

All Feats from All Sources

Name	Type	Source	Prerequisite	Description
Alertness	General	Player's Handbook	None	You have finely tuned senses.
Ambidexterity	General	Player's Handbook	Dex 15+	You are equally adept at using either hand.
Armor Proficiency (Heavy)	General	Player's Handbook	Armor Proficiency (Light), Armor Proficiency (Medium)	You are proficient with heavy armor (see Table 7-5: Armor, page 104).
Armor Proficiency (Light)	General	Player's Handbook	None	You are proficient with light armor (see Table 7-5: Armor, page 104).
Armor Proficiency (Medium)	General	Player's Handbook	Armor Proficiency (Light)	You are proficient with medium armor (see Table 7-5: Armor, page 104).
Blind-Fight	General	Player's Handbook	None	You know how to fight in melee without being able to see your foes.
Blindsight, 5-foot Radius	General	Sword and Fist	Base attack bonus +4, Blind-Fight, Wisdom 19+	You sense opponents in the darkness.
Body Fuel	Psionic	Psionics Handbook	Inner Strength, Talented	You can expand your power point total at the expense of your health.
Brew Potion	Item Creation	Player's Handbook	Spellcaster Level 3rd+	You can create potions, which carry spells within themselves. See the DUNGEON MASTER's Guide for rules on potions.
Chariot Archery	General	Sword and Fist	Chariot Combat, Handle animal skill.	You are skilled at using ranged weapons from a chariot.
Chariot Charge	General	Sword and Fist	Chariot Combat, Chariot Sideswipe, Handle Animal skill.	You are skilled at charging with you chariot.
Chariot Combat	General	Sword and Fist	Handle Animal skill.	You are skilled in chariot combat.
Chariot Sideswipe	General	Sword and Fist	Chariot Combat, Handle Animal skill.	You are skilled at using your chariot's scythe blades against foes.
Chariot Trample	General	Sword and Fist	Chariot Combat, Handle Animal skill.	You are trained in using your chariot to knock down opponents.
Circle Kick	General	Sword and Fist	Dex 15+, Base attack bonus +3, Improved Unarmed Strike	You kick multiple opponents with the same attack action.
Cleave	General	Player's Handbook	Str 13+, Power Attack	You can follow through with powerful blows.
Close-Quarters Fighting	General	Sword and Fist	Base attack bonus +3	You are skilled at fighting at close range and resisting grapple attacks.
Combat Casting	General	Player's Handbook	None	You are adept at casting spells in combat.
Combat Manifestation	Psionic	Psionics Handbook	None	You are adept at manifesting powers in combat.
Combat Reflexes	General	Player's Handbook	None	You can respond quickly and repeatedly to opponents who let their defenses down.
Craft Crystal Capacitor	Item Creation	Psionics Handbook	Manifester level 9th+	You can create psionic crystal capacitors that store power points (see Chapter 7: Psionic Items for rules about crystal capacitors).
Craft Dorje	Item Creation	Psionics Handbook	Manifester level 5th+	You can create slender crystal wands called dorjes than can manifest powers when charges are expended (see Chapter 7: Psionic Items for rules on dorjes).
Craft Magic Arms and Armor	Item Creation	Player's Handbook	Spellcaster Level 5th+	You can create magic weapons, armor, and shields.
Craft Psionic Arms and Armor	Item Creation	Psionics Handbook	Manifester level 5th+	You can create psionic weapons, armor, and shields (see Chapter 7: Psionic Items for rules about psionic arms and armor).
Craft Rod	Item	Player's	Spellcaster Level	You can create magic rods, which have

	Creation	Handbook	9th+	varied magical effects.
Craft Staff	Item Creation	Player's Handbook	Spellcaster Level 12th+	You can create magic staves, which have multiple magical effects.
Craft Universal Item	Item Creation	Psionics Handbook	None	You can create miscellaneous psionic items, such as third eyes or psychoactive skins. (see Chapter 7: Psionic Items for rules about universal items).
Craft Wand	Item Creation	Player's Handbook	Spellcaster Level 5th+	You can create wands, which cast spells (see the DUNGEON MASTER's Guide for rules on wands).
Craft Wondrous Item	Item Creation	Player's Handbook	Spellcaster Level 3rd+	You can create miscellaneous magic items, such as crystal balls and flying carpets.
Death Blow	General	Sword and Fist	Base attack bonus +2, Improved Initiative	You waste no time in dealing with downed foes.
Deep Impact	Psionic	Psionics Handbook	Str 13+, Power Attack, Psionic Weapon, base attack bonus +3 or more	You can strike your foe with a melee weapon as if making a touch attack.
Deflect Arrows	General	Player's Handbook	Dex 13+, Improved Unarmed Strike	You can deflect incoming arrows, as well as crossbow bolts, spears, and other shot or thrown weapons.
Deflect Ranged Attack	General	Dragon Magazine #275	Point Blank Shot, Precise Shot, Ranged Disarm, Dex 13+, base attack bonus +5 or higher	You can deflect incoming arrows, as well as crossbow bolts, spears, and other shot or thrown weapons, using your bow.
Dirty Fighting	General	Sword and Fist	Base attack bonus +2	You know the brutal and effective fighting tactics of the streets and back alleys.
Disarm Mind	Psionic	Psionics Handbook	Cha 13+, Mental Adversary	You can directly deplete your foe's power point total with psionic attacks.
Dodge	General	Player's Handbook	Dex 13+	You are adept at dodging blows.
Dual Strike	General	Sword and Fist	Base attack bonus +3, Combat Reflexes	Your combat teamwork makes you a more dangerous foe.
Eagle Claw Attack	General	Sword and Fist	Base attack bonus +2, Improved Unarmed Strike, Sunder, Dex 15+	Your unarmed attacks shatter objects.
Empower Spell	Metamagic	Player's Handbook	None	You can cast spells to greater effect.
Encode Stone	Item Creation	Psionics Handbook	Manifester level 1st+	You can create power stones, from which you or another psion can manifest the powers stored therein (see Chapter 7: Psionic Items for rules on power stones).
Endurance	General	Player's Handbook	None	You are capable of amazing feats of stamina.
Enlarge Power	Metapsionic	Psionics Handbook	None	You can cast spells farther than normal.
Enlarge Spell	Metamagic	Player's Handbook	None	You can cast spells farther than normal.
Exotic Weapon Proficiency	General	Player's Handbook	Base attack bonus +1 or higher	Choose a type of exotic weapon, such as dire flail or shuriken (see Table 7-4: Weapons, page 99, for a list of exotic weapons). You understand how to use that type of exotic weapon in combat.
Expert Tactician	General	Sword and Fist	Base attack bonus +3	Your tactical skill works to your advantage.
Expertise	General	Player's Handbook	Int 13+	You are trained at using your combat skill for defense as well as offense.
Extend Power	Metapsionic	Psionics Handbook	None	You can manifest powers that last longer than normal.
Extend Spell	Metamagic	Player's Handbook	None	You can cast spells that last longer than normal.
Extra Stunning Attacks	General	Sword and Fist	Base attack bonus +2, Stunning Fist	You gain extra stunning attacks when fighting unarmed.
Extra Turning	Special	Player's Handbook	Cleric or paladin	Extra Turning is available only to clerics and paladins. It is described in the Cleric

				section, on page 32, and the Paladin section, on page 42, in Chapter 3: Classes.
Eyes in the Back of Your Head	General	Sword and Fist	Base attack bonus +3, Wis 19+	Your superior battle sense helps minimize the threat of flanking attacks.
Far Shot	General	Player's Handbook	Point Blank Shot	You can get greater distance out of a ranged weapon.
Feign Weakness	General	Sword and Fist	Base attack bonus +2, Improved Unarmed Strike	You capitalize on your foe's perceptions of your unarmed status.
Fell Shot	Psionic	Psionics Handbook	Dex 13+, Point Blank Shot, Psionic Shot, base attack bonus +3 or more.	You can strike your foe with a ranged weapon as if making a touch attack.
Fists of Iron	General	Sword and Fist	Base attack bonus +2, Improved Unarmed Strike	You have learned the secrets of imbuing your unarmed attacks with extra force.
Flyby Attack	General	Monster Manual	Fly speed	n/a
Forge Ring	Item Creation	Player's Handbook	Spellcaster Level 12th+	You can create magic rings, which have varied magical effects.
Great Cleave	General	Player's Handbook	Str 13+, Power Attack, Cleave, Base attack bonus +4 or higher	You can wield a melee weapon with such power that you can strike multiple times when you fell your foes.
Great Fortitude	General	Player's Handbook	None	You are tougher than normal.
Great Sunder	Psionic	Psionics Handbook	Str 13+, Power Attack, Sunder, reserve power points 5+.	You can sense the stress points on others' weapons.
Greater Power Penetration	Psionic	Psionics Handbook	Power Penetration	n/a
Heighten Power	Metapsionic	Psionics Handbook	None	You can manifest a power as if it were higher level than it actually is.
Heighten Spell	Metamagic	Player's Handbook	None	You can cast a spell as if it were higher level than it actually is.
Hide Power	Metapsionic	Psionics Handbook	None	You can manifest powers without a telltale display.
Hold the Line	General	Sword and Fist	Base attack bonus +2, Combat Reflexes	You are trained in defensive techniques against charging opponents.
Improved Bull Rush	General	Player's Handbook	Str 13+, Power Attack	You know how to push opponents back.
Improved Critical	General	Player's Handbook	Proficient with weapon, Base attack bonus +8 or higher	Choose one type of weapon, such as longsword or greataxe. With that weapon, you know how to hit where it hurts.
Improved Disarm	General	Player's Handbook	Int 13+, Expertise	You know how to disarm opponents in melee combat.
Improved Initiative	General	Player's Handbook	None	You can react more quickly than normal in a fight.
Improved Overrun	General	Sword and Fist	Expertise, Improved Bull Rush, Improved Trip, Str 13+, Power Attack	You are trained in knocking over opponents that are smaller than you.
Improved Psycrystal	Psionic	Psionics Handbook	None	You can impart another personality fragment in your psycrystal.
Improved Sunder	General	Sword and Fist	Base attack bonus +2, Sunder	You are adept at placing your attacks precisely where you want them to land.
Improved Trip	General	Player's Handbook	Int 13+, Expertise	You are trained not only in tripping opponents but in following through with an attack.
Improved Two-Weapon Fighting	General	Player's Handbook	Two-Weapon Fighting, Ambidexterity, Base attack bonus +9 or higher	You are an expert in fighting two-handed.
Improved	General	Player's	None	You are skilled at fighting while unarmed.

Unarmed Strike		Handbook		
Inertial Armor	Psionic	Psionics Handbook	Reserve power points +1	Your mind instinctively generates a field of protective energy.
Inner Strength	Psionic	Psionics Handbook	None	You have more power points than normal.
Iron Will	General	Player's Handbook	None	You have a stronger will than normal.
Knock-Down	General	Sword and Fist	Base attack bonus +2, Improved Trip, Str 15+	Your mighty blows can knock foes off their feet.
Leadership	General	Dungeon Master's Guide	Character Level 6+	You are the sort of person others want to follow, and you have done some work attempting to recruit cohorts and followers.
Lightning Fists	General	Sword and Fist	Monk level 4th+, Dex 15+	Your skill and agility allow you to attempt a series of blindingly fast blows.
Lightning Reflexes	General	Player's Handbook	None	You have faster than normal reflexes.
Mantis Leap	General	Sword and Fist	Monk level 7th+, 5 ranks in Jump	You deliver a powerful attack after making a jump.
Martial Weapon Proficiency	General	Player's Handbook	None	Choose a type of martial weapon, such as longbow (see Table 7-4: Weapons, pages 98-99, for a list of martial weapons). You understand how to use that type of martial weapon in combat.
Master Dorje	Metapsionic	Psionics Handbook	None	You can manifest a dorje's power with power points.
Maximize Power	Metapsionic	Psionics Handbook	None	You can manifest powers to maximum effect.
Maximize Spell	Metamagic	Player's Handbook	None	You can cast spells to maximum effect.
Mental Adversary	Psionic	Psionics Handbook	Cha 13+	You can make exceptionally strong psionic attacks.
Mental Leap	Psionic	Psionics Handbook	Str 13+, 6 ranks of the Jump skill, reserve power points 3+	You can make amazing jumps.
Metacreative	Psionic	Psionics Handbook	Any item creation feat	n/a
Mind Trap	Psionic	Psionics Handbook	Psychic Bastion	You can punish psionic attackers.
Mobility	General	Player's Handbook	Dex 13+, Dodge	You are skilled at dodging past opponents and avoiding blows.
Monkey Grip	General	Sword and Fist	Base attack bonus +3, Weapon Focus with the appropriate weapon, Str 13+	You use a wider variety of sizes of weapons.
Mounted Archery	General	Player's Handbook	Ride skill, Mounted Combat	You are skilled at using ranged weapons from horseback.
Mounted Combat	General	Player's Handbook	Ride skill	You are skilled in mounted combat.
Multiattack	General	Monster Manual	Three or more natural weapons	The creature is adept at using all its natural weapons at once.
Multidexterity	General	Monster Manual	Dex 15+, three or more arms	The creature is adept at using all its hands in combat.
Multiweapon Fighting	General	Monster Manual	Three or more hands	A creature with three or more hands can fight with a weapon in each hand. The creature can make one extra attack each round with each extra weapon.
Off-Hand Parry	General	Sword and Fist	Base attack bonus +3, Ambidexterity, Dex 13+, Two-Weapon Fighting, proficiency with weapon	You use your off-hand weapon to defend against melee attacks.
Pain Touch	General	Sword and Fist	Base attack +2, Stunning Fist, Wis 19+	You cause intense pain in an opponent with a successful stunning attack.
Persistent	Metapsionic	Psionics	None	n/a

Power		Handbook		
Pin Shield	General	Sword and Fist	Base attack bonus +4, Two-Weapon Fighting	You know how to get inside your opponent's guard by pinning his shield out of the way.
Point Blank Shot	General	Player's Handbook	None	You are skilled at making well-placed shots with ranged weapons at close range.
Power Attack	General	Player's Handbook	Str 13+	You can make exceptionally powerful melee attacks.
Power Penetration	Psionic	Psionics Handbook	None	Your powers are especially potent, breaking through power resistance more readily than normal.
Power Touch	Psionic	Psionics Handbook	Str 13+, Psionic Fist	You can make power-enhanced attacks of opportunity.
Precise Shot	General	Player's Handbook	Point Blank Shot	You are skilled at timing and aiming ranged attacks.
Prone Attack	General	Sword and Fist	Base Attack +2, Dex 15+, Lightning Reflexes	You attack from a prone position without penalty.
Psionic Body	Psionic	Psionics Handbook	None	n/a
Psionic Charge	Psionic	Psionics Handbook	Wis 13+, Speed of Thought, reserve power points 3+	You can charge in a crooked line.
Psionic Dodge	Psionic	Psionics Handbook	Dex 13+, Dodge, reserve power points 5+	You are proficient at dodging blows.
Psionic Fist	Psionic	Psionics Handbook	Str 13+	You can charge your unarmed strikes with additional damage potential.
Psionic Focus	Psionic	Psionics Handbook	None	Your powers within your primary discipline are more potent than normal.
Psionic Metabolism	Psionic	Psionics Handbook	Con 13+, Rapid Metabolism	n/a
Psionic Shot	Psionic	Psionics Handbook	Dex 13+, Point Blank Shot	You can charge your ranged attacks with additional damage potential.
Psionic Weapon	Psionic	Psionics Handbook	Str 13+, Power Attack	You can charge your melee weapon with additional damage potential.
Psychic Bastion	Psionic	Psionics Handbook	None	You can raise a fortified defense against psionic attacks.
Psychic Inquisitor	Psionic	Psionics Handbook	Cha 13+, Psychoanalyst	You know when others lie.
Psychoanalyst	Psionic	Psionics Handbook	Cha 13+	Your knowledge of the mind gives you influence with others.
Quick Draw	General	Player's Handbook	Base attack bonus +1 or higher	You can draw weapons with start-ling speed.
Quicken Power	Metapsionic	Psionics Handbook	None	You can manifest a power with a moment's thought.
Quicken Spell	Metamagic	Player's Handbook	None	You can cast a spell with a moment's thought.
Ranged Disarm	General	Dragon Magazine #274	Point Blank Shot, Precise Shot, Dex 13+, base attack +5 or higher	You can disarm from a distance.
Ranged Pin	General	Dragon Magazine #275	Point Blank Shot, Precise Shot, Dex 13+, Base attack bonus +5 or higher	You can perform a ranged grapple attack against an opponent by pinning a bit of clothing to a nearby surface.
Ranged Sunder	General	Dragon Magazine #275	Point Blank Shot, Precise Shot, Ranged Pin, Dex 13+, base attack bonus +5 or higher.	You can attack an opponent's weapon from a distance.
Rapid Metabolism	Psionic	Psionics Handbook	Con 13+	Your wounds heal rapidly.
Rapid Reload	General	Sword and Fist	Base attack bonus +2, proficiency with the crossbow used	You reload a cross-bow more quickly than normal.
Rapid Shot	General	Player's Handbook	Dex 13+, Point Blank Shot	You can use ranged weapons with exceptional speed.

		Handbook		
Remain Conscious	General	Sword and Fist	Base attack bonus +2, Endurance, Iron Will, Toughness	You have a tenacity of will that supports you even when things look bleak.
Return Shot	Psionic	Psionics Handbook	Dex 13+, Point Blank Shot, Psionic Shot, reserve power points 5+.	You can return incoming arrows, as well as crossbow bolts, spears, and other shot or thrown weapons.
Ride-By Attack	General	Player's Handbook	Ride skill, Mounted Combat	You are skilled at fast attack from horseback.
Run	General	Player's Handbook	None	You are fleet of foot.
Scribe Scroll	Item Creation	Player's Handbook	Spellcaster Level 1st+	You can create scrolls, from which you or another a spellcaster can cast the scribed spells. See the DUNGEON MASTER's Guide for rules on scrolls.
Scribe Tattoo	Item Creation	Psionics Handbook	Manifester Level 3+	You can create psionic tattoos, also called psionic circuits, which store psionic powers within their designs (see Chapter 7: Psionic Items for rules on psionic tattoos).
Sharp-Shooting	General	Sword and Fist	Base attack bonus +3, Point Blank Shot, Precise Shot	Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.
Shield Proficiency	General	Player's Handbook	None	You are proficient with shields.
Shield-Expert	General	Sword and Fist	Base attack bonus +3, shield proficiency	You use a shield as an off-hand weapon while retaining its armor bonus.
Shot On The Run	General	Player's Handbook	Dex 13+, Point Blank Shot, Dodge, Mobility	You are highly trained in skirmish ranged weapon tactics.
Silent Spell	Metamagic	Player's Handbook	None	You can cast spells silently.
Simple Weapon Proficiency	General	Player's Handbook	None	You understand how to use all types of simple weapons in combat (see Table
Skill Focus	General	Player's Handbook	None	Choose a skill, such as Move Silently. You have a special knack with that skill.
Snatch Arrows	General	Sword and Fist	Base attack bonus +3, Deflect Arrows, Dex 15+, Improved Unarmed Strike	You are adept at grabbing incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.
Speed of Thought	Psionic	Psionics Handbook	Wis 13+, reserve power points 1+.	You move faster.
Spell Focus	General	Player's Handbook	None	Choose a school of magic, such as Illusion. Your spells of that school are more potent than normal.
Spell Mastery	Special	Player's Handbook	Wizard	Spell Mastery is available only to wizards. It is described on page 54 in Chapter 3: Classes.
Spell Penetration	General	Player's Handbook	None	Your spells are especially potent, breaking through spell resistance more readily than normal.
Spirited Charge	General	Player's Handbook	Ride skill, Mounted Combat, Ride-By Attack	You are trained at making a devastating mounted charge.
Spring Attack	General	Player's Handbook	Dex 13+, Dodge, Mobility, Base attack bonus +4 or higher	You are trained in fast melee attacks and fancy footwork.
Stand Still	Psionic	Psionics Handbook	Str 13+, reserve power points 1+.	You can prevent foes from fleeing or closing.
Still Spell	Metamagic	Player's Handbook	None	You can cast spells without gestures.
Stunning Fist	General	Player's Handbook	Dex 13+, Improved Unarmed Strike, Wis 13+, Base attack +8 or higher	You know how to strike opponents in vulnerable areas.
Sunder	General	Player's Handbook	Str 13+, Power Attack	You are skilled at attacking others' weapons.
Talented	Psionic	Psionics Handbook	Inner Strength	You can manifest more 0-level powers for free.

Throw Anything	General	Sword and Fist	Base attack bonus +2, Dex 15+	In your hands, any weapon becomes a deadly ranged weapon.
Toughness	General	Player's Handbook	None	You are tougher than normal.
Track	General	Player's Handbook	None	You can follow the trails of creatures and characters across most types of terrain.
Trample	General	Player's Handbook	Ride skill, Mounted Combat	You are trained in using your mount to knock down opponents.
Trigger Power	Psionic	Psionics Handbook	Inner Strength, Talented, reserve power points (see below)	You choose one power that you can attempt to manifest for free.
Twin Power	Metapsionic	Psionics Handbook	None	n/a
Two-Weapon Fighting	General	Player's Handbook	None	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Unavoidable Strike	Psionic	Psionics Handbook	Str 13+, Psionic Fist, base attack bonus of +3 or more.	You can make an unarmed strike against your foe as if delivering a touch attack.
Up the Walls	Psionic	Psionics Handbook	Wis 13+, Speed of Thought, Psionic Charge, reserve power points 5+.	You can run on walls for brief distances.
Weapon Finesse	General	Player's Handbook	Proficient with weapon, Base attack bonus +1 or higher	You are especially skilled at using a certain weapon, one that can benefit as much from Dexterity as from Strength. Choose one light weapon. Alternatively, you can choose a rapier, provided you can use it in one hand, or a spiked chain, provided you're at least Medium-size.
Weapon Focus	General	Player's Handbook	Proficient with weapon, Base attack bonus +1 or higher	Choose one type of weapon, such as greataxe. You are especially good at using this weapon. You can choose "unarmed strike" or "grapple" for your weapon for purposes of this feat. If you are a spellcaster, you can choose "ray," in which case you are especially good with rays, such as the one produced by the ray of frost spell.
Weapon Specialization	Special	Player's Handbook	Fighter level 4+	You add +2 damage with your chosen weapon.
Whirlwind Attack	General	Player's Handbook	Int 13+, Dex 13+, Expertise, Dodge, Mobility, base attack bonus +4 or higher, Spring Attack	You can strike nearby opponents in an amazing, spinning attack.
Zen Archery	General	Sword and Fist	Base attack bonus +3, Wis 13+	Your intuition guides your hand when you use a ranged weapon.

*Feat list complete through March 2001 (Dragon #275).
Includes only feats published in official **D&D** products.*