
D&D Feats

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Table of Contents

Skill Feats (1 of 2).....	2
Proficiency Feats.....	4
Save Feats.....	5
General Feats.....	6
Combat Feats (Part 1 of 8).....	7
Unusual Combat Feats.....	15
Spellcaster Feats.....	16
Metamagic Feats (Part 1 of 2).....	17
Shadow Metamagic Feats.....	19
Familiar Feats.....	19
Magic Item Creation Feats.....	20
Clerical Feats.....	21
Psionic Feats (Part 1 of 3).....	22
Psionic Item Creation Feats.....	24
Metapsionic Feats (Part 1 of 2).....	24
Infernal Feats (Part 1 of 2).....	26
Feats Only Available as a Starting Character.....	28
Special Purpose Feats.....	29
Deadlands Feats.....	29
Sovereign Stone Metamagic Feats.....	30

Key to Sourcebooks:

DMG = Dungeon Master's Guide	DLOM = Dragon Lords of Melnibone (Chaosium)
DOF = Defenders of the Faith	DUN = Dungeons (AEG)
DR### = Dragon Magazine (with issue number)	EVIL = Evil (AEG)
DR-A# = Dragon Magazine Annual (with issue number)	SSS = Sovereign Stone: Campaign Sourcebook
FR = Forgotten Realms	SST = Sovereign Stone: The Taan
MM = Monster Manual	SW = Star Wars
MOF = Magic of Faerun	SWG## = Star Wars Gamer Magazine (with issue number)
PHB = Player's Handbook	TBG = Touched by the Gods (Penumbra)
PSI = Psionics Handbook	T&T = Traps & Treachery (Fantasy Flight Games)
S&F = Sword and Fist	
T&B = Tome and Blood	

Skill Feats (1 of 2)

Feat Name		Prerequisites	Description
Acrobatic	SW 92		+2 on Jump. +2 on Tumble.
Acrobatic {2}	T&T 34	DEX 15+	+2 on Balance. +2 on Tumble.
Alertness	PHB 80 SW 92		+2 on Listen. +2 on Spot.
Animal Affinity	SW 92		+2 on Handle Animal. +2 on Ride.
Artist	FR 33		<i>Forgotten Realms regions: Chessenta, Evermeet, Waterdeep, and rock gnomes.</i> +2 on Perform. +2 on a single Craft skill that involves art.
Athletic	SW 93		+2 on Climb. +2 on Swim.
Blooded	FR 33		<i>Forgotten Realms regions: Dalelands, Nelander Isles, Sembia, Silverymoon, Tethyr, Vaasa.</i> +2 on Spot. +2 on initiative checks.
Bootlicker	EVIL 58		+3 on Bluff or Diplomacy when you beg, grovel, or plead to someone who has an advantage over you.
Bribery	EVIL 58		+3 on Diplomacy to convince someone to participate in an illegal action. The bonus becomes +5 if a payment of a week's wages or more is offered. An additional +1 per extra week's wages is possible with the GM's permission.
Cosmopolitan	FR 34		<i>Forgotten Realms regions: Amn and Waterdeep.</i> +2 on one skill that is not a class skill for you. That skill becomes a class skill.
Courteous Magocracy	FR 34		<i>Forgotten Realms regions: Evermeet and Halruaa.</i> +2 on Diplomacy. +2 on Spellcraft.
Empathy	T&T 35		+2 on Innuendo. +2 on Sense Motive.
Eye for Detail	T&T 35		+2 on Appraise. +2 on Search.
Fast Rider	DR285 p98	Handle Animal 1+ Ride 1+	When riding a mount with no more than a light load, its base speed increases by 10 feet. Its overland movement rate increases by 1 mile an hour (8 miles a day).
Fast Talker	T&T 35	CHA 15+	+2 on Bluff. +2 on Diplomacy.
Forester	FR 35		<i>Forgotten Realms regions: Chondalwood, Dalelands, the Great Dale, the High Forest, ghostwise, halfling, moon elf, wild elf, and wood elf.</i> +2 on Heal. +2 on Wilderness Lore.
Golden Tongue	DUN 81		+2 on Diplomacy. +2 on Bluff (except when feinting or creating a diversion to hide).
Heavy Scarring	SST 82	Level 5+	<i>Supposedly limited to the Taan race in Sovereign Stone.</i> +3 on Bluff. +3 on Intimidate. This is due to fearful appearance.
Improved Alertness	DUN 82 SST 82	Alertness	At the beginning of combat, if you rolled initiative, you are not considered to be flat-footed before your first action against opponents in your line of sight.
Improved Initiative	PHB 83 SW 95		<i>Fighters may take this feat as one of their bonus feats.</i> +4 initiative.
Keen Vision	T&T 37		+2 on Search. +2 on Spot.
Knowledgeable	DUN 82	INT 13+	You may make any Knowledge skill check as an untrained INT check. The DC for such checks is at +5.
Level-Headed	DL 53	Improved Initiative	When rolling initiative, any roll less than 10 is considered to be a 10. Modifiers are applied after this feat.
Mechanical Aptitude	T&T 37		+2 on Disable Device. +2 on Open Locks.
Mercantile Background	DR-A5 p107		<i>Forgotten Realms regions: Impiltur, Lake of Steam, Lantan, Sembia, Tashalar, Tethyr, Theist, the Vast, deep gnome, and gray dwarf.</i> +2 on all checks for a single Craft or Profession of your choice. +2 on Appraise.
Mimic	SW 95		+2 on Disguise. +2 on Perform(acting) (<i>aka Entertain(acting) in SW</i>).
Nimble	SW 96		+2 on Escape Artist. +2 on Pick Pocket (<i>aka Sleight of Hand in SW</i>).
Nobody's Fool	DR285 p33	WIS 13+	+2 on Sense Motive checks and Gather Information checks.
Persuasive	SW 96		+2 on Bluff. +2 on Intimidate.
Saddleback	FR 37		<i>Fighters may take this feat as one of their bonus feats.</i> <i>Forgotten Realms regions: Cormyr, Hordelands, Narfell, the North, and Western Heartlands.</i> +3 on Ride.
Shadow	T&T 37		Just like the Track feat, except for following people in a city. See T&T 37-38 for details.

Skill Feats (2 of 2)

Feat Name		Prerequisites	Description
Sharp Eyed	SW 97		+2 on Search. +2 on Sense Motive.
Signature Skill	T&T 39		You can take this feat multiple times, each with a different skill. One cross-class skill is now considered a class skill.
Silver Palm	FR 37		Forgotten Realms regions: Amn, Dragon Coast, Great Dale, Impiltur, Moonsea, Sembia, the Shaar, Thesk, Vilhon Reach, gold dwarf, and gray dwarf. +2 on Bluff. +2 on Appraise.
Skill Focus	PHB 85		You can take this feat multiple times (each with a different skill). +2 on any one skill.
Smooth Talk	FR 37		Forgotten Realms regions: Luiren, Silverymoon, Thesk, Waterdeep, gold dwarf, lightfoot halfling. +2 on Diplomacy. +2 on Sense Motive.
Stealthy	FR 38 SW 97 T&T 39		Forgotten Realms regions: Drow elf, half-orc, ghostwise halfling, lightfoot halfling, and strongheart halfling. +2 on Hide. +2 on Move Silently.
Street Smart	FR 38		Forgotten Realms regions: Amn, Calimshan, Chessnta, Moonsea, and Unther. +2 on Bluff. +2 on Gather Information.
Thug	FR 38 DR-A5 p107		Forgotten Realms regions: Calimshan, Dragon Coast, Moonsea, Nelanther Isles, Unther, the Vast, Vilhon Reach, and Waterdeep. +2 on Intimidate. +2 on initiative checks.
Tinker	DUN 82		You do not suffer the -2 penalty on Craft checks when using improvised tools. You can construct any item with a Craft check DC of 12 or less in 1d6 hours, but such items are crude and have -2 on all related die rolls.
Track	PHB 85 SW 97		Rangers get this feat for free. You can follow and read tracks.
Treetopper	FR 38		Forgotten Realms regions: Aglarond, Chondalwood, High Forest, ghostwise halfling, wild elf, and wood elf. +2 on Climb. You do not lose your DEX bonus on your AC and do not give those attacking you a +2 while you are climbing.
Trustworthy	SW 98		+2 on Diplomacy. +2 on Gather Information.
Water-ken	SST 83		Supposedly limited to the Taan race in Sovereign Stone. +2 on Swim.

Proficiency Feats

Feat Name		Prerequisites	Description
Armor (Light)	PHB 80		<i>All classes except wizards, sorcerers and monks get this feat free. When you wear armor you are not proficient in, you get the armor check penalty applied to all skill checks that involve movement and on attack rolls. If you are proficient, you only take this penalty on Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble.</i>
Armor (Medium)	PHB 80	Armor (Light)	<i>Fighters, barbarians, paladins, rangers, clerics, druids, and bards get this feat free.</i>
Armor (Heavy)	PHB 80	Armor (Light) Armor (Medium)	<i>Fighters, paladins, and clerics, get this feat free.</i>
Shield	PHB 84		<i>Fighters, barbarians, paladins, rangers, clerics, druids, and bards get this feat free.</i>
Simple Weapon	PHB 85		<i>All classes except druids, monks, rogues, and wizards get this feat for free. You may use all simple weapons without the –4 penalty.</i>
Martial Weapon	PHB 83		<i>Barbarians, fighters, paladins, and rangers get this feat for all martial weapons for free. You can take this feat multiple times (each with a different weapon). You may use one specific martial weapon without the –4 penalty.</i>
Exotic Weapon	PHB 82 SW 93	+1 Base Attack	<i>Fighters may take this feat as one of their bonus feats. You can take this feat multiple times (each with a different weapon). You may use one specific exotic weapon without the –4 penalty.</i>
Firearms Proficiency	DL 53		<i>Limited to places that have firearms. You may use firearms (pistols, rifles, shotguns, muskets, etc) without the –4 penalty.</i>
Horse Nomad	FR 35		<i>Fighters may take this feat as one of their bonus feats. Forgotten Realms regions: Hordelands, the Shaar, Vaasa (the Ride only). You gain proficiency in composite short bow (a martial weapon) and get +2 on Ride checks.</i>
Militia	FR 36		<i>Forgotten Realms regions: Dalelands, Impiltur, Luiren, stronghold halfling. You gain proficiency in long bow and long spear (both are martial weapons). Small characters may choose short bow and short spear instead.</i>

Save Feats

Feat Name		Prerequisites	Description
Brave	DL 52		+2 on Will saves vs fear. This stacks with all other modifiers.
Bullheaded	FR 34		<i>Forgotten Realms regions: Damara, Dragon Coast, the Great Dale, Moonshaes, Narfell, Nelanther Isles, Rashemen, Vaasa, Western Heartlands, gold dwarf, gray dwarf, and shield dwarf.</i> +1 on Will saves. +2 on Intimidate skill checks.
Controlled Breathing	DUN 81		+2 on Fortitude save against gas attacks. +4 on CON checks to avoid taking damage from suffocation, smoke inhalation, or drowning.
Discipline	FR 34		<i>Forgotten Realms regions: Aglarond, Anauroch, Cormyr, Impiltur, Thay, strongheart halfling, sun elf, and rock gnome.</i> +1 on Will saves. +2 on Concentration skill checks.
Grace Under Pressure	DUN 81		+2 on saves versus fear and confusion. +2 on DC of attempts to intimidate you.
Great Fortitude	PHB 82 SW 95		+2 on Fortitude saves.
Iron Will	PHB 83 SW 95		+2 on Will saves.
Lightning Reflexes	PHB 83 SW 95		+2 on Reflex saves.
Luck of Heroes	FR 36 DR-A5 p107		<i>Forgotten Realms regions: Aglarond, Dalelands, Tethyr, and the Vast.</i> +1 on Fortitude, +1 on Will, and +1 on Reflex saves.
Nerves o' Steel	DL 54		If you fail a Will save versus fear, you may choose not to flee. You still suffer any other effects of the failed saving throw.
Poison Immunity	T&T 37	CON 12+ Knowledge(Poison) 5+	+4 on saves versus non-magical poisons.
Strong Soul	FR 38		<i>Forgotten Realms regions: Dalelands, Moonshaes, deep gnome, ghostwise halfling, lightfoot halfling, moon elf, rock gnome, strongheart halfling, sun elf, wild elf, and wood elf.</i> +1 on Fortitude and +1 on Will saves. You also gain an additional +1 on saves versus energy draining and death effects.
Survivor	FR 38		<i>Forgotten Realms regions: Anauroch, Chondalwood, Chult, Damara, Hordelands, Moonshaes, Narfell, the North, the Shaar, Rashemen, Silvermoon, Vaasa, Vilhon Reach, Western Heartlands, deep gnome, drow elf, lightfoot halfling, ghostwise halfling, shield dwarf, and wild elf.</i> +1 on Fortitude saves. +2 on Wilderness Lore skill checks.
Survival Instincts	SST 83		<i>Supposedly limited to the Taan race of Sovereign Stone.</i> +2 on Fortitude saves. +2 on Wilderness Lore skill checks.
Thick Skin <i>(aka Thick Hide)</i>	DUN 82 SST 83		<i>You can take this feat once each for cold and heat.</i> +4 on Fortitude saves to resist subdual damage from very hot or very cold environments (choose one).

General Feats

Feat Name		Prerequisites	Description
Casing Sense	T&T 34		When entering a room, you may make an Appraise check DC 15 to determine the three most valuable items in the room and their approximate values.
Daylight Adaptation	FR 34		If you are a creature that suffers from penalties when exposed to bright light (such as Drow and Duergar), you no longer suffer those penalties.
Divine Perception	TBG 34	WIS 13+ Skill Focus (Knowledge or Religion)	You can sometimes detect the presence of Gods and powerful Outsiders. This awareness is passive and is up to the GM to decide if and when it actually works.
Eidetic Memory	DUN 81		+2 on INT checks to recall details of something you have seen, a book you have read, or a conversation you overheard. You may make an INT check with DC 20 to recall anything you have seen with photographic clarity or to recall a path you have taken. This feat may not be used on the text of scrolls or spellbooks.
Extra Smiting	DOF 20	Class Level(4+) Smite ability	<i>You can take this feat multiple times.</i> When you take this feat, you gain one additional smiting attempt per day.
Frightful Presence	SW 94	CHA 15+ Intimidate 9+	Once per round, as a free action, you may use this feat. All opponents within 30 feet that have fewer levels than you make a Will save DC of 10 + CHA bonus + half your level. A failed save causes a -2 penalty to attack, save, and skill check rolls for 1d6 + CHA bonus rounds.
Heroic Surge	SW 95		You can take an extra partial action (move or attack) either before or after your regular actions. You can do this once per day for every 4 levels (round up), but never more than once a round.
Improved Endurance	DUN 82 SST 83		+4 on CON checks to resist subdual damage caused by lack of food or water. You become fatigued due to starvation or dehydration after failing two CON checks rather than one.
Increased Carrying Capacity	DUN 82 SST 83		You are considered to have +2 STR for purposes of determining your carrying capacity. This does not apply to the max weight limit or to lifting heavy objects.
Leadership	PHB 83	Level (6+)	See DMG page 45.
Light Sleeper	DUN 82		You may make Listen checks while sleeping to see if you wake up. You may make a second Listen check after waking up in order to determine what it was that woke you.
Perfect Memory	T&T 37	INT 14+	You can commit anything you see to memory. You can memorize a number of pages equal to your INT modifier times 3. This cannot be used to memorize magical writings.
Primal Shout	SST 83		<i>Supposedly limited to the Taan race in Sovereign Stone.</i> Once per minute, you may shout. All creatures with 25 feet make a will save of DC 10 + your CHA modifier. If they fail, they are <i>shaken</i> (-2 attack, -2 damage, -2 saves) until they get outside the 25 foot range.
Sand	DL 55	CON 15+	When your HP total is between 0 and -9, instead of trying to stabilize you may attempt a partial action. To do this, make Will save with a DC of 10 plus the number of hit points below 0 (example -5 is DC 15).
Second Wind	SSS 63		<i>Supposedly limited to Ork race in Sovereign Stone.</i> Once per hour, as a full round action you may "shake off" 1d6+CON modifier points of subdual damage.
The Stare	DL 55	CHA 15+ Intimidate skill (9+)	Once per encounter, you can take a free action to intimidate all opponents you can make eye contact with within 30 feet of you. All opponents with less levels than you make a Will save with DC 10 + your CHA modifier + 1/2 your level (round down). If they fail, they are <i>shaken</i> (-2 attack, -2 damage, -2 saves) with fear for 1d6 + your level in rounds.
Toughness	PHB 85 SW 97		<i>You can take this feat multiple times.</i> +3 hit points.
Tyrant	EVIL 60	Level (6+) Evil alignment	See EVIL page 60-61. This is the evil equivalent of the Leadership feat.
Wookie Brachiation	SWG 4 p55	Climb 4+ Jump 4+	<i>Yes, the name is awfully SW specific, but the feat is generally useful.</i> You still make Climb checks to move vertically in trees, but as long as there are branches large enough to support you, you can move horizontally without the additional Climb checks you would otherwise have to make.

Combat Feats (Part 1 of 8)

Feat Name		Prerequisites	Description
Ambidexterity	PHB 80 SW 92	DEX 15+	<i>Fighters may take this feat as one of their bonus feats.</i> You are not left or right handed. You ignore the -4 penalty for off-hand attacks in combat.
Blind Casting	DUN 81	Blind-Fight	If the target of your spell that requires a to-hit roll is within 15 feet, you may re-roll the concealment percentage once.
Battle Howl	TBG 109	+3 Base Attack	Once per day, you may let out a battle cry during a charge action. The target of the charge makes a Will save of DC 10 + your CHA modifier. If they fail, they get -1 to hit for 1d4 rounds.
Blind-Fight	PHB 80 SW 93		<i>Fighters may take this feat as one of their bonus feats.</i> You still get your DEX bonus in melee against an invisible opponent. You suffer only half the movement penalty for poor visibility or darkness. If you miss a melee attack due to concealment, you may re-roll the concealment percentage once.
Blindsight, 5-foot radius	S&F 5	WIS 19+ Blind-Fight +4 Base Attack	You can use your other senses to accurately "see" invisible creatures or in darkness within a 5-foot radius. Does not work on non-corporeal beings.
Blood Frenzy	SST 81	Power Attack +5 Base Attack	<i>Supposedly limited to the Taan race in Sovereign Stone.</i> Once each round, you may make a Reflex save with DC 10 + opponent's attack total. If successful, the damage of one melee attack on you is reduced by 5 points (minimum 1).
Circle Kick	S&F 5	DEX 15+ Improved Unarmed Strike +3 Base Attack	When making a full attack, if you hit an opponent with an unarmed attack, you may attack a different opponent within range.
Cleave	PHB 80 SW 93	STR 13+ Power Attack	<i>Fighters may take this feat as one of their bonus feats.</i> If your attack deals enough damage to drop a creature, you immediately get another attack using the same weapon and attack bonus on another creature within range. Usable once per round.
Close-order Fighting	SSS 60	+3 Base Attack	When two characters with this feat fight side by side, the one on the left gets one-quarter cover (+2 AC, +1 Reflex save).
Close Quarters Fighting	S&F 5	+3 Base Attack	When an opponent attempts to grapple you, any damage done by your attack of opportunity on them is added to your check to avoid being grappled.
Combat Agility	DR284 p123	DEX 13+ Dodge Lightning Reflexes	You gain a +4 bonus on your Reflex save against an attack, spell, or ability made by an opponent within 5 feet of you. You also gain a +4 dodge bonus on your AC against ranged attack and ranged touch attack by an opponent within 5 feet of you. You must be able to see the opponent to use this feat.
Combat Reflexes	PHB 80		<i>Fighters may take this feat as one of their bonus feats.</i> You may make attacks of opportunity while flat-footed. You may make up to your DEX bonus in attacks of opportunity per round (instead of the normal limit of 1), but only one such attack per creature each round.
Combat Sense	SST 81	WIS 13+ +3 Base Attack	<i>Supposedly limited to the Taan race in Sovereign Stone.</i> When attacked by an unseen opponent, you may make a Reflex save. If successful, you are not considered Flat Footed. The DC is 20 for a melee attack from a hidden opponent, 22 for a ranged attack from a hidden opponent, and 25 for an invisible opponent.
Dead Eye	DL 52		<i>Supposedly limited to the Brave and Gunslinger classes in Deadlands.</i> When taking a full round action to attack with a ranged weapon, the character adds their level to the damage from all attacks. This does not work on opponents that are immune to critical attacks.
Dead Shot	SSS 60	DEX 13+ Point Blank Shot Precise Shot +4 Base Attack	When firing a ranged weapon at a target with cover, the target has one category less cover. This does not stack with other modifiers to attacking targets with cover.
Death Blow	S&F 6	Improved Initiative +2 Base Attack	You can perform a coup de grace against an opponent as a standard action instead of a full round action.
Deep Impact	PSI 25	Psionic STR 13+ Power Attack Psionic Weapon +3 Base Attack	You may spend 5 power points to allow your melee weapon attack to be rolled against your opponent's AC to be touched, which is likely lower than their AC to be hit. The points are spent even if you miss. You can spend the points in advance and leave the weapon "charged" for up to your STR modifier + 1 rounds.
Deflect Arrows	PHB 81	DEX 13+ Improved Unarmed Strike	<i>Monks get this for free at 2nd level.</i> <i>Fighters may take this feat as one of their bonus feats.</i> Once per round, if you have a free hand and would be hit by a ranged weapon, you may make a Reflex save against DC 20 (+magic bonus of weapon) in order to deflect the weapon.

Combat Feats (Part 2 of 8)

Feat Name		Prerequisites	Description
Deflect Ranged Attack	DR274 P60	DEX 13+ Point Blank Shot Precise Shot Ranged Disarm +5 Base Attack	When you ready an action against an opponent with a missile weapon, you may react to the opponent's attack by making your own attack with AC 23 (thrown dagger), AC 25 (arrow), or AC 28 (crossbow). If you hit, their attack is deflected and their weapon takes damage from yours. You can take this feat for one bow which you are proficient.
Dirty Fighting	S&F 6	+2 Base Attack	When making a full attack, if you hit with a melee attack, you do +1d4 damage.
Dodge	PHB 81 SW 93	DEX 13+	<i>Fighters may take this feat as one of their bonus feats.</i> During your action, you can specify an opponent that you will get +1 AC (dodge bonus) against until your next action.
Dual Strike	S&F 6	Combat Reflexes +3 Base Attack	When you and an ally flank an opponent, you both get +4 to hit instead of +2 because you know how to combine your attacks.
Eagle Claw Attack	S&F 6	DEX 15+ Improved Unarmed Strike Sunder +2 Base Attack	You can attack an opponent's weapon or shield with an unarmed attack. You can shatter objects this way.
Endurance	PHB 82 SW 93		+4 on checks for performing a physical action over a period of time, such as swimming and running.
Expertise	PHB 82 SW 94	INT 13+	<i>Fighters may take this feat as one of their bonus feats.</i> When you attack (or full attack), you may take -X to hit and get +X to your AC until your next action. X can be up to the lower of 5 or your base attack bonus.
Expert Tactician	S&F 6	+3 Base Attack	When an opponent you are in melee with is denied their DEX bonus to AC, you get an extra partial action. This can be used to attack that opponent (but not another opponent), or it may be used to do any other partial action. You can only get one extra partial action each round.
Extra Stunning Attacks	S&F 6	DEX 13+ INT 13+ Stunning Fist +8 Base Attack	<i>You can take this feat multiple times.</i> You can make 3 extra stun attacks per day.
Eyes in the Back of Your Head	S&F 6	WIS 19+ +3 Base Attack	When you have your DEX bonus to AC, opponents do not get a bonus against you when you are flanked.
Far Shot	PHB 82 SW 94	Point Blank Shot	<i>Fighters may take this feat as one of their bonus feats.</i> Range increment of projectile weapons you use is multiplied by 1.5. Range increment for thrown weapons is multiplied by 2.
Fast Armor	DR284 p123	DEX 13+	You can don or remove any sort of armor in 5 rounds. This time is not improved if another person assists or if you try to "don hastily".
Feign Weakness	S&F 6	Improved Unarmed Strike +2 Base Attack	When unarmed, if you make a Bluff check against your opponent's Sense Motive, you can trick them into a false attack of opportunity on you. You get to make an attack on them during which they are considered to be "flat footed" (no DEX bonus to AC), but then they still get the attack on you. You can try this with a concealed small or tiny weapon (at -4 or -2 penalty on your Bluff).
Fell Shot	PSI 25	Psionic DEX 13+ Point Blank Shot Psionic Shot +3 Base Attack	You may spend 5 power points to allow your ranged weapon attack to be rolled against your opponent's AC to be touched, which is likely lower than their AC to be hit. The points are spent even if you miss. You can spend the points in advance and leave the weapon "charged" for up to your DEX modifier + 1 rounds.
Fists of Iron	S&F 6	Improved Unarmed Strike +2 Base Attack	You can deal +1d4 damage from an unarmed strike. You can do this only 3+(WIS bonus) times per day, and you have to announce before attacking so that a miss uses up one of your uses.
Foe Hunter	FR 34		<i>Fighters may take this feat as one of their bonus feats.</i> <i>You can take this feat multiple times (each with a different foe).</i> <i>Forgotten Realms regions: Chult, Cormyr, Dmara, the Lake of Steam, the North, the Moonsea, Tashalar, Tethyr, Vaasa, shield dwarf, and wood elf.</i> You gain a +1 competence bonus on damage rolls with melee attacks and with ranged attacks of up to 30 feet against your chosen foe. You also act as if you had the Improved Critical feat. The foe is typically chosen based on your homeland to be a specific monster type.

Combat Feats (Part 3 of 8)

Feat Name		Prerequisites	Description
Grasshopper Strike	DR279 p63	DEX 13+ Dodge Mobility Spring Attack +4 Base Attack Tumble skill 5+ Jump skill 5+	You can take 10 on Jump and Tumble checks, even during combat. This means you can jump as part of your move without making a roll.
Great Cleave	PHB 82 SW 95	STR 13+ Power Attack Cleave +4 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> Like Cleave, but usable as many times as you want per round.
Great Sunder	PSI 26	Psionic STR 13+ Power Attack Sunder 5+ Available Power Points	When you strike an opponent's weapon, you ignore half of the weapon's total hardness with modifiers (round down). Note that to strike a magical or psionically enhanced weapon you still need a weapon of equal or better enchantment. This feat may also be used to lower the effective hardness of hard construction like doors and walls.
Hammer Fist	DR279 p63	STR 13+ Improved Unarmed Strike	You add 1.5 times your STR bonus to damage. This only works when both hands are used and when you are not doing a flurry of blows attack.
Heroic Destiny	TBG 109	Barbarian (1+)	<i>Supposedly limited to followers of Legion of the Ten Thousand Heroes (TBG 104).</i> Once per day you may take a +1 on any attack, attribute check, saving throw, damage roll, or skill check of your choice. The choice is made before the die is rolled. If used on an attack roll, this bonus is applied before checking for a critical threat.
Hill Fighter	DR285 p98	+2 Base Attack	When attacking from higher ground, you gain a +2 circumstance bonus on melee attacks (instead of the normal +1) and a +1 bonus on ranged attacks (instead of the normal +0).
Hold the Line	S&F 7	Combat Reflexes +2 Base Attack	When an opponent charges you, you get an attack of opportunity on them before their attack on you is resolved.
Improved Bull Rush	PHB 82	STR 13+ Power Attack	<i>Fighters may take this feat as one of their bonus feats.</i> When you do a bull rush action, your opponent does not get an attack of opportunity on you.
Improved Critical	PHB 82	+8 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> <i>You can take this feat multiple times (each with a different weapon).</i> <i>Spellcasters may use this feat with Ray, Energy Missile, or Touch spell choices.</i> Doubles the threat range for a single weapon you are proficient in. For example, 20 becomes 19-20 and 19-20 becomes 17-20.
Improved Dirty Fighting	DR282 p108	Dirty Fighting +6 Base Attack	You may perform a full attack action and only make one attack (at your best bonus). If you hit, you do additional damage of: +2d4 (if your base attack is +5 to +9), +3d4 (if +10 to +14), +4d4 (if +15 to +19), or +5d4 (if +20 or greater).
Improved Disarm	PHB 83	INT 13+ Expertise	<i>Fighters may take this feat as one of their bonus feats.</i> When you do a disarm action, your opponent does not get an attack of opportunity or a chance to disarm you.
Improved Feint	EVIL 59	+3 Base Attack Bluff skill 4+	+3 on Bluff checks to feint in combat.
Improved Knockout Attack	T&T 35	Ability to sneak attack Knockout Attack	You may use a melee weapon to inflict subdual damage during a sneak attack and you ignore the -4 penalty.
Improved Low Blow	DR285 p33	DEX 13+ Dodge Mobility Low Blow +4 Base Attack	When using the Low Blow feat, the opponent does not get an attack of opportunity.
Improved Mounted Archery	DR285 p98	Mounted Combat Mounted Archery Ride skill (1+)	You no longer have a penalty for attacking from your mount while it is doing a double move. Your penalty when your mount is running is -2 (instead of -4). You can move before and after your attack as long as the total movement limit is not exceeded.
Improved Mounted Combat	SSS 62	DEX 13+ Mounted Combat Ride skill (6+)	Your mount receives a +2 bonus to AC and Reflex saves. You may make a Ride check to negate a hit on your mount up to your DEX modifier in times each round.

Combat Feats (Part 4 of 8)

Feat Name	Prerequisites	Description
Improved Overrun <small>S&F 7</small>	STR 13+ INT 13+ Expertise Improved Bull Rush Improved Trip Power Attack	When you attempt to overrun an opponent that is smaller than you, they cannot avoid you. If you knock them down, you get an attack of opportunity on them (with the normal +4 bonus against a prone target).
Improved Ranged Sneak Attack <small>T&T 36</small>	Ability to sneak attack Point Blank Shot Far Shot	When using a projectile weapon, your maximum range to sneak attack is increased from 30 feet to 45 feet. When using a thrown weapon, your range is increased to 60 ft.
Improved Rapid Shot <small>DR275 p41</small>	DEX 13+ Point Blank Shot Rapid Shot +2 Base Attack	When using the Rapid Shot feat, you may ignore the -2 penalty on all your ranged attacks.
Improved Shield Bash <small>DOF 20</small>	STR 13+ Power Attack	Any shield bash you make with a small or large shield (not a buckler) also affects your opponent as if you performed a bull rush. You do not actually move into your opponent's square or incur attacks of opportunity. You cannot move your opponent more than 5 feet.
Improved Sneak Attack <small>T&T 36</small>	Ability to sneak attack +2 Base Attack	Your bonus damage from sneak attacks uses d8 instead of d6.
Improved Sunder <small>S&F 7</small>	STR 13+ Sunder +2 Base Attack	You do double damage when striking an opponent's weapon.
Improved Trip <small>PHB 83</small>	INT 13+ Expertise	<i>Fighters may take this feat as one of their bonus feats. Monks get this feat for free at 6th level.</i> When you successfully do a trip action, you may then attack that opponent as if you didn't use your action for the trip.
Improved Two-Weapon Fighting <small>PHB 83 SW 95</small>	Two-Weapon Fighting Ambidexterity +9 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> You get a second extra attack (at -5 base) with your off-hand weapon.
Improved Unarmed Strike <small>PHB 83</small>		<i>Monks get this feat for free.</i> <i>Fighters may take this feat as one of their bonus feats.</i> You are skilled at unarmed combat. You are considered armed even when you don't have a weapon.
Improvised Weapon <small>SSS 62</small>	+4 Base Attack	You may use any small, hard object as a 1d6 weapon with no penalties (normally -4 to hit). Your base attack and STR bonuses apply but you may not receive benefits from other combat feats (such as Weapon Focus).
Improvise Thieves' Tools <small>T&T 37</small>		When you do not have proper tools, you no longer suffer the -2 penalty on Disable Device and Open Lock checks
Knock-Down <small>S&F 7</small>	STR 15+ Improved Trip +2 Base Attack	Whenever you do 10 or more damage to an opponent in melee, you may make a trip action against that opponent as a free action.
Knockout Attack <small>T&T 37</small>	Ability to sneak attack	You may use any melee weapon to do subdual damage with a sneak attack at a -4 to hit. Normally weapons cannot be used.
Lead Missile Fire <small>EVIL 59</small>	Dodge Bluff skill 4+	You may use this feat as a standard action. Until your next action, someone making a ranged attack on you rolls their Sense Motive against your Bluff. If they fail, they attack someone else (chosen randomly) that you are in melee with or that is within your threat range. Opponents with Precise Shot feat get a +3 on their Sense Motive check.
Lightning Fists <small>S&F 7</small>	DEX 15+ Monk(4+)	When making a full attack, you get two extra attacks this round, but all attacks are at -5.
Living Shield <small>EVIL 58</small>		You may use a helpless opponent as a shield by taking a standard action during your round. The bonus applies until your next action. The opponent is helpless if tied up, Hold Personed, paralyzed, or pinned with a grapple check. If the hostage is the same size as you, you get an AC bonus of +4 and there is a 50% chance of attacks against you hit the hostage instead. The bonus is +1 / 0% if the hostage is two sizes smaller than you, +2 / 25% if the hostage is one size smaller than you, +6 / 75% if the hostage is one size larger than you, +8 / 90% if the hostage is two sizes larger than you. An opponent with Precise Shot feat that attacks you treats the hostage as if it were one size smaller than it is.

Combat Feats (Part 5 of 8)

Feat Name		Prerequisites	Description
Low Blow	DR285 p33	DEX 13+ Dodge Mobility +4 Base Attack	As a full round action, you can enter an area occupied by an opponent who is at least one size category larger than you. You can then make a single melee attack against this opponent, who is considered flat footed against this attack. After your attack, return to the 5-foot square from which you entered the opponent's 5-foot square. Using this feat provokes an attack of opportunity.
Mantis Leap	S&F 7	Monk(7+) Jump skill (5+)	When an opponent is within your maximum jump range, you may make a Jump check. If successful, you make a charge attack on the opponent in which your STR bonus to damage is doubled.
Marksman	DL 53	Weapon Focus Weapon Specialization Concentration skill (4+) +5 Base Attack	You may spend a full round action aiming a ranged weapon at a target that is not performing a double move or a run. On the next round you may make a single attack as a full round action. This attack counts as a "coup de grace" as long as some vital part of the target is visible.
Martial Artist	SW 95		Your unarmed attack deals 1d6 (1d4 for small creatures) instead of the normal 1d3 (1d2 for small creatures). In addition, your unarmed attacks make a critical threat on a natural 20 (normally, unarmed attacks have no threat range).
Mobility	PHB 83 SW 96	DEX 13+ Dodge	<i>Fighters may take this feat as one of their bonus feats.</i> +4 AC (dodge bonus) against attacks of opportunity on you. Only applies when you would get your DEX bonus to AC.
Monkey Grip	S&F 7	STR 13+ Weapon Focus +3 Base Attack	You can use a melee weapon one size larger than you as a one-handed weapon instead of taking a -2 penalty to hit or using it as a two-handed weapon.
Mounted Archery	PHB 83	Mounted Combat Ride skill (1+)	<i>Fighters may take this feat as one of their bonus feats.</i> You take half the penalty when firing from horseback (-2 instead of -4 when mount is double-moving, and -4 instead of -8 when running).
Mounted Combat	PHB 83	Ride skill (1+)	<i>Fighters may take this feat as one of their bonus feats.</i> Once per round, if your mount is hit in combat, you may make a Ride check. If this check is greater than the attack roll, you negate the hit.
Off-Handed	EVIL 59	DEX 14+ Ambidexterity	Opponents receive -4 to attack you while you have a weapon in your off hand. You get +2 attack with your off hand weapon.
Off-Hand Parry	S&F 7	DEX 15+ Ambidexterity Two-Weapon Fighting +3 Base Attack	When making a full attack while fighting with two weapons, you may choose to take no attacks with your off hand and instead get a +2 dodge bonus to your AC. Only works if the off hand has a buckler, bladed, or hafted weapon of a size smaller than you.
Pain Touch	S&F 8	WIS 19+ DEX 13+ Stunning Fist Improved Unarmed Strike +8 Base Attack	When you successfully stun someone up to one size larger than you, they are also nauseated for one round.
Pebble Underfoot	DR279 p63	INT 13+ Expertise Improved Trip	When attempting to trip an opponent two or more sizes larger than you, you get a +4 on your attempt and if you fail, he does not get to trip you.
Pinpoint Accuracy	SSS 62	DEX 13+ Point Blank Shot Precise Shot	You may spend a full round action doing nothing but aiming with a ranged weapon at a target to receive +2 on your next attack against that target. This attack must be a full round action with a single attack. This is cumulative with up to 3 rounds of aiming (max +6 bonus).
Pin Shield	S&F 8	Two-Weapon Fighting +4 Base Attack	When attacking with two weapons and your opponent has a shield, you may attack with your off hand to strike their shield. If successful, you get an attack of opportunity with your primary hand against that opponent and they do not get their shield AC bonus during this time.
Point Blank Shot	PHB 84 SW 96		<i>Fighters may take this feat as one of their bonus feats.</i> +1 to hit and damage with ranged weapons at ranges up to 30 feet. A spellcaster with this feat gets this bonus for rays and energy missiles within this range.
Power Attack	PHB 84 SW 96	STR 13+	<i>Fighters may take this feat as one of their bonus feats.</i> Before you make any attacks during your action, you may take -X to hit and get +X to your damage until your next action. X can be up to your base attack bonus.
Power Lunge	S&F 8	STR 13+ Power Attack +3 Base Attack	When you successfully charge an opponent, you deal twice your normal STR bonus in the damage, but your opponent gets an attack of opportunity on you.

Combat Feats (Part 6 of 8)

Feat Name		Prerequisites	Description
Precise Shot	PHB 84 SW 96	Point Blank Shot	<i>Fighters may take this feat as one of their bonus feats.</i> You can use ranged weapons into melee without taking a -4 penalty. A spellcaster may use this feat to cast a ray or energy missile spell similarly.
Prone Attack	S&F 8	DEX 15+ Lightning Reflexes +2 Base Attack	You may attack while prone with no penalty. If your attack is successful, you may regain your feet as a free action.
Psionic Dodge	PSI 28	Psionic DEX 13+ Dodge 5+ Available Power Points	During your action, you can specify an opponent that you will get +1 AC (dodge bonus) against until your next action. This choice may be the same as or different from your choice for the Dodge feat.
Psionic Shot	PSI 28	Psionic DEX 13+ Point Blank Shot	When making a ranged weapon attack, you may spend 1 power point before rolling. If you hit, you do +1d4 points of damage. The power point is spent even if you miss. You can spend the points in advance and leave your missile "charged" for up to your STR modifier + 1 rounds.
Psionic Weapon	PSI 28	Psionic STR 13+ Power Attack	When making a melee weapon attack, you may spend 1 power point before rolling. If you hit, you do +1d4 points of damage. The power point is spent even if you miss. You can spend the points in advance and leave your weapon "charged" for up to your STR modifier + 1 rounds.
Quick Draw	PHB 84 SW 96	+1 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> You can draw a weapon as a free action instead of as a move-equivalent action.
Quick Strike	T&T 37	Ability to sneak attack +2 Base Attack	Once per round, if you successfully hit with a sneak attack, you get a free additional attack on that opponent using the same weapon at the same attack bonus (but without extra sneak attack damage).
Ranged Disarm	DR274 P60	DEX 13+ Point Blank Shot Precise Shot +5 Base Attack	<i>You can take this feat multiple times (each with a different weapon).</i> You can perform a disarm action with a single type of bow that you are proficient with.
Ranged Pin	DR274 P60	DEX 13+ Point Blank Shot Precise Shot +5 Base Attack	If your opponent is within 5 feet of a tree, wall, or other surface you can stick an arrow in, you may perform a ranged grapple attack. Once stuck, the opponent may use a partial action to perform a STR check (DC15) or Escape Artist check (DC 15).
Rapid Shot	PHB 84 SW 96	DEX 13+ Point Blank Shot	<i>Fighters may take this feat as one of their bonus feats.</i> When making a full attack with a ranged weapon, you may take one extra attack (at your highest base attack bonus-2), but all your other attacks are at -2.
Ranged Sunder	DR274 P60	DEX 13+ Point Blank Shot Precise Shot Ranged Pin +5 Base Attack	When attacking objects with a ranged weapon, you deal normal damage instead of 1/2 damage.
Rapid Reload	S&F 8	+2 Base Attack Crossbow proficiency	You can reload a hand or light crossbow as a free action. You can reload a heavy crossbow as a move-equivalent action. This can be used once per round. It provokes an attack of opportunity.
Redirect Attacks	EVIL 59	Dodge	When someone attacks you, you may bump an ally within 5 feet and give the opponent a +2 to hit that ally and a -2 to hit you. The opponent then gets to choose which person to attack. The ally figures out what you are doing on an INT check of DC 20 and probably won't be happy that you set them up.
Remain Conscious	S&F 9	Endurance Iron Will Toughness +2 Base Attack	When your hit points are between 0 and -9, you may take one partial action each round.
Return Shot	PSI 29	Psionic DEX 13+ Point Blank Shot Psionic Shot 5+ Available Power Points	Once per round when you would be hit by a ranged weapon and you have not already acted this round, you may make a Reflex save against DC 20 (plus enhancement bonus of the weapon) to catch the missile. If you have the appropriate means, you may immediately return the missile. Shooting a bow is a move-equivalent action, a crossbow is a standard action, and a spear or knife is a free action to throw back. Your return attack is at your full ranged attack bonus plus half of your opponent's ranged attack bonus. (Note: If you also have the Deflect Arrows feat your return attack uses your opponent's full ranged attack bonus instead of just half.)

Combat Feats (Part 7 of 8)

Feat Name		Prerequisites	Description
Ride-By-Attack	PHB 84	Mounted Combat Ride skill(1+)	<i>Fighters may take this feat as one of their bonus feats.</i> When doing a charge action on your mount, you may move, attack, and then continue the movement (up to double movement). This does not provoke an attack of opportunity.
Run	PHB 84 SW 96		When doing a run action, you move at 5 times your base movement (instead of 4 times). Running jumps increase by 25% (but no more than your maximum).
Set Spear	SSS 63		You know how to set a polearm to stop a charging or Ride-By-Attack being performed on a mount. You attack either the rider or mount and if successful you do double damage and halt their movement.
Sharp Shooting	S&F 9	Point Blank Shot Precise Shot +3 Base Attack	When attacking an opponent from range that has cover, you get +2 to hit. This effectively negates some of the cover bonus.
Shield Charge	DOF 20	STR 13+ Power Attack Improved Shield Bash	When you attack with your shield as part of a charge action, you do double damage.
Shield Expert	S&F 9	+3 Base Attack Shield proficiency	You may make an off-hand attack with your shield without sacrificing the AC bonus it grants.
Shot on the Run	PHB 85 SW 96	DEX 13+ Point Blank Shot Dodge Mobility	<i>Fighters may take this feat as one of their bonus feats.</i> When attacking with a ranged weapon, you can move before and after the attack (up to your base movement total).
Snatch Arrows	S&F 9	DEX 15+ Deflect Arrows Improved Unarmed Strike +3 Base Attack	When using the Deflect Arrows feat, you may instead catch the projectile.
Spirited Charge	PHB 85	Mounted Combat Ride-By-Attack Ride skill(1+)	<i>Fighters may take this feat as one of their bonus feats.</i> When attacking using a charge on a mount, you do double damage (triple with a lance).
Spring Attack	PHB 85 SW 96	DEX 13+ Dodge Mobility +4 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> When doing a melee attack, you may move, attack, and then continue the movement (up to double movement). This does not provoke an attack of opportunity. You cannot use this feat in heavy armor.
Staggering Blow	DR279 p63	Monk (2+) DEX 13+ WIS 13+ STR 15+ Improved Unarmed Strike Stunning Fist +8 Base Attack	When you successfully make an unarmed strike on a stunned opponent, they become staggered. This means they only get partial actions each round for a number of rounds equal to half your Monk level.
Stoic Composure	DR284 p123	CON 13+ Endurance Toughness	You automatically make your save when subjected to massive damage. In addition, if you are brought to negative hit points, you have a 50% chance to stabilize at the end of each round. This feat does not prevent you from being killed by being reduced to -10 hit points.
Stunning Fist	PHB 85	DEX 13+ WIS 13+ Improved Unarmed Strike +8 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> If you hit with an unarmed attack, opponent saves versus a DC of 10 + (1/2 of your level)+(WIS bonus) or they are stunned for 1 round (until just before your next action). While stunned they do not get a DEX bonus to AC and attackers get an additional +2 to hit. You can do this once per round and no more than once per day for every 4 levels you have.
Subduing Strike	SSS 63	DEX 13+ +2 Base Attack	<i>You may take this feat up to two times.</i> When using a weapon to make a subdual attack, the penalty to hit is reduced to -2 (instead of -4). If you take this feat a second time, the penalty becomes -0.
Sucker Punch	DL 55	Improved Unarmed Strike +1 Base Attack	When using a full attack option to attack with your fists, you do +1d4 damage. The damage may be real or subdual at your choice. In addition, the target makes a Fortitude save with DC 10 plus the amount of damage done. If they fail, they are -4 on their next action. This feat may not be used with a sneak attack and it only works on opponents with vital areas to hit.
Sunder	PHB 85	STR 13+ Power Attack	<i>Fighters may take this feat as one of their bonus feats.</i> When you attack an opponent's weapon, you do not provoke an attack of opportunity.

Combat Feats (Part 8 of 8)

Feat Name		Prerequisites	Description
Swarmfighting	DR285 p33	Small Size DEX 13+ +1 Base Attack	You may occupy the same 5-foot square with another allied small sized creature that possesses this feat. When you attack a medium (or larger) opponent with a melee attack, you get a +1 morale bonus to hit for every ally in the same square as you. The maximum bonus is equal to your DEX bonus.
Throw Anything	S&F 9	DEX 15+ +2 Base Attack	You can throw any weapon using a 10 foot range increment.
Trample	PHB 86	Mounted Combat Ride skill(1+)	<i>Fighters may take this feat as one of their bonus feats.</i> When overrunning an opponent while mounted, they may not avoid you. If you knock them down, your mount may make one hoof attack (including the +4 bonus on prone targets).
Twin Sword Style	FR 39	Two-Weapon Fighting	<i>Fighters may take this feat as one of their bonus feats.</i> <i>Forgotten Realms regions: Sembia, Waterdeep, and drow elf.</i> When fighting with two swords (dagger, longsword, rapier, scimitar, or short sword in any combination), you can designate a melee opponent and get +2 AC against that opponent. You can change the choice on each action. The bonus is lost if you lose your DEX bonus.
Two-Weapon Fighting	PHB 86 SW 98		<i>Fighters may take this feat as one of their bonus feats.</i> Reduces penalties for two-weapon fighting by –2 on each attack.
Ultimate Feint	EVIL 62	Improved Feint +7 Base Attack Bluff skill 7+	When you make a Bluff skill to feint in combat, you may immediately attack your opponent. If the Bluff is successful, your opponent is considered flat-footed.
Unorthodox Flurry	DR279 p63	Monk(6+)	You may use one light weapon of choice as if you were unarmed, granting you your unarmed base attack, number of attacks per round, and the ability to make a flurry of blows. If the weapon is exotic, you must gain proficiency with it first, otherwise you automatically gain proficiency with the weapon as part of this feat.
Vengeful Strike	TBG 109	CON 13+ Iron Will	When you are reduced to zero or fewer hit points (but not below -10), you may immediately take a partial action.
Wall Breaker	DR285 p98	STR 13+ Power Attack	When damaging an object, you ignore the first 5 points of hardness. Note that this is not extra damage, so it is only useful on objects with hardness.
Warsinger	TBG 109	Barbarian (1+) Bard (1+) Perform skill 6+	<i>Supposedly limited to followers of the Legion of Ten Thousand Heroes (TBG 104).</i> Once per day, you may use your bardic music ability even while raging. Your inspire courage and inspire greatness are at an additional +1 when used while raging.
Weapon Finesse	PHB 86 SW 98	+1 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> <i>You can take this feat multiple times (each with a different weapon).</i> <i>A spellcaster may choose Touch Spells as a weapon type.</i> You may use your DEX bonus instead of your STR bonus on your attack roll with one weapon.
Weapon Focus	PHB 86 SW 98	+1 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> <i>You can take this feat multiple times (each with a different weapon).</i> <i>A spellcaster may choose Ray, Energy Missile, or Touch Spell as a weapon type.</i> +1 on attack roll with one weapon.
Weapon Specialization	PHB 86	Fighter(4+) Weapon Focus	<i>Fighters may take this feat as one of their bonus feats.</i> <i>You can take this feat multiple times (each with a different weapon).</i> +2 damage with the weapon.
Whirlwind Attack	PHB 86 SW 98	INT 13+ DEX 13+ Expertise Dodge Mobility Spring Attack +4 Base Attack	<i>Fighters may take this feat as one of their bonus feats.</i> When taking a full attack action, you can attack all opponents within 5 feet at your full attack bonus.
Zen Archery	S&F 9	WIS 13+ +3 Base Attack	You can use your WIS bonus instead of your DEX bonus when making a ranged attack within 30 feet.

Unusual Combat Feats

Feat Name		Prerequisites	Description
Flyby Attack	MM 11	Ability to Fly	You can take a partial action during the middle of a flying move action. You cannot take a second move action that round.
Large and in Charge	S&F 61	Size Large (or larger) with reach STR 17+	When you make a successful attack of opportunity against an opponent who is moving inside your threatened area, you may make an opposed STR check against that opponent to force them back to the space they were in prior to the attack. You get +4 for each size category larger than the opponent and +1 for every 5 points of damage you dealt.
Multi-Attack	MM 11	3 or more natural weapons	Secondary attacks with natural weapons are at -2 instead of -5.
Multi-Dexterity	MM 11	3 or more arms DEX 15+	<i>Also see Ambidexterity.</i> You ignore the -4 penalty for off-hand attacks in combat.
Multi-Tasking	S&F 62	3 or more natural weapons DEX 15+ INT 13+ Multi-Attack Two-Weapon Fighting Improved Two-Weapon Fighting	If you have four or more arms, you may use each pair of arms to perform a different partial action. For example, you could attack with one or two arms while using a magic item, reloading a crossbow, or even casting a spell with the other two arms.
Multi-Weapon Fighting	MM 11	3 or more hands	<i>Also see Two-Weapon Fighting.</i> Reduces penalties for two-weapon fighting by -2 on each attack.
Natural Weaponry	SST 83	2 or more natural weapons Improved Unarmed Strike	You may use two of your natural weapons (instead of just one) at your full base attack. Additional natural weapons are at -5 (as normal).
Pounce & Strike (unofficial)	DLOM 50	Ability to Fly DEX 13+ Flyby Attack	You can take a dive movement action on a foe to drive a spear into them with full force. If your attack hits, it does triple damage. In any case, you must make a Reflex save DC 15 to end up standing on the ground. If you fail the save, you are prone next to the foe you attacked. If you make a critical success on the save, you remain airborne.
Zero-G Combat	SW 98	DEX 13+ Tumble 4+	You suffer no penalty to actions in low or zero gravity. Normally, most actions are subject to a -2 in low and -4 in zero gravity.

Spellcaster Feats

Feat Name		Prerequisites	Description
Arcane Defense	T&B 38	Spell Focus	<i>You can take this feat multiple times (each with a different school). +2 on your save versus spells from a given school.</i>
Arcane Preparation	T&B 38 FR 33	Bard (1+) or Sorcerer (1+)	You may prepare a spell ahead of time the way a Wizard does. This spell remains in your mind and occupies the spell slot until you change it or cast it. Preparing a spell with a Metamagic feat allows you to later cast that spell as a normal action instead of a full round action.
Augment Summoning	T&B 39 MOF 21	Spellcaster (2+)	Creatures you conjure with a summon spell gain +1 HP per hit die, +1 to hit, and +1 to damage.
Combat Casting	PHB 80		+4 on Concentration when used for a spell while on the defensive during combat.
Ethran	FR 34	Female CHA 11+ Spellcaster (1+) Society approval	<i>Forgotten Realms region: Rashemen.</i> You are a member of the Witches of Rashemen. +2 on Animal Empathy. +2 on Intuit Direction. +2 on CHA checks against others with this feat.
Extra Slot	T&B 40	Spellcaster (4+)	<i>You can take this feat multiple times.</i> When you take this feat, you gain one extra spell slot of any level up to one level lower than the maximum level of spell you can currently cast.
Extra Spell	T&B 40	Spellcaster (3+)	<i>You can take this feat multiple times.</i> When you take this feat, you learn one extra spell slot of any level up to one level lower than the maximum level of spell you can currently cast. This is useful for Sorcerers, since they do not learn spells as quickly as Wizards.
Greater Spell Focus	T&B 40 FR 35	Spell Focus	<i>You can take this feat multiple times (each with a different school).</i> +4 on DC for others to save versus your spells from a given school. This replaces your Spell Focus bonus. It does not stack.
Greater Spell Penetration	T&B 40 FR 35	Spell Penetration	+4 on caster level checks to beat spell resistance. This replaces your Spell Penetration bonus. It does not stack.
Improved Counterspell	FR 35		When countering a spell, instead of using the exact same spell, you may use any spell from that spell's school that is at least one level higher.
Ray Focus	DR-A5 p26		Adds +2 to the DC for saves against your ray spells. This stacks with Spell Focus.
Reactive Counterspell	MOF 22	Improved Initiative Improved Counterspell	Once per round you may counter a spell even if you did not ready that action. This uses up your next action.
Signature Spell	FR 37	Wizard (1+) Spell Mastery	<i>You can take this feat multiple times (each with a different spell you've mastered with Spell Mastery).</i> Choose a spell when you take this feat. You may convert any prepared spell into the chosen spell (if the prepared spell is of the same or higher level). This is similar to how a cleric can convert spells into healing spells.
Spell Focus	PHB 85		<i>You can take this feat multiple times (each with a different school).</i> +2 on DC for others to save versus your spells from a given school.
Spell Girding	MOF 22		Dispel checks against your spells are at -2.
Spell Mastery	PHB 85	Wizard (1+)	<i>You can take this feat multiple times.</i> The Wizard may now prepare their INT bonus in spells of their choice (that they already know) without need of a spellbook.
Spell Penetration	PHB 85		+2 on caster level checks to beat spell resistance.
Spell Specialization	T&B 42	Weapon Focus(*) Spellcaster (4+)	<i>You must have Weapon Focus with the chosen type of Ray or of Energy Missile Spells. You can take this feat multiple times, each with a different choice (Ray or Energy Missile Spells).</i> Your damage dealing spells that make a ranged touch attack do +2 damage if the target is within 30 feet.
Spell Thematics	MOF 22	Ability to cast an illusion	Alters the special effects of all your spells to fit a theme. This does not alter the actual spell effect. For example, if you choose "fire", your Magic Missile spells look like bolts of fire but do not do fire damage. Gives +5 to the DC of Spellcraft checks used to identify your spell.
Tattoo Focus	FR 38	Specialized in a school	<i>Forgotten Realms region: Thay.</i> You get +1 on the DC to save against spells you cast from your school. You get +1 on your checks to beat spell resistance when casting a spell from your school.

Metamagic Feats (Part 1 of 2)

Feat Name	Prerequisites	Description
Chain Spell T&B 39	Any other Metamagic feat	You can "chain" any spell that specifies a single target with a range greater than touch. The "chain" affects the primary target fully, then it can continue through a number of additional targets equal to your caster level (for a total of caster level + 1 targets) that are within 30 feet of the primary target. Each additional target takes half as much damage as the primary target (if the spell deals damage) or each additional target gets a -4 on the DC to save (if the spell does not deal damage).
Cooperative Spell T&B 39	Any other Metamagic feat	You can cast the same spell as a group of other spellcasters that are adjacent to each other (each adjacent to at least two others). When this is done, a single spell effect is generated. This spell uses the base save DC and level check of the best spellcaster in the group, then add +1 to the DC and +1 to the level check to beat spell resistance (if any) for each spellcaster beyond the first.
Delay Spell T&B 39 FR 34 DR275 P41	Any other Metamagic feat	Increases spell slot level by 3. Instead of taking effect when done casting, the spell waits for 1 to 5 rounds (your choice) before having its effect. Only usable on personal, touch, and area of affect spells. The spell can be detected and dispelled during the delay.
Empower Spell PHB 82		Increases spell slot level by 2. All variable numeric effects of a spell are multiplied by 1.5. Cumulative with Maximize Spell.
Energy Admixture T&B 39	Any other Metamagic feat Energy Substitution Knowledge(arcana) 5+	<i>You can take this feat multiple times, each time for a different energy type.</i> Increases spell slot level by 4. Choose an energy type when you take this feat. Choices are: Acid, Cold, Electricity, Fire, and Sonic. You may alter any spell (including one altered with Energy Substitution) with an energy type to add the use the chosen energy type to the existing energy type. The spell uses both energy types, each type dealing full damage.
Energy Substitution T&B 40 MOF 21	Any other Metamagic feat Knowledge(arcana) 5+	<i>You can take this feat multiple times, each time for a different energy type.</i> Choose an energy type when you take this feat. Choices are: Acid, Cold, Electricity, Fire, and Sonic. You may alter any spell with an energy type to use the chosen energy type instead. This does not change the amount of damage or the level of the altered spell's slot. It also does not remove any secondary effects. For example, if you change from Sonic to Fire, the Shout spell still deafens affected creatures.
Enlarge Spell PHB 82		Increases spell slot level by 1. Doubles the range of the spell. Area of effect spells that have the area depend on range (such as cone of cold) are extended.
Eschew Materials T&B 40 MOF 22	Any other Metamagic feat	You can cast a spell without material components, if the components cost less than 1 gp.
Extend Spell PHB 82		Increases spell slot level by 1. Doubles the duration of the spell.
Heighten Spell PHB 82		You can cast a spell as if the spell's level were higher than it actually is. This makes it harder to save against.
Innate Spell T&B 41 FR 36	Quicken Spell Silent Spell Still Spell	<i>You can take this feat multiple times, each time for a different spell.</i> When you take this feat, select one spell and permanently lose a single spell slot 8 levels higher than the chosen spell. You can now cast this spell at will, as a spell-like ability, once per round. If the spell has an XP cost, you pay that cost each time. If the spell has a costly material component, you use a single item of that type, but 50 times the cost, as a focus for the ability. <i>This is not actually a Metamagic feat. It is included in this section because it has Metamagic prerequisites.</i>
Maximize Spell PHB 83		Increases spell slot level by 3. Maximizes all variable numeric effects of a spell. Cumulative with Empower Spell.
Persistent Spell T&B 41 FR 37	Extend Spell	Increases spell slot level by 4. Extends the duration of a personal or fixed range spell's duration to 24 hours.
Quicken Spell PHB 84		Increases spell slot level by 4. Allows a spell of up to 1 round casting time to be cast as a free action.
Ray Burst DR-A5 p26		Increases spell slot level by 3. Changes a ray to be a 30-foot radius burst from the caster. Those within 10 feet are hit. Those within 30 feet make a Reflex save.
Ray Coning DR-A5 p26		Increases spell slot level by 2. Changes a ray to be a 30-foot cone. Those in the area may make a Reflex save.
Ray Extension DR-A5 p26		Increases spell slot level by 1. You may continue to attack with the ray for a second round (unless the spell is disrupted).

Metamagic Feats (Part 2 of 2)

Feat Name		Prerequisites	Description
Ray Splitting	DR-A5 p26		Increases spell slot level by 2. You may attack three adjacent targets with the ray using a ranged touch at -4 to hit each of them.
Reach Spell	DOF 20		Increases spell slot level by 2. You may cast a touch spell at a range of up to 30 feet. The spell effectively becomes a ray and you need to make a ranged touch attack to hit with it.
Repeat Spell	T&B 41	Any other Metamagic feat	Increases spell slot level by 3. The spell has a normal effect this round. Next round on your turn, the spell happens a second time. This does not work for touch spells or if there was a target and it has moved more than 30 feet from its location. If you have moved, the spell originates from the location you were at last round.
Sacred Spell	DOF 20	Able to cast Divine spells	Increases spell slot level by 2. When used on a divine spell, half of the damage done by the spell is "sacred" damage. This means that the damage cannot be prevented by Protection from Elements or similar magic. The other half of the damage is dealt normally.
Sanctum Spell	T&B 41	Any other Metamagic feat	You can specify an area to be your sanctum. To do this, spend 3 months (cumulative) in the area, designate it, and then wait 7 days. The area is a circle of 10 feet per level in radius. You may have only one sanctum. If you designate a second one, the first one loses its status. When a Wizard prepares a spell or a Sorcerer casts it, you designate whether the spell is affected by this feat. If it is, the effective spell level at time of casting is one level higher while you are within the sanctum and one level lower while you are away from the sanctum.
Sculpt Spell	T&B 42	Any other Metamagic feat	Increases spell slot level by 1. You can change any area of effect spell to a different area shape. Choices for the new shape are: cylinder (10 foot radius, 30 feet high), cone (40 feet long, 40 feet wide at the base), four 10 foot cubes, or a sphere (20 foot radius).
Silent Spell	PHB 85		Increases spell slot level by 1. The spell no longer has a verbal component. Bard spells may not use this feat.
Split Ray	T&B 42	Any other Metamagic feat	You can split any ray that specifies a single target so that it affects two targets that are within 30 feet of each other (or the same target twice). If the spell does damage, each target takes half damage.
Still Spell	PHB 85		Increases spell slot level by 1. The spell no longer has a somatic component (so no armor check is needed).
Subdual Substitution	T&B 42	Any other Metamagic feat Knowledge(Arcana) 5+	<i>You can take this feat multiple times, each time for a different energy type.</i> Choose an energy type when you take this feat. Choices are: Acid, Cold, Electricity, Fire, and Sonic. You may alter any spell with an energy type to do subdual damage instead of normal damage.
Twin Spell	T&B 42 FR 39	Any other Metamagic feat	Increases spell slot level by 4. The spell has its full effect take place twice, as if two spells were cast at the same time with the identical targets and other choices.
Widen Spell	T&B 42 MOF 23		Increases spell slot level by 3. The area of effect of a burst, emanation or spread spell is increased by 50%.

Shadow Metamagic Feats

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

Familiar Feats

Feat Name	Prerequisites	Description
Enspell Familiar <small>DR280 p62</small>		You can cast spells on your familiar within 1 mile as if you were touching it.
Extra Familiar <small>DR280 p62</small>		<i>You can take this feat multiple times.</i> You are allowed to have an additional familiar. Normally, the limit is one.
Construct Familiar <small>DR280 p62</small>		You can have a familiar that is a construct (as per MM page 5) instead of a living creature.
Improved Familiar <small>T&B 40 FR 35</small>		When choosing a familiar, several magic creatures are now available. They are: Shocker Lizard, Stirge, Formian worker, Imp, Pseudodragon, and Quasit. Other magic creatures are also possible. See T&B page 40 and FR page 35 for details on these familiars and others.
Token Familiar <small>DR280 p62</small>		You can convert your familiar to and from a small stone figure. This makes it easy to carry, but you don't get any benefits while it is in figurine form.
Undead Familiar <small>DR280 p62</small>		You can have a familiar that is undead instead of a living creature.

Magic Item Creation Feats

Feat Name		Prerequisites	Description
Attune Gem	MOF 21	INT 13+ Arcane Spellcaster (3+) Craft(Gemcutting) 1+	You can store an arcane spell in a gem.
Brew Potion	PHB 80	Spellcaster (3+)	You can create a potion of any spell of 3rd level or lower that targets a creature.
Craft Magic Arms & Armor	PHB 81	Spellcaster (5+)	You can make or mend magic armor, weapons, and shields.
Craft Magic Trap	T&T 34	Spellcaster (10+) Craft(Trap) skill 1+	You can create a trap imbued with any spell-like effect you have access to. See T&T 35 for details.
Craft Rod	PHB 81	Spellcaster (9+)	You can create rods.
Craft Staff	PHB 81	Spellcaster (12+)	You can create a staff.
Craft Wand	PHB 81	Spellcaster (5+)	You can create a wand of any spell of 4th level or lower.
Craft Wondrous Item	PHB 81	Spellcaster (3+)	You can create or mend a miscellaneous magic item.
Create Graft	TBG 26	Spellcaster (3+) Craft Wondrous Item Healing skill 5+	You can create a magical item that can fuse with the human body. The attaching of a graft requires the use of a Polymorph Other spell and at least 5 ranks in Healing. If the person doing the attaching does not have this feat, the target makes a Fortitude save with DC 18 or the graft fails. Sample grafts can be found on TBG 26-27.
Create Portal	FR 34	Spellcaster (3+) Craft Wondrous Item	You can create a portal. See FR pages 34 and 61 for details.
Enchant Stone	SST 81	Void Mage (5+)	<i>Supposedly limited to the Taan race in Sovereign Stone.</i> You can enchant a stone as per SST page 44 and 81.
Forge Ring	PHB 82	Spellcaster (12+)	You can create a ring.
Inscribe Rune	FR 36	INT 13+ Divine spellcaster (3+) A Craft skill 1+	You may cast a divine spell and create a rune from it. See FR pages 36 and 58 for details
Magical Artisan	FR 36	Any item creation feat	<i>You can take this feat multiple times (each with a different item creation feat).</i> Choose an item creation feat. You can now create items of that type for 75% of the normal cost. <i>This feat is not actually an item creation feat.</i>
Scribe Scroll	PHB 84	Spellcaster (1+)	<i>Wizards get this feat free.</i> You can create a scroll.

Clerical Feats

Feat Name		Prerequisites	Description
Divine Cleansing	DOF 19	CHA 13+ Ability to turn undead Extra Turning	You can spend one of your turn/rebuke undead attempts to grant all allies within a 60 foot burst of yourself (and including yourself) a +2 sacred bonus on Fortitude saves for a number of rounds equal to your CHA bonus.
Divine Might	DOF 19	CHA 13+ STR 13+ Ability to turn undead Power Attack	You can spend one of your turn/rebuke undead attempts to add your CHA bonus to your weapon damage for a number of rounds equal to your CHA bonus.
Divine Resistance	DOF 19	CHA 13+ Ability to turn undead Extra Turning Divine Cleansing	You can spend one of your turn/rebuke undead attempts to grant all allies within a 60 foot burst of yourself (and including yourself) 5 point resistance to cold, fire, and electricity. This resistance does not stack with any other resistance effects. The effect lasts until the end of your next turn.
Divine Shield	DOF 19	Ability to turn undead CHA 13+ STR 13+ Power Attack Improved Shield Bash	You can spend one of your turn/rebuke undead attempts to add your CHA bonus to your shield as an enhancement bonus (much like having it be magical) for a number of rounds equal to your CHA bonus. The shield's bonus applies to defense and to any attacks made with the shield.
Divine Vengeance	DOF 20	Ability to turn undead Extra Turning	You can spend one of your turn/rebuke undead attempts to add 2d6 sacred energy damage to all successful melee attacks you make on undead until the end of your next turn.
Divine Vigor	DOF 20	CHA 13+ Ability to turn undead Extra Turning	You can spend one of your turn/rebuke undead attempts to increase your base speed by 10 feet and to get +1 CON (enhancement bonus) for a number of minutes equal to your CHA bonus.
Empower Turning	DOF 20	CHA 13+ Ability to turn undead Extra Turning	You can choose to take a -2 on an attempt to turn undead. If you do so and you still succeed, you do +2d6 turning damage.
Extra Turning	PHB 82	Ability to turn undead	<i>You can take this feat multiple times.</i> You can turn 4 more times per day than normal.
Eyes of Calaam	TBG 59	WIS 13+	<i>Supposedly limited to clerics and paladins of the god Calaam.</i> You can detect resurrected or reincarnated people using divination spells such as True Seeing and Detect Undead.
Fists of Calaam	TBG 59	WIS 13+ Eyes of Calaam Level 3+	<i>Supposedly limited to clerics and paladins of the god Calaam.</i> You can turn (or smite if available) resurrected or reincarnated people as if they were evil, undead monsters.
Heighten Turning	DOF 20	CHA 13+ Ability to turn undead Extra Turning	You can choose to take +X on an attempt to turn undead. If you do so and you still succeed, you do -X turning damage. X is any number of your choosing that is less than your cleric level.
Turn Outsider	EVIL 60	WIS 14+	You may turn or rebuke Outsiders as if they were undead with four extra hit dice.
Quicken Turning	DOF 20	CHA 13+ Ability to turn undead Extra Turning	You can choose to turn/rebuke undead as a free action. If you do so, your attempt is at -4 and you do -4 turning damage. You may still only make one turning attempt each round. This feat may not be used to power a Divine feat.
Wrath of Calaam	TBG 59	WIS 13+ Eyes of Calaam Fists of Calaam Level 6+	<i>Supposedly limited to clerics and paladins of the god Calaam.</i> You can use any spell that affects undead on resurrected or reincarnated people.

Psionic Feats (Part 1 of 3)

Feat Name		Prerequisites	Description
Augment Construction	DR287 p54	Psionic Manifester level 2+	Astral constructs you create get +1 hit point per hit die, +1 to attack, and +1 on damage.
Body Fuel	PSI 24	Psionic Inner Strength Talented	You can take temporary ability point damage to generate power points. Each 2 points of ability generates 1 power point.
Combat Manifestation	PSI 24	Psionic	+4 on Concentration when used for a manifesting a power while on the defensive during combat.
Disarm Mind	PSI 25	Psionic CHA 13+ Mental Adversary	When you successfully deal ability damage with a psionic attack, you may spend 3 additional power points in order to drain your opponent of your CHA modifier * 4 power points.
Extra Power	DR287 p55	Psionic Manifester level 3+	<i>You may take this feat multiple times.</i> You learn one additional power of any level up to one level less than the highest level power you know.
Greater Power Penetration	PSI 26	Psionic Power Penetration	You get a +4 bonus on level checks to beat a creature's power resistance. This does not stack with Power Penetration.
Greater Psionic Focus	PSI 26	Psionic Psionic Focus	<i>You may take this feat multiple times, each with a different discipline. The first time you take this feat, it must be for your primary discipline. Additional times you must already have Psionic Focus with the chosen discipline.</i> You add +4 to the DC for others to save against psionic powers in the chosen discipline. This does not stack with Psionic Focus.
Improved Psicrystal	PSI 26	Psionic	<i>You may take this feat multiple times.</i> Each time you take this feat you may add another personality fragment to your psicrystal. The personality adjusts to be a blend of all its personality fragments.
Inertial Armor	PSI 26	Psionic 1+ Available Power Points	As long as you have any unspent power points, you get +4 AC due to a psionic field (which may or may not glow at your choice). This AC bonus does not stack with normal armor and shield AC bonuses. This bonus does apply to non-corporeal beings which can ignore normal armor.
Inner Strength	PSI 26	Psionic	<i>You may take this feat multiple times.</i> The first time you take this feat you get +1 base power points. The second time, +2 (for a total of +3). The third time, +3 (for a total of +6). And so on.
Mental Adversary	PSI 27	Psionic CHA 13+	<i>You can take this feat multiple times.</i> When you successfully perform a psionic attack and your opponent fails their Will save, you may spend 3 additional power points to do +1 point of ability damage. If you have taken this feat more than one time, you may do up to 1 additional points of ability damage for each additional time you take the feat, but at a cost of 8 power points per additional point of damage.
Mental Leap	PSI 27	Psionic STR 13+ Jump skill (6+) 3+ Available Power Points	<i>You may take this feat multiple times.</i> You jump twice as high or twice as far as indicated by your jump check. The extra distance is not counted against your movement for the round. If you have taken this feat more than one time, you may choose to jump one additional multiple for each time but each multiple requires your available power points be 8 higher. For example, if you have taken the feat twice, you may jump 3 times normal distance, but need 11 power points. If you have taken it three times, you may jump 4 times normal distance, but need 19 power points.
Mind Blind	DR287 p55	Psionic Psychic Bastion	You permanently get a mental hardness of 3 that stacks with other bonuses. You get a -3 on psionic attack damage (minimum 1).
Mind Trap	PSI 27	Psionic Psychic Bastion	When you successfully deal ability damage with a psionic attack, you may spend power points equal to 3 plus the cost of their psionic defense to drain off 10 plus your CHA modifier power points from your opponent.
Power Penetration	PSI 27	Psionic	You get a +2 bonus on level checks to beat a creature's power resistance.
Power Specialization	DR287 p56	Psionic Weapon Focus(Ray) Manifester level 4+	+2 damage on ranged touch attack powers if the target is within 30 feet.
Power Touch	PSI 27	Psionic STR 13+ Psionic Fist	When you get an attack of opportunity, you may manifest a touch range power as this attack. This costs 2 power points in addition to the cost of the power you use. (Note: If you also use the Quicken Power metapsionic feat, this 2 point cost is waived.)

Psionic Feats (Part 2 of 3)

Feat Name		Prerequisites	Description
Psionic Body	PSI 27	Psionic	<i>You may only take this feat as a first level character.</i> You gain 1 hit point each time you take a metapsionic feat. Your hit point bonus at first level is based on your discipline's ability modifier instead of your CON modifier. After that, your CON modifier is used as normal.
Psionic Charge	PSI 28	Psionic WIS 13+ Speed of Thought 3+ Available Power Points	When taking a charge action, instead of simply going in a straight line you may take a number of turns (up to 90 degrees) equal to your DEX modifier.
Psionic Defense	DR287 p54	Psionic	<i>You may take this feat multiple times, each with a different discipline.</i> Choose a discipline. You gain +2 on saves versus powers of that discipline.
Psionic Fist	PSI 28	Psionic STR 13+	When making an unarmed melee attack, you may spend 1 power point before rolling. If you hit, you do +1d4 points of bludgeoning damage. The power point is spent even if you miss. You can spend the points in advance and leave your hand or foot "charged" for up to your STR modifier + 1 rounds.
Psionic Focus	PSI 28	Psionic	<i>You may take this feat multiple times, each with a different discipline. The first time you take this feat, it must be for your primary discipline.</i> You add +2 to the DC for others to save against psionic powers in the chosen discipline.
Psionic Metabolism	PSI 28	Psionic CON 13+ Rapid Metabolism	As long as you are conscious, you may spend 1 power point each hour to convert 1 point of normal damage into a point of subdual damage.
Psychic Bastion	PSI 28	Psionic	<i>You can take this feat multiple times.</i> When you fail your Will save against an opponent's psionic attack, you may spend 3 additional power points to get +1 mental hardness. If you have taken this feat more than one time, you may get up to +1 additional hardness for each additional time you take the feat, but at a cost of 8 power points per additional point of hardness you want to use.
Psychic Inquisitor	PSI 29	Psionic CHA 13+ Psychoanalyst	You can activate this feat to detect lies from living humanoids. This works for up to your CHA modifier in lies per conversation and only for one conversation per 8 hour period.
Psychoanalyst	PSI 29	Psionic CHA 13+	You get +2 on Diplomacy, Bluff, and Intimidate checks and CHA checks used to influence living humanoids with INT 4+.
Rapid Metabolism	PSI 29	Psionic CON 13+	In addition to the normal healing rate for hit points, you heal your CON bonus in hit points for each day of rest.
Resculpt Mind	DR287 p56	Psionic Psion level 3+	You may gain a Metapsionic feat instead of gaining a new combat mode when achieving level 3, 5, 7, 9, and 11. If you skip gaining one or more combat modes, you gain them at levels 13, 15, 17, and 19 (as appropriate). You cannot use this feat on the modes gained at these levels.
Speed of Thought	PSI 29	Psionic WIS 13+ 1+ Available Power Points	<i>You may take this feat multiple times.</i> Your base speed increases by 10. If you have taken this feat multiple times, your base speed increases by 10 each time, but the available power points required increases by 4 each time.
Stand Still	PSI 29	Psionic STR 13+ 1+ Available Power Points	When an opponent's movement provokes an attack of opportunity and you hit them with that attack, they save against DC of 10 plus the damage you did. If they fail, their movement ends. <i>[This feat is more complicated than this.]</i>
Talented	PSI 30	Psionic Inner Strength	You can manifest 3 more level 0 powers free per day than normal.
Trigger Power	PSI 30	Psionic Inner Strength Talented	<i>You may take this feat multiple times, each time with a different power of level 3 or less.</i> When manifesting the chosen power, you may make an ability check against the power's discipline's ability. The DC is 11 plus 2 times the level of the power. If successful, you manifest the power at no cost. If you fail, you pay the cost as normal. You must have enough power points to pay the cost as normal. This cannot be used on psionic attack or defense mode powers.

Psionic Feats (Part 3 of 3)

Feat Name	Prerequisites	Description
Unavoidable Strike <small>PSI 30</small>	Psionic STR 13+ Psionic Fist +3 Base Attack	You may spend 5 power points to allow your unarmed attack to be rolled against your opponent's AC to be touched, which is likely lower than their AC to be hit. The points are spent even if you miss. You can spend the points in advance and leave your hand or foot "charged" for up to your STR modifier + 1 rounds.
Upgrade Power <small>DR287 p56</small>	Psionic Another Psionic or Metapsionic feat	You can shift your psionic powers based on chains in order to replace lower power ones as you gain higher power ones. See DR287 pg 55-56 for a description of the chains.
Up the Walls <small>PSI 30</small>	Psionic Speed of Thought Psionic Charge 5+ Available Power Points	You can take any portion of your movement as standing on walls (but not ceilings) as long as you begin and end your move on a horizontal surface. Moving from a horizontal to vertical surface costs 5' of movement. If you do not end on a horizontal surface, you fall to the ground prone.

Psionic Item Creation Feats

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

Metapsionic Feats (Part 1 of 2)

Feat Name	Prerequisites	Description
Chain Power <small>DR287 p54</small>	Psionic Another Metapsionic feat	Increases power point cost by 6. You can "chain" any power that specifies a single target with a range greater than touch. The "chain" affects the primary target fully, then it can continue through a number of additional targets equal to your manifester level (for a total of manifester level + 1 targets) that are within 30 feet of the primary target. Each additional target takes half as much damage as the primary target (if the spell deals damage) or each additional target gets a -4 on the DC to save (if the power does not deal damage).
Delay Power <small>PSI 25</small>	Psionic	Increases power point cost by 6. Instead of taking effect when done manifesting, the power waits for 1 to 5 rounds (your choice) before having its effect. Only usable on personal, touch, and area of affect powers. The power can be detected and negated during the delay.
Enlarge Power <small>PSI 25</small>	Psionic	Increases power point cost by 2. Doubles the range of the power. Area of effect powers operate as if you were two levels higher.
Extend Power <small>PSI 25</small>	Psionic	Increases power point cost by 2. Doubles the duration of the power.
Fortify Power <small>DR287 p55</small>	Psionic	Increases power point cost by 2 for each time you fortify the power to a maximum of manifester level -1 total power points for the power. All variable numeric effects of the power are increased by 25% per time. For example, at +6 cost you get +75%.
Heighten Power <small>PSI 26</small>	Psionic	Increases the power point cost of the power to be the same as a power of the chosen level. You can manifest a power as if its level were higher than it actually is (to a maximum of 9th). This makes it harder to save against.
Hide Power <small>PSI 26</small>	Psionic	<i>You can take this feat once for each characteristic: auditory, material, mental, olfactory, or visual.</i> Increases power point cost by 2. You can manifest a power without the normal display with the given characteristic.
Master Dorje <small>PSI 26</small>	Psionic	You can manifest the power of a Dorje using your own power points instead of using a charge. You spend the power's cost plus 2 points to do this.

Metapsionic Feats (Part 2 of 2)

Feat Name		Prerequisites	Description
Maximize Power	PSI 26	Psionic	Increases power point cost by 6. Maximizes all variable numeric effects of a power.
Persistent Power	PSI 27	Psionic	Increases power point cost by 8. You can make a personal or fixed range power last 24 hours.
Psionic Energy Admixture	DR287 p55	Psionic Another Metapsionic feat Psionic Energy Substitution Knowledge(Psionics) 5+	<i>You can take this feat multiple times, each time for a different energy type.</i> Increases power point cost by 8. Choose an energy type when you take this feat. Choices are: Acid, Cold, Electricity, Fire, and Sonic. You may alter any power (including one altered with Energy Substitution) with an energy type to add the use the chosen energy type to the existing energy type. The power uses both energy types, each type dealing full damage.
Psionic Energy Substitution	DR287 p54	Psionic Another Metapsionic feat Knowledge(Psionics) 5+	<i>You can take this feat multiple times, each time for a different energy type.</i> Choose an energy type when you take this feat. Choices are: Acid, Cold, Electricity, Fire, and Sonic. You may alter any power with an energy type to use the chosen energy type instead. This does not change the amount of damage. It also does not remove any secondary effects.
Quicken Power	PSI 29	Psionic	Increases power point cost by 8. Allows a power of up to 1 round manifesting time to be manifested as a free action. You may manifest only one power per round using this feat.
Reach Power	DR287 p55	Psionic Enlarge Power	Increases power point cost by 4. You may use a touch power at a range of up to 25 feet. The power effectively becomes a ray and you need to make a ranged touch attack to hit with it.
Repeat Power	DR287 p56	Psionic Another Metapsionic feat	Increases power point cost by 6. The power has a normal effect this round. Next round on your turn, the power happens a second time. This does not work for touch powers or if there was a target and it has moved more than 30 feet from its location. If you have moved, the power originates from the location you were at last round.
Sculpt Power	DR287 p56	Psionic Another Metapsionic feat	Increases power point cost by 2. You can change any area of effect power to a different area shape. Choices for the new shape are: cylinder (10 foot radius, 30 feet high), cone (40 feet long, 40 feet wide at the base), four 10 foot cubes, or a sphere (20 foot radius).
Split Psionic Ray	DR287 p56	Psionic Another Metapsionic feat	You can split any ray that specifies a single target so that it affects two targets that are within 30 feet of each other (or the same target twice). If the power does damage, each target takes half damage.
Twin Power	PSI 30	Psionic	Increases power point cost by 8. The power you manifest is actually manifested twice with the same target or area. Each of the two uses is treated separately.
Widen Power	DR287 p56	Psionic Another Metapsionic feat	Increases power point cost by 6. The area of effect of a burst, emanation or spread power is increased by 50%.

Infernal Feats (Part 1 of 2)

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

Infernal Feats (part 2 of 2)

Feat Name		Prerequisites	Description
Multiple Limbs	EVIL 27	Infernal Pact Immunity Infernal Soul Shapechange	You grow two extra arms, two extra legs, and a tail. You may make two additional off-hand attacks with your extra limbs. Two-Weapon Fighting and Ambidexterity do not apply to these limbs; You must use Multidexterity instead. The two extra legs grant you a +4 against Bull Rush. The tail has your full strength and trip attacks with it work as if you had Improved Trip. Your CHA is effectively -8 for skill checks. Those who fight evil are likely to attack you on sight.
Poison Blood	EVIL 28	Infernal Pact Immunity	<i>You lose 100 xp when you take this feat.</i> Your blood is now toxic. See EVIL 28 for details. You are now cold-blooded, have vertical eye slits, and are becoming nocturnal.
Rot	EVIL 28	Infernal Pact Immunity	You can inflict mummy rot. You stink like a rotting corpse.
Regeneration	EVIL 28	Infernal Pact Immunity	<i>You lose 300 xp when you take this feat.</i> You regenerate as per the spell (as if you were a divine spellcaster of your level). You are cold-blooded. Fire damage deals double damage if you fail your saving throw.
Shapechange	EVIL 27	Infernal Pact Immunity Infernal Soul	<i>You may take this feat multiple times. Each time you can shape change one additional time per day.</i> You can Shapechange once per day as a spellcaster equal to your level using a standard action. You get -1 INT.
Undetectable Lie	EVIL 28	Infernal Pact	You can lie without detection. All spells and abilities cast by anyone other than an Outsider will see you as telling the truth. Your tongue is forked. A Spot check against your Bluff skill will let someone see that something is wrong with your tongue.
Unholy Blessing	EVIL 28	Infernal Pact Immunity	<i>You lose 500 xp when you take this feat.</i> You permanently have Unholy Aura spell on you at 20th level of ability. You now have small demon horns that will grow over time.
Unholy Strength	EVIL 28	Infernal Pact	<i>You may take this feat multiple times. You get -1 DEX every second time you take this feat.</i> +2 STR. The muscle growth is not normal and will look deformed.
Wealth	EVIL 29	Infernal Pact	<i>You may take this feat multiple times. Each additional time grants 10,000 gp.</i> You get 15,000 gp in cash, gems, goods, or items. The money or items may be stolen from someone nearby.
Wish	EVIL 29	Infernal Pact Two other Infernal feats	<i>You lose 1,000 xp and 3 hit points when you take this feat.</i> <i>You may take this feat multiple times.</i> You make one Wish granted by the demon at 20th level of ability. This ties you further into the pact with the demon.

Feats Only Available as a Starting Character

Feat Name		Prerequisites	Description
Ancient Lineage	SST 81		<i>You may only take this feat at first level.</i> <i>Supposedly limited to the Taan race in Sovereign Stone.</i> You gain +1 on Will saving throws, +2 on Bluff skill, and +2 on Intimidate skill.
Arcane Schooling	FR 33		<i>You may only take this feat at first level.</i> <i>Forgotten Realms regions: Chessenta, Halruaa, Lantan, Mulhorand, Unther.</i> When you take this feat, choose one arcane spell casting class. It becomes a favored class (in addition to any others you have) for purposes of multi-classing.
Bloodline of Fire	FR 34		<i>You may only take this feat at first level.</i> <i>Forgotten Realms regions: Calimshan.</i> You receive a +4 bonus on saving throws versus fire effects. You also add +2 to the DC of saving throws of any fire spells you cast. This benefit stacks with Spell Focus.
Education	FR 34		<i>You may only take this feat at first level.</i> <i>Forgotten Realms regions: Amn, Chessenta, Cormyr, Evermeet, Lantan, Mulhorand, Sembia, Silverymoon, Waterdeep, moon elf, and sun elf.</i> All Knowledge skills are considered in-class skills. You get +1 on skill checks with two Knowledge skills of your choice.
Magical Training	FR 36	INT 10+	<i>You may only take this feat at first level.</i> <i>Forgotten Realms regions: Halruaa.</i> You may cast the 0-level arcane spells Dancing Lights, Daze, and Mage Hand each once a day. Spell failure due to armor still applies. You are treated as a Wizard of your arcane spellcaster level (level 1 if you are not a spellcaster) for purposes of this casting.
Mind Over Body	FR 37		<i>You may only take this feat at first level.</i> <i>Forgotten Realms regions: Calimshan, Thay, moon elf, and sun elf.</i> You may use your INT modifier instead of your CON modifier at first level to determine bonus hit points. You gain 1 hit point every time you learn a Metamagic feat.
Resist Poison	FR 37		<i>You may only take this feat at first level.</i> <i>Forgotten Realms regions: Gray dwarf, half-orc, and orc.</i> You get +4 on Fortitude saves versus poison.
Snake Blood	FR 38		<i>You may only take this feat at first level.</i> <i>Regions: Chult, Tashalar, and the Vilhon Reach (Hlondeth only).</i> You get +2 on Fortitude saves versus poison and +1 on Reflex saves.
Spellcasting Prodigy	FR 38		<i>You may only take this feat at first level.</i> Your primary ability used for your starting spellcaster class is considered to be 2 higher for purposes of determining bonus spells and for the DC to save against your spells. This is CHA for sorcerers and bards, INT for wizards, and WIS for divine spellcasters).
Spellfire Wielder	MOF 23		You can use spellfire to absorb spell energy, fire, destructive blasts, or heal others. See MOF 17-19 for details.
Thunder Twin	FR 38		<i>You may only take this feat at first level.</i> <i>Forgotten Realms regions: Gold dwarf and shield dwarf.</i> You get +2 on CHA checks. You have a twin brother or sister. You can determine the direction of your twin by making an Intuit Direction with DC 15, but only if they are alive and on the same plane. You may retry once per round.

Special Purpose Feats

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

Deadlands Feats

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

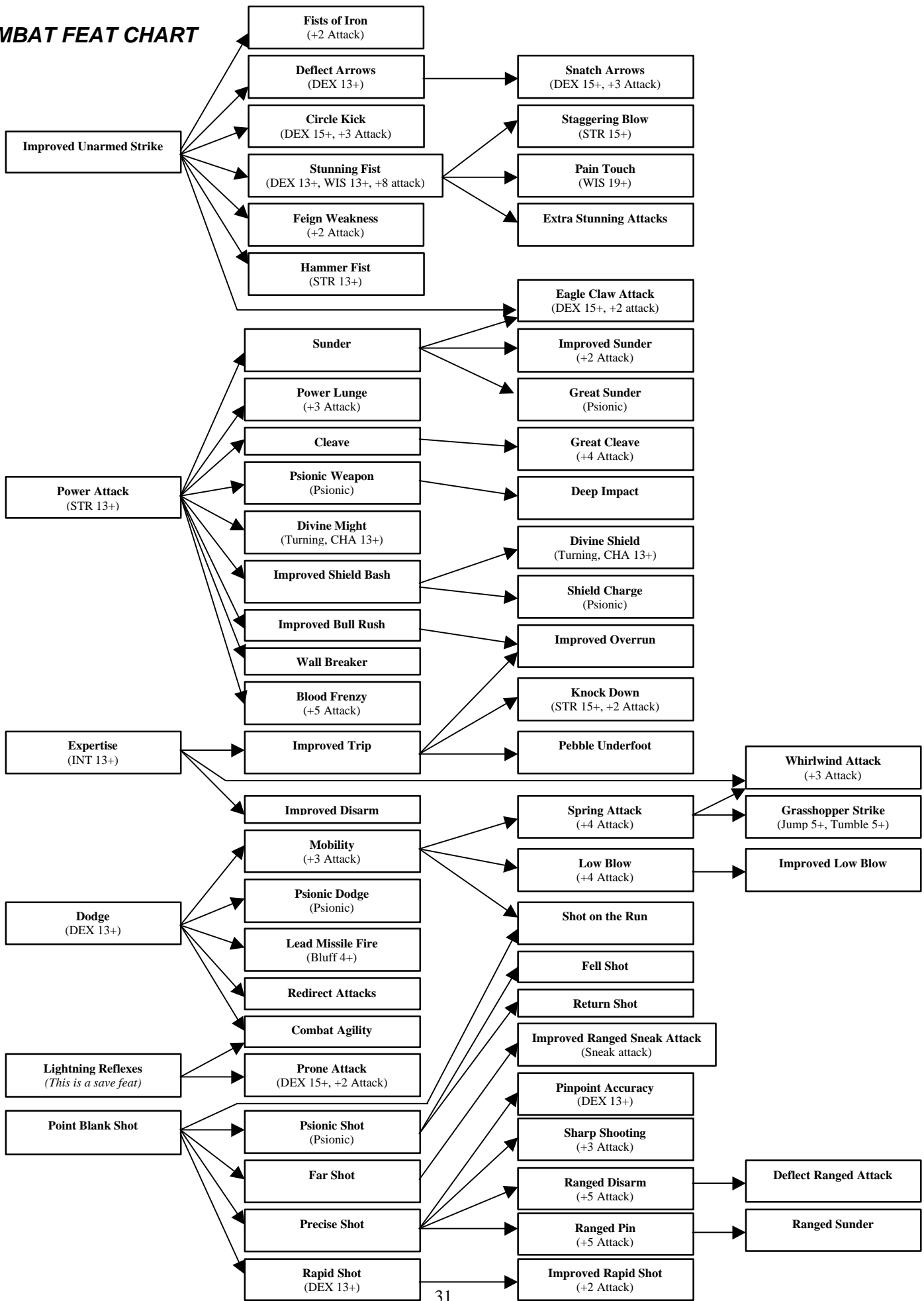
Feat Name	Prerequisites	Description
Armor Proficiency (Mad Science/Heavy) <small>DL 51</small>		You can use heavy mad science armor. <i>Note: A mad scientist always has proficiency with any armor they build.</i>
Armor Proficiency (Mad Science/Medium) <small>DL 51</small>		You can use medium mad science armor. <i>Note: A mad scientist always has proficiency with any armor they build.</i>
Automatic Weapon Proficiency <small>DL 51</small>		You do not suffer the -4 penalty to attack using autofire weapons. <i>Note: The penalty would have been on top of any weapon proficiency penalty.</i>
Dinero <small>DL 52</small>		You character starts with double money (if taken at first level) and has a monthly income.
Extra Spell Points <small>DL 52</small>		<i>This feat may be taken multiple times.</i> You get +5 spell points.
Fannin' <small>DL 53</small>	DEX 15+ Point Blank Shot Rapid Shot +4 Base Attack	As a full action you may fire up to 6 rounds from a single-action pistol. Only targets within one range increment may be attacked, but as many targets as desired can be attacked. All attacks are at the highest base attack - 6.
Grim Servant o' Death <small>DL 53</small>	Level 5+	You may spend a fate chip to turn a successful attack into an automatic critical. Whenever you roll a natural 1 on an attack, it hits a random target (friend or foe) within range. This ignores cover and there is a 50% chance of it being a critical hit.
Improved Casting <small>DL 53</small>	A casting skill (8+)	You gain a spectacular success on a natural 19 or 20 (instead of just a 20).
Renown <small>DL 54</small>	Level 5+	You have a chance of being recognized and get benefits. See DL 54 for details.

Sovereign Stone Metamagic Feats

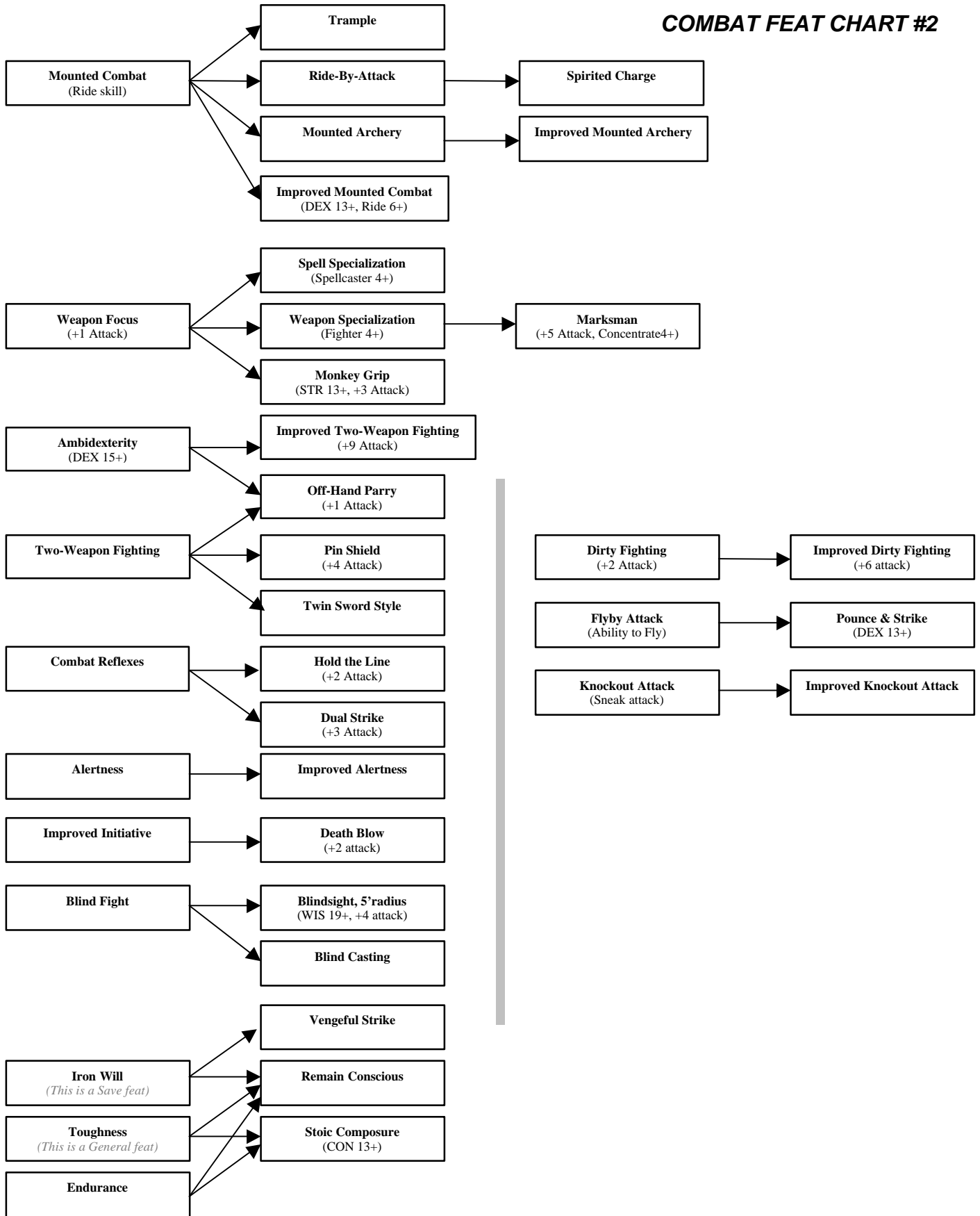
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Feat Name	Prerequisites	Description
Cabalistic Spellcasting ^{SSS 60}	Shared Spellcasting Cooperative Spellcasting Spellcaster level 15+	This feat works as with Cooperative Spellcasting, except you may cast a spell with up to 9 other spellcasters with Cooperative Spellcasting -or- up to 3 others who do not.
Cooperative Spellcasting ^{SSS 60}	Shared Spellcasting Spellcaster level 10+	As with Shared Spellcasting except you may cooperatively cast a spell with up to 4 other spellcasters with Cooperative Spellcasting -or- up to 1 other that does not.
Shared Spellcasting ^{SSS 63}	Spellcaster level 5+	You may cooperatively cast a spell with up to 1 other spellcaster. All casters start in the same round and all casters must know the spell. Each caster makes a Spellcasting roll and adds their total toward the casting threshold (CT) of the spell. The spell is cast once the CT is exceeded and that mage's level is used for the spell's effects.

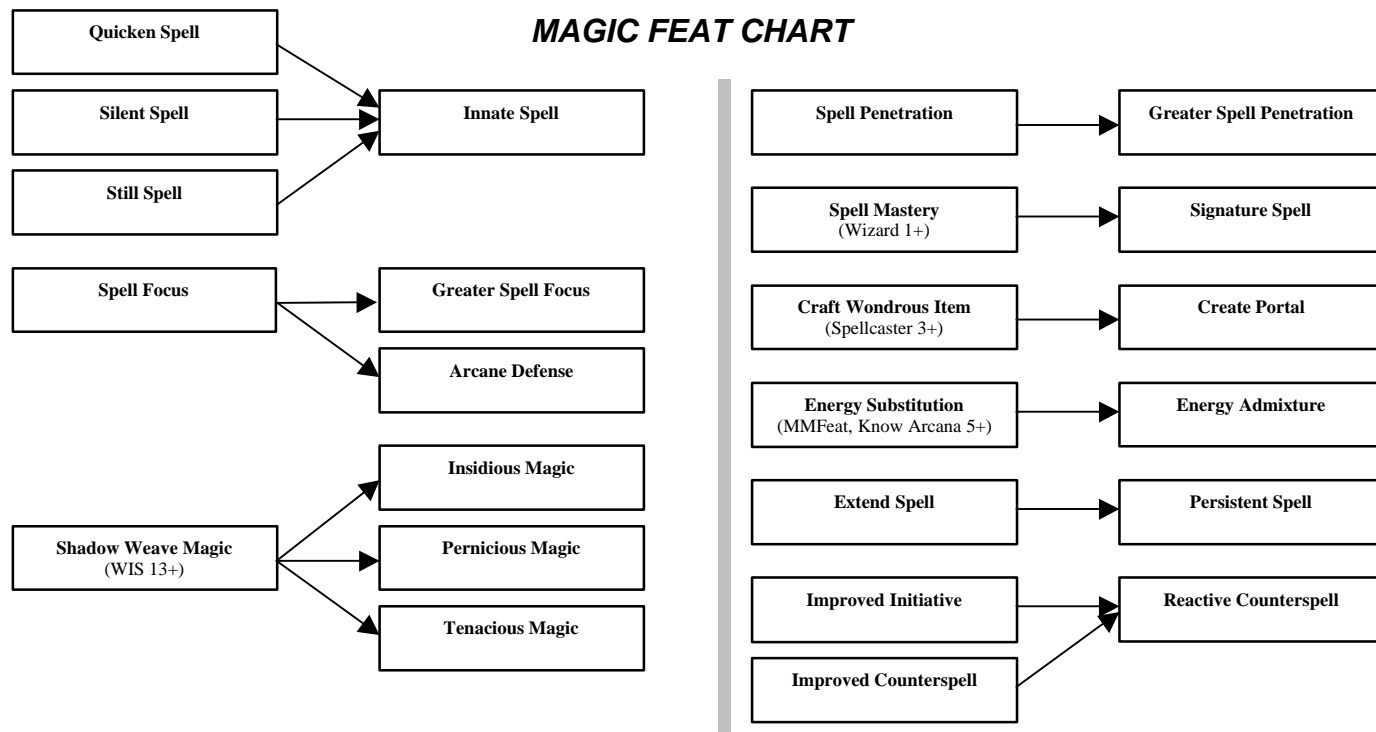
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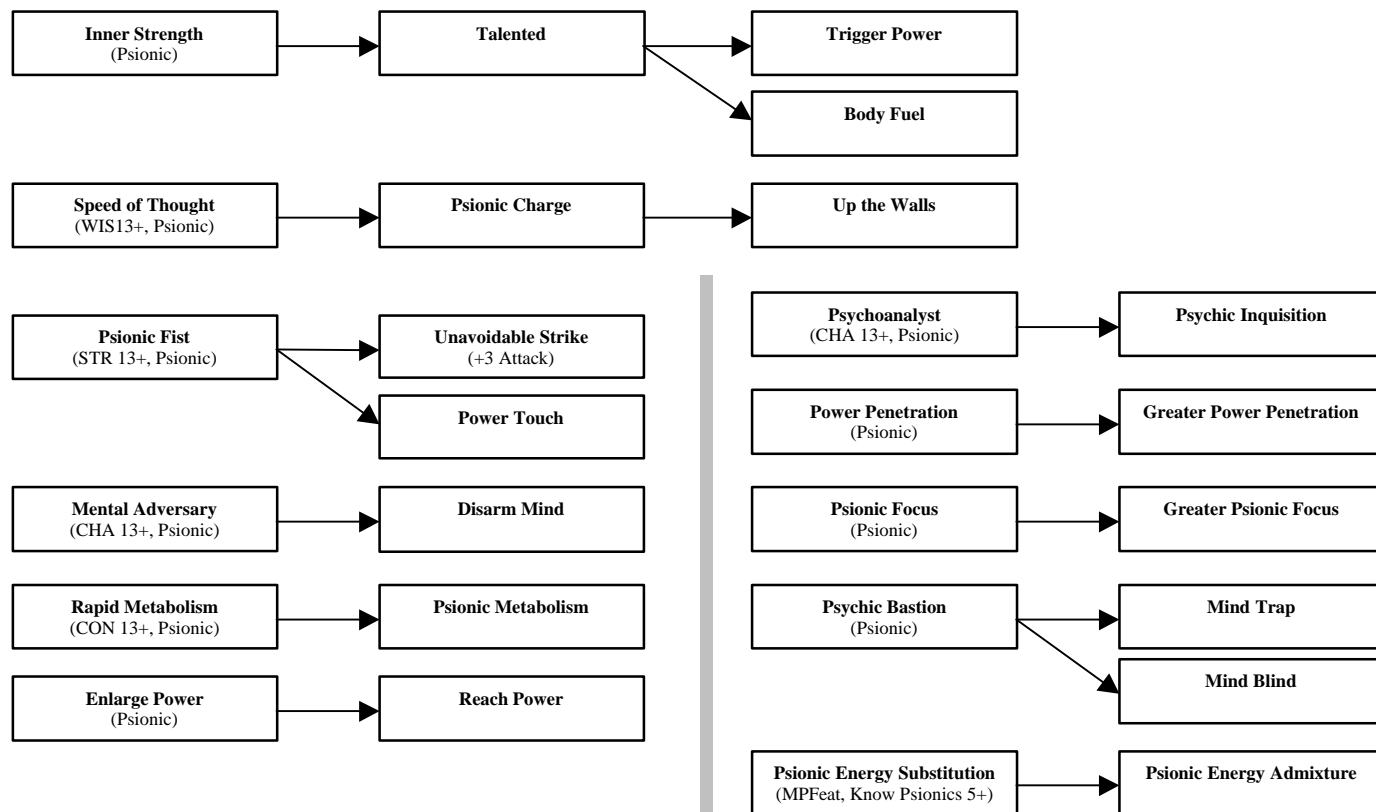
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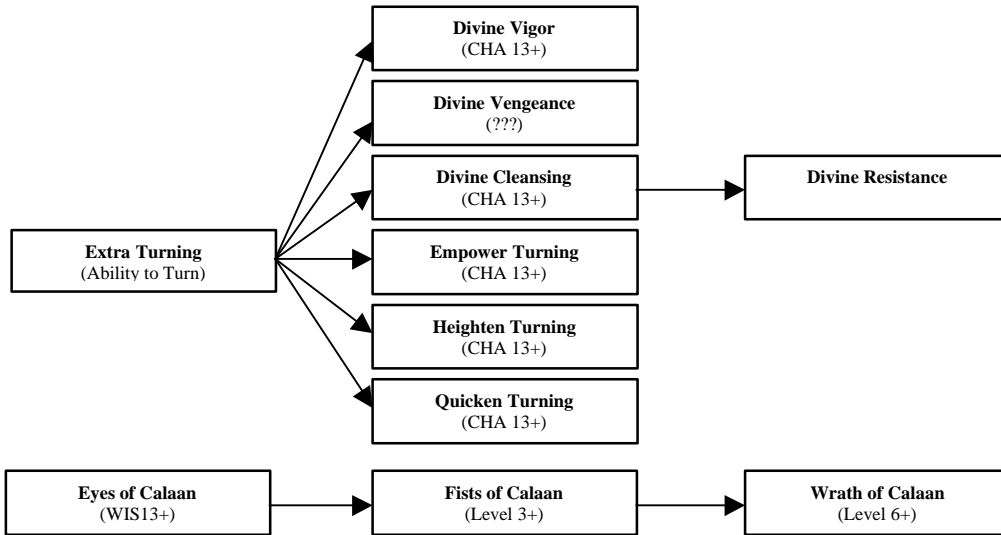
MAGIC FEAT CHART



PSIONIC FEAT CHART



DIVINE FEAT CHART



INFERNAL FEAT CHART

