will; 4) Tracker= Has Tracking feat; 5) Cute= +2 to your social rolls when present; 6) Skilled= +12 skill points
Sword of the Crown	SA 144	Defender of the Crown +8 Base Attack Muskateer level 1+	Once per day, for 5 rounds you get +2 to melee attack, +2 to melee damage, and +8 to save against fear.
Taramonde	IOG 84	WIS 13+ Craft(Drawing) 4+ Knowledge(Sange Tara faith) 4+	You can cast a special form of Glyph of Warding up to 1+WIS bonus times per day. This is the Bonmage glyph. You choose a specific species (if INT<6 or CR<2) or a specific individual, and you choose if the glyph will trap or repel. You set this on an area, building, or set of rooms that are within the area of effect of the spell. The target can leave but not enter the area (if repel), or it can enter but not leave the area (if trap), unless it makes a Will save DC 10 + caster level. If it fails the save, it cannot try again for 4 hours.
True Alchemist	SA 145	Membership(Invisible College)	Choose one ability. When you make skill checks (not attack or damage) using that ability, roll 2d20 and keep the higher one for the check.

Theah (7th Sea) Feats (Part 2 of 9)

Sorcery Feats

Feat Name		Prerequisites	Description
Alter Matter	IOG 74	Carl nationality El Fuego Mage 1+ Porte Mage 1+ Sorte Mage 1+ Zersterong Mage 1+	<i>Bloodline Feat. You can only have one Bloodline feat.</i> Choose one element (gold, wood, lead, glass). Once per week, you can change an inanimate object to that element as a standard action. You can change up to your level / 4 (round up) cubit feet.
Blood Rain	IOG 74	Carl nationality El Fuego Mage 1+ Porte Mage 1+ AND Sorte Mage 1+ or Zersterong Mage 1+	<i>Bloodline Feat. You can only have one Bloodline feat.</i> Once per day, you can cause a blood rain to fall from the sky in a 500 yard radius for 3d6 * 10 rounds. Every round someone unused to this effect is in the rain, they make a Will save against fear DC 20 or be Shaken as per the fear rules.
Distant Pain	IOG 75	Zersterong Mage 1+ AND Porte Mage 1+ or Sorte Mage 1+	<i>Bloodline Feat. You can only have one Bloodline feat.</i> You can make a ranged touch attack in line of sight that deals 1d8 damage.
Distant Sights	IOG 75	Porte Mage 1+ Sorte Mage 1+	<i>Bloodline Feat. You can only have one Bloodline feat.</i> As a standard action, you can make Scry check DC 15 + 1 per 5 miles between you and your blooded object. If you succeed, you can view anything within 50 feet of the selected object.
Fate's Price	IOG 75	Carl nationality El Fuego Mage 1+ Sorte Mage 1+ Zersterong Mage 1+	<i>Bloodline Feat. You can only have one Bloodline feat.</i> You can grant bonus dice to yourself or others, your choice of d4, d6, d8, d10, or d12, and can do this up to your level / 4 (round up) dice per day. This die can be rolled as a free action to add to AC for 1 round or to add to any attack, damage, check, or save roll. When used, the character takes half the die total in damage.
Fiery Essence	IOG 75	El Fuego Mage 1+ Porte Mage 1+	<i>Bloodline Feat. You can only have one Bloodline feat.</i> When you bleed, your blood bursts into flame. You can take a standard action to do 1 point of damage to yourself and then perform a touch or ranged touch within 15 feet that does your level / 4 (round up) d6 of fire damage.
Half Blooded	HVM 29		<i>You must be human. Your parents must be Full Blooded in each of two sorceries.</i> <i>This feat can only be taken at first level.</i> <i>This feat can be taken twice, becoming half blooded in two different sorceries.</i> Choose one of the noble magic types (Fuego, Laerdom, Porte, Pyerem, Scry, Sorte, or Zestörung). You may now take levels in the appropriate class and have access to additional feats.
Latent Porte Sorcerer	HVM 30	Half Blooded (Porte)	<i>This feat can only be taken at first level.</i> You can cast Porte spells Blood Object and Bring Object (see HVM 30) up to 3 times per day each as a level 1 caster. Each blooded object that you keep uses up a Bring Object spell slot, reducing how many you can cast per day.
Sense Ambient Heat	IOG 75	El Fuego Mage 1+ Sorte Mage 1+	<i>Bloodline Feat. You can only have one Bloodline feat.</i> You can make a Concentration check to sense minor changes in temperature, which can be used to detect living beings. The DC depends on range: 0-50ft= 15, to 100 ft= 20, to 200 ft=25, to 300ft= 30, to 400 ft= 35, to 500 ft= 40, over 500 ft is not possible.
Stinging Ash	IOG 75	El Fuego Mage 1+ Zersterong Mage 1+	<i>Bloodline Feat. You can only have one Bloodline feat.</i> Once per day, as a standard action, you can create a cloud of stinging ash in a 5 foot radius. Each additional round you hold the effect using a standard action and making a Concentration check of DC 10+ 5*number of rounds it has been active, it grows by 5 feet to a maximum of 30 foot radius. If you fail the check, it ends immediately. All living beings in the area (except yourself) take 1d4 acid damage per round.

Theah (7th Sea) Feats (Part 3 of 9)

Crescent Empire Feats

Feat Name	Prerequisites	Description
Rimal I SA 141	Crescent nationality +4 Will save	<i>Supposedly restricted to Alchemist, Bard, Cleric, Druid, Monk, Paladin, Ranger, Sorcerer, Witch, and Wizard classes.</i> <i>You cannot also have the Ruzgar'canli., Sharkici, Sulimaq I, or Takim'aldiz feats.</i> You have the supernatural ability to not be harmed by sand. You can fall any distance onto sand and not be harmed. It can be poured on you from any height with no damage. Sand (including sand storms) does not obstruct your vision or breathing. You do not leave footprints in sand. Sand can prevent your motion and the sound of your voice as normal.
Rimal II SA 141	Crescent nationality +4 Will save Rimal I	You have the supernatural ability to create a dust storm as a standard action once per day by making a Constitution check DC 15 if there is enough sand around. You can give this storm a shape, such as of yourself or a pack of wolves. You can target the storm at someone in particular by making a ranged attack on them (their armor AC bonus is ignored). If you hit, it sticks with them for 1d6 rounds. <i>Note:</i> This feat does not describe any effects from the dust storm.
Ruzgar'canli SA 141	Crescent nationality CHA 13+	<i>Supposedly restricted to Alchemist, Bard, Cleric, Druid, Monk, Paladin, Ranger, Sorcerer, Witch, and Wizard classes.</i> <i>You cannot also have the Rimal I, Sharkici, Sulimaq I, or Takim'aldiz feats.</i> You have the supernatural ability to once a week ask the Ghost Wind a question by making a CHA check DC 20 or to have it carry a message (level+1 maximum words) to someone by making a CHA check DC 20. The question will be answered if the wind can know it and works like a Divination spell.
Sharkici SA 142	Crescent nationality +4 Will save	<i>Supposedly restricted to Alchemist, Bard, Cleric, Druid, Monk, Paladin, Ranger, Sorcerer, Witch, and Wizard classes.</i> <i>You cannot also have the Rimal I, Ruzgar'canli., Sulimaq I, or Takim'aldiz feats.</i> You have the supernatural ability to once per day do damage to supernatural creatures by chanting and making a Perform(Singing) check. Your check is opposed by the target, and the one of you with the lower score takes damage equal to the difference between the checks. This only works on creatures (not animals) and on people with supernatural abilities.
Sulimaq I SA 143	Crescent nationality WIS 13+	<i>Supposedly restricted to Alchemist, Bard, Cleric, Druid, Monk, Paladin, Ranger, Sorcerer, Witch, and Wizard classes.</i> <i>You cannot also have the Rimal I, Ruzgar'canli., Sharkici, or Takim'aldiz feats.</i> You have the supernatural ability to once per day make a CHA check DC 5 to locate a spot where you can dig for a maximum of 10 minutes to locate 1 pint of water. The DC is increased by 5 for each additional pint you want to locate.
Sulimaq II SA 144	Crescent nationality WIS 13+ Sulimaq I	You have the supernatural ability to once per day make a CHA check DC 20 to summon a rainstorm or make an Intuit Direction check DC 25 to find the direction to the nearest body of water you have drunk from in the past. The rainstorm lasts one day and drops 1/4 inch, plus an extra 1/4 inch for every 5 you increase the DC..
Takim'aldiz SA 144	Crescent nationality WIS 13+	<i>Supposedly restricted to Alchemist, Bard, Cleric, Druid, Monk, Paladin, Ranger, Sorcerer, Witch, and Wizard classes.</i> <i>You cannot also have the Rimal I, Ruzgar'canli., Sharkici, or Sulimaq I.</i> You have the supernatural ability to always know the locations of the stars, planets, sun, moon, and even comets at all times (even when asleep or blindfolded). You always know the time and your current latitude and longitude. +2 competence bonus on Knowledge(Navigation) and Intuit Direction. Once per day, you can study a person as a full round action and make a contested WIS check. If you succeed, you know that person's sign and receive +4 on skill checks against that person.

Theah (7th Sea) Feats (Part 4 of 9)

Rose and Cross Feats

Feat Name		Prerequisites	Description
Extended Endurance	SAR 72	CON 13+ Membership(Rose&Cross)	+4 competence bonus on checks to perform a physical action over a long period of time. You only need to rest for 8 – CON bonus hours per night to be fully rested.
Feign Death	SAR 72	Membership(Rose&Cross) Bluff 4+ Concentration 4+	As a move equivalent action, you can make a Bluff check to slow your vital signs so you appear dead. Others make a Spot or Search check opposing your Bluff to find out you are faking.
Healing Meditation	SAR 72	Membership(Rose&Cross) Concentration 4+	As a full round action, make a Concentration check DC 20 to heal one hit point on yourself. You can do this as often as you want, until you roll a natural 1 or 2, after which you cannot use it any more until the next day.
Heighten Senses	SAR 72	Membership(Rose&Cross)	Add half your Spot ranks to your Listen check as a synergy bonus. Aff half your Listen ranks to your Spot check as a synergy bonus.
Hold Breath	SAR 72	STR 13+ Membership(Rose&Cross)	You can hold your breath for an additional number of rounds equal to your STR bonus before drowning.
Ignore Heat and Cold	SAR 72	Membership(Rose&Cross)	+1 competence bonus on Fortitude saves. If you fail a check or save for extreme cold or heat due to natural conditions, you can roll again and keep the better of the two results. You can do this once every 10 minutes.
Ignore Pain	SAR 72	Membership(Rose&Cross)	You can act as normal when you are between 0 and -9 hit points. You still lose 1 hit point a round if not stabilized, but you are not unconscious or otherwise unable to act.
Raging Attack	SAR 73	Membership(Rose&Cross)	Before you make a full round attack, you may use this feat to lose all your dodge bonuses and your DEX bonus to AC until next round. Your full round attacks that hit do an additional amount of damage equal to the sum of the dodge bonuses and DEX bonus that would have been applied to your AC.
Resist Sleep	SAR 72	Membership(Rose&Cross)	+2 save against magical effects that will cause you to fall asleep. You automatically can stay awake for an additional number of days equal to 1+CON bonus without making any checks or saves. You cannot use this ability again until you sleep for an amount of time equal to half the time you stayed awake.
The Secret	SA 142	Membership(Rose&Cross)	+1 to your highest ability score.
Total Focus	SAR 72	STR 13+ Membership(Rose&Cross) Power Attack	A number of times per day equal to your INT bonus, you may add your INT bonus to the damage your attacks do when you use the Power Attack feat.
The Vow	SA 147	Membership(Rose&Cross)	You can make a Vow by spending 100*level XP following the rules on SA 147. This vow will come true in some way the GM decides on. You get a +2 sacred bonus to attack, damage, save, and skill rolls that are considered part of completing your vow.

Theah (7th Sea) Feats (Part 5 of 9)

Arcana Feats (Part 1 of 5)

Each character can only have one Arcana feat. Good characters can take one Virtue or Hubris. Evil characters can take one Wile or Flaw. This feat can only be taken at first level. Taking a Virtue or Wile uses a feat slot as normal. If you take a Hubris or Flaw, it does NOT use a feat slot. In fact, it grants you an additional feat slot. The “once per day” usage is not free. You have to activate the usage as per the Swashbuckling Adventures rules.

Feat Name		Prerequisites	Description
Adaptabe	SA 148	Good or Evil alignment	<i>This feat can be taken as a Virtue (good) or a Wile (evil). This feat can only be taken at first level.</i> Once per day, you are not considered flat-footed when you otherwise would be.
Altruistic	SA 149	Good alignment	<i>This feat can be taken as a Virtue.</i> <i>This feat can only be taken at first level.</i> Once per day, you can re-roll any roll you made while attempting to help someone else.
Ambitious	SA 149	Good or Evil alignment	<i>This feat can be taken as a Hubris (good) or a Flaw (evil). This feat can only be taken at first level.</i> Once per day, the GM or another player can make you chase after power, even if the result is risky.
Arrogant	SA 149	Good or Evil alignment	<i>This feat can be taken as a Hubris (good) or a Flaw (evil). This feat can only be taken at first level.</i> Once per day, the GM or another player can make you show disdain for someone.
Beguiling	SA 149	Evil alignment	<i>This feat can be taken as a Wile (evil). This feat can only be taken at first level.</i> You always receive a +2 circumstance bonus on rolls that help the PCs. Once per day, if you significantly help the PCs, you get a bonus die (1d4) that can be applied to any other roll of your choice. This die is lost at end of day if not used..
Brilliant	SA 149	Evil alignment	<i>This feat can be taken as a Wile (evil). This feat can only be taken at first level.</i> Once per day, your Initiative total becomes the same as someone else's and that person fails their first roll when they take their action..
Careful	SA 149	Evil alignment	<i>This feat can be taken as a Wile (evil). This feat can only be taken at first level.</i> Once per day, you can re-roll a skill or ability check.
Careless	SA 149	Evil alignment	<i>This feat can be taken as a Flaw (evil). This feat can only be taken at first level.</i> Once per day, the GM or another player can automatically succeed at a skill check used to escape from one of your traps or prisons.
Charismatic	SA 149	Evil alignment	<i>This feat can be taken as a Wile (evil). This feat can only be taken at first level.</i> Once per day, you can have one of your followers die fearlessly for you, even without cause.
Comforting	SA 149	Good alignment	<i>This feat can be taken as a Virtue (good). This feat can only be taken at first level.</i> Once per day, you can cancel a fear effect on yourself and your party until the end of the encounter.
Commanding	SA 149	Good or Evil alignment	<i>This feat can be taken as a Virtue (good) or a Wile (evil). This feat can only be taken at first level.</i> Once per day, you can re-roll an Intimidation check.
Courageous	SA 149	Good alignment	<i>This feat can be taken as a Virtue (good). This feat can only be taken at first level.</i> Once per day, you can reflect the effects of fear back on one of the opponent that most recently generated a fear effect. This only protects yourself and not others in your party.
Cowardly	SA 150	Good or Evil alignment	<i>This feat can be taken as a Hubris (good) or a Flaw (evil). This feat can only be taken at first level.</i> Once per day, the GM or another player may make you abandon a plan or action that would put you in danger.
Creative	SA 150	Good alignment	<i>This feat can be taken as a Virtue (good). This feat can only be taken at first level.</i> Once per day, you can ask the GM for general hint as to what to do.
Cruel	SA 150	Evil alignment	<i>This feat can be taken as a Flaw (evil). This feat can only be taken at first level.</i> Once per month, the GM or another player may cause one of your underlings to betray you (or plan to betray you at a convenient time). This can range from abandonment to an outright attack.

Theah (7th Sea) Feats (Part 6 of 9)

Arcana Feats (Part 2 of 5)

Feat Name		Prerequisites	Description
Deceitful	SA 150	Evil alignment	<i>This feat can be taken as a Wile (evil). This feat can only be taken at first level.</i> When someone attempts to view your Arcana, you decide which one they see.
Envious	SA 150	Good or Evil alignment	<i>This feat can be taken as a Hubris (good) or a Flaw (evil). This feat can only be taken at first level.</i> Once per day, the GM or another player can make you covet something belonging to someone else. You should attempt to claim it for yourself.
Exemplary	SA 150	Good alignment	<i>This feat can be taken as a Virtue (good). This feat can only be taken at first level.</i> Once per day, for one roll, all the rest of your group may act as if they had your skill total in one skill. For example, a Climb, Hide, or Move Silently check.
Extravagant	SA 150	Evil alignment	<i>This feat can be taken as a Flaw (evil). This feat can only be taken at first level.</i> Once per day, the GM or another player can make you spend time on your own comfort instead of the plan or job.
Fanatical	SA 150	Evil alignment	<i>This feat can be taken as a Wile (evil). This feat can only be taken at first level.</i> Once per turn, you can continue to act normally even if your hit point total is 0 or less.
Focused	SA 150	Good or Evil alignment	<i>This feat can be taken as a Virtue (good) or a Wile (evil). This feat can only be taken at first level.</i> Once per day, you can transfer 2 points of one ability to another ability for the duration of one encounter.
Fortunate	SA 151	Good or Evil alignment	<i>This feat can be taken as a Virtue (good) or a Wile (evil). This feat can only be taken at first level.</i> Once per day, you can re-roll a check or save of DC 20 or less.
Friendly	SA 151	Good alignment	<i>This feat can be taken as a Virtue (good). This feat can only be taken at first level.</i> Once per day, you can locate an ally, informant, or confidant that may be able to help you.
Greedy	SA 151	Good or Evil alignment	<i>This feat can be taken as a Hubris (good) or a Flaw (evil). This feat can only be taken at first level.</i> Once per day, the GM or another player can make you act to get as much money as possible from a situation (divvy of treasure, negotiation, bribe, etc.).
Hateful	SA 151	Evil alignment	<i>This feat can be taken as a Wile (evil). This feat can only be taken at first level.</i> Once per day, you can declare someone that has just foiled your scheme as your “enemy”. You get +2 circumstance bonus when personally fighting an enemy. You are immune to Bluff and Intimidate attempts by an enemy. You can only have one enemy at a time and cannot declare a new one until the old one is dead.
Hedonistic	SA 151	Good alignment	<i>This feat can be taken as a Hubris (good). This feat can only be taken at first level.</i> Once per day, the GM or another player can make you relax your guard and have a good time.
Honorable	SA 151	Evil alignment	<i>This feat can be taken as a Wile (evil). This feat can only be taken at first level.</i> When you have the opportunity to gain or profit from a dishonorable act, you gain a bonus die (1d4). You can add this die as a circumstance bonus to any one roll. If not used, the die is lost at the end of the day. <i>Note:</i> This should probably be “once per day”.
Hot-headed	SA 152	Good or Evil alignment	<i>This feat can be taken as a Hubris (good) or a Flaw (evil). This feat can only be taken at first level.</i> Once per day, the GM or another player can make you lose your temper.
Inattentive	SA 152	Good alignment	<i>This feat can be taken as a Hubris (good). This feat can only be taken at first level.</i> Once per day, the GM or another player can make you automatically fail a perception check or give a -2 dice penalty to a surprise check.

Theah (7th Sea) Feats (Part 7 of 9)

Arcana Feats (Part 3 of 5)

Feat Name		Prerequisites	Description
Indecisive	SA 152	Good alignment	<i>This feat can be taken as a Hubris (good).</i> <i>This feat can only be taken at first level.</i> Once per day, the GM or another player can make you discard an Action die from your initiative pool when things are time critical.
Insightful	SA 152	Good alignment	<i>This feat can be taken as a Virtue (good).</i> <i>This feat can only be taken at first level.</i> Once per day, you can determine which Arcana (if any) someone has. If you determine that a Villain has a virtue, you can cancel it with a WIS check DC 15.
Inspirational	SA 152	Good alignment	<i>This feat can be taken as a Virtue (good).</i> <i>This feat can only be taken at first level.</i> Once per day, you can grant +3 circumstance bonus to someone else's action.
Intuitive	SA 152	Good alignment	<i>This feat can be taken as a Virtue (good).</i> <i>This feat can only be taken at first level.</i> Once per day, the GM may give you a hint to get you back on track.
Judgemental	SA 152	Good alignment	<i>This feat can be taken as a Hubris (good).</i> <i>This feat can only be taken at first level.</i> Once per day, the GM or another player can make you jump to conclusions and form an unsubstantiated opinion of someone.
Lecherous	SA 152	Good or Evil alignment	<i>This feat can be taken as a Hubris (good) or a Flaw (evil).</i> <i>This feat can only be taken at first level.</i> Once per day, the GM or another player can make you give in to temptation.
Loyal	SA 152	Good alignment	<i>This feat can be taken as a Hubris (good).</i> <i>This feat can only be taken at first level.</i> Once per day, the GM or another player can make you go back for a fallen ally or not leave that person in the first place.
Megalomaniacal	SA 153	Evil alignment	<i>This feat can be taken as a Flaw (evil).</i> <i>This feat can only be taken at first level.</i> Once per day, the GM or another player can make you reveal to your underlings that you do not plan to share power with them.
Merciful	SA 153	Evil alignment	<i>This feat can be taken as a Flaw (evil).</i> <i>This feat can only be taken at first level.</i> Once per day, the GM or another player can stop you from killing or having someone killed.
Misfortunate	SA 153	Good or Evil alignment	<i>This feat can be taken as a Hubris (good) or a Flaw (evil).</i> <i>This feat can only be taken at first level.</i> Once per day, the GM or another player can make you re-roll a successful check of DC 20 or higher.
Misled	SA 153	Evil alignment	<i>This feat can be taken as a Flaw (evil).</i> <i>This feat can only be taken at first level.</i> Once per day, the GM or another player can make you doubt your actions and hesitate for one action.
Overconfident	SA 153	Good or Evil alignment	<i>This feat can be taken as a Hubris (good) or a Flaw (evil).</i> <i>This feat can only be taken at first level.</i> Once per day, the GM or another player can make you lose your doubts about your own abilities and perhaps do something unwise.
Overzealous	SA 153	Good alignment	<i>This feat can be taken as a Hubris (good).</i> <i>This feat can only be taken at first level.</i> Once per day, the GM or another player can make you strongly defend your opinion no matter how inappropriate the time or place.
Paranoid	SA 153	Evil alignment	<i>This feat can be taken as a Flaw (evil).</i> <i>This feat can only be taken at first level.</i> Once per day, the GM or another player can make you believe that one of your underlings has betrayed you or will betray you.
Passionate	SA 153	Good alignment	<i>This feat can be taken as a Virtue (good).</i> <i>This feat can only be taken at first level.</i> Once per day, you can re-roll one die roll related to the saving the life of a friend or loved one.
Perceptive	SA 153	Good alignment	<i>This feat can be taken as a Virtue (good).</i> <i>This feat can only be taken at first level.</i> Once per day, you can automatically succeed at a Spot, Listen, or Search check.

Theah (7th Sea) Feats (Part 8 of 9)

Arcana Feats (Part 4 of 5)

Feat Name		Prerequisites	Description
Perspicacious	SA 153	Good alignment	<i>This feat can be taken as a Virtue (good).</i> <i>This feat can only be taken at first level.</i> Once per day, you can find out in advance (before your action) what an opponent's action is going to be (and the GM cannot chance that action based on your action, within reason).
Propitious	SA 154	Good alignment	<i>This feat can be taken as a Virtue (good).</i> <i>This feat can only be taken at first level.</i> Once per year, you can extract yourself and your party from your current predicament.
Proud	SA 154	Good or Evil alignment	<i>This feat can be taken as a Hubris (good) or a Flaw (evil).</i> <i>This feat can only be taken at first level.</i> Once per day, the GM or another player can make you refuse and offer of aid.
Prudent	SA 154	Evil alignment	<i>This feat can be taken as a Wile (evil).</i> <i>This feat can only be taken at first level.</i> Once per day, you can reduce all bonuses from circumstance, competence, insight, luck, and morale to zero.
Rash	SA 154	Good alignment	<i>This feat can be taken as a Hubris (good).</i> <i>This feat can only be taken at first level.</i> Once per day, the GM or another player can make you investigate something unusual, even if it might be dangerous.
Reckless	SA 155	Good alignment	<i>This feat can be taken as a Hubris (good).</i> <i>This feat can only be taken at first level.</i> Once per day, the GM or another player can make you ignore worries and hesitation when confronted with a dangerous environment.
Recurring	SA 155	Evil alignment	<i>This feat can be taken as a Wile (evil).</i> <i>This feat can only be taken at first level.</i> Once per day, you succeed in escaping another character, no matter how impossible it may seem.
Regal	SA 155	Evil alignment	<i>This feat can be taken as a Wile (evil).</i> <i>This feat can only be taken at first level.</i> Once per day, you give up to 6 henchmen a +2 circumstance bonus to attack and skill rolls for one round.
Resourceful	SA 155	Evil alignment	<i>This feat can be taken as a Wile (evil).</i> <i>This feat can only be taken at first level.</i> Once per day, you can use a skill that you are unskilled in as if you were trained in it. You also get a +2 circumstance bonus on your check.
Righteous	SA 155	Good alignment	<i>This feat can be taken as a Hubris (good).</i> <i>This feat can only be taken at first level.</i> Once per day, the GM or another player can make you ignore doubts about the moral justification for your actions.
Ruthless	SA 155	Evil alignment	<i>This feat can be taken as a Wile (evil).</i> <i>This feat can only be taken at first level.</i> Once per day, when you perform a shocking evil act, make an Intimidate check opposed by all witnesses. Those that lose this check are flat-footed until their next ation.
Scheming	SA 155	Evil alignment	<i>This feat can be taken as a Flaw (evil).</i> <i>This feat can only be taken at first level.</i> Once per day, the GM or another player can make you do things in a more complicated way that is required.
Seductive	SA 155	Evil alignment	<i>This feat can be taken as a Wile (evil).</i> <i>This feat can only be taken at first level.</i> Once per day, you can make a Bluff check with a +5 insight bonus to convince someone to perform a deed that they normally wouldn't even consider.
Self-controlled	SA 155	Good or Evil alignment	<i>This feat can be taken as a Virtue (good) or a Wile (evil).</i> <i>This feat can only be taken at first level.</i> Once per day, you automatically succeed in a Sense Motive check against a Bluff attempt on you, or an Intimidate check on you fails automatically.
Squeamish	SA 155	Evil alignment	<i>This feat can be taken as a Flaw (evil).</i> <i>This feat can only be taken at first level.</i> Once per day, the GM or another player can make you hand off the task of killing someone to a minion.

Theah (7th Sea) Feats (Part 9 of 9)

Arcana Feats (Part 5 of 5)

Feat Name	Prerequisites	Description
Star-crossed <small>SA 156</small>	Good alignment	<i>This feat can be taken as a Hubris (good). This feat can only be taken at first level.</i> Once per day, the GM or another player can make you fall in love yet again.
Stubborn <small>SA 156</small>	Good or Evil alignment	<i>This feat can be taken as a Hurbis (good) or a Flaw (evil). This feat can only be taken at first level.</i> Once per day, the GM or another player can prevent you from changing your mind.
Talkative <small>SA 156</small>	Evil alignment	<i>This feat can be taken as a Flaw (evil). This feat can only be taken at first level.</i> Once per day, the GM or another player can get you to reveal your evil scheme.
Trusting <small>SA 156</small>	Good alignment	<i>This feat can be taken as a Hubris (good). This feat can only be taken at first level.</i> Once per day, the GM or another player can remove your doubts about the trustfulness of another person.
Uncanny <small>SA 156</small>	Good or Evil alignment	<i>This feat can be taken as a Virtue (good) or a Wile (evil). This feat can only be taken at first level.</i> Once per day, you can ask the GM to alert you just before the next awful surprise that is sprung on you.
Victorious <small>SA 156</small>	Good or Evil alignment	<i>This feat can be taken as a Virtue (good) or a Wile (evil). This feat can only be taken at first level.</i> Once per day, you can turn a critical threat into a critical hit.
Willful <small>SA 156</small>	Good or Evil alignment	<i>This feat can be taken as a Virtue (good) or a Wile (evil). This feat can only be taken at first level.</i> Once per day, you can cause someone opposing you to lose all bonuses granted by special features or effects for the rest of the encounter when facing you in combat.
Worldly <small>SA 156</small>	Good alignment	<i>This feat can be taken as a Virtue (good). This feat can only be taken at first level.</i> Once per day, you are considered to have 1 rank in all skills that you do not have any ranks in. This lasts all day.

Thunderball Rally Feats

General Feats

Feat Name		Prerequisites	Description
Daredevil {2}	DU093 (ph 35)	Drive skill 8+	You may perform one additional stunt each round.
Extra Action Points	DU093 (ph 36)		You get 1d4+1 extra action points.
Influence {1}	DU093 (ph 38)		+3 circumstance bonus on Reputation checks.

Skill Feats

Feat Name		Prerequisites	Description
Circuit Heel	DU093 (ph 34)		+3 or -3 circumstance bonus on CHA-based skill checks when the GM determines that your reputation for antics on the roadway would affect results.
Circuit Hero	DU093 (ph 34)		+3 or -3 circumstance bonus on CHA-based skill checks when the GM determines that your reputation as a famous idol on the roadway would affect results.

Proficiency Feats

Feat Name		Prerequisites	Description
Archaic Weapon Proficiency	DU093 (ph 34)		<i>This feat may be taken multiple times, each with a different weapon.</i> Proficiency with one archaic weapon (such as a sword).
Exotic Firearms Group Proficiency	DU093 (ph 34)	Weapon Group Proficiency (Basic Firearms) Weapon Group Proficiency (Advanced Firearms)	<i>This feat may be taken multiple times, each with a different group.</i> Proficiency with all firearms from one of the following groups: flamethrowers, grenade launchers, heavy machine guns, or rocket launchers.
Weapon Group Proficiency (Advanced Firearms)	DU093 (ph 34)	Weapon Group Proficiency (Basic Firearms)	Proficiency with all personal firearms in any shot setting.
Weapon Group Proficiency (Basic Firearms)	DU093 (ph 38)		Proficiency with all personal firearms in single-shot settings.

Vehicle Feats

Feat Name		Prerequisites	Description
Back Seat Driver	DU093 (ph 34)		You can spend an action point to assist the driver of a vehicle you are in with a Drive check or saving throw.

Twin Crowns Feats (Part 1 of 7)

This setting allows for a new kind of spell called a “Ritual”, which can do interesting things but has a chance of failure.

MetaMagic Feats

Feat Name		Prerequisites	Description
Arcane Ritual Mastery	TC 33	INT 17+ Sorcerer 10+ or Wizard 9+	+3 on Arcane Ritual checks.
Divine Ritual Mastery	TC 36	WIS 17+ Cleric 9+ or Druid 9+	+3 on Divine Ritual checks.
Increase Arcane Recharge	TC 38		Your duration for an arcane recharge is doubled. For example, a 6 th level wizard that recharges at a nexus will be able to cast spells for 12 days instead of 6.
Increase Diving Recharge	TC 38		Your duration for a divine recharge is doubled. For example, a 6 th level cleric that recharges at a shrine will be able to cast spells for 12 days instead of 6.
Necromantic Ritualist	TC 40	Evil alignment Sorcerer 10+ or Wizard 9+	+4 on Ritual checks for Necromantic rituals only. This stacks with other feats.
Overreach Ritual	TC 40	A Ritual skill 6+	<i>This feat can be taken more than once, each time allowing 3 more drams.</i> When performing a ritual, you may burn up to 3 extra drams of korba. For each dram burned this way, you add 1d4 to your Ritual skill check, but your flaw range is increased by 1 as well. If you roll a natural 20, this bonus does not apply to the check for a critical success.

Item Creation Feats

Feat Name		Prerequisites	Description
Scribe Arcane Ritual Scroll	TC 42	Arcane spellcaster 15+ Arcane Ritual skill 15+	You can create a scroll for an Arcane Ritual.
Scribe Divine Ritual Scroll	TC 42	Divine spellcaster 15+ Divine Ritual skill 15+	You can create a scroll for an Arcane Ritual.

Twin Crowns Feats (Part 2 of 7)

Divine Feats (Part 1 of 6)

Feat Name		Prerequisites	Description
Above the Law	TC 33	Initiate of Ullon Ascension to high priest	As a standard action, you may proclaim your god's power and grant you and all Initiates of Ullon within hearing immunity from spells cast by lawful characters or creatures for your character level in hours.
Armor of Peace	TC 33	Initiate of Jaad Level 12+	Once per day you may take a standard action to invoke a protective shield. It lasts for 10 minutes unless it is cancelled. It is cancelled if you make any physical attack or cast a spell that causes damage. During this time, any normal weapon that hits you deals damage as normal, but is broken without a save. Magic and special weapons get a save. Claws and other natural weaponry do not break. Instead the attacker receives the same damage that was dealt to you.
Army of Darkness	TC 33	Initiate of The Unmaker Ascension to high priest	As a standard action, you may proclaim your god's power and grant you and all Initiates of The Unmaker within hearing the ability to permanently kill anyone they kill during the next 10 minutes. Any kill (coup-de-grace or hit to -10 or fewer HP) acts like a Sever Spirit spell were also cast with no saving throw.
The Art of War	TC 34	Initiate of Bellinger Level 9+	+6 ranks of Profession(Military Commander). You also add half your rank in Profession(Military Commander) to your score for the Leadership feat.
Aura of Darkness	TC 34	Initiate of Grumach Level 9+	You are permanently surrounded by a shadow with 50' radius. The only effect of this shadow is to cause any creature harmed or affected by sunlight to be treated as if they were in darkness instead.
Aura of Protection	TC 34	Initiate of Any God Level 4+	+2 deflection bonus to AC. Applies even if you are flat-footed.
Aura of Resistance	TC 34	Initiate of Any God Level 8+	Once per day you may choose to succeed at a saving throw against a spell or special attack, before or after you try with to make it with the dice.
Battle Awareness	TC 34	Initiate of Bellinger Level 12+	You may spend 10 minutes either alone or speaking to a group. Yourself and all those listening receive a +2 circumstance bonus to hit, on damage, and on AC for the duration of one battle (which should start soon after you stop).
Befriend Creature	TC 34	Initiate of Brashtamere Level 12+	Once per day, for 10 minutes, one intelligent creature will treat you as a friend. There is no save. This does not make the creature understand you or treat your allies well.
Blessing of Death	TC 34	Initiate of Grumach Ascension to high priest	As a standard action, you may proclaim your god's power and grant you and all Initiates of Grumach within hearing the Energy Drain special attack (applies to any melee attack) for one hour.
Bloodletting	TC 34	Initiate of Ullon Level 12+	Whenever you have a critical hit with a slashing or piercing weapon, the opponent continues to lose 5 hit points due to bleeding each round until the wound is treated with a Heal check DC 25 or a Cure spell (the Cure spell stops the bleeding without healing any damage).
Brainstorm	TC 34	Initiate of Argon Ascension to high priest	Once per day, as a standard action, you may proclaim your god's power and grant you and all Initiates of Argon within hearing share knowledge and skills. This means every person's INT or WIS based skills act as if they were at the highest skill level of the affected people plus one. This lasts for one day. For example, if one character had Knowledge(Religion) with 10 ranks, all present now have it at 11 ranks.
The Call to Justice	TC 35	Initiate of Solaron Ascension to high priest	Once per day, as a standard action, you may proclaim your god's power and grant all Initiates of Solaron within hearing (but not yourself) gain immunity from attacks by a specified creature for your level in hours. The creature cannot be extra-planar.
Commander's Will	TC 35	Initiate of Bellinger Level 3+	+2 divine bonus to saves versus mind-affecting spells and spell-like effects.
Constitution of Bellinger	TC 35	Initiate of Bellinger Level 3+	+2 to your CON ability.
Control Evil Outsider	TC 35	Initiate of The Unmaker Level 6+	Once per day, you may take a standard action to take control of an evil outsider for 10 minutes. It gets a Will save DC (10 + your level + your CHA bonus).

Twin Crowns Feats (Part 3 of 7)

Divine Feats (Part 2 of 6)

Feat Name		Prerequisites	Description
Create Elementals	TC 35	Initiate of The Wyllds Ascension to high priest	As a standard action, you may transform other Initiates of The Wyllds into Greater Elementals. You may transform one Initiate per 20 levels of Initiates present. The choice of Elemental type depends on the number of levels present: Air=20+, Water=40+, Fire=60+, and Earth=80+. The transformed person is in all ways the Elemental (other than having their own mind). They do not have any of their items or abilities. If killed in Elemental form, they revert to the way they were before they were transformed.
Create Item	TC 35	Initiate of The Maker Level 6+	Once per day, you may create a non-magical, non-alchemical, non-living item that weighs less than 10 pounds and has no moving parts. It will exist for 10 minutes then fade away. Weapons and armor created this way may be silver and/or masterwork. The item is not magical and cannot be dispelled.
Dance Macbre	TC 35	Initiate of Grumach Level 12+	If you are killed, at the time your body would fade away, you instead reform as a Corpse-Macabre at a point of your choosing within one mile. You are not affected by Spirit Tether spells.
Defy the Plan	TC 35	Initiate of The Unmaker Level 15+	As a standard action, you may capture the soul of a sentient being you killed within the past 3 minutes. This is treated as if Spirit Sever were cast on the person with no save. If you die during the next hour, you may substitute this captured Gift instead of losing your own.
Destroy Item	TC 35	Initiate of The Unmaker Level 3+	As a full round action, you may destroy any item you are holding. This does not work if the item has moving parts, weighs more than 10 pounds, or is part of a larger structure. The effect is just like the Disintegrate spell. Magical items get a save.
Destroy the Unnatural	TC 36	Initiate of The Wyllds Level 12+	When fighting constructs, add your level to damage you deal with combat and spells.
Disease Resistance	TC 36	Initiate of Mirenae Level 3+	+(your level) to save versus disease or disease-like effects.
Dogs of War	TC 36	Initiate of Bellinger Ascension to high priest	As a standard action, you can inspire other Initiates of Bellinger so that they (but not you) are able to fight even with negative hit points and to be immune to spells and effects that would stop them from fighting. This lasts for 1 minute, then all affected persons drop dead (regardless of current hit points).
Dream of Wisdom	TC 36	Initiate of Jaad Level 8+	You will now receive prophetic (but cryptic) visions in your sleep.
Drunken Ecstasy	TC 36	Initiate of Brashtamere Level 9+	Once per day, you succeed at all Concentration checks for the next 10 minutes.
Duck Suspicion	TC 36	Initiate of Artifice Level 15+	When you are suspected or charged with a crime, you get +15 divine bonus on Bluff attempts to create or support an alibi.
Duel	TC 36	Initiate of Solaron Level 12+	Once per day, you can initiate a duel mode for 10 minutes. During this time, you pick an opponent and are immune to weapon and spell attacks from all others. You cannot choose a new opponent until the current one is killed.
Enthrall {2}	TC 36	Initiate of Brashtamere Ascension to high priest	Once per day, you may give any Initiates of Brashtamere present the ability to enthrall a crowd. When they do so, up to 3 times the number of initiates present become enthralled for 10 minutes. Enthralled people are considered flat-footed when first attacked, but can defend themselves afterward. People may make a Will save DC (15 + number of initiates + your CHA bonus) to resist.
The Exit	TC 37	Initiate of Artifice Level 15+	Once per day, you may teleport yourself without error to a safe location of your god's choosing. This can be stopped only by a Dimensional Anchor spell.
Exploit Weakness	TC 37	Initiate of Bellinger Level 15+	Once per day, you may choose an enemy before or during combat. For this combat, you get a +4 circumstance bonus to hit and damage, your weapon threat range is doubled, and you get a +4 dodge bonus to AC against that opponent. In addition, you may also give this bonus to one ally within 50 feet of you.
False Initiate	TC 37	Initiate of Ullon Level 6+	Once per day, at the time you prepare spells, you may choose a deity. During the coming day, you may perform the Ceremony of Life and recharge ground sanctified to that deity. You may also use items or bypass effects that require you to be an Initiate of that deity. This does not provide special access to feats or spells.

Twin Crowns Feats (Part 4 of 7)

Divine Feats (Part 3 of 6)

Feat Name		Prerequisites	Description
Friendship	TC 37	Initiate of Brashtamere Level 15+	Once per day, for 10 minutes, you make it impossible for any creature to attack you unless you attack first. This does not apply to constructs, elementals, outsiders, plants, or undead. You also get a +10 enhancement bonus on CHA based checks. You are simply good friends with everyone you meet.
Glutton's Feast	TC 37	Initiate of Brashtamere Level 6+	During each day that you consume four times your normal rations, you have +2 hit points per hit die. These bonus hit points are lost if you consume less.
Grant Peace	TC 37	Initiate of Jaad Level 15+	You may force any number of people with total hit dice of (your WIS bonus times your level) or less to be unable to attack for 10 minutes. If they do attack, they make a Will save DC (your level + your WIS bonus) or die. Does not work on plants or constructs.
Identify Elixir	TC 37	Initiate of Argon Level 6+	You can identify all potions without making a roll or having any special equipment.
Identify Item	TC 37	Initiate of Artifice Level 3+	Once per day, you may identify the main properties of an item by handling it for 10 minutes. This includes whether it is magical, its alignment, and a rough idea of its powers. You do not get details such as number of charges, etc.
Imitate Divine Feat	TC 38	Initiate of Ullon Steal Feat Level 15+	You may choose to take on a feat you removed from someone with Steal Feat. You keep the feat for your level in days.
Immunity to Death Magic	TC 38	Initiate of Solaron Level 15+	Once per day, you become immune to spells classified as Death Magic for one hour.
Immunity to Fear	TC 38	Initiate of Bellinger Level 6+	You are completely immune to fear.
Improved Evaluate	TC 38	Initiate of Argon Level 3+	+5 divine bonus on Appraise skill checks.
Improved Hide	TC 38	Initiate of Ullon Level 6+	+10 divine bonus on Hide skill checks. You may also Hide your scent.
Improved Invisibility	TC 38	Initiate of Artifice Level 12+	Once per day, as a free action, you may use Improved Invisibility on yourself. This is an extraordinary ability, not a spell.
Invisibility {2}	TC 38	Initiate of Artifice Level 9+	Once per day, as a free action, you may use Invisibility on yourself. This is an extraordinary ability, not a spell.
Invulnerability of Jaad	TC 38	Initiate of Jaad Ascension to high priest	Once per day, you and all Initiates of Jaad present become immune to all physical and magical attacks for 5 minutes per Initiate (not including you). The Initiates may form a triangle with each person spaced no more than 10 feet apart. No combat may take place within the triangle, but they cannot leave the triangle.
Iron Skin	TC 39	Initiate of Argon Level 12+	Once per day, you receive Damage Reduction 15/+5 for 10 minutes.
Jack of All Trades {2}	TC 39	Initiate of Jaad Level 6+	Once per day, you get +4 on one skill of your choice for that day. If you manage to use this feat twice, this feat does not stack with itself.
Joy of Battle	TC 39	Initiate of Bellinger Level 12+	You may enter a battle fury as a free action. For the duration of the combat, you get +4 to attack and damage and you do not fall unconscious at -1 to -9 hit points (although you still die at -10), but you cannot leave combat until all enemies are dead or gone.
Laugh It Off	TC 39	Initiate of Brashtamere Level 9+	Once per day, as a free action, you may ignore the effects of one melee attack that hits you. This includes damage and other effects.
Luck	TC 39	Initiate of Brashtamere Level 3+	Once per day, when you are at -1 to -9 hit points you automatically stabilize.
The Maker's Aura of Courage	TC 39	Initiate of The Maker Level 9+	You provide a +4 morale bonus to save against fear to allies within 10 feet, but not to yourself. If you are a Paladin, your range on your Aura of Courage ability is extended to 50 feet.
The Maker's Choice	TC 39	Initiate of The Maker Level 15+	Once per day, you may use any Divine feat as if you possessed it. This does not work for feats requiring Ascension and there may be consequences of choosing a feat for an evil god.
Master's Wisdom	TC 39	Initiate of Jaad Ascension to high priest	Once per day, for as long as you are present and concentrating, all Initiates of Jaad present gain your skill ranks and languages.
Might Makes Right	TC 39	Initiate of Artifice Ascension to high priest	Once per day, as a standard action, you may proclaim your god's power and yourself and all Initiates of Artifice within hearing add your WIS bonus to every one of their abilities (STR, DEX, CON, INT, WIS, and CHA). This stacks with all other bonuses.

Twin Crowns Feats (Part 5 of 7)

Divine Feats (Part 4 of 6)

Feat Name		Prerequisites	Description
Money is Power	TC 40	Initiate of Argon Level 15+	Once per day, you may sacrifice 100 gp per spell level to regain a spell you memorized but cast today (or spontaneously cast as a Healing spell) exactly as you originally memorize it.
The More the Merrier	TC 40	Initiate of Brashtamere Ascension to high priest	Once per day, you may cause a room to break into a party for 10 minutes. This party requires a Will save DC (10 + sum of CHA bonus of all Initiates present) to leave. People entering will join the party. People partying cannot attack or be attacked.
Nature Sense {2}	TC 40	Initiate of The Wylds Level 3+	You can identify plants, animals, safe drinking water, etc. as with the Druid class feature of the same name.
Painful Ecstasy	TC 41	Initiate of Grumach Level 6+	You are immune to any ill side effects due to pain for your level in minutes. You do not need to make Concentration checks due to damage, pain, or discomfort.
Purity of Mirenae	TC 41	Initiate of Mirenae Level 11+	Once per day, for your level in minutes, you are immune to paralysis, energy drain, and ability drain. You also receive a +2 deflection bonus to AC and a +4 circumstance bonus to all saves against attacks by undead.
Quick Aid	TC 41	Initiate of Mirenae Level 5+	As a standard action, you may touch a dying creature to automatically stabilize them. Normally this requires a Heal check.
Replenish Initiate Feats	TC 41	Initiate of The Maker Ascension to high priest	Once per day, as a standard action, you may proclaim your god's power and grant yourself and all Initiates of The Maker within hearing have all their limited use Divine feats reset as if they were not yet used during this day.
Remove Bindings	TC 41	Initiate of Artifice Level 6+	Once per day, you remove all bindings and restrictions placed on your free movement. This includes rope, manacles, a grapple, or magical effects such as Hold Person, Paralysis, Solid Fog, Slow, and Web.
Renewal	TC 41	Initiate of The Maker Level 12+	Once per day, you may renew another person's Divine feat so they can use it as if they didn't use it yet this day. This does not work on a feat requiring Ascension and there may be negative effects of using this on an evil god's feat.
Resist Alchemy	TC 41	Initiate of Brashtamere Level 6+	Once per day, you may ignore the effects of a poison or other alchemical substance. You always have a +2 save versus poison.
Resist Anger	TC 41	Initiate of Jaad Level 3+	You resist any magical effect that would force you to engage in violence or combat.
Resist Bindings	TC 41	Initiate of Artifice Level 3+	Once per day, you automatically save against an effect that would slow, paralyze, entangle, or otherwise impede your movement.
Resist Chaos	TC 41	Initiate of Solaron Level 6+	Once per day, you negate the effects on you of one spell cast by a chaotic creature.
Resist Elementalism	TC 42	Initiate of The Wylds Level 6+	+5 divine bonus to save versus acid, cold, electricity, fire, and sonic damage.
Resist Fire	TC 42	Initiate of Jaad Level 9+	+4 divine bonus to save versus fire. If the fire is due to a spell from an Initiate of Bellinger, the bonus is +8 and you take half damage (applied after other modifications).
Resist Sneak Attack	TC 42	Initiate of Solaron Level 3+	You roll half your level (round down) in d6. Subtract this total from the amount of sneak attack bonus damage that would be dealt to you (minimum of zero). This does not affect the normal damage dealt by the attack.
The Sacred Hunt	TC 42	Initiate of The Wylds Level 9+	You may invoke this feat within one day of damaging a person or creature. You know the direction and distance that creature is away from you. This lasts until you kill the creature. You may only have one Hunt active at a time and you cannot end it until the target is killed.
Sanctuary of Mirenae	TC 42	Initiate of Mirenae Level 15+	Once per day, you may take a standard action to create a sanctuary that lasts for one hour. You are immune to all damage, ill effects, special attacks, or circumstantial danger (drowning, etc.). You may move and talk normally but you may not take any offensive actions. An offensive action ends the sanctuary immediately.
Seduction	TC 43	Initiate of Brashtamere Level 15+	Once per day, for one hour, all intelligent creatures that see you are affected as if you cast a Charm spell on them.
Sense Corruption	TC 43	Initiate of The Maker Level 3+	You have the spell-like ability Detect Evil at will. If a Paladin takes this feat, their range is doubled to 120 feet.
Share the Drink	TC 43	Initiate of Brashtamere Level 12+	If you have one serving of a non-magical liquid, you may share it with up to 20 others so that each gets a full serving. Once per day, if the liquid is magical, this feat may be used for up to 5 others.

Twin Crowns Feats (Part 6 of 7)

Divine Feats (Part 5 of 6)

Feat Name		Prerequisites	Description
Silver Tongue {2}	TC 43	Initiate of Artifice Level 12+	Once per day, you gain +10 to your CHA ability for 10 minutes. This changes your CHA modifier but not your bonus spells for sorcerers and bards.
Spell Knowledge {2}	TC 43	Initiate of Jaad Level 15+	Choose any spell of the highest level you can cast or lower. You gain now know this spell. In addition, you also gain an extra spell slot of that spell's level for use once per day. If you are not a spellcaster, you can only choose zero or first level spells and you can cast that spell up to your WIS bonus times per day.
Spells of Jaad	TC 43	Initiate of Jaad Level 6+	As a standard action, you may regain a spell that was lost because it was interrupted, stopped, resisted, or saved against.
Steal Feat	TC 43	Initiate of Ullon Level 9+	Once per day, with a successful ranged touch attack (close range is 25 feet plus 5 feet for every 2 levels), you may choose one of the target's feats and remove it for 10 minutes. If you do not know what feats they have, a random one is selected... with Divine feats being preferred.
Take It With You	TC 44	Initiate of Artifice Level 6+	In this world, your body fades after you are dead for 3 minutes. With this feat, your items also fade with you. Also, while you dead or at negative hit points, nothing can be taken from your body. Your items reappear with you if you are resurrected.
Touch of Health	TC 44	Initiate of Mireane Level 8+	Your touch will restore a dying character to one hit point.
Touch of Silver	TC 44	Initiate of Mireane Ascension to high priest	As a standard action, you may proclaim your god's power and grant yourself and all Initiates of Mireane within hearing the ability to heal by performing a melee touch attack. The touch acts as if the following spells were all cast: Cure Moderate Wounds, Remove Blindness/Deafness, Remove Disease, Remove Paralysis, and Restoration.
Touch of Spawning	TC 44	Initiate of Grumach Level 15+	Once per day, you may raise an enemy you killed as an Undead Servitor (see TC 280 for details). This is a standard action. It remains animated until destroyed.
Transmute Elixir	TC 44	Initiate of Argon Level 9+	Once per day, as a standard action, you may transform a potion or elixir into another potion or elixir of lesser value. You can only transform into a potion you have used or identified in the past.
Unholy Friendship	TC 44	Initiate of Grumach Level 3+	Intelligent undead view you as a trusted friend and ally. They will not attack you (unless provoked) and may even provide some aid. They are not under your control, however.
Unmaker's Aura of Entropy	TC 44	Initiate of The Unmaker Level 9+	You and all allies within 10 feet receive a +8 bonus on attempts to use the Sunder feat against a weapon held by an enemy. This bonus is +16 if the weapon is not held by a living enemy. When combined with the Weapon Destruction feat, this results in a -4 nonstackable penalty to the weapon's save (if any).
Unscry	TC 44	Initiate of Ullon Level 3+	You cannot be scryed upon. In fact, someone trying to scry upon you receives false information that is likely to lead to the downfall of an innocent.
Use Item	TC 45	Initiate of Artifice Level 9+	Once per day, you may use any magic item (but not an artifact) for 10 minutes, ignoring any race, class, or other use restrictions.
Victory or Death	TC 45	Initiate of Bellinger Ascension to high priest	You may invoke this feat as a standard action. All involved in the current combat are unable to flee or retreat. They must fight until one side has total victory. One side may surrender by throwing down their weapons and stopping spell casting.
Vision of Jaad	TC 45	Initiate of Jaad Level 12+	Once per day, as a standard action, you may ask Jaad a single question. This can be yes/no or open-ended. You will receive a vision (that may be cryptic) answering your question.
Walk of the Unseen	TC 45	Initiate of Artifice Ascension to high priest	As a standard action, you cast the Etherealness spell on yourself and as many Initiates of Artifice that are present as you wish. The duration is your level in minutes plus one minute per additional Initiate affected.
Weapon Master	TC 45	Initiate of Bellinger Level 15+	You are proficient with all weapons, including unique and exotic ones. You also have the Weapon Focus feat for all Simple and Martial weapons.
Weapon of Destruction	TC 45	Initiates of The Unmaker Level 12+	Once per day, you make invoke this feat as a standard action. For 10 minutes, you may strike opponents weapons, shields, and armor without provoking an attack of opportunity (use the sunder attack on items and a touch attack for armor). If you hit a normal item it is destroyed with no save. Magic and special items get a save.

Twin Crowns Feats (Part 7 of 7)

Divine Feats (Part 6 of 6)

Feat Name	Prerequisites	Description
Weapon of Flame ^{TC 45}	Initiate of Bellinger Level 9+	Once per day, you may take a standard action to imbue your weapon with flames for your level in minutes. It deals +1d6 damage and the weapon cannot be taken from your or dropped. When the duration expires, the weapon crumbles to ashes without a save (even if it is magical). This feat may not be used on artifacts or cursed weapons.
Weapon of Solaron ^{TC 45}	Initiate of Solaron Level 9+	Once per day you may turn a non-magical weapon you are holding into a magic weapon with the following abilities: +3 bonus, critical threat range increased by 1, +2d6 damage to chaotic creatures, and it cannot be dropped or disarmed (willingly or not). This lasts for your level in minutes.
Wisdom of Jaad ^{TC 46}	Initiate of Jaad Level 3+	+2 on your WIS ability.
The Wyld Transformation ^{TC 46}	Initiate of The Wyls Level 15+	Once per day, as a full round action, you may polymorph yourself into an Elder Elemental of your choice. You attack, defend, and move as that elemental (not your character), but keep your personality. Your items are not present in the new form. Your hit points are as the Elemental. If you fall to 0 or fewer hit points, you revert to your normal form with half of your remaining hit points lost. You can also end the effect as a full round action.

Urban Arcana Feats

General Feats

Feat Name	Prerequisites	Description
Shadowkind ^{DU096 (ph 8)}		<i>You can only take this feat at first level.</i> You have all the benefits and weaknesses of one type of Shadowkind (see DU096 ph 8). You cannot have both this feat and the Shadow Heritage feat.

Wheel of Time Feats (Part 1 of 2)

General Feats

Feat Name	Prerequisites	Description
Mental Stability <small>WOT 94</small>		<i>This feat may be taken multiple times. Your Madness rating is reduced by 20 points.</i>
Old Blood <small>WOT 99</small>	Latent Old Blood	You may call upon the old blood for access to skills, ancient knowledge, and insight.

Skill Feats

Feat Name	Prerequisites	Description
Combat Casting {2} <small>WOT 96</small>	Initiate (1+) or Wilder (1+)	+4 on Concentration checks to cast a weave while on the defensive.
Handler {2} <small>POD 191</small>	Seanchan background	Animal Empathy is an in-class skill for you. Choose a domestic animal (one domestic to the Seanchan). You get a +2 competence bonus to Animal Empathy, Handle Animal, and Ride checks with that animal type.
Power-Heightened Senses <small>WOT 97</small>	Initiate (1+) or Wilder (1+)	+4 on Listen and +4 on Spot while embracing the One Power.

One Power Feats (Part 1 of 2)

Feat Name	Prerequisites	Description
Bend Dream <small>WOT 97</small>	Latent Dreamer Dreamwalk	While in Tel'aran'rhiid or in another person's dream, you can alter the dream.
Dream Jump <small>WOT 97</small>	Latent Dreamer Dreamwalk	You can travel to any point in Tel'aran'rhiid that you can envision because you've been there in Tel'aran'rhiid or the real world.
Dreamwalk <small>WOT 98</small>	Latent Dreamer	While asleep you can bring yourself into Tel'aran'rhiid.
Dreamwatch <small>WOT 98</small>	Latent Dreamer	While asleep you can enter the space between dreams. You can locate specific dreams and enter or observe.
Eliminate Block <small>WOT 92</small>	Male Wilder (1+) or Female Wilder (3+)	You can ignore the emotional block that allows you access to the One Power.
Extra Affinity <small>WOT 96</small>	Initiate (1+) or Wilder (1+)	<i>This feat may be taken multiple times, each time with a different one of the Five Powers.</i> You now have an affinity for a Power of your choice. Females much choose Air, Water or Spirit unless they already have all three. Males must choose Earth, Fire, or Spirit unless they already have all three.
Extra Talent <small>WOT 96</small>	Initiate (1+) or Wilder (1+)	<i>This feat may be taken multiple times, each time with a different Talent.</i> You now know a Talent of choice.
Foreteller <small>WOT 98</small>	Latent Foreteller	You can foretell the future with a Composure check of DC 20.
Latent Dreamer <small>WOT 99</small>		<i>This feat provides no benefits on its own. It is simply a prerequisite to other feats.</i>
Latent Foreteller <small>WOT 99</small>		<i>This feat provides no benefits on its own. It is simply a prerequisite to other feats.</i>
Latent Old Blood <small>WOT 99</small>		<i>This feat provides no benefits on its own. It is simply a prerequisite to other feats.</i>
Latent Sniffer <small>WOT 99</small>		<i>This feat provides no benefits on its own. It is simply a prerequisite to other feats.</i>
Latent Treesinger <small>WOT 99</small>		<i>This feat provides no benefits on its own. It is simply a prerequisite to other feats.</i>
Latent Viewer <small>WOT 99</small>		<i>This feat provides no benefits on its own. It is simply a prerequisite to other feats.</i>
Multiweave <small>WOT 97</small>	WIS 13+ Initiate (1+) or Wilder (1+)	<i>This feat may be taken multiple times.</i> While holding one weave active you may cast a second weave. This casting requires a Concentration check with DC 15 or you cannot cast the second weave. If you have multiple weaves active and are distracted, you make a Concentration check for each weave. Each time you take this feat you may have an additional weave active.
Sense Residue <small>WOT 97</small>	Initiate (1+) or Wilder (1+)	You can notice the residue of recent weaves by making a Weavesight skill check of DC 5. A second check allows you to identify or learn the weave.

Wheel of Time Feats (Part 2 of 2)

One Power Feats (Part 2 of 2)

Feat Name		Prerequisites	Description
Shadowspawn Hunter	WOT 43		<i>Wheel of Time background: Borderlander.</i> You are considered to have the Improved Critical feat when fighting Trollocs. You also have a +1 competence bonus to damage against Trollocs due to melee attacks and ranged attacks within 30 feet.
Sniffer	WOT 99	Latent Sniffer	You can smell the psychic residue left by violent acts and can follow the trails of creatures that committed them.
Tie Off Weave	WOT 97	WIS 13+ Initiate (1+) or Wilder (1+)	You may tie off a weave as an attack or move action so that it functions without you having to concentrate on it any longer. It will last up to your level in days minus 4 times the level of the weave in hours. You can end the weave explicitly at any time you can see it.
Treesinger	WOT 100	Latent Treesinger	By singing to trees you can shape their wood into useful objects.
Tree Warden	WOT 100	Latent Treesinger	By singing to trees you can improve their health or cause them to grow to great size.
Viewing	WOT 100	Latent Viewer	You see auras and prophetic images around people.
Waking Dream	WOT 101	Latent Dreamer Dreamwalk	You may enter Tel'aran'rhiod while still partially awake and interact with both realms at the same time.

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