

List of Feats From all Sources

V. 14.5

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

Players Handbook

Feats	Prerequisites	Benefits
Alertness	-----	+2 to all Listen and Spot checks.
Ambidexterity	Dex 15+	No penalties of using your off hand.
Armor Proficiency (Light)	-----	Only standard penalties apply.
Armor Proficiency (Medium)	Armor Proficiency (Light)	Only standard penalties apply.
Armor Proficiency (Heavy)	Armor Proficiency (Light) Armor Proficiency (Medium)	Only standard penalties apply.
Blind-Fight	-----	Invisible attackers get no bonus to attack you. Also, $\frac{3}{4}$ speed in dark areas.
Combat Casting	-----	+4 to Concentration checks to spells.
Combat Reflexes	-----	Dex bonus added to number of AoO per round.
Dodge	Dex 13+	+1 AC to a single opponent.
Mobility	Dex 13+	+4 AC to attacks of opportunity.
Spring Attack	Dodge Mobility Base Attack of +4 or higher	When using the attack action with a melee weapon, you can move both before and after the attack, but not more than your speed. Does not provoke an attack of opportunity.
Whirlwind Attack	Dex 13+ Int 13+ Dodge Mobility Spring Attack Expertise Base Attack of +4 or higher	When you perform the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within 5ft.
Endurance	-----	+4 to stamina based checks.
Exotic Weapon Proficiency*	Base Attack of +1 or higher	Can use an exotic weapon without penalty.
Expertise	Int 13+	Can take a penalty to attack to gain an AC bonus.
Improved Disarm	Int 13+ Expertise	You do not suffer an attack of opportunity when you attempt to disarm an opponent.
Improved Trip	Int 13+ Expertise	You may trip an opponent and make an attack as though you hadn't made the trip attempt.
Great Fortitude	-----	+2 to all Fortitude saving throws.
Improved Critical*	Proficient with weapon Base Attack of +8 or higher	Doubles the critical range of one weapon.
Improved Initiative	-----	+4 on all Initiative checks.
Improved Unarmed Strike	-----	You are considered to be armed even when not.
Deflect Arrows	Dex 13+ Improved Unarmed Strike	Can make a Reflex save (DC 20, add magic bonus of arrow to DC) to deflect an arrow.
Stunning Fist	Dex 13+ Wis 13+ Improved Unarmed Strike Base Attack of +8 or higher	Foes damaged by the use of this feat (you must call before making unarmed the attack) can be stunned for one round. (DC 10 + $\frac{1}{2}$ your level + Wis modifier)
Iron Will	-----	+2 to all Will saving throws.

Feats

Leadership	Character level 6th+
Lightning Reflexes	----
Martial Weapon Proficiency*	----
Mounted Combat	Ride skill
Mounted Archery	Ride skill
Ride-By Attack	Mounted Combat
Spirited Charge	Ride skill
Trample	Mounted Combat
Point Blank Shot	----
Far Shot	Point Blank Shot
Precise Shot	Point Blank Shot
Rapid Shot	Dex 13+
Manyslot	Point Blank Shot
(Described in the	Dex 15+
Epic Level Handbook)	Point Blank Shot
Shot on the Run	Rapid Shot
Power Attack	Base Attack of +6 or higher
Cleave	Dex 13+
Great Cleave	Point Blank Shot
Improved Bull Rush	Dodge
Sunder	Mobility
Quick Draw	Str 13+
Run	Str 13+
Shield Proficiency	Power Attack
Simple Weapon Proficiency	Str 13+
Skill Focus*	Power Attack
Spell Focus*	Cleave
Spell Penetration	Base Attack of +4 or higher
Toughness**	Str 13+
Track	Power Attack
Two-Weapon Fighting	----
Improved Two-Weapon Fighting	Two-Weapon Fighting
Weapon Finesse*	Ambidexterity
Weapon Focus*	Base Attack of +9 or higher
	Proficiency with weapon
	Base Attack of +1 or higher
	Proficiency with weapon
	Base Attack of +1 or higher

Prerequisites

Benefits

You attract cohorts and followers.
+2 to all Reflex saving throws.
Can use a martial weapon without penalty.
Can make a ride check to negate a hit to mount.
Your penalty is halved when using a ranged weapon from horseback.
When you charge an enemy, you continue to move after the attack.
When you charge an enemy, you deal double damage with a melee weapon (or x3 with a lance).

An enemy may not avoid you when you attempt to knock them down.
+1 to attack with ranged weapons within 30ft.
Projectile weapons range increase by ½.
Don't suffer -4 to attack when shooting into a melee.
You get 1 extra attack (ranged weapon) per round.
Each other attack has -2 to attack.
As a standard action, you can fire 2 arrows at a target within 30ft (-2 to attack). For every 5 points of base attack above +6, you gain one extra arrow with this attack (max. of +4).
When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.
Take a penalty to attack; add that number to damage.
Able to make an attack against another enemy (same bonus and weapon) after killing one.
Same as Cleave, but there is no limit to the amount of times you may use the feat in one round.

When performing a bull rush you do not provoke an attack of opportunity.
When you strike an opponent's weapon you do not provoke an attack of opportunity.
Drawing a weapon is a free action.
Running is now x5 normal speed instead of x4.
Only standard penalties apply when using a shield.
Without this feat suffer a -4 penalty to attack.
+2 to a single skill.
+2 DC to a single school of magic.
+2 to caster level checks to beat spell resistance.
Gain +3 HP.
Able to find tracks using Wilderness Lore.
Penalties are lowered by 2 when using 2 weapons.
You receive a second attack with your off-hand weapon at a -5 penalty.

Use your Dex bonus instead of Str on melee attack rolls (must have a free hand).
+1 to attack using a particular weapon.

Special Feats

Extra Turning**
 Spell Mastery*
 Weapon Specialization*

Prerequisites

Cleric or Paladin
 Wizard
 Fighter level 4th +
 Weapon Focus

Benefits

Turn undead 4 more times per day.
 Spells equal to Int don't need memorization.
 +2 damage with same weapon used in the feat
 Weapon Focus.

Item Creation Feats

Brew Potion
 Craft Magic Arms and Armor
 Craft Rod
 Craft Staff
 Craft Wand
 Craft Wondrous Item
 Forge Ring
 Scribe Scroll

Prerequisites

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

Benefits

Able to put up to 3rd level spells into potions.
 Able to mend and make magic arms and armor.
 Able to create magic rods.
 Able to craft magic staffs with many effects.
 Able to create wands, which cast spells.
 Able to create miscellaneous magic items.
 Able to forge a magic ring with varied magics.
 Able to scribe any spell known to be used later.

Metamagic Feats

Empower Spell
 Enlarge Spell
 Extend Spell
 Heighten Spell
 Maximize Spell
 Quicken Spell
 Silent Spell
 Still Spell

Prerequisites

Benefits

Spell effects increased by ½. (2 slots higher)
 Spell range or dimension x2. (1 slot higher)
 Spell last twice as long. (1 slot higher)
 Spell used as a higher level. (Same slot as used)
 Spell gains max on all rolls. (3 slots higher)
 Spell cast as a free action. (4 slots higher)
 Spell cast silently, non bardic. (1 slot higher)
 Spell cast without gestures. (1 slot higher)

*Sword and Fist***Feats**

Blindsight, 5-foot Radius

Circle Kick

Close-Quarters Fighting
 Death Blow

Dirty Fighting
 Dual Strike

Eagle Claw Attack

Expert Tactician

Extra Stunning Attacks**

Eyes in the Back of Your Head

Feign Weakness

Fists of Iron

Hold the Line

Prerequisites

Wis 19+
 Blind-Fight
 Base Attack of +4 or higher
 Dex 15+
 Improved Unarmed Strike
 Base Attack of +3 or higher
 Base Attack of +3 or higher
 Improved Initiative
 Base Attack of +2 or higher
 Base Attack of +2 or higher
 Combat Reflexes
 Base Attack of +3 or higher
 Dex 15+
 Improved Unarmed Strike
 Sunder
 Base Attack of +2 or higher
 Base Attack of +3 or higher
 Stunning Fist
 Base Attack of +2 or higher
 Wis 19+
 Base Attack of +3 or higher
 Improved Unarmed Strike
 Base Attack of +2 or higher
 Improved Unarmed Strike
 Base Attack of +2 or higher
 Combat Reflexes
 Base Attack of +2 or higher

Benefits

Able to detect opponents who are no more than 5ft away. You cannot discern non-corporeal beings though.
 Make a single unarmed attack, if this hits you can make another unarmed attack against another opponent. Full attack action.
 Unaffected by the Improved grab ability.
 A coup de grace is now a standard action.
 +1d4 unarmed damage (full attack action).
 You and an ally both have this feat, you both gain a +4 to attack a flanked opponent.
 You can strike an opponent's weapon or shield with an unarmed attack.
 An extra attack can be made to someone who is denied their Dexterity bonus to AC.
 Can make 3 extra Stunning attacks per day.
 You cannot be flanked.
 With a successful Bluff check, you gain an attack against the now flat-footed enemy.
 +1d4 damage with an unarmed attack. You may use this feat 3+Wis modifier / per day.
 You may make an attack of opportunity when an enemy charges you.

Feats	Prerequisites	Benefits
Improved Overrun	Str 13+ Expertise Power Attack Improved Trip	When you attempt to overrun an opponent who is at least one size smaller than you, the target cannot avoid you. If you knock them down, you immediately get an attack of opportunity against them (+4 to prone targets).
Improved Sunder	Str 13+ Power Attack Sunder	When you strike an opponent's weapon you deal double damage.
Knock-Down	Base Attack of +2 or higher Str 15+ Expertise Improved Trip	When 10+ damage is dealt with a single attack against a target, you may make a trip attack as a free action against them. Not combinable with other feats.
Lightning Fists	Base Attack of +2 or higher Dex 15+ Monk level 4 th	2 extra attacks per round at -5 to hit (full action). Not to be used with Flurry of Blows.
Mantis Leap	Monk level 7 th Jump 5+ ranks	A successful jump charge deals normal weapon damage plus twice Str damage.
Monkey Grip*	Str 13+ Weapon Focus	You can use one melee weapon that is one size larger than you in one hand. You suffer a -2 penalty to to attack with this feat.
Off-Hand Parry	Base Attack of +3 or higher Dex 13+ Ambidexterity	Sacrifice of all your off-hand attacks for one round giving you a +2 dodge bonus. Use standard penalties for 2-weapon fighting. Feat only usable with bladed or hafted weapons 1 size smaller than yourself (full action).
Pain Touch	Two-weapon Fighting Proficiency with weapon Base Attack of +3 or higher Wis 19+ Improved Unarmed Strike Stunning Fist	Victims of a successful stun attack are also nauseated for 1 round after the 1 round of stunning with the use of this feat.
Pin Shield	Base Attack of +2 or higher Two Weapon Fighting	A opponent loses shield bonus with successful attack with your off hand weapon.
Power Lunge	Base Attack of +4 or higher Str 13+ Power Attack	A successful charge deals normal damage plus x2 Str damage. Provokes attack of opportunity.
Prone Attack	Base Attack of +3 or higher Dex 15+ Lightning Reflexes	You may make an attack from the prone position at no penalty. If successful you may regain your feet as a free action.
Rapid Reload	Base Attack of +2 or higher Proficiency with crossbow	You may reload a hand or light crossbow as a free action or a heavy as a move equivalent.
Remain Conscious	Base Attack of +2 or higher Endurance Iron Will Toughness	When your hit points are reduced to 0, you may take one partial action on your turn every round until you reach -10 HP.
Sharp-Shooting	Base Attack of +2 or higher Point Blank Shot Precise Shot	You gain a +2 to your ranged attack against targets with some degree of cover. This feat has no effect when target has total or no cover.
Shield Expert	Base Attack of +3 or higher Shield Proficiency	You make an off hand attack with a shield while keeping it's AC.
Snatch Arrows	Base Attack of +3 or higher Dex 15+ Improved Unarmed Strike Deflect Arrows	You can grab incoming weapons or projectiles. Thrown weapons can be thrown back as an immediate free action. Projectiles can be shot back with appropriate weapon next turn.
Throw Anything	Base Attack of +3 or higher Dex 15+ Base Attack of +2 or higher	You can throw any weapon you can use. Range increment with this feat is 10ft.
Zen Archery	Wis 13+ Base Attack of +3 or higher	You may use your Wis modifier instead of Dex modifier when making a ranged attack within 30ft.

Masters of the Wild

Feats

Animal Defiance

Animal Control

Brachiation

Clever Wrestling

Destructive Rage

Dragon's Toughness**

Dwarf's Toughness**

Extended Rage**

Extra Favored Enemy

Extra Rage**

Faster Healing

Favored Critical*

Flyby Attack

Giant's Toughness**

Greater Resiliency

Greater Two-Weapon Fighting

Improved Flight

Improved Swimming

Instantaneous Rage

Intimidating Rage

Multi-Attack

Multi-Dexterity

Off-Hand Parry

Plant Defiance

Plant Control

Power Critical*

Remain Conscious

Prerequisites

Ability to cast *Detect Animals or Plants*

Animal Defiance

Ability to cast *Speak with Animals & Animal Friendship*

Str 13+

Climb 6+ ranks

Jump 6+ ranks

Improved Unarmed Strike

Small or Medium sized

Ability to Rage

Base Fortitude save 11+

Base Fortitude save 5+

Ability to Rage

Base Attack of +5 or higher

At least one favored enemy

Ability to Rage

Base Fortitude save 5+

Base Attack of +5 or higher

At least one favored enemy

Ability to fly (Natural or Shapechanging)

Base Fortitude save 8+

Damage Reduction as a class feature or innate ability

Two-Weapon Fighting

Ambidexterity

Improved Two-Weapon Fighting

Base Attack of +15 or higher

Ability to fly (Natural, Magical, or Shapechanging)

Swim 6+ ranks

Ability to Rage

Ability to Rage

Access to a form with 3 or more natural weapons

Access to a form with 3 or more arms

Dex 13+

Ambidexterity

Two-weapon Fighting

Proficiency with weapon

Base Attack of +3 or higher

Ability to cast *Detect Animals or Plants*

Plant Defiance

Ability to cast *Speak with Plants*

Improved Critical

Proficiency with weapon

Base Attack of +12 or higher

Endurance

Iron Will

Toughness

Base Attack of +2 or higher

Benefits

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

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

You move through the trees at normal land movement. Must have both hands free and cannot be wearing heavy armor.

You have a better than normal chance to escape a grapple or pin from larger opponents.

While raging, +8 to Str check to break objects.

Gain +12 HP.

Gain +6 HP.

Rage ability lasts 5 rounds longer than normal.

You gain an extra favored enemy to your list beyond your normal allotment.

You can Rage 2 more times per day.

You recover HP faster than normal.

Critical range is doubled against a single type of favored enemy.

During a move action you can take a partial action at any point during that move.

Gain +9 HP.

Damage reduction +1/- and rises thereafter at previous rate. Can't be taken more than once.

You get a 3rd attack with your off-hand weapon at a -10 penalty.

Your maneuverability while flying improves by one grade.

½ speed as move equivalent; ¾ as a full action.

You can enter rage at any time you wish.

Target is shaken if it fails Will save.

Your secondary attacks with natural weapons suffer only a -2 penalty.

You ignore all penalties for using your off hands. (Same as Ambidexterity feat)

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

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

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

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

When your hit points are reduced to 0, you may take one partial action on your turn every round until you reach -10 HP.

Feats

Resist Disease
Resist Poison
Resistance to Energy
Shadow
Snatch

Supernatural Blow*

Wingover

Prerequisites

Base Fortitude save of 8+

Access to a form with claws
or bite as a natural weapon
Favored enemy that is immune
to critical hits
Base Attack of +7 or higher
Ability to fly (Natural, Magical,
or Shapechanging)

Benefits

+4 to Fortitude saves against disease.
+4 to Fortitude saves against poison.
+5 to Fortitude saves against a single energy type.
+2 to all Hide and Spot checks.
When you hit with your claw or bite, you can grapple
as a free action, without the AoO.
Favored enemy damage now applies to one creature
that is immune to critical hits, also add +1d6
damage if you were to score a critical hit.
You can turn up to 180 degrees, plus any other turns
normally made, regardless of your maneuverability.

Wild Feats

Blindsight

Extra Wild Shape**

Fast Wild Shape

Natural Spell

Proportionate Wild Shape

Scent

Speaking Wild Shape

Prerequisites

Ability to use *Wild Shape*
to become a Dire bat.
Ability to use *Wild Shape*
Dex 13+
Ability to use *Wild Shape*
to become a Dire animal
Wis 13+
Ability to use *Wild Shape*
Ability to use *Wild Shape*
(Natural form neither Small
nor Medium sized)
Wis 11+
Ability to use *Wild Shape*
to become a wolf
Int 13+
Ability to use *Wild Shape*

Benefits

You can rely on hearing to locate creatures and
objects within 120ft, regardless of form.
Wild Shape +2/per day & +1/per day as an elemental.
You gain the ability to use *Wild Shape* as a move
equivalent action.

You are able to use the verbal and somatic
components of spells while you are in a *Wild Shape*.
You use *Wild Shape* to become animals of your own
own size, even if you normally could not.

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

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

Item Creation Feats

Create Infusion

Prerequisites

Wilderness Lore 4+ ranks
Spellcaster Level 3rd+

Benefits

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

Song and Silence

Feats

Acrobatic
Arterial Strike

Athletic
Charlatan
Chink in the Armor
Dash
Expert Tactician

Extra Music

Fleet of Foot

Flick of the Wrist

Green Ear

Prerequisites

Base Attack of +4 or higher
Sneak Attack ability

Expertise

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

Dex 17+
Quick Draw
Bardic music ability
Perform 10+ ranks

Benefits

+2 to all Jump and Tumble checks.
You forgo +1d6 sneak attack damage to give a wound
that does 1 damage per round.
+2 to all Climb and Swim checks.
+2 to all Bluff and Disguise checks.
Halve opponents armor after studying them.
In light armor and light load your movement is +5ft.
An extra attack can be made to someone who is
denied their Dexterity bonus to AC.

You can use your music +4/times per day.
When running or charging, you can make one 90
degree or less turn. Can only use this feat in light
or no armor.
Can draw a light weapon and attack, catching your
opponent off guard. (Once per combat)
Your music can effect plants as well as any other
creatures normally effected.

Feats

Hamstring

Jack of All Trades

Lingering Song

Multicultural

Obscure Lore

Persuasive

Alluring

Pyro

Quicker than the Eye

Requiem

Shadow

Snatch Weapon

Subsonics

Trustworthy

Prerequisites

Base Attack of +4 or higher

Sneak Attack ability

Character level 8th+

Bardic music ability

Speak language

(Of chosen race)

Bardic knowledge ability

Persuasive

Trustworthy

Dex 19+

Bardic music ability

Perform 12+ ranks

Improved Disarm

Bardic music ability

Perform 10+ ranks

Benefits

You forgo +2d6 sneak attack damage to decrease an opponents speed by ½.

You can use any skill untrained.

Inspire songs last twice as long than normal.

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

+3 to your Bardic knowledge ability.

+2 on all Bluff and Intimidate checks.

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

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

Observers don't see what you've done.

Your music can effect undead at ½ duration. Your music still affects other creatures normally.

+2 Hide & Spot, while following someone.

Disarm opponent then take weapon from midair.

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

+2 Diplomacy and Gather Information checks.

Metamagic Feats

Disguise Spell

Prerequisites

Bardic music ability

Perform 12+ ranks

Benefits

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

*Defenders of the Faith***Feats**

Improved Shield Bash

Shield Charge

Prerequisites

Str 13+

Power Attack

Str 13+

Power Attack

Improved Shield Bash

Benefits

Bull Rush an opponent with your shield, without the AoO or moving into their 5ft square.

When you attack with your shield as part of a charge action, you inflict double normal damage.

Divine Feats

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

Divine Cleansing

Divine Resistance

Divine Might

Divine Shield

Divine Vengeance

Divine Vigor

Prerequisites

Cha 13+

Extra Smiting

Ability to Turn/Rebuke undead

Extra Turning

Divine Cleansing

Ability to Turn/Rebuke undead

Str 13+

Cha 13+

Power Attack

Ability to Turn/Rebuke undead

Str 13+

Cha 13+

Power Attack

Improved Shield Bash

Ability to Turn/Rebuke undead

Extra Turning

Ability to Turn/Rebuke undead

Cha 13+

Extra Turning

Ability to Turn/Rebuke undead

Benefits

You and your allies with-in 60ft gain a +2 sacred bonus on all Fortitude saves for number of rounds equal to your Cha bonus.

You and your allies with-in 60ft gain a +5

resistance to fire, cold, and electricity.

Lasts till the end of your next turn.

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

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

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

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

Metamagic Feats

Reach Spell
Sacred Spell

Prerequisites

Benefits

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

Special Feats

Extra Smiting**

Extra Turning**

Empower Turning

Heighten Turning

Quicken Turning

Prerequisites

Class level 4th+
Smite feature
Cleric or Paladin
Cleric or Paladin
Cha 13+
Extra Turning
Cleric or Paladin
Cha 13+
Extra Turning
Cleric or Paladin
Cha 13+
Extra Turning

Benefits

Gain one additional smite attempt per day.

Turn undead 4 more times per day.
You can take a –2 on your turning check roll, and
add +2d6 to your turning damage roll.

You can add your effective cleric level to your turning
check roll, while subtracting it from your turning
damage roll.
You can Turn / Rebuke undead as a free action
but take –4 on both your turning roll and your
damage roll. Only usable once per round.

*Tome and Blood***Feats**

Arcane Defense*
Arcane Preparation

Augment Summoning

Extra Slot**

Extra Spell**

Greater Spell Focus*

Greater Spell Penetration

Improved Familiar

Innate Spell*

Spell Specialization*

Prerequisites

Spell Focus
Able to cast arcane spells
without preparation
Spellcaster level 2nd+
Spellcaster level 4th+
Spellcaster level 3rd+
Spell Focus
Spell Penetration
Ability to acquire a new familiar
of compatible alignment.
Quicken Spell
Silent Spell
Still Spell
Weapon Focus (Ray or Energy
Missile spells)
Spellcaster level 4th+

Benefits

+2 to saving throw against spells of chosen school.
You can prepare an arcane spell ahead of time
as a wizard does.
Creatures gain +1 Att/Dmg and +1 HP/per Hit Die.
+1 spell per day, one level lower than you can cast.
Learn an addition spell, a lvl lower than your highest.
Additional +2 to DC of chosen school of magic.
Additional +2 to caster level checks to beat SR.
You can choose a familiar from a non-standard list,
only if you can acquire a new familiar.
Can cast a spell that has been chosen like it was a
spell-like ability. Uses an 8th slot higher permanently.
Still requires all components.
Damage dealing, ranged touch spells gain a +2
damage modifier only if target is within 30ft.

Metamagic Feats

Chain Spell

Cooperative Spell

Delay Spell

Energy Substitution*

Energy Admixture*

Eschew Materials

Persistent Spell

Repeat Spell

Prerequisites

Any other Metamagic feat

Any other Metamagic feat

Any other Metamagic feat
Any other Metamagic feat
Knowledge (Arcana) 5+ ranks
Any other Metamagic feat
Energy Substitution
Knowledge (Arcana) 5+ ranks
Any other Metamagic feat

Benefits

Spell affects other targets in addition to the primary
target. (3 slots higher)
You can cast spells with greater effect when the same
spell is cast by another caster. (1 slot higher)
A spell can have a short delay. (3 slots higher)
Only on a single energy type. You can change the
type of energy used to another. (0 slots higher)
Only on a single energy type. You can remove an
amount of energy and add in an equal amount of
another type of energy. (4 slots higher)
Can cast spells without material components. Spells
that have materials costing 1gp or higher are not
effected. (0 slots higher)
One spell lasts 24 hours. (4 slots higher)
Spell is cast again next round. (3 slots higher)

Metamagic Feats	Prerequisites	Benefits
Sanctum Spell	Any other Metamagic feat	Your spells have a higher potency near your Sanctum. (0 slots higher)
Sculpt Spell	Any other Metamagic feat	Alters the shape of a spell's area. (1 slot higher)
Split Ray	Any other Metamagic feat	Spell affects 2 targets that are 30ft from each other. Each target takes ½ damage. (0 slots higher)
Subdual Substitution*	Any other Metamagic feat Knowledge (Arcana) 5+ ranks	Only on a single energy type. Energy spell can be changed to deal subdual damage. (0 slots higher)
Twin Spell	Any other Metamagic feat	Can cast 2 spells similar to one another at the same time to the same target. (4 slots higher)
Widen Spell	Any other Metamagic feat	Spells area affect is increased by ½. (3 slots higher)

Psionics Handbook

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

(Psionic combat feats are noted with a ‡)

Psionic Feats	Prerequisites	Benefits
†Augment Construction	Manifester level 2 nd +	Astral constructs gain +1 HP per hit die and +1 to attack and damage rolls.
‡Advanced Construction	Augment Construction Manifester level 2 nd +	Astral constructs gain special abilities from an extended list. (<i>Mind's Eye</i> pg. 33)
‡Ecto Manipulation	Augment Construction Manifester level 3 rd +	Astral constructs gain a special ability from a higher menu by sacrificing 2 abilities from the next lower menu.
‡Extended Construction	Augment Construction Ecto Manipulation Manifester level 3 rd +	Your astral constructs gain a duration of 1 minute per manifester level.
‡Empower Construction	Augment Construction Manifester level 2 nd +	Astral constructs gain 1 more special ability.
†Chain Link	Manifester level 3 rd +	When you learn a power from you primary discipline, you can “forget” a power from any chain in that discipline.
Combat Manifestation	-----	+4 to Concentration checks to manifest a power.
Dodge	Dex 13+	+1 AC to a single opponent.
Psionic Dodge	Dex 13+	+1 AC to a single opponent, this feat is stackable with the Dodge feat or any other type of AC bonus.
‡Empowered Psicrystal	Dodge Reserve power points 5+ -----	You can add 3 additional abilities to your psicrystal. (<i>Mind's Eye</i> pg. 37)
†Enhanced Construction	Manifester level 6 th +	You create lower constructs with high level constructs at no additional power point cost.
†Extra Power**	Manifester level 3 rd +	You learn 1 additional power, 1 lower than your highest level of powers known.
‡Master Discipline**	Extra Power Manifester level 3 rd +	You learn 1 additional power from you discipline up to the highest level you can cast.
Improved Psicrystal**	-----	You add another personality fragment to your psicrystal. Gaining the benefits from both psicrystal types.
Inertial Armor	Reserve power points 1+	+4 AC, doesn't stack with armor or shields.
‡Improved Inertial Armor**	Inertial Armor Reserve power points +2	+2 AC, stacks with Inertial Armor, reserve points needed is +2 each time feat is taken.
†Infused Construction**	Manifester level 6 th +	Metapsionic cap is increased to 2 + manifester level in power points for astral constructs.

Psionic Feats	Prerequisites	Benefits
Inner Strength**	-----	Gain power points per day equal to the number of times this feat has been taken.
†Inner Fortitude**	Inner Strength	Unassigned powers can be traded for power points.
Talented	Inner Strength	+3 0-level powers for free per day.
Body Fuel	Inner Strength	Lose 2 temporary ability score points (no more than 60 ability points in one day) to gain 1 power point.
Trigger Power*	Talented	With a single chosen power, you may attempt to manifest it for free. You must have the power
points	Talented	needed to manifest the power in reserve.
Mental Adversary†**	Reserve power points $n+$	Deal +1 ability damage on psionic attack. (+3 points)
Disarm Mind†	Cha 13+	After a psionic attack that deals ability damage, the attacker loses your Cha bonus x 4 points. (+3 points)
Mental Leap**	Mental Adversary	You jump twice as far or as high as is indicated on your jump check. Your maximum jump distance is twice normal.
Metacreative*	Str 13+	-25% of gold and XP cost of an item creation.
Point Blank Shot	Jump 6+ ranks	+1 to attack with ranged weapons within 30ft.
Psionic Shot	Reserve power points 3+	Your ranged attack deals +1d4 damage. (1 point)
Fell Shot	Any Item Creation feat	-----
Return Shot	Dex 13+	When attacking your enemy with a ranged weapon, you ignore all armor, essentially making a ranged touch attack (5 points)
Power Attack	Point Blank Shot	You can grab incoming weapons or projectiles. Thrown weapons can be thrown back as an immediate free action. Projectiles can be shot back with appropriate weapon next turn.
Sunder	Dex 13+	Take a penalty to attack; add that number to damage.
Greater Sunder	Point Blank Shot	When you strike an opponents weapon you do not provoke an attack of opportunity.
Psionic Weapon	Psionic Shot	When you strike an opponent's weapon you ignore ½ of the weapon's total hardness. You can also do the same to any hard object, ignoring ½ of the object's hardness.
Deep Impact	Reserve power points 5+	Your melee attack deals +1d4 damage. (1 point)
Power Penetration	Str 13+	When attacking your enemy with a melee weapon, weapon, you ignore all armor, essentially making a touch attack. (5 points)
Greater Power Penetration	Str 13+	+2 to manifester level checks to beat SR.
†Power Specialization	Power Attack	Additional +2 to manifester level checks to beat SR.
Psionic Body	Sunder	Your ranged touch attack powers deal +2 damage only within 30ft.
†Psionic Combat Buffer	Reserve power points 5+	Use primary ability modifier instead of Con bonus for bonus hit points, but only at 1 st level. Gain +1 hit point for every Metapsionic feat, also.
†Greater Psionic Combat Buffer	Str 13+	Your psionic combat modes have ½ point cost. (See addition description on pg. 41, of the <i>Mind's Eye</i> web enhancement.)
†Psionic Defense*	Power Attack	Your psionic combat modes have ⅓ point cost.
	Psionic Weapon	
	Base Attack of +3 or higher	

	Power Penetration	
	Weapon Focus (Ray)	
	Manifester level 4 th +	

	Any other Psionic Combat feat (noted with a †)	
	Manifester Level 6 th +	
	Psionic Combat Buffer	
	Any other Psionic Combat feat (noted with a †)	
	Manifester Level 6 th +	

		+2 to you saves against powers of chosen discipline.

Psionic Feats

Psionic Fist
Power Touch

Unavoidable Strike

Psionic Focus*

Greater Psionic Focus*
†Psychic Assault‡

Psychic Bastion†**
†Mind Blind‡

Mind Trap‡

Psychoanalyst
Psychic Inquisitor

Rapid Metabolism
Psionic Metabolism

†Resculpt Mind

Speed of Thought**

Psionic Charge

Up the Walls

†Run on Air

Stand Still

†Trade-Off

†Upgrade Power*

Prerequisites

Str 13+
Str 13+
Psionic Fist
Str 13+
Psionic Fist
Base Attack of +3 or higher

Psionic Focus

Psychic Bastion

Psychic Bastion

Cha 13+

Cha 13+

Psychoanalyst

Con 13+

Con 13+

Rapid Metabolism

Psion only

Manifester level 3rd+

Wis 13+

Reserve power points 1+

Wis 13+

Speed of Thought

Reserve power points 3+

Wis 13+

Speed of Thought

Psionic Charge

Reserve power points 5+

Wis 15+

Speed of Thought

Psionic Charge

Up the Walls

Reserve power points 9+

Str 13+

Reserve power points 1+

Manifester Level 3rd+

Any other Psionic or
Metapsionic feat

Benefits

Unarmed strikes deals +1d4 damage. (1 point)
Use a power with a range of touch as your attack of opportunity. (+2 points)
When attacking your enemy with an unarmed attack, you ignore all armor, essentially making a touch attack. (5 points)
+2 to DC of a chosen discipline.
+4 to DC of a chosen discipline. (Not stackable)
You may add up to ½ of you manifest level to the Will save DC for psionic combat when you pay the cost of 3 points +2, per +1 DC.
Gain +1 mental hardness. (3 points)
Additional +3 mental hardness, but your psionic attack modes deal -3 ability damage (min. of 1).
Psionic attackers lose power points and take ability damage when using attack modes against you.
+2 on all Diplomacy, Bluff and Intimidate checks
You detect a number of lies equal to your Cha bonus during a conversation.
Add Con bonus to healing of HP with day of rest.
Convert 1 point of damage to subdual per hour. (1 power point, per hour)
Gain a psionic feat instead of a new combat mode; then gain combat modes at higher levels.
+10ft to your base speed.

When making a charge you can make a number of turns equal to your Dex bonus.

You can take part of your move action along a wall if you begin and end it on a horizontal surface. You will fall if you do not end it on a horizontal surface and become prone.

You can take your move action to run through air or across non solid surfaces, such as water. You can only run in a strait line and only for one movement.

During an AoO, you may attack before they move and prevent their moving into or out of the area.
When you gain a power from your discipline you can trade it for 3 lower powers of your discipline that cannot total the power you traded for them.
When a new power in the chosen chain is learned, you may lose the lower power in that chain and trade it for a new power of the same level.

Item Creation Feats

Craft Crystal Capacitor
Craft Dorje
†Craft Drilbu
Craft Psionic Arms and Armor
Craft Universal Item
Encode Stone
Scribe Tattoo

Prerequisites

Manifester level 9th +
Manifester level 5th +
Manifester level 5th +
Manifester level 5th +
Manifester level 3rd +
Manifester level 1st +
Manifester level 3rd +

Benefits

Create a crystal that stores power points.
Create wands, which manifest powers.
Create upgraded versions of a dorje.
Mend and make psionic arms and armor.
Create miscellaneous psionic items.
Create a stone that stores a power.
Scribe psionic tattoos that store a 3rd level or lower level power until tapped.

Metapsionic Feats

†Chain Power
Delay Power
Enlarge Power
†Reach Power

Extend Power
Persistent Power

†Fortify Power
†Overpower

Heighten Power

Hide Power*

Master Dorje

Maximize Power

†Psionic Energy Substitution*

†Psionic Energy Admixture*

Quicken Power

†Repeat Power

†Sculpt Power

†Split Psionic Ray

Twin Power

†Widen Power

Prerequisites

Any other Metapsionic feat

Enlarge Power

Extend Power

Fortify power

Any other Metapsionic feat
Knowledge (Psionics) 5+ ranks

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

Any other Metapsionic feat

Any other Metapsionic feat

Any other Metapsionic feat

Any other Metapsionic feat

Benefits

Powers are arced to secondary targets. (+6 points)

A power can have a short delay. (+6 points)

Power range or dimension x2. (+2 points)

You can cast a touch power at a distance of 30ft.

Must succeed ranged touch attack. (+2 points)

Power lasts twice as long. (+2 points)

One power lasts 24 hours. (+8 points)

All die rolls are multiplied by 1 ¼. (+2 points)

All die rolls are multiplied by 2. (+6 points)

Power used as a higher level. (Same points as used)

Power manifested without a display. (+2 points)

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

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

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

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

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

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

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

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

Can manifest 2 powers similar to one another

at the same time to the same target. (+8 points)

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

†Talent Conversion Feats

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

†Psionic Boost

†Psionic Equilibrium

†Psionic Fortitude

†Psionic Infusion

†Psionic Might

†Psionic Resistance

†Psionic Smash

†Psionic Vengeance

†Ultra Talented

Prerequisites

3rd lvl Psion / Psychic Warrior

3rd lvl Psion / Psychic Warrior

3rd lvl Psion / Psychic Warrior

1st lvl Psion / Psychic Warrior

1st lvl Psion / Psychic Warrior

3rd lvl Psion / Psychic Warrior

1st lvl Psion / Psychic Warrior

6th lvl Psion / Psychic Warrior

6th lvl Psion / Psychic Warrior

Inner Strength

Talented

Benefits

+10ft Base speed; +2 Con.

+2 to hit with melee attacks.

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

Reduce the cost of a power by 1 point.

Add charged weapon ability to your weapons.

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

Add charged weapon ability to unarmed attacks.

Creates an energy barrier around you for 10 min.

You can trade in 2 power points to recharge 3

0-level manifestations. In this way, you cannot

spend more power points per day than your level.

Savage Species

(Feats listed in the *Monster Manual* †)

Feats

Ability Focus*

Area Attack

Assume Supernatural Ability*

Improved Assume

Supernatural Ability*

Prerequisites

Special Attack

Str 19+

Huge size

Power Attack

Wis 13+

Magically assume a new form

Wis 17+

Assume Supernatural Ability

Magically assumed a new form

Benefits

+2 DC to one of your special attacks.

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

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

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

Feats	Prerequisites	Benefits
Blowhard	Con 20+	You create a strong wind effect in a cone of 5ft per point of Constitution you have. You cannot use a breath weapon at the same time.
Controlled Respiration	Huge size Power Attack Endurance Limit on remaining out of water	Doubles the amount of time you can remain out of water without making Con checks.
Crush	Huge Size	You throw yourself onto enemies doing damage.
Cumbrous Dodge	Dodge	+2 AC for one encounter; fatigued at the end of the encounter.
Cumbrous Fortitude	Tumble 4+ ranks	+6 Fort; staggered until end of the encounter.
Cumbrous Reflexes	Great Fortitude	+6 Reflex; prone and dazed afterwards.
Cumbrous Will	Lightning Reflexes	+6 Will; shaken until end of the encounter.
Fling Enemy	Iron Will	You can throw opponents of at least 2 sizes smaller than you into the air, into walls, or onto other creatures.
†Flyby Attack	Str 23+	Take a partial action during a flying move action.
Great Flyby Attack	Huge size Improved Grab Fly Speed Flyby Attack Fly speed	You can make multiple flyby attacks during your flight movement, only in a strait line.
Improved Flyby Attack	Dodge Mobility Flyby Attack Fly speed	You take no attacks of opportunity while making a flyby attack. Normally you would still incur attacks of opportunity while flying through threatened areas.
Gape of the Serpent	Swallow Whole	Can swallow a creature of up to your own size.
Improved Scent	Scent ability	Can detect creatures by smell up to 60ft away.
Uncanny Scent	Improved Scent Scent ability	You can pinpoint a scent when within 20ft of the origin of the smell.
Inured to Energy**	Resistance to energy	Resistance to an energy type increase by +10.
Involuntary Rage	Con 20+	If you survive 50 points of damage, you gain +4 Str, +4 Con, -2 AC until end of combat.
Mighty Leaping	Toughness Str 21+	+10 to Jump checks. If you intentionally jump down from a ledge, distance fallen is 20ft less for damage purposes. You are not limited by your height when jumping.
Pain Mastery	Dodge Mobility Jump 9+ ranks or a racial bonus	Every 50 points of damage you take, you gain +2 Str which lasts until the end of combat.
Power Dive	Con 20+	While flying, you can attempt to land on opponents dealing additional damage to them.
Quick Change	Toughness Str 15+	The time it takes to change forms is reduced by one grade.
Quicken Spell-Like Ability	Fly speed (average)	Use spell-like ability as a free action.
Reverberation*	Dex 15+	+2 DC to your sonic based attacks.
Roll with It**	Alternate form ability Spell-like ability caster lvl 8 th +	You gain damage reduction 2/-, which applies, in addition to, any other damage reduction.
Scramble	Sonic based attack Con 20+	You are able to possibly avoid potentially fatal blows all together.
Stamp	Toughness Dex 15+	(Reflex DC 10 + damage dealt)
Supernatural Transformation*	Small size or smaller Improved Evasion	You can strike a solid surface knocking creatures down and dealing damage to structures and sunattended objects.
Thunderclap	Huge size Trample Must have feet	One spell-like ability becomes supernatural.
Vicious Wound	Innate spell-like ability Str 30+	You create a cone of sound that deafens and knocks down creatures, also extinguishing unprotected flames.
	Power Attack	Your wounding attack deals an additional +1 damage per round.
	Improved Unarmed Strike	
	Expertise	
	Wounding special attack	

Monstrous Feats

Bonus Breath**

Detach

Dust Cloud

Empower Spell-Like Ability*
Extended Reach

Extra Item Space**

Final Strike

†Hover

Wingstorm

Improved Turn Resistance

Improved Web

Irresistible Gaze

Piercing Gaze

Mighty Roar

Greater Mighty Roar

†Multi-Attack

Improved Multi-Attack

Multitasking

Multi-Voice

†Multi-Dexterity

Prerequisites

Extend Spell or

Extend Spell-Like Ability
Breath Weapon with limited
uses per day

Con 19+

Regeneration

Dex 19+

Int 19+

Huge size

Combat Reflexes

Wings or a tail

Spell-like ability caster lvl 4th

Small size or larger

Nonrigid body or attack form

Multiple limbs or heads

Elemental subtype

Fly speed 20ft+

Str 13+

Large size

Power Attack

Hover

Fly speed 20ft+

Undead creature type

Create webs as an extraordinary
ability 2+ /per day

Gaze attack

Int 13+

Cha 15+

Irresistible Gaze

Gaze attack

Animal or magical beast

Large size

Animal or magical beast

Large size

Mighty Roar

3 or more natural weapons

Multi-Attack

3 or more natural weapons

Dex 15+

Int 15+

Multi-Weapon Fighting

Improved Multi-Weapon

Multi-Attack

4 or more arms

Dex 15+

Int 15+

Two-Weapon Fighting

Improved Two-Weapon

Multi-Attack

Quicken Spell

2 or more heads

Dex 15+

3 or more arms

Benefits

You can use your breath weapon one more time per day than you normally could. The time between using the breath weapon is 1 hour.

You can remove a part of your body and use it for any attack, dealing all normal damage.

You sweep dust into the air (20ft + 1ft / HD) that snuffs unprotected flames, blinds creatures inside and spells cast require Concentration check (DC 10 + ½ HD + Str modifier).

Lasts for 1 + your Dex modifier rounds.

Ability effects are increased by ½.

+5ft to normal reach, your body or body part must be boneless and flexible (ex. tentacle)

Can wear one more magic item.

When you are killed your body explodes.

Halt forward flying motion, can attack as a full round action from this position.

As a full round action, you can hover and use your wings to create a blast of air in a cylinder with a radius, max height, and wind strength based on your size.

+4 HD when resolving turning checks.

+2 DC to escape your web.

+2 DC to gaze attacks, stacks with Ability Focus.

+30ft to the range of your gaze attacks.

Opponents within 30ft are shaken for 1d6 rounds (DC 10 + ½ HD + Cha modifier).

Opponents within 30ft are panicked for 2d6 rounds (DC 10 + ½ HD + Cha modifier).

Supersedes the effects of being shaken.

Secondary natural attacks suffer only a -2.

No penalty for secondary natural attacks.

These other attacks still deal ½ Str damage.

You can use each pair of arms to perform a distinct partial action. All such partial actions occur simultaneously. Thus, you could attack with one or two arms while using a magic item, reloading a crossbow, or casting a spell with two other arms.

You can do one more thing in a round that requires a head. Such as, casting a spell, activating a spell-like ability, using a breath weapon or an eye ray.

No penalties for using your off hands.

Monstrous Feats

Multi-Grab	Str 17+ Improved Grab
Greater Multi-Grab	Str 19+ Dex 15+ Improved Grab Multi-Grab
Rending Constriction	Str 19+ Dex 15+ Improved Grab Multi-Grab Greater Multi-Grab Constrict ability 2 constricting members
†Multi-Weapon Fighting	3 or more hands
Improved Multi-Weapon Fighting	Dex 15+ Multi-Dexterity Multi-Weapon Fighting Base Attack of +9 or higher 3 or more hands
Greater Multi-Weapon Fighting	Dex 19+ Multi-Dexterity Multi-Weapon Fighting Improved Multi-Weapon Base Attack of +15 or higher 3 or more hands
Narrowed Gaze	Int 13+ Gaze attack
Pervasive Gaze	Int 13+ Gaze attack
Poison Resistance	Poison attack as an extraordinary ability
Poison Immunity	Poison Resistance Poison attack as an extraordinary ability
Prehensile Tail	Str 13+ Two-Weapon Fighting Tail attack
Rapid Breath	Quicken Spell or Quicken Spell-Like Ability Breath weapon
Snatch	Claws or a bite attack as a natural weapon
Surrogate Spellcasting	Wis 13+ Nonhumanoid or nonhuman like form
Thick-Skinned**	Damage reduction
Virulent Poison	Poison attack as an extraordinary ability
Deadly Poison	Con 19+ Virulent Poison Poison attack as an extraordinary ability
†Wingover	Fly speed

Benefits

Only a -10 penalty to maintain a hold with the same part of your body that made the attack. You take no penalty to maintain a hold with the same part of your body that made the attack.

While maintaining a hold with more than one appendage on an opponent, you deal double base damage for your constrict attack and 1 ½ your Str bonus to damage. This automatically releases the creature and you must you must reestablish the hold to constrict again.

Penalties are reduced by 2 for multiple weapons. In addition to the single extra attack you get each round with each off-hand weapon, you get a second extra attack with each off-hand weapon with a -5 penalty.

You may make up to 3 attacks with each off-hand weapon that you wield, albeit with a -10 penalty on the third set of attacks.

You may limit your gaze attack to active.

Preventing accidentally affecting others.

Creatures averting their eyes only have a 25% chance to avoid the gaze attack.

+2 Fort against poison, +4 Fort against the same type of poison you have.

You are immune to all poison attacks.

You can use your tail as an extra “hand.”

Manipulating objects, using in combat, and aiding in grapple and Climb checks.

Usage between breath attacks is reduced by one round, if noted by rounds. Or is halved if noted by a time duration.

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

You substitute verbal and somatic components with that appropriate to your shape. You still need suitable appendages and vocal organs.

Your damage reduction improves by +2.

+2 DC to Fortitude saves against your poison attacks.

You poison attack deals double the normal secondary damage on a failed saving throw by the effected creature.

Can make one 180° turn while flying per round, regardless of maneuverability.

Background Feats

Deep Denizen
Desert Dweller
Grass Trekker
Peak Hopper
Swamp Stalker
Treefriend
Winter's Child

Prerequisites

Underground terrain
Desert terrain
Plains terrain
Hill or mountain terrain
Marsh terrain
Forest terrain
Cold terrain

Benefits

+2 Listen checks, +4 bonus when tracking by Scent.
DC 10 subdual heat damage, resist dehydration.
+2 Jump, lowered Fort saves for a forced march.
+2 Balance and Climb checks.
+2 Swim, +2 bonus to break entanglements.
+2 Climb, +2 to avoid being lost in the forest.
DC 10 subdual cold damage, resist hypothermia.

*Book of Vile Darkness***Feats**

Boost Spell-Like Ability**
Boost Spell Resistance
Corrupt Spell-Like Ability**
Empower Spell-Like Ability**

Prerequisites

Evil alignment
Evil alignment

Benefits

+2 DC to a Spell-like ability. (3 / per day)
Your spell resistance increases by +2.
½ of damage is unholy. (3 / per day)
Spell-like ability numerical effects are increased by ½. (2 / per day)
+2 DC to spells with evil descriptor.
+2d6 against living, nonoutsiders to spell-like abilities. (5 / per day)
+1 save vs. poison and immune to one poison.
Use spell-like ability as a free action. (1 / per day)
½ of damage is vile. (2 / per day)

Malign Spell Focus
Mortalbane**

Evil alignment

Poison Immunity*
Quicken Spell-Like Ability**
Violate Spell-Like Ability**

Vile Feats

Dark Speech

Prerequisites

Int 15+
Cha 15+
Base Will save 5+

Benefits

Allows usage of Dark Speech to bring fear to other, castings of evil spells, create evil magical items and so forth.
+1 luck bonus to one die roll, once per day.
+2 Diplomacy and Intimidate to evil creatures.
+1 to saves against mind-affecting effects, poison, sleep, paralysis, stunning, and disease.
+4 Knowledge (Religion) when sacrificing.
+1 luck bonus to one die roll, once per day.
Vermin regard you more friendly and may not attack you. Charisma check DC 20.
+1 vile damage with unarmed attacks.

Disciple of Darkness
Evil Brand
Lichloved

Evil Brand

Sacrificial Mastery
Thrall to Demon
Verminfriend

Wis 15+

Cha 15+

Vile Ki Strike

Cha 15+
Improved Unarmed Strike

Vile Martial Strike*

Cha 15+
Weapon Focus

Vile Natural Attack

Natural weapon dealing
1d8+ damage
Base Attack of +5 or higher

+1 vile damage with appropriate weapon.

+1 vile damage with all natural attacks.

Willing Deformity
Deformed Clawed Hands
Deformed Eyes
Deformed Face

Willing Deformity
Willing Deformity
Willing Deformity

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

Deformity (Gaunt)
Deformity (Obese)

Willing Deformity
Willing Deformity

Metamagic Feats

Corrupt Spell*
Violate Spell*

Prerequisites

Evil Alignment
Evil Alignment

Benefits

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

Epic Level Handbook

Epic Feats	Prerequisites	Benefits
Additional Magic Item Space*	-----	You can wear one more magic item type.
Armor Skin**	-----	+2 Natural armor, doesn't stack with magic.
Augmented Alchemy	Int 21+	You can double effect of an alchemical item by adding +20 DC to make and x5 to price.
Automatic Quickened Spell*	Alchemy 24+ ranks Spellcraft 30+ ranks Quickened Spell Ability to cast 9 th level Arcane or Divine spells	Cast 0-level – 3 rd level spells as quickened spells without using higher level spell slots. Taking this feat more than once, adds 3 more spell levels to that which can be quickened.
Automatic Silent Spell*	Spellcraft 24+ranks	Cast 0-level through 3 rd level spells as silent
	Silent Spell Ability to cast 9 th level Arcane or Divine spells	without using higher level spell slots. Taking this feat more than once adds 3 more spell levels to that which can be silenced.
Automatic Still Spell*	Spellcraft 27+ ranks Still Spell Ability to cast 9 th level Arcane or Divine spells	Cast 0-level through 3 rd level spells as still spells without using higher level spell slots. Taking this feat more than once adds 3 more spell levels to that which can be stilled.
Bane of Enemies	Wilderness Lore 24+ ranks 5+ favored enemies	+2 enchantment to weapon, +2d6 damage against favored enemies. Doesn't stack with bane weapon.
Death of Enemies	Wilderness Lore 30+ ranks Banes of Enemies 5+ favored enemies	When you hit with a critical strike against a favored enemy, it must make a Fort save (DC 10 + ½ class level + Wis bonus) or die.
Blinding Speed**	Dex 25+	Act as if <i>Hasted</i> for 5 rounds / per day.
Bonus Domain*	Wis 21+ Ability to cast 9 th level Divine spells	You may choose another domain from your deities domain list and have access to it as usual.
Bulwark of Defense	Con 25+	Defensive stance is now a +4 Str, +6 Con, +4 on all saves, +6 dodge AC bonus.
Chaotic Rage	Defensive stance 3+ / per day Ability to Rage 5+ / per day Chaotic alignment	+2d6 damage against lawful creatures.
Combat Archery	Dodge Mobility Point Blank Shot	Doesn't stack with chaotic weapons. You do not incur any attacks of opportunity for firing a bow when threatened.
Damage Reduction**	Con 21+	You gain damage reduction 3/-.
Deafening Song	Perform 24+ ranks Bardic music ability	You temporarily deafen creatures you choose in a 30ft radius spread.
Hindering Song	Perform 27+ ranks Deafening Song Bardic music ability	You hinder spellcaster's, of your choosing, ability to cast spells in a 30ft radius spread.
Dexterous Fortitude	Dex 25+	Once per round, when you would make a Fort save you instead make a Reflex (no Evasion).
Dexterous Will	Slippery Mind class ability Dex 25+	Once per round, when you would make a Will save you instead make a Reflex (no Evasion).
Dire Charge	Slippery Mind class ability	You can make a full attack with the 1 st charge.
Distant Shot	Improved Initiative Dex 25+ Spot 20+ ranks Point Blank Shot Far Shot	You may throw or fire a ranged weapon at any target within line of sight, with no penalty for range.
Efficient Item Creation*	Knowledge (Arcana) 24+ ranks Spellcraft 24+ ranks Any Item Creation Feat	Creating a magic item with chosen creation feat takes one day to make per 10,000gp of the item's market price, with a minimum of 1 day.
Energy Resistance**	-----	Gain resistance +10 to a single energy type.

Epic Feats	Prerequisites	Benefits
Epic Dodge	Dex 25+ Tumble 30+ ranks Dodge Improved Evasion Defensive Roll class ability	Once per round, when struck by an attack from whom you have designated as the object of your dodge, you may automatically avoid all damage from the attack.
Epic Endurance	Con 25+ Endurance	+10 on checks you make for actions requiring an extended amount of time.
Epic Fortitude	----	+4 on all Fortitude saves.
Epic Inspiration**	Cha 25+ Perform 30+ ranks Bardic music ability	All bonuses granted by your bardic music inspiration ability are doubled.
Epic Leadership	Cha 25+ Leadership Leadership score 25+	You attract more powerful cohorts and followers than normally possible.
Legendary Commander	Cha 25+ Diplomacy 30+ ranks Epic Leadership Rule a kingdom or a stronghold	Multiply the number of each level of followers that you can lead by 10. This feat has no effect on cohorts.
Epic Prowess**	----	+1 on all attacks.
Epic Reflexes	----	+4 on all Reflex saves.
Epic Reputation	----	+4 to Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks.
Epic Skill Focus*	Skill selected 20+ ranks	+10 on selected skill.
Epic Speed	Dex 21+ Run	+30ft base movement. Does not stack with magically granted speed enhancements.
Epic Spell Focus*	Spell Focus Greater Spell Focus Ability to cast a 9 th level spell from the chosen school	+6 DC to the spells of the chosen school of magic. Does not stack with Spell Focus or Greater Spell Focus.
Epic Spell Penetration	Spell Penetration Greater Spell Penetration	+6 to caster level checks to beat spell resistance. (Not stackable with other feats.)
Epic Spell Casting	Spellcraft 24+ ranks Knowledge (Arcana, Religion, or Nature) 24+ ranks Ability to cast 9 th level Arcane or Divine spells	You can develop and cast the epic spells. The number of these spells you can cast per day is equal to your appropriate Knowledge skill divided by 10.
Epic Toughness**	----	Gain +20 HP.
Epic Weapon Focus*	Weapon Focus	+2 to attack with chosen weapon.
Epic Weapon Specialization*	Weapon Focus Epic Weapon Focus Weapon Specialization	+4 damage with chosen weapon.
Epic Will	----	+4 on all Will saves.
Exceptional Deflection	Dex 21+ Wis 19+ Improved Unarmed Strike Deflect Arrows	You can deflect any ranged attacks (including spells that require ranged touch attacks). Add the spell level the DC to deflect the attack.
Extended Life Span**	----	Increase the time between age categories.
Familiar Spell	Int 25+ or Cha 25+	Any 8 th or lower spell you know can now be imbued on your familiar as a spell-like ability.
Fast Healing**	Con 25+	You gain Fast Healing +3.
Great Charisma**	----	+1 permanent Charisma.
Great Constitution**	----	+1 permanent Constitution.
Great Dexterity**	----	+1 permanent Dexterity.
Great Intelligence**	----	+1 permanent Intelligence.
Great Smiting**	Cha 25+ Smite ability	On a successful Smite attack, you add twice the appropriate level to damage.

Epic Feats	Prerequisites	Benefits
Great Strength**	-----	+1 permanent Strength.
Great Wisdom**	-----	+1 permanent Wisdom.
Group Inspiration	Perform 30+ ranks Bardic music ability	The number of allies you can inspire with your song doubles.
Holy Strike	Smite Evil class ability	+2d6 damage against evil creatures.
Ignore Material Components	Good alignment Spellcraft 25+ ranks Eschew Materials Ability to cast 9 th level Arcane or Divine spells	Doesn't stack with holy weapons. You may cast your spells without any material components. This feat doesn't effect the need for a focus or divine focus.
Improved Alignment Based Casting*	Access to alignment based domain Alignment must match this domain Ability to cast 9 th level Divine spells	Select an alignment based domain to which you have access. You cast spells with that alignment descriptor at a +3 caster level.
Improved Arrow of Death**	Dex 19+ Wis 19+ Point Blank Shot Precise Shot Arrow of Death class ability	Add +2 to the DC of your Arrows of Death. This feat may be taken multiple times and it's effects stack.
Improved Aura of Courage	Cha 25+ Aura of Courage class ability	Your Aura of Courage grants a +8 morale bonus on saving throws against fear effects.
Improved Aura of Despair	Cha 25+ Aura of Despair class ability	Your Aura of Despair causes a -4 morale penalty on all saving throws.
Improved Combat Casting	Concentration 25+ ranks Combat Casting	You don't incur attacks of opportunity for casting spells when threatened.
Improved Combat Reflexes	Dex 21+ Combat Reflexes	There is no limit to the number of attacks of opportunity you can make in one round.
Improved Darkvision**	Darkvision	The range of your natural darkvision doubles.
Improved Death Attack**	Sneak attack +5d6 or more Death Attack class ability	Add +2 to the DC of your death attack.
Improved Favored Enemy**	5+ favored enemies	+1 Bluff, Listen, Sense Motive, Spot, Wilderness Lore and damage against favored enemies.
Improved <i>Ki</i> Strike**	Wis 21+ <i>Ki</i> Strike +3 or higher	Additional +1 effective enhancement bonus of your unarmed attacks.
Improved Low-Light Vision**	Low-Light Vision	Range of your natural Low-light vision doubles.
Improved Manifestation**	Ability to manifest 9 th level powers in a psionic class	Increase the metapsionic power point cost limit by +2.
Improved Manyshot	Dex 19+ Point Blank Shot Rapid Shot Manyshot Base Attack of +21 or higher	The number of arrows you can fire is limited only by your base attack bonus (two arrows, plus one arrow for every 5 points of base attack bonus above +6).
Improved Metamagic**	Spellcraft 30+ ranks 4+ other metamagic feats	You reduce the spell slot modifier for all metamagic feats by one level, minimum +1.
Improved Sneak Attack**	Sneak attack +8d6 or more	+1d6 to your sneak attack damage.
Improved Spell Capacity**	Ability to cast 9 th level spells in a spellcasting class	You gain one spell slot higher than the highest level spell you can cast.
Improved Spell Resistance**	Spell Resistance (feat, class ability, or permanent effect)	Your spell resistance increases by +2.
Improved Stunning Fist**	Dex 19+ Wis 19+ Improved Unarmed Strike Stunning Fist	+2 DC to your stunning attacks.

Epic Feats

Improved Whirlwind Attack

Incite Rage

Infinite Deflection

Inspire Excellence

Instant Reload*

Keen Strike

Vorpal Strike

Lasting Inspiration

Legendary Climber

Legendary Leaper

Legendary Rider

Legendary Tracker

Legendary Wrestler

Lingering Damage

Master Staff

Master Wand

Might Rage

Prerequisites

Dex 23+

Int 13+

Dodge

Mobility

Spring Attack

Expertise

Whirlwind Attack

Cha 25+

Greater Rage class ability

Dex 25+

Combat Reflexes

Improved Unarmed Strike

Deflect Arrows

Perform 30+ ranks

Bardic music ability

Quick Draw

Rapid Reload

Weapon Focus

Str 23+

Wis 25+

Improved Unarmed Strike

Improved Critical (Unarmed)

Ki Strike +3 or higher

Str 25+

Wis 25+

Improved Unarmed Strike

Stunning Fist

Improved Critical (Unarmed)

Keen Strike

Ki Strike +3 or higher

Perform 25+ ranks

Bardic music ability

Dex 21+

Balance 12+ ranks

Climb 24+ ranks

Jump 24+ ranks

Ride 24+ ranks

Wis 25+

Knowledge (Nature) 30+ ranks

Wilderness Lore 30+ ranks

Track

Str 21+

Dex 21+

Escape Artist 15+ ranks

Improved Unarmed Strike

Sneak attack +8d6 or more

Crippling Strike class ability

Spellcraft 15+ ranks

Craft Staff

Spellcraft 15+ ranks

Craft Wand

Str 21+

Con 21+

Greater Rage class ability

Benefits

As a full round action, you may make one melee attack at your full base attack bonus against each opponent that you threaten. Normally, you could only attack all opponents within 5ft of your position, regardless of the extent of your reach.

You incite the Rage ability in all allies who wish to Rage, within 60ft of you.

You may perform any number of deflections each round.

Your inspire song grants a +4 to an ability you choose to all allies who can hear you.

You can fire the selected type of crossbow just as fast as a bow. Reloading a crossbow does not provoke an attack of opportunity.

Your unarmed strike is considered to be a keen, slashing weapon. Your unarmed strikes can also do bludgeoning damage, should you choose, but loses the keen quality.

Your unarmed strike is considered to be a slashing, vorpal weapon. Your unarmed strikes can also do bludgeoning damage, should you choose, but loses the vorpal quality.

Your bardic music inspiration abilities last for 10 times the standard duration.

You can ignore any check penalties for climbing at an accelerated rate or at a rapid rate.

Your jumps is not limited by your height.

You can ride any mount without penalty even without a saddle.

You can track though the water, underwater, or through the air.

+10 bonus on all grapple checks.

Any time you deal sneak attack damage, the target also takes the same amount next round.

When activating a staff, you may use a spell slot instead of the charge on the staff.

When activating a wand, you may use a spell slot instead of the charge on the wand.

When raging you gain +8 Str and Con, and a +4 to Will saves. These replace the normal rage bonuses.

Epic Feats	Prerequisites	Benefits
Mobile Defense	Dex 15+ Dodge Mobility Spring Attack Defensive Stance 5+ /per day	While in a defensive stance, you may take one 5ft step each round without losing the benefits of the Stance.
Multi-Spell	Quickened Spell Ability to cast 9 th level spells.	You can cast one addition quickened spell in a round.
Multi-Weapon Rend	Dex 15+ 3 or more hands Multi-Dexterity Multi-Weapon Fighting Base Attack of +9 or higher	When you hit with at least 2 of your weapons, you deal additional damage equal to the base of the smallest weapon plus 1 ½ times Str damage.
Music of the Gods	Cha 25+ Perform 30+ ranks Bardic music ability	You can effect those who are immune to mind-affects, although they gain a +10 on their Will saves to resist the effects.
Overwhelming Critical*	Str 23+ Improved Critical Weapon Focus Power Attack Cleave Great Cleave	You add +1d6 on a successful critical hit for a x2, +2d6 for a x3, and so on. Those immune to critical hits are not effected by this feat.
Devastating Critical*	Str 25+ Improved Critical Weapon Focus Power Attack Cleave Great Cleave Overwhelming Critical	When using the weapon you have selected, whenever you score a critical hit the target must make a Fort save (DC 10 + ½ your level + Str modifier) or die instantly. Creatures immune to critical hits are also immune to this feat.
Penetrate Damage Reduction Perfect Health	----- Con 25+ Great Fortitude	Weapon gains effective +2 enhancement bonus. You are immune to nonmagical diseases and poisons with a DC 25 or less.
Perfect Multi-Weapon Fighting	Dex 25+ 3 or more hands Multi-Dexterity Multi-Weapon Fighting Greater Multi-Weapon Base Attack of +18 or higher	You can make as many attacks with each extra weapons as with your primary weapon, using the same base attack bonus.
Perfect Two-Weapon Fighting	Dex 25+ Ambidexterity Two-Weapon Fighting Improved Two-Weapon Greater Two-Weapon Base Attack of +18 or higher	You can make as many attacks with your off hand weapon as with your primary weapon, using the same base attack bonus.
Permanent Emanation*	Spellcraft 25+ ranks Ability to cast the spell to be made permanent	One of your spells, which has an emanation from you is now a permanent effect. You can dismiss or restart it as a free action.
Planar Turning	Wis 25+ Cha 25+ Ability to Turn/Rebuke undead	You can turn or rebuke outsiders as though they were undead. They have turn resistance equal to ½ their spell resistance (round down).
Polyglot	Int 25+ 5+ languages known	You can speak all languages and write them if you are literate, but not magical script.
Positive Energy Aura	Cha 25+ Ability to Turn undead Ability to cast <i>Dispel Evil</i>	Undead that come within 15ft of you is automatically turned that have less HD than your cleric level -10.
Ranged Inspiration	Perform 25+ ranks Bardic music ability	Your bardic music ability has double the range than normal.

Epic Feats	Prerequisites	Benefits
Rapid Inspiration	Perform 30+ ranks Bardic music ability	Your bardic inspiration takes only a standard action. Effects start immediately.
Reactive Countersong	Perform 30+ ranks Combat Reflexes Bardic music ability	You can begin your counter song at any time you wish, without having to ready your action.
Reflect Arrows	Dex 25+ Improved Unarmed Strike Deflect Arrows	When you deflect an arrow or other ranged attack that you can deflect, the attack is reflected back upon the attacker at your base ranged attack bonus.
Righteous Strike	Wis 19+ Improved Unarmed Strike Stunning Fist Lawful alignment	Your unarmed strike is treated as lawful. Dealing +2d6 damage against chaotic creatures. This does not stack with other effects making your unarmed strike lawful.
Ruinous Rage	Str 25+ Power Attack Sunder Rage 5+ / per day	While raging, you ignore hardness of objects. Also, double your Str bonus for purposes of any Str check made to break an object with sudden force.
Self-Concealment**	Dex 30+ Hide 30+ ranks Tumble 30+ ranks Improved Evasion	Attacks against you have a 10% miss chance (the equivalent of ¼ concealment).
Shattering Strike	Concentration 25+ ranks Weapon Focus (Unarmed) Epic Weapon Focus (Unarmed) Ki Strike +3 or higher	When using an unarmed strike to break an object with sudden force you make a Concentration check instead of a Str check.
Sneak Attack of Opportunity	Sneak Attack +8d6 or higher Opportunist class ability	Any attack of opportunity you make is considered a sneak attack.
Spectral Strike	Wis 19+ Ability to Turn/Rebuke undead	Attacks deal damage normally against incorporeal creatures.
Spell Knowledge**	Ability to cast the maximum spell level of Arcane class	You learn 2 new arcane spells of any level up to the highest level that you can cast.
Spell Opportunity	Spellcraft 25+ ranks Combat Reflexes Combat Casting Quicken Spell	Any attack of opportunity you make can be done with a touch spell, without the need to be quickened.
Spell Stowaway*	Spellcraft 24+ ranks Caster level 12 th +	You gain the benefits of the spell cast by another caster, just as if it were cast on you.
Spellcasting Harrier	Combat Reflexes	Casters take a penalty to Concentration of ½ your level to cast defensively.
Spontaneous Domain Access*	Wis 25+ Spellcraft 30+ ranks Ability to cast 9 th level divine spells	You may spontaneously convert any prepared cleric spell into a domain spell of the same level in the selected domain.
Storm of Throws	Dex 23+ Quick Draw Point Blank Shot Rapid Shot	As a full round action, you may throw a light weapon at your full base attack bonus at each opponent within 30ft. All light weapons thrown need not be of the same type.
Superior Initiative	Improved Initiative	+8 on Initiative checks, doesn't stack with other feats.
Swarm or Arrows	Dex 23+ Point Blank Shot Rapid Shot Weapon Focus	As a full round action, you may fire an arrow at your full base attack bonus at each opponent within 30ft.
Tenacious Magic*	Spellcraft 15+ ranks Ability to cast the spell to be made tenacious	One of your spells or spell-like abilities that would normally be <i>Dispelled</i> is instead only suppressed for 1d4 rounds.
Terrifying Rage	Intimidate 25+ ranks Rage 5+ / per day	When raging, opponents must make a Will save opposed by your Intimidate or be panicked.

Epic Feats

Thundering Rage

Trap Sense

Two-Weapon Rend

Uncanny Accuracy

Unholy Strike

Widen Aura of Courage

Widen Aura of Despair

Prerequisites

Str 25+

Rage 5+ / per day

Search 25+ ranks

Spot 25+ ranks

Ability to find traps

Dex 15+

Ambidexterity

Two-Weapon Fighting

Improved Two-Weapon

Base Attack of +9 or higher

Dex 21+

Spot 20+ ranks

Point Blank Shot

Precise Shot

Smite Good class ability

Evil alignment

Cha 25+

Aura of Courage class ability

Cha 25+

Aura of Despair class ability

Benefits

When raging, weapons you wield are treated as Thundering.

If you pass within 5ft of a trap, you are entitled to a Search check to notice it as if you were actively looking for it.

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

You can ignore the cover bonus to AC, as well as, the miss chance when attacking with a ranged weapon. This only applies to cover that is anything less than total.

+2d6 damage against holy creatures.

Doesn't stack with evil weapons.

Your Aura of Courage extends to all allies within 100ft of you.

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

Wild Feats

Beast Companion

Beast *Wild Shape*Dragon *Wild Shape*Magical Beast *Wild Shape*Plant *Wild Shape*Vermin *Wild Shape*Diminutive *Wild Shape*Fine *Wild Shape*Gargantuan *Wild Shape*Colossal *Wild Shape*Improved Elemental *Wild Shape***Prerequisites**

Knowledge (Nature) 24+ ranks

Beast *Wild Shape*Master *Wild Shape**Wild Shape* 6+ / per day

Knowledge (Nature) 24+ ranks

Wild Shape 6+ / per day

Wis 30+

Knowledge (Nature) 30+ ranks

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

Wis 25+

Knowledge (Nature) 27+ ranks

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

Knowledge (Nature) 24+ ranks

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

Knowledge (Nature) 24+ ranks

Beast *Wild Shape**Wild Shape* 6+ / per dayAbility to use *Wild Shape*

into a Huge animal

Diminutive *Wild Shape*Ability to use *Wild Shape*

into a Diminutive animal

Ability to use *Wild Shape*

into a Huge animal

Gargantuan *Wild Shape*Ability to use *Wild Shape*

into a Gargantuan animal

Wis 25+

Ability to *Wild Shape*

into an elemental

Benefits

Your usage of the animal companion ability is no longer limited to just animals, but now includes beasts. All companions must still have less HD than twice your level.

You can use *Wild Shape* to become a beast.

Gain all extraordinary abilities of the beast.

You can use *Wild Shape* to become any color of dragon you choose. Size limitations still apply. You gain all of the extraordinary and supernatural abilities.

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

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

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

You can use your *Wild Shape* ability to turn into a Diminutive size animal.

You can use your *Wild Shape* ability to turn into a Fine size animal.

You can use your *Wild Shape* ability to turn into a Gargantuan size animal.

You can use your *Wild Shape* ability to turn into a Colossal size animal.

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

Divine Feats	Prerequisites	Benefits
Negative Energy Burst	Cha 25+ Ability to Rebuke undead Can cast <i>Inflct Critical Wounds</i> Evil alignment	Roll a normal Rebuke check, living creatures in a 60ft radius of you gain 1 negative level if they would be rebuked, or 2 negative levels if they would be commanded.
Undead Mastery	Cha 21+ Ability to rebuke undead	You may command up to 10 times your level in HD of undead.
Zone of Animation	Cha 25+ Undead Mastery Ability to Rebuke undead	You can use a Command undead attempt to animate dead creatures within range of the Command.

Item Creation Feats	Prerequisites	Benefits
Craft Epic Magic Arms and Armor	Knowledge (Arcana) 28+ ranks Spellcraft 28+ ranks Craft Magic Arms and Armor	You can craft these items that exceed the normal limit of a total enchantment of +10.
Craft Epic Rod	Knowledge (Arcana) 32+ ranks Spellcraft 32+ ranks Craft Rod	You can craft rods that exceed the normal limit of a +5 total enhancement bonus.
Craft Epic Staff	Knowledge (Arcana) 35+ ranks Spellcraft 35+ ranks Craft Staff	You can craft staffs that cast spells greater than 9 th level or more that a +5 total enhancement bonus.
Craft Epic Wondrous Item	Knowledge (Arcana) 26+ ranks Spellcraft 26+ ranks Craft Wondrous Item	You can craft wondrous items greater than the usual magic items that require spells higher than 9 th level to create.
Forge Epic Ring	Knowledge (Arcana) 35+ ranks Spellcraft 35+ ranks Forge Ring	You can craft rings with greater than the usual enchantments or that require spells higher than 9 th level to create.
Scribe Epic Scroll	Knowledge (Arcana) 24+ ranks Spellcraft 24+ ranks Scribe Scroll	You can scribe scrolls of spells higher than 9 th level or with caster levels higher than 20 th level spells on them.

Metamagic Feats	Prerequisites	Benefits
Enhance Spell**	Maximize Spell	Increase limit on damaging spells. (4 slots higher)
Improved Heighten Spell	Spellcraft 20+ ranks Heighten Spell	There is no limit to the level to which you can heighten a spell. (Same slot as used)
Intensify Spell	Spellcraft 30+ ranks Empower Spell Maximize Spell Ability to cast 9 th level Arcane or Divine spells	All numerical effects of a spell are maximized and then doubled. You cannot combine this feat with another numerical effect metamagic feat. (7 slots higher)

Oriental Adventures

Feats	Prerequisites	Benefits
Dodge	Dex 13+	+1 AC to a single opponent.
Karmic Strike	Dex 13+ Dodge	You can make an attack of opportunity when you are hit in melee, at a –4 penalty to AC.
Expertise	Int 13+	Can take a penalty to attack to gain AC bonus.
Defensive Strike	Dex 13+ Int 13+ Expertise Dodge	After an enemy attacks you and misses, you can attack that enemy on your next turn with a +4 on your attack roll.
Superior Expertise (Only available to Fighters)	Int 13+ Expertise Base Attack of +6 or higher	When you take the penalty to attack to gain an AC bonus. That number cannot be higher than your base attack bonus.

Feats

Improved Unarmed Strike
Defensive Throw

Eagle Claw Attack

Falling Star Strike

Fists of Iron

Freezing the Lifeblood

Grappling Block

Great Throw

Improved Grapple
Choke Hold

Earth's Embrace

Pain Touch

Unbalancing Strike

Ki Shout

Great *Ki* Shout

Prerequisites

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

Benefits

You are considered to be armed even when not.
If the opponent whom your Dodge bonus is against, attacks and misses you. You can immediately make an improved trip attack against that opponent.

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

Against a humanoid opponent. With a Stunning Fist attempt, you can blind you opponent for 1 round per your level. A Fortitude save (DC 10 + ½ your level + your Wis bonus) negates. Deal extra 1d4 damage with an unarmed attack. Feat usable to 3 + your Wis bonus per day.

Against a humanoid opponent. With a Stunning Fist attempt, you can paralyze your enemy for 1d4 + 1 rounds. Fort save (DC 10 + ½ your level + Wis bonus) negates.

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

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

You start a grapple as a free action.

After pinning your opponent for 1 full round, they make a Fort save (DC 10 + ½ your level + your Wis bonus) or fall unconscious.

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

Your opponent is nauseated for the round after they have been stunned with your Stunning Fist attack.

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

Feats

Power Attack
Roundabout Kick

Flying Kick

Prone Attack
(Only available to Fighters)

Remain Conscious

Prerequisites

Str 13+
Str 15+
Improved Unarmed Strike
Power Attack
Str 15+
Jump 4+ Ranks
Improved Unarmed Strike
Power Attack
Dex 15+
Lightning Reflexes
Base Attack of +2 or higher
Endurance
Iron Will
Toughness
Base Attack of +2 or higher

Benefits

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

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

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

When your hit points are reduced to 0, you may take one partial action on your turn every round until you reach -10 HP.

Item Creation Feats

Craft Crystal Weapon

Craft Talisman

Prerequisites

Spellcaster level 7th+
Craft Magic Arms and Armor
Craft skill (Weapon smithing)
Int 13+
Spellcaster level 1st+
Craft skill

Benefits

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

Able to create a tsangusuri, a one-use magic talisman, which has any 3rd level spell or lower spell crafted into it.

Ancestor Feats (Crab)

Great Crafter
Great Teamwork
Improved Aid
Luck of Heroes
Power Attack – Shadowlands
Resist Taint
Sea Legs
Spell Power
Strength of the Crab

Prerequisites

Benefits

+3 on all Craft checks.
+4 to attack, when you and an ally flank.
Ally gains +4 to attack or to AC.
+1 on all saving throws.
-1 on all melee attacks, +1 ½ times to damage.
+4 to Fort save against acquiring Taint.
+2 on Balance and Profession (Sailor) checks.
+1 to DC to a spell, usable 3 times per day.

Ancestor Feats (Crane)

Art of Fascination
Artist
Gifted General
Great Stamina
Iaijutsu Master

Prerequisites

Magical Artisan*
Power Attack – Iaijutsu
Smooth Talk

Any Item Creation feat

Benefits

Fascinates 1 creature (-4 Spot / Listen).
+2 Perform / Craft skills involving art.
+2 Initiative bonus and +1 to all Fort saves.
+2 on all Endurance checks and +1 HP.
Once per day you may use your Iaijutsu skill modifier instead of any other roll.
-25% of price and XP cost with an item creation.
+1d6 damage to the damage from Iaijutsu check.
+2 on Diplomacy and Sense Motive checks.

Ancestor Feats (Dragon)

Born Duelist
Keen Intellect
Resist Poison
Silver Tongue
Soul of Loyalty
Warrior Shugenja

Prerequisites

Benefits

+1 AC with Mirumoto Niten Master class.
+1 to Int, Knowledge, Scry and Search checks.
+4 to Fort save against poison.
+2 on Bluff and Diplomacy checks.
+4 on Will saves against compulsion effects.
+1 Fort saves and +2 to Concentration checks.

Ancestor Feats (Lion)

Attention to Detail
 Fearsome and Fearless
 Lion Spy
 Warrior Instinct

Prerequisites

Benefits

+2 to Sense Motive and Spot Checks.
 +1 Will vs. and +1 DC to your fear effect.
 +2 on Disguise and Gather Information.
 +2 on Initiative and Spot checks.

Ancestor Feats (Phoenix)

Discipline
 Great Diplomat
 Keen Intellect
 Oni's Bane
 Scholar of Nature
 Spellcaster Support

Prerequisites

Benefits

+2 on Concentration checks, +1 on Will saves.
 +2 on Diplomacy skill, +2 to Leadership score.
 +1 to Int, Knowledge, Stry and Search checks.
 +3 to caster level checks, -2 to Diplomacy.
 +2 on Alchemy and Heal checks.
 When aiding another, add +2 to DC of allied shugenja's spell. Spellcraft check (DC 10)

Ancestor Feats (Scorpion)

Blood Sorcerer
 Honest Merchant
 Karmic Twin
 Magistrate's Mind
 Many Masks
 Soul of Sincerity

Prerequisites

Benefits

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

Ancestor Feats (Unicorn)

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

Prerequisites

Benefits

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

*Forgotten Realms***Feats**

Arcane Preparation
 Arcane Schooling
 Artist
 Blooded
 Bloodline of Fire
 Bullheaded
 Cosmopolitan*
 Courteous Magocracy
 Daylight Adaptation
 Discipline
 Education
 Ethran

Prerequisites

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

Benefits

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

 +1 attack and damage against a monster type.
 +2 Heal and Wilderness Lore checks.
 +4 to DC of chosen school of magic (not stackable with Spell Focus).

Foe Hunter

Forester

Greater Spell Focus*

Feats

Greater Spell Penetration*
Horse Nomad
Improved Counterspell

Improved Familiar

Innate Spell*

Luck of Heroes
Magical Artisan*
Magical Training

Mercantile Background
Militia
Mind over Body

Resist Poison
Saddleback
Shadow Weave Magic

Signature Spell*
Silver Palm
Smooth Talk
Snake Blood
Spellcasting Prodigy

Stealthy
Street Smart
Strong Soul

Survivor
Tattoo Focus

Thug
Thunder Twin
Treetopper
Twin Sword Style

Item Creation Feats

Create *Portal*
Inscribe Rune

Metamagic Feats

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

Prerequisites

Spell Penetration
Regional requirement

Ability to acquire a new familiar
of compatible alignment.

Quicken Spell
Silent Spell
Still Spell
Regional requirement
Any Item Creation feat
Int 10+

Region: Halruaa
Regional requirement
Regional requirement
Region: Calimshan, Thay,
Moon elf, Sun elf

Region: Gray dwarf, Orc
Regional requirement
Wis 13+ or patron deity Shar

Spell Mastery
Regional requirement
Regional requirement
Regional requirement

Regional requirement
Regional requirement
Regional requirement

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

Prerequisites

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

Prerequisites

Any other Metamagic feat
Shadow Weave Magic
Shadow Weave Magic
Extend Spell
Shadow Weave Magic
Any other Metamagic feat

Benefits

+4 to caster level checks. (Not stackable)
+2 Ride, Martial Weapon (Composite shortbow).
When counterspelling, you may use a spell of the same school.
You can choose a familiar from a non-standard list. Only if you can acquire a new familiar.
Can cast a spell that has been chosen like it was a spell-like ability. Uses an 8 slots higher permanently. Still requires components.
+1 Luck bonus to all saves.
-25% of price and XP cost with an item creation.
You can cast *Dancing Lights*, *Daze*, and *Mage Hand* innately 1 / per day.
+2 Appraise and Craft or Profession you choose.
You gain a few Martial Weapon Proficiencies.
Use Int modifier instead of Con bonus for bonus hit points, but only at 1st level. Gain +1 hit point for every Metamagic feat, also.
+4 save vs. Poison.
+3 on all Ride checks.
You gain knowledge of the Shadow Weave in all its forms.
Can spontaneously cast a certain spell.
+2 Appraise and Bluff checks.
+2 Diplomacy and Sense Motive checks.
+2 to all Fort saves, +1 to all Reflex saves.
+2 to primary spellcasting ability score to determine bonus spells and spell DC.
+2 Hide and Move Silently checks.
+2 Bluff and Gather Information checks.
+1 Fort and Will saves, +2 save vs. energy drain and death effects.
+1 Fort, +2 Wilderness Lore checks.
+1 DC and +1 to beat spell resist of creatures in your specialized school.
+2 Initiative and Intimidate.
+2 Cha checks. Detect twin anywhere on plane.
+2 Climb, don't lose Dex bonus when climbing.
+2 AC to one opponent, when wielding two weapons.

Benefits

You can create *Portals*, or gateways.
You can create magic runes on objects or creatures that hold spells until they are triggered.

Benefits

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

Ravenloft

Feats

Back to the Wall
Cold One
Courage
Dead Man Walking

Ethereal Empathy
Ghostsight

Haunted

Jaded
Lunatic
Open Mind
Redhead
Reincarnated
Voice of Wrath

Prerequisites

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

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

Chaotic alignment

Wis 11+

Benefits

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

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