

---

# D&D Official Feats

---

Stephen D'Angelo (dangelo@crystalkeep.com) -- Web location - <http://www.crystalkeep.com/d20>

Revised on April 8, 2003

## Table of Contents

<b>General Feats .....</b>	<b>3</b>	<b>Magical Feats.....</b>	<b>31</b>
General Feats (Part 1 of 2).....	3	Spellcaster Feats (Part 1 of 4) .....	31
Armor Proficiency Feats.....	5	Metamagic Feats (Part 1 of 3).....	35
Bardic Feats.....	6	Shadow Metamagic Feats.....	38
Fame and Reputation Feats.....	7	Magic Item Creation Feats (Part 1 of 2).....	39
Gaining Hit Points .....	8	Clerical Feats (Part 1 of 2) .....	40
Initiative Modifiers .....	8	Familiar Feats.....	42
Operating at Negative Hit Points .....	8	Wild Feats .....	43
Rage Feats .....	9	<b>Psionic Feats .....</b>	<b>44</b>
Saving Throw Feats (1 of 2).....	10	General Psionic Feats (Part 1 of 3).....	44
Skill Feats (Part 1 of 3).....	12	Psionic Combat Feats.....	47
Social Feats.....	15	Psionic Item Creation Feats.....	48
Weapon Proficiency Feats .....	15	Metapsionic Feats (Part 1 of 2) .....	48
<b>Combat Feats .....</b>	<b>16</b>	<b>Unusual Feats .....</b>	<b>50</b>
General Combat Feats (Part 1 of 4) .....	16	Flying Feats.....	50
Defensive Combat Feats (Part 1 of 3).....	20	Genasi Feats .....	50
Favored Enemy Feats .....	22	Kaiju Feats .....	51
Mounted Combat Feats.....	23	Multi-arm Feats.....	52
Ranged Combat Feats (Part 1 of 2).....	24	Non-Human.....	53
Smite Feats .....	26	Vile Feats .....	54
Sneak Attack Feats .....	26	<b>Index of Feats .....</b>	<b>55</b>
Two-Handed Combat Feats .....	27		
Unarmed Combat Feats (Part 1 of 3).....	28		

## Statistics:

686 Official D&D feats (998 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 <sup>th</sup> Sea: Swashbuckling Adventures (AEG)
DGY	= Demonology (Mongoose)	SAR	= 7 <sup>th</sup> Sea: Swashbuckling Arcana (AEG)
DL	= Deadlands: Core Rulebook (AEG)	SB	= Seas of Blood (Mongoose)
DLOM	= Dragon Lords of Melniboné (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 <sup>th</sup> Sea: Heroes, Villains, and Monsters (AEG)	TC	= Twin Crowns (Living Imagination)
IOG	= 7 <sup>th</sup> 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 2)

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.
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.
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.
Danger Sense	DR301 (p36)	Alertness WIS 15+	When you would be surprised, make a WIS check DC 15 to avoid being surprised.
Dash	S&S 38		If you are wearing light armor or no armor, then your base speed is 5 higher than normal.
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.
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.
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.
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).
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.
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/-.

## General Feats (Part 2 of 2)

Feat Name		Prerequisites	Description
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.
Improved Encumbrance	DR292 (p114)	CON 13+	Your encumbrance and carrying capacity are calculated as if your STR were 4 points higher.
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).
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.
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.
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.
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.
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.
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).
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.
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).
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.
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.
Wildspeak	DR291 (p31)	Gnome Race CHA 15+	You can Speak with Animals as a 1 <sup>st</sup> 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.

## Armor Proficiency Feats

Feat Name		Prerequisites	Description
Armor (Light)	PHB 80 WOT 91		<i>All D&amp;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&amp;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&amp;D classes Fighters, paladins, and clerics, get this feat free.</i>
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".
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.

## Bardic Feats

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.
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.
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.

## 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.
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.
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	You can take this feat multiple times. Fighters may take this feat as one of their bonus feats. +12 hit points.
Dwarf's Toughness	MoW 22	+5 Base Fortitude Save 5+	You can take this feat multiple times. Fighters may take this feat as one of their bonus feats. +6 hit points.
Epic Toughness	ELH 55	Epic Character	This feat may be taken multiple times. +20 hit points.
Giant's Toughness	MoW 23	+8 Base Fortitude Save	You can take this feat multiple times. Fighters may take this feat as one of their bonus feats. +9 hit points.
Mind Over Body	FR 37		You may only take this feat at first level. <i>Forgotten Realms regions: Calimshan, Thay, moon elf, and sun elf.</i> 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.
Toughness {1}	PHB 85 CoC 42 SW 97 SW2 116 WOT 95 DU091 (ph 43)		You can take this feat multiple times. +3 hit points. <b>Note: In settings that use vitality and wound points, this feat grants Wound points instead.</b>

## 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.
Improved Initiative	PHB 83 CoC 40 SW 95 SW2 111 WOT 93 SPY 69		Fighters may take this feat as one of their bonus feats. +4 initiative.
Superior Initiative	ELH 67	Epic Character Improved Initiative	+8 initiative (instead of the +4 from Improved Initiative).
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.

## Operating at Negative Hit Points

Feat Name		Prerequisites	Description
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.

## 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 2)

Feat Name		Prerequisites	Description
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.
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.
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.
Great Fortitude	PHB 82 CoC 40 SW 95 SW2 110 WOT 93 SPY 69		+2 on Fortitude saves.
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.
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.
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.
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).
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).

## Saving Throw Feats (2 of 2)

Feat Name		Prerequisites	Description
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. 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.
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.
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.
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.
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.
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 3)

Feat Name		Prerequisites	Description
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.
Alertness {1}	PHB 80 CoC 39 SW 92 SW2 105 WOT 89		+2 on Listen. +2 on Spot.
Alluring	S&S 38	Persuasive {1} Trustworthy	+2 on Diplomacy. +2 on save DCs against your mind-affecting, language-dependent spells.
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.
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.
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.
Charlatan	S&S 38		+2 on Bluff. +2 on Disguise.
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.
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.
Epic Reputation	ELH 54	Epic Character	+4 on Bluff, Diplomacy, Gather Information, Intimidate, and Perform.
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.
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.
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.
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.
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).

## Skill Feats (Part 2 of 3)

Feat Name		Prerequisites	Description
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).
Mercantile Background	FR 35 WOT 43 DR-A5 p107		<i>Forgotten Realms regions: Impiltur, Lake of Steam, Lantan, Sembia, Tashalar, Tethyr, Thesk, the Vast, deep gnome, and gray dwarf.</i> <i>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.
Nobody's Fool	DR285 p33	WIS 13+	+2 on Sense Motive checks and Gather Information checks.
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.
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).
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.
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.
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.
Shadow {2}	S&S 40 MoW 25		+2 on Hide and +2 on Spot while following someone.
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.
Skill Focus	PHB 85		<i>You can take this feat multiple times (each with a different skill).</i> +2 on any one skill.
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.
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).

### Skill Feats (Part 3 of 3)

Feat Name		Prerequisites	Description
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.
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).
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.
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.
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.
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.

## Social Feats

Feat Name		Prerequisites	Description
Epic Leadership	ELH 54	Epic Character CHA 25+ Leadership Leadership score 25+	See ELH page 37.
Leadership	PHB 83	Level (6+)	See DMG page 45.
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.
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.
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.

## Weapon Proficiency Feats

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.
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.
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.

# Combat Feats

## General Combat Feats (Part 1 of 4)

Feat Name		Prerequisites	Description
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.
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.
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.
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.
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.
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.
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.
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.
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.
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.
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&amp;S version replaces the S&amp;F version.</i>

## General Combat Feats (Part 2 of 4)

Feat Name		Prerequisites	Description
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. You can take this feat multiple times (each with a different foe). 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.
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. The Spycraft setting only requires +3 Base Attack.</i> Like Cleave, but usable as many times as you want per round.
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.
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 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. You can take this feat multiple times (each with a different weapon). 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).
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 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 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 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.

## General Combat Feats (Part 3 of 4)

Feat Name		Prerequisites	Description
Improved Trip	PHB 83 WOT 93 SW2 111	INT 13+ Expertise	<i>Fighters may take this feat as one of their bonus feats. 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 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.
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.
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.
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.
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.
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.
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.
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 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.
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.
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.

## General Combat Feats (Part 4 of 4)

Feat Name		Prerequisites	Description
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..
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.
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>
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.
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.
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.
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.
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.
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 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.

## Defensive Combat Feats (Part 1 of 3)

Feat Name		Prerequisites	Description
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.
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.
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.
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 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.
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.
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.
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.

## Defensive Combat Feats (Part 2 of 3)

Feat Name		Prerequisites	Description
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.
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.
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.
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.
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.
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.
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).

### Defensive Combat Feats (Part 3 of 3)

Feat Name		Prerequisites	Description
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.
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.
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.

### 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
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.
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.
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).

## Ranged Combat Feats (Part 1 of 2)

Feat Name		Prerequisites	Description
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.
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.
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.
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 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.
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.
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 2 of 2)

Feat Name		Prerequisites	Description
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 Spycraf 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 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).
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.
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.
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.
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).
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.
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.
Throw Anything	S&F 9	DEX 15+ +2 Base Attack	You can throw any weapon using a 10 foot range increment.
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.
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.

## 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

Feat Name		Prerequisites	Description
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.
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.
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 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.
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.
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.
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.
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.

## Two-Handed Combat Feats

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.
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>
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-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&amp;F required DEX 15+, but this has been overridden by MoW.</i>
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.
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-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 3)

Feat Name		Prerequisites	Description
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.
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.
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).
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.
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.

## Unarmed Combat Feats (Part 2 of 3)

Feat Name		Prerequisites	Description
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.
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 <b>grappling</b> (instead of subdual damage) without penalty.
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 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.
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.
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.
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.
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.
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 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.

### Unarmed Combat Feats (Part 3 of 3)

Feat Name		Prerequisites	Description
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.
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.
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.
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.

# Magical Feats

## Spellcaster Feats (Part 1 of 4)

Feat Name		Prerequisites	Description
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.
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 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.</i> <i>Forgotten Realms regions: Chessenta, Halruuaa, 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.
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.
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.
Combat Casting {1}	PHB 80 CoC 40		+4 on Concentration when used for a spell while on the defensive during combat.
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".
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.
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.
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.
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.

## Spellcaster Feats (Part 2 of 4)

Feat Name		Prerequisites	Description
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 <sup>th</sup> 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.
Malign Spell Focus	BVD 49	Evil Alignment	+2 on the DC to save against your "Evil" spells.
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.
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 3 of 4)

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.
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.
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 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 Specialization {1}	T&B 42	Weapon Focus(*) Spellcaster (4+)	<i>You must has 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 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.
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.
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.

### Spellcaster Feats (Part 4 of 4)

Feat Name		Prerequisites	Description
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.

## Metamagic Feats (Part 1 of 3)

Feat Name		Prerequisites	Description
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.
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 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.
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).
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.

## Metamagic Feats (Part 2 of 3)

Feat Name		Prerequisites	Description
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.
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.
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.
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.
Maximize Spell {1}	PHB 83		Increases spell slot level by 3. Maximizes all variable numeric effects of a spell. Cumulative with Empower Spell {1}.
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.

### Metamagic Feats (Part 3 of 3)

Feat Name		Prerequisites	Description
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.
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.
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 2)

Feat Name		Prerequisites	Description
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.
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 Magic Arms & Armor {1}	PHB 81	Spellcaster (5+)	You can make or mend magic armor, weapons, and shields.
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 Infusion	MoW 22	Spellcaster (3+) Wilderness Lore skill 4+	You can create an infusion of any divine spell you can cast.
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.
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..
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).
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.
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
Magical Artisan	FR 36 OA 64	Any item creation feat	<i>Rokugan Ancestor Feat (starting character only)</i> <i>You can take this feat multiple times (each with a different item creation feat).</i> 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>

## Magic Item Creation Feats (Part 2 of 2)

Feat Name		Prerequisites	Description
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.
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.

## 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.
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.
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.
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.
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
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.
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.
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.
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.

## Familiar Feats

Feat Name		Prerequisites	Description
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.
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.
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.

## 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.
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).
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.

## General Psionic Feats (Part 2 of 3)

Feat Name		Prerequisites	Description
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.
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.
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.

### General Psionic Feats (Part 3 of 3)

Feat Name		Prerequisites	Description
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).
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.
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%.

# 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.
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 hit 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.

## 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. <b>Trampling an object causes double damage.</b>
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

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.
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.
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 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.
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.
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.

## Vile Feats

Feat Name		Prerequisites	Description
Dark Speech	BVD 48	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)	BVD 48	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)	BVD 48	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)	BVD 48	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)	BVD 48	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)	BVD 48	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	BVD 49		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	BVD 49		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	BVD 49	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	BVD 50	WIS 15+	+4 profane bonus on Knowledge(Religion) checks made when performing a sacrifice.
Thrall to Demon	BVD 50		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	BVD 50	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	BVD 50	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.

# Index of Feats

---

- Ability Focus, 53
- Acrobatic {1}, 12
- Additional Magic Item Space, 3
- Alertness {1}, 12
- Alluring, 12
- Ambidexterity, 27
- Animal Control, 31
- Animal Defiance, 31
- Animation Mastery, 31
- Arcane Defense, 31
- Arcane Preparation, 31
- Arcane Schooling, 31
- Armor Proficiency (Heavy), 5
- Armor Proficiency (Light), 5
- Armor Proficiency (Medium), 5
- Armor Skin, 20
- Armored Fencer (Heavy), 20
- Armored Fencer (Medium), 20
- Arterial Strike, 26
- Artist {1}, 12
- Athletic {1}, 12
- Attune Gem, 39
- Augment Construction, 44
- Augment Summoning, 31
- Augmented Alchemy, 12
- Automatic Quicken Spell, 35
- Automatic Silent Spell, 35
- Automatic Still Spell, 35
- Avoid Critical Hit, 20
- Bane of Enemies, 22
- Battle Dance, 16
- Battle Roar, 51
- Beast Companion, 43
- Beast Wild Shape, 43
- Bend Spell, 35
- Blind-Fight {1}, 16
- Blinding Speed, 3
- Blindsight, 43
- Blindsight, 5-foot radius {1}, 16
- Blooded, 8
- Bloodline of Fire, 10
- Body Fuel, 44
- Bonus Domain, 40
- Boost Spell Resistance, 10
- Boost Spell-Like Ability, 31
- Brachiation, 3
- Breathing Link, 50
- Brew Potion {1}, 39
- Bullheaded, 10
- Bully, 7
- Bulwark of Defense, 20
- Chain Power, 48
- Chain Spell {2}, 35
- Chaotic Rage, 9
- Chariot Archery, 23
- Chariot Charge, 23
- Chariot Combat, 23
- Chariot Sideswipe, 23
- Chariot Trample, 23
- Charlatan, 12
- Chink in the Armor, 16
- Choke Hold, 28
- Circle Kick, 28
- Circle Master, 20
- Circle Student, 20
- Cleave, 16
- Clever Wrestling, 28
- Close Quarters Fighting {1}, 20
- Colossal Wild Shape, 43
- Combat Agility, 20
- Combat Archery, 24
- Combat Casting {1}, 31
- Combat Manifestation, 44
- Combat Reflexes, 16
- Construct Familiar, 42
- Cooperative Spell, 35
- Corrupt Spell, 35
- Corrupt Spell-Like Ability, 31
- Cosmopolitan, 12
- Courteous Magocracy, 12
- Craft Crystal Capacitor, 48
- Craft Crystal Weapon, 39
- Craft Dorje, 48
- Craft Epic Magic Arms and Armor, 39
- Craft Epic Rod, 39
- Craft Epic Staff, 39
- Craft Epic Wondrous Item, 39
- Craft Magic Arms & Armor {1}, 39
- Craft Masterpiece Performance, 6
- Craft Psionic Arms and Armor, 48
- Craft Rod {1}, 39
- Craft Staff {1}, 39
- Craft Talisman, 39
- Craft Universal Item, 48
- Craft Wand {1}, 39
- Craft Wondrous Item {1}, 39
- Create Infusion, 39
- Create Portal, 39
- Crushing Defense, 20
- Cunning Wit, 7
- Damage Reduction, 20
- Danger Sense, 3
- Dark Speech, 54
- Dash, 3
- Daylight Adaptation, 53
- Deafening Song, 6
- Death Blow, 16
- Death to Enemies, 22
- Deep Impact, 47
- Defensive Strike, 16
- Defensive Throw, 28
- Deflect Arrows, 28
- Deflect Ranged Attack, 24
- Deformity (Clawed Hands), 54
- Deformity (Eyes), 54
- Deformity (Face), 54
- Deformity (Gaunt), 54
- Deformity (Obese), 54
- Delay Power, 48
- Delay Spell, 35
- Desecrated Animation, 31
- Destructive Attack, 26
- Destructive Rage, 9
- Devastating Critical, 16
- Dexterous Fortitude, 10
- Dexterous Will, 10
- Diminutive Wild Shape, 43
- Diplomat, 7
- Dire Charge, 16
- Dirty Fighting, 16
- Disarm Mind, 44
- Disciple of Darkness, 54
- Disciplined, 10
- Disguise Spell, 35
- Distant Shot, 24
- Distract {2}, 20
- Divine Cleansing, 40
- Divine Might, 40
- Divine Resistance, 40
- Divine Shield, 40
- Divine Vengeance, 40
- Divine Vigor, 40
- Dodge, 20
- Dragon Wild Shape, 43
- Dragon's Toughness, 8
- Drow Slayer, 53
- Dual Strike, 16
- Dwarf's Toughness, 8
- Eagle Claw Attack, 28
- Earth's Embrace, 28
- Education {1}, 12
- Efficient Item Creation, 39
- Elemental Bloodline, 50
- Empower Spell {1}, 35
- Empower Spell-Like Ability, 31
- Empower Turning, 40
- Encode Stone, 48
- Endurance, 3
- Energy Admixture, 35
- Energy Resistance, 20
- Energy Substitution, 35
- Enhance Item, 39
- Enhance Spell, 36
- Enhanced Reputation, 7
- Enlarge Power, 48
- Enlarge Spell {1}, 36
- Enspell Familiar, 42
- Epic Dodge, 21
- Epic Endurance, 3
- Epic Fortitude, 10
- Epic Inspiration, 6
- Epic Leadership, 15
- Epic Prowess, 16
- Epic Reflexes, 10
- Epic Reputation, 12
- Epic Skill Focus, 12
- Epic Speed, 3
- Epic Spell Focus, 31
- Epic Spell Penetration, 31
- Epic Spellcasting, 31
- Epic Toughness, 8
- Epic Weapon Focus, 16
- Epic Weapon Specialization, 16
- Epic Will, 10
- Eschew Materials, 36
- Ethran, 31
- Evil Brand, 54
- Exceptional Deflection, 28
- Exotic Weapon Proficiency, 15
- Expert Parry, 21
- Expert Tactician, 16
- Expertise, 21
- Extend Power, 48
- Extend Spell {1}, 36
- Extended Lifespan, 3
- Extended Rage, 9
- Extra Familiar, 42
- Extra Favored Enemy, 22
- Extra Music, 6
- Extra Power, 44
- Extra Rage, 9
- Extra Slot, 32
- Extra Smiting, 26
- Extra Spell, 32
- Extra Stunning Attacks, 28
- Extra Turning, 40
- Extra Wild Shape, 43
- Eyes in the Back of Your Head, 21
- Face in the Crowd, 7
- Falling Star Strike, 28
- Familiar Spell, 32
- Far Shot, 24

Fast Armor, 5  
 Fast Rider, 3  
 Fast Wild Shape, 43  
 Faster Healing, 3  
 Favored Critical, 22  
 Feign Weakness, 28  
 Fell Shot, 47  
 Fine Wild Shape, 43  
 Fists of Iron, 28  
 Fleet of Foot, 3  
 Flick of the Wrist, 17  
 Flyby Attack, 50  
 Flying Kick, 28  
 Foe Hunter, 17  
 Forester, 12  
 Forge Epic Ring, 39  
 Forge Ring {1}, 39  
 Fortify Power, 48  
 Freezing the Lifeblood, 28  
 Gargantuan Wild Shape, 43  
 Giant's Toughness, 8  
 Grappling Block, 28  
 Grasshopper Strike, 12  
 Great Charisma, 3  
 Great Cleave, 17  
 Great Constitution, 3  
 Great Dexterity, 3  
 Great Fortitude, 10  
 Great Intelligence, 4  
 Great Ki Shout, 17  
 Great Smiting, 26  
 Great Strength, 4  
 Great Sunder, 47  
 Great Throw, 29  
 Great Wisdom, 4  
 Greater Multiweapon Fighting, 52  
 Greater Power Penetration, 44  
 Greater Psionic Focus, 44  
 Greater Resiliency, 3  
 Greater Spell Focus, 32  
 Greater Spell Penetration, 32  
 Greater Two-Weapon Fighting, 27  
 Greater Undead Legion, 32  
 Green Ear, 6  
 Group Inspiration, 6  
 Guarded Defense, 21  
 Hammer Fist, 29  
 Hamstring, 26  
 Healing Flames, 50  
 Heighten Power, 48  
 Heighten Spell, 36  
 Heighten Turning, 40  
 Hide Power, 48  
 Hindering Song, 6  
 Hold the Line, 21  
 Holy Strike, 26  
 Horse Nomad, 15  
 Hover, 50  
 Ignore Material Components, 36  
 Improved Alignment Based Casting, 32  
 Improved Animation, 32  
 Improved Arrow of Death, 24  
 Improved Aura of Courage, 10  
 Improved Aura of Despair, 10  
 Improved Bull Rush, 17  
 Improved Combat Casting, 32  
 Improved Combat Reflexes, 17  
 Improved Counterspell, 32  
 Improved Critical {1}, 17  
 Improved Critical {2}, 17  
 Improved Darkvision {1}, 53  
 Improved Death Attack, 26  
 Improved Dirty Fighting, 17  
 Improved Disarm {1}, 17  
 Improved Elemental Wild Shape, 43  
 Improved Encumbrance, 4  
 Improved Familiar, 42  
 Improved Favored Enemies, 22  
 Improved Flight {1}, 50  
 Improved Flyby Attack, 50  
 Improved Flying, 50  
 Improved Grapple {1}, 29  
 Improved Heighten Spell, 36  
 Improved Initiative, 8  
 Improved Ki Strike, 29  
 Improved Levitation, 50  
 Improved Low Blow, 17  
 Improved Low-Light Vision {1}, 53  
 Improved Manifestation, 44  
 Improved Manyshot, 24  
 Improved Metamagic, 36  
 Improved Mounted Archery, 23  
 Improved Multiattack, 52  
 Improved Multiweapon Fighting, 52  
 Improved Overrun, 17  
 Improved Parry, 21  
 Improved Psicrystal, 44  
 Improved Rapid Shot, 24  
 Improved Shield Bash, 17  
 Improved Sneak Attack {1}, 26  
 Improved Spell Capacity, 32  
 Improved Spell Resistance, 10  
 Improved Stunning Fist, 29  
 Improved Sunder, 17  
 Improved Swimming, 4  
 Improved Trample, 51  
 Improved Trip, 18  
 Improved Two-Weapon Fighting, 27  
 Improved Unarmed Strike, 29  
 Improved Whirlwind Attack, 18  
 Improvised Trip Attack, 24  
 Improvised Weapon {1}, 15  
 Incite Rage, 9  
 Incredible Parry, 21  
 Inertial Armor, 44  
 Infinite Deflection, 29  
 Infusion of Balance, 4  
 Innate Spell, 36  
 Inner Strength, 44  
 Inscribe Rune, 39  
 Insidious Magic, 38  
 Inspire Excellence, 6  
 Instant Reload, 24  
 Instantaneous Rage, 9  
 Intensify Spell, 36  
 Intimidating Rage, 9  
 Iron Will, 10  
 Jack of All Trades {1}, 12  
 Karmic Strike, 18  
 Keen Strike, 29  
 Ki Shout, 18  
 Kick Them While They're Down, 18  
 Knock-Down, 18  
 Landlord, 4  
 Large and in Charge, 53  
 Lasting Inspiration, 6  
 Leadership, 15  
 Legendary Climber, 12  
 Legendary Commander, 15  
 Legendary Leaper, 13  
 Legendary Rider, 13  
 Legendary Sniper, 24  
 Legendary Tracker, 13  
 Legendary Wrestler, 29  
 Lichloved, 54  
 Lightning Fists, 29  
 Lightning Reflexes {1}, 10  
 Lingering Damage, 26  
 Lingering Death, 26  
 Lingering Song, 6  
 Luck of Heroes, 10  
 Magical Artisan, 39  
 Magical Beast Wild Shape, 43  
 Magical Training, 4  
 Magically Adept, 53  
 Malign Spell Focus, 32  
 Mantis Leap, 18  
 Manyshot, 24  
 Martial Weapon Proficiency, 15  
 Master Dorje, 48  
 Master Staff, 40  
 Master Wand, 40  
 Maximize Power, 48  
 Maximize Spell {1}, 36  
 Mental Adversary, 44  
 Mental Leap, 44  
 Mercantile Background, 13  
 Metacreative, 48  
 Mighty Rage, 9  
 Militia, 15  
 Mind Blind, 44  
 Mind Over Body, 8  
 Mind Trap, 44  
 Mobile Defense, 21  
 Mobility {1}, 21  
 Monkey Grip, 18  
 Mortalbane, 32  
 Mounted Archery, 23  
 Mounted Combat, 23  
 Multidexterity, 52  
 Multi-Attack, 52  
 Multicultural, 15  
 Multispell, 36  
 Multi-Tasking, 52  
 Multi-Weapon Fighting, 52  
 Multiweapon Rend, 52  
 Music of the Gods, 6  
 Natural Spell, 43  
 Neck Hairs Rise, 4  
 Negative Energy Burst, 40  
 Nobody's Fool, 13  
 Obscure Lore, 6  
 Off-Hand Parry, 27  
 Overwhelming Critical, 18  
 Pain Touch, 29  
 Parry {3}, 21  
 Pebble Underfoot, 18  
 Penetrate Damage Reduction, 18  
 Penetrate Hardness, 51  
 Perfect Health, 10  
 Perfect Multiweapon Fighting, 52  
 Perfect Two-Weapon Fighting, 27  
 Permanent Emanation, 32  
 Pernicious Magic, 38  
 Persistent Power, 48  
 Persistent Spell, 36  
 Persuasive {1}, 13  
 Phalanx Fighting, 21  
 Pin Shield, 27  
 Planar Turning, 41  
 Plant Control, 32  
 Plant Defiance, 33  
 Plant Wild Shape, 43  
 Point Blank Shot, 25  
 Poison Immunity {3}, 10  
 Polyplot, 13  
 Positive Energy Aura, 41  
 Power Attack, 18

Power Critical, 18  
 Power Lunge, 18  
 Power Penetration, 45  
 Power Specialization, 45  
 Power Touch, 45  
 Precise Shot, 25  
 Predict Outcome, 4  
 Predict Path, 13  
 Prone Attack, 18  
 Proportionate Wild Shape, 43  
 Protective Parry, 21  
 Psionic Body, 45  
 Psionic Charge, 45  
 Psionic Defense, 45  
 Psionic Dodge, 47  
 Psionic Energy Admixture, 48  
 Psionic Energy Substitution, 49  
 Psionic Fist, 45  
 Psionic Focus, 45  
 Psionic Metabolism, 45  
 Psionic Shot, 47  
 Psionic Weapon, 47  
 Psychic Bastion, 45  
 Psychic Inquisitor, 45  
 Psychoanalyst, 45  
 Pyro, 4  
 Quick Draw {1}, 18  
 Quicken Power, 49  
 Quicken Spell {1}, 36  
 Quicken Spell-Like Ability, 33  
 Quicken Turning, 41  
 Quicken Wildshape, 43  
 Quicker Than the Eye, 4  
 Ranged Disarm, 25  
 Ranged Inspiration, 6  
 Ranged Pin, 25  
 Ranged Sunder, 25  
 Rapid Inspiration, 6  
 Rapid Metabolism, 45  
 Rapid Reload {1}, 25  
 Rapid Shot {1}, 25  
 Rapid Swimming, 50  
 Rapier Wit, 7  
 Ray Burst, 36  
 Ray Coning, 36  
 Ray Extension, 36  
 Ray Focus, 33  
 Ray Splitting, 36  
 Reach Power, 49  
 Reach Spell, 36  
 Reactive Countersong, 6  
 Reactive Counterspell, 33  
 Reckless Offensive, 19  
 Reflect Arrows, 29  
 Remain Conscious, 8  
 Repeat Power, 49  
 Repeat Spell, 37  
 Requiem, 6  
 Resculpt Mind, 45  
 Resist Death, 10  
 Resist Disease, 11  
 Resist Poison {1}, 11  
 Resistance to Energy, 4  
 Return Shot, 47  
 Ride-By-Attack, 23  
 Righteous Strike, 29  
 Roundabout Kick, 29  
 Ruinous Rage, 9  
 Run, 4  
 Sacred Spell, 37  
 Sacrificial Mastery, 54  
 Saddleback, 13  
 Sanctum Spell, 37  
 Scathing Wit {1}, 15  
 Scathing Wit {2}, 7  
 Scent, 43  
 Scribe Epic Scroll, 40  
 Scribe Scroll {1}, 40  
 Scribe Tattoo, 48  
 Sculpt Power, 49  
 Sculpt Spell, 37  
 Self-Concealment, 13  
 Sequester Power, 45  
 Shadow {2}, 13  
 Shadow Weave Magic, 38  
 Sharp Shooting, 25  
 Shatter Confidence, 7  
 Shattering Strike, 29  
 Shield Charge, 19  
 Shield Expert, 5  
 Shield Proficiency, 5  
 Shot on the Run {1}, 25  
 Signature Spell, 33  
 Silent Spell {1}, 37  
 Silver Palm, 13  
 Simple Weapon Proficiency, 15  
 Single Blade Style, 22  
 Skill Focus, 13  
 Sly, 7  
 Smooth Talk, 13  
 Snake Blood, 11  
 Snatch, 53  
 Snatch Arrows, 29  
 Snatch Weapon, 19  
 Sneak Attack of Opportunity, 26  
 Speaking Wild Shape, 43  
 Spectral Strike, 41  
 Speed of Thought, 45  
 Spell Focus {1}, 33  
 Spell Girding, 33  
 Spell Knowledge {1}, 33  
 Spell Mastery {1}, 33  
 Spell Opportunity, 33  
 Spell Penetration, 33  
 Spell Specialization {1}, 33  
 Spell Stowaway, 33  
 Spell Thematics, 33  
 Spellcasting Harrier, 19  
 Spellcasting Prodigy, 33  
 Spellfire Wielder, 33  
 Spelunker, 13  
 Spirited Charge, 23  
 Split Psionic Ray, 49  
 Split Ray, 37  
 Spontaneous Domain Access, 41  
 Spontaneous Spell, 33  
 Spring Attack, 19  
 Staggering Blow, 30  
 Staggering Strike, 26  
 Stand Still, 46  
 Stealthy {1}, 14  
 Steel Skin, 22  
 Steely Gaze, 14  
 Sterling Reputation, 7  
 Still Spell {1}, 37  
 Stoic Composure, 11  
 Stone Colossus, 50  
 Stone Slide, 50  
 Storm of Throws, 25  
 Street Smart, 14  
 Strong Soul, 11  
 Stunning Fist, 30  
 Stunning Roar, 51  
 Subdual Substitution, 37  
 Subsonics, 6  
 Sunder, 19  
 Sunder Natural Weapon, 19  
 Superior Expertise, 22  
 Superior Initiative, 8  
 Supernatural Blow, 22  
 Survivor, 11  
 Swarm of Arrows, 25  
 Swarmfighting, 19  
 Talented {1}, 46  
 Tattoo Focus, 33  
 Tattoo Magic, 40  
 Tenacious Magic, 38  
 Tenacious Spell, 34  
 Terrifying Rage, 9  
 Thorny Reputation, 7  
 Thrall to Demon, 54  
 Throw Anything, 25  
 Thug, 8  
 Thunder Twin, 4  
 Thundering Rage, 9  
 Thunderous Roar, 51  
 Token Familiar, 42  
 Toughness {1}, 8  
 Track, 4  
 Trample, 23  
 Trap Sense, 14  
 Treetopper, 14  
 Trigger Power, 46  
 Trustworthy, 14  
 Twin Power, 49  
 Twin Spell, 37  
 Twin Sword Style, 27  
 Two-Weapon Fighting, 27  
 Two-Weapon Rend, 27  
 Unavoidable Strike, 46  
 Unbalancing Blow, 19  
 Unbalancing Strike, 30  
 Uncanny Accuracy, 25  
 Undead Familiar, 42  
 Undead Legion, 34  
 Undead Mastery, 41  
 Unholy Strike, 26  
 Unorthodox Flurry, 30  
 Up the Walls, 46  
 Upgrade Power, 46  
 Vermin Wild Shape, 43  
 Verminfriend, 54  
 Versatile, 14  
 Vile Ki Strike, 30  
 Vile Martial Strike, 19  
 Vile Natural Attack, 54  
 Violate Spell, 37  
 Violate Spell-Like Ability, 34  
 Vorpal Strike, 30  
 Wall Breaker, 19  
 Water-ken, 14  
 Way of the Sparrow, 14  
 Weapon Finesse, 19  
 Weapon Focus, 19  
 Weapon Specialization, 19  
 Whirlwind Attack {1}, 19  
 Widen Aura of Courage, 11  
 Widen Aura of Despair, 11  
 Widen Power, 49  
 Widen Spell, 37  
 Wildspeak, 4  
 Wingover, 50  
 Zen Archery, 25  
 Zone of Animation, 41