

General Feats	12.07.06	Prerequisites	Benefit	Source	Page	Note
Aberration Banemagic [see also Bane Magic in HoH]		-	Spells deal additional damage against aberrations	LoM	178	
Ability Focus		Special attack	+2 bonus on DC against special attack	MM	303	2
Spit Poison		Dex 17 Ability Focus (poison) Base attack bonus +3 Special attack (poison delivered by bite)		LoM	94	
Accelerate Metamagic		Dragonblood subtype Spellcraft 4 ranks Any metamagic feat Ability to cast 1st-level spells	Apply selected metamagic feat to spells more quickly than normal.	RoDr	98	2
Acrobatic Strike		Tumble 12 ranks	+6 on next attack against opponent you tumble past	PH II	71	1
Able Sniper		Dex 13 Hide 5 ranks	+2 bonus on ranged attacks against distant flat-footed targets, +4 bonus on Hide checks after sniping	RoW	148	
Acrobatic		-	+2 bonus on Jump and Tumble checks	PH	89	
Aerial Reflexes		-	Gain Reflex save bonus based on maneuverability	RoW	148	
Aerial Superiority		-	+1 doge bonus against less maneuverable opponents	RoW	148	
Agile		-	+2 bonus on Balance and Escape Artist checks	PH	89	
Agile Athlete		Climb 1 rank Jump 1 rank	Use Dex modifier for Climb and Jump checks	RoW	148	
Alertness		-	+2 bonus on Listen and Spot checks	PH	89	
Keen-Eared Scout		Alertness or Skill Focus [Listen] Listen 6 ranks	Listen checks reveals extra information about sound	PH II	80	
Altitude Adaptation		Base Fortitude save +2	+4 on Fort saves to avoid altitude sickness; you aren't as susceptible to altitude sickness	FB	45	
Ancestral Relic		Any good alignment Character level 3rd	Create personal magic item	BoED	39	
Animal Affinity		-	+2 bonus on Handle Animal and Ride checks	PH	89	
Appraise Magic Value		Appraise 5 ranks Knowledge (arcana) 5 ranks Spellcraft 5 ranks	Use Appraise to determine magic item value	CV	103	
Aquatic Spellcasting		-	Spells work normally under water	LoM	178	
Arcane Defense		Spell Focus in specific school	+3 bonus on saves against specific school of magic	CA	73	2
Arcane Disciple		Ability to cast arcane spells Deity's alignment Knowledge (religion) 4 ranks Spellcraft 4 ranks	Add spells from a domain to your class list	CD	79	2
Arcane Flourish		Arcane caster level 1st Perform 4 ranks	Expend spell to gain bonus on Perform check	PH II	74	
Arcane Accompaniment		Arcane caster level 1st Arcane Flourish Bardic music Perform 4 ranks	Expend prepared spell or spell slot to extend duration of bardic music	PH II	74	
Arcane Mastery		Ability to cast arcane spells, use invocations, or use spell-like abilities	Take 10 on caster level checks	CA	73	
Arcane Preparation		Ability to cast arcane spells without preparation	Prepare arcane spells ahead of time for faster metamagic casting	CA	73	
Arcane Strike		Ability to cast 3rd-level spells Base attack bonus +4	Sacrifice a spell for +1 on attacks and +1d4 damage per level of the spell	CW	96	
Arcane Thesis		Ability to cast arcane spells Knowledge (arcana) 9 ranks	+2 caster level, cheaper metamagic with one spell	PH II	74	
Archivist of Nature		Dark knowledge class feature	Dark knowledge works on giants and fey	HoH	119	
Arctic Priest		Access to Cold or Winter domain	Can swap out prepared spells for a specialized list of spells	FB	46	
Armor Proficiency (light)		-	No armor check penalties on attack rolls	PH	89	
Armor Proficiency (medium)		Armor Proficiency (light)	No armor check penalties on attack rolls	PH	89	
Armor Proficiency (heavy)		Armor Proficiency (light) Armor Proficiency (medium)	No armor check penalties on attack rolls	PH	89	
Heavy Armor Optimization		Armor Proficiency (heavy) Armor Proficiency (light) Armor Proficiency (medium) Base attack bonus +4	Reduce armor check penalty by 1 and increase armor bonus by 1	RoS	141	1

Greater Heavy Armor Optimization	Armor Proficiency (heavy) Armor Proficiency (light) Armor Proficiency (medium) Base attack bonus +8 Heavy Armor Optimization	Reduce armor check penalty by 2 and increase armor bonus by 1	RoS	141	1
Armor Specialization	Base attack bonus +12 Proficiency with selected armor type	DR 2/- with chosen armor	PH II	75	1, 2
Arterial Strike	Base attack bonus +4 Sneak attack ability	Trade 1d6 sneak damage for 1 point of damage per round	CW	96	
Assume Supernatural Ability	Wis 13 Ability to assume a new form magically	Assume one single supernatural ability from another form with -2 penalty	SS	30	2
Improved Assume Supernatural Ability	Wis 17 Ability to assume a new form magically Assume Supernatural Ability	Assume one single supernatural ability from another form without penalty	SS	35	2
Athletic	-	+2 bonus on Climb and Swim checks	PH	89	
Augment Healing	Heal 4 ranks	Healing spells do +2 per spell level	CD	79	
Augment Summoning	Spell Focus (Conjuration)	Summoned creatures gain +4 Str, +4 Con	PH	89	
Ballista Proficiency	-	No -4 penalty on attack rolls with ballistae	HoB	96	1
Bane Magic	-	Spells deal 2d6 extra damage to specific creatures	HoH	119	3
Battle Caster	Ability to ignore arcane spell failure chance from armor	Ignore arcane spell failure chance from heavier armor	CA	75	
Battle Dancer	Bardic music Base attack bonus +2			75	1
Battlefield Inspiration	Cha 13	Allies get +2 bonus on saves against fear effects	MH	25	3
Beckon the Frozen	Augment Summoning Spell Focus (Conjuration)	Summoned creatures gain cold subtype and +1d6 cold damage to attacks	FB	47	
Blazing Berserker	Ability to rage	Gain the fire subtype while raging	SA	49	
Blessed by Tem-Et-Nu	Patron deity Tem-Et-Nu Ritual	Special favor of Tem-Et-Nu	SA	49	
Blind-Fight	-	Reroll miss chance for concealment	PH	89	1
Hear the Unseen	Blind-Fight Listen 5 ranks	Pinpoint a target's location by sound, not sight	CV	110	
Blood Calls to Blood	Spontaneous arcane caster Fiend ancestor	+2 save bonus against attacks from fiends	HoH	120	
Bonded Familiar	Familiar	You and your familiar shift damage after deadly attack	PH II	75	
Boost Spell-like Ability	-	Increase save DC by 2 against your selected spell-like ability	BoVD	47	3
Boost Spell Resistance	Any evil alignment	+2 profane bonus on existing innate spell resistance	BoVD	47	
Born Flyer	Dex 13	+4 bonus on saves and checks to maneuver when aloft	RoW	148	
Brachiation	Climb 4 ranks Jump 4 ranks	Swing through trees at normal land speed	CV	106	
Brutal Throw	-	Use Str rather than Dex to attack rolls with throwing weapons	CV	106	1
Power Throw	Str 13 Brutal Throw Power Attack	Power Attack with thrown weapons	CV	111	1
Celestial Summoning Specialist	Knowledge (religion) 2 ranks Knowledge (the planes) 2 ranks Nonevil alignment Summon monster ability	Summon additional good-aligned creatures	PLH	38	
Chosen of Iborighu	Patron deity must be Iborighu	Cleric is favored class, cold damage gaze attack 1/day	FB	47	
City Slicker	Character level 1st	Certain skills are class skills for you	RoD	150	
Clever Wrestling	Improved Unarmed Strike Small or medium size	Gain bonus to escape being grappled by larger creatures	SW	92	
Cunning Sidestep	Clever Wrestling Improved Unarmed Strike Small or medium size	Avoid a bull rush or trip attack more easily	DRAC	103	
Cloak Dance	Hide 10 ranks Perform (dance) 2 ranks	Spend an action to gain concealment	XPH	44	

Close Quarters Fighting	Base attack bonus +3	Use counterattack to resist grapple	CW	97	1
Overhead Thrust	Str 13 Base attack bonus +6 Close-Quarters Fighting Power Attack	Make attack of opportunity against foe attacking from above	DRAC	106	
Cold Endurance	Base Fortitude save +2	+2 to cold saves, can exist comfortably in cold environments	FB	47	1
Improved Cold Endurance	Base Fortitude save +6 Cold Endurance	Resistance to Cold 5	FB	48	1
Cold Focus	-	+1 bonus to save DCs against cold spells	FB	47	
Greater Cold Focus	Cold Focus	+1 bonus to save DCs against cold spells, stacks with Cold Focus	FB	48	
Collegiate Wizard	Int 13 Wizard 1st level	+2 bonus spells per level (spellbook);+2 on Kn (arcana) checks	CA	181	
Combat Acrobat	Balance 9 ranks Tumble 9 ranks	Gain new uses for Balance skill	PH II	76	1
Combat Casting	-	+4 bonus on Concentration checks for defensive casting	PH	92	
Battle Casting	Dex 13 Combat Casting Concentration 5 ranks	+2 dodge bonus while casting spells	RoW	148	
Shielded Casting	Combat Casting Concentration 5 ranks Shield proficiency	No attacks of opportunity when you cast spells with a shield ready	RoS	144	
Combat Expertise	Int 13	Trade attack bonus for AC (max 5 points)	PH	92	1
Defensive Strike	Int 13 Dex 13 Combat Expertise Dodge	+4 bonus on attack roll after successful total defense	CW	97	1
Deft Strike	Int 13 Combat Expertise Sneak attack +1d6 Spot 10 ranks	Successful spot check allows your next attack to ignore target's armor bonuses	CV	106	
Improved Combat Expertise	Int 13 Base attack bonus +6 Combat Expertise	Reduce your attack bonus to improve your AC	CW	100	1
Improved Disarm	Int 13 Combat Expertise	+4 bonus on disarm attempts; no attack of opportunity	PH	95	1
Improved Feint	Int 13 Combat Expertise	Feint in combat as move action	PH	95	1
Improved Trip	Int 13 Combat Expertise	+4 bonus on trip attempts; no attack of opportunity	PH	96	1
Curling Wave Strike	Dex 13 Combat Expertise Improved Trip	Gain a trip attack	SW	92	1
Defensive Throw	Dex 13 Int 13 Combat Expertise Combat Reflexes Dodge Improved Trip Improved Unarmed Strike	Trip attempt after foe's attack misses	CW	97	
Sand Snare	Int 13 Combat Expertise Improved Trip	Foe is hindered in rising when knocked prone in sand	SA	52	
Karmic Strike	Dex 13 Int 13 Combat Expertise Dodge	Take -4 penalty to AC to make attack of opportunity against melee opponent that hits you	CW	102	

Melee Evasion	Dex 13 Int 13 Combat Expertise Dodge	While fighting defensively, negate foe's attack	PH II	81	1
Sense Weakness	Int 13 Base attack bonus +1 Combat Expertise Weapon Focus	Your attacks more easily overcome damage reduction or hardness	DRAC	106	
Vicious Wound	Int 13 Combat Expertise Wounding special ability	Add +1 to the damage you deal with the wounding ability	SS	40	
Whirlwind Attack	Dex 13 Int 13 Base attack bonus +4 Combat Expertise Dodge Mobility Spring Attack	One melee attack against each opponent within reach	PH	102	1
Combat Familiar	Arcane caster level 1st Familiar	Familiar enters foe's square without provoking attack	PH II	76	
Lurking Familiar	Arcane caster level 6th Combat Familiar Familiar	Familiar can hide in your square	PH II	80	
Combat Intuition	Sense Motive 4 ranks Base attack bonus +5	+1 to attack opponent you engaged in the preceding round	CV	106	1
Combat Reflexes	-	Additional attacks of opportunity	PH	92	1
Deft Opportunist	Dex 15 Combat Reflexes	+4 on attack roll when making attack of opportunity	CV	106	
Expert Tactician	Dex 13 Combat Reflexes Base attack bonus +2	All allies gain +2 attack and damage bonus for 1 round against a target you've hit with an attack of opportunity	CV	109	
Hindering Opportunist	Base attack bonus +3 Combat Reflexes	Replace attack of opportunity with aid another	PH II	79	
Stalwart Defense	Base attack bonus +9 Combat Reflexes Hindering Opportunist	Foes provoke aid another action from you when they attack allies	PH II	83	
Hold the Line	Base attack bonus +2 Combat Reflexes	Make attack of opportunity against charging foe	CW	100	
Robilar's Gambit	Base attack bonus +12 Combat Reflexes	Grant foes bonus on attack and damage, but their attacks provoke attacks of opportunity	PH II	82	1
Vexing Flanker	Combat Reflexes	+4 on attacks when flanking	PH II	85	1
Adaptable Flanker	Base attack bonus +4 Combat Reflexes Vexing Flanker	Flank chosen foe from adjacent square	PH II	71	1
Communicator	-	Use <i>arcane mark</i> , <i>message</i> , <i>compr. lang.</i> as spell-like abilities 1/day	CA	76	
Companion Spellbond	Animal companion	Share spells with companion at greater range	PH II	77	
Consecrate Spell-like Ability	Any good alignment	Adds good descriptor to spell-like ability	BoED	42	
Coordinated Strike	Animal companion or special mount class feature Handle Animal 5 ranks	+1 bonus on attacks when your animal companion or special mount attacks the same target	RoW	149	
Corpsecrafter	-	Undead gain +4 Str and +2 hp per Hit Dice	LM	25	
Bolster Resistance	Corpsecrafter	Undead gain +4 turn resistance	LM	25	
Deadly Chill	Corpsecrafter	Undead deal +1d6 cold damage on melee attacks	LM	25	
Destruction Retribution	Corpsecrafter	Undead deal negative energy damage when killed	LM	26	
Hardened Flesh	Corpsecrafter	Undead gain +2 natural armor	LM	27	
Nimble Bones	Corpsecrafter	Undead gain +4 to initiative and +10 ft./round	LM	29	
Corrupt Spell Focus	Nongood alignment	+1 to save DC for all corrupt spells you cast	HoH	120	
Greater Corrupt Spell Focus	Nongood alignment Corrupt Spell Focus	+2 to save DC against corrupt spells you cast	HoH	123	
Corrupt Spell-like Ability	Any evil alignment	Add the evil descriptor to one spell-like ability	BoVD	48	

Courageous Rally	Bardic music (inspire courage) class feature	Make free rally check when you inspire courage	HoB	97
Crush	Huge size	Jump or fall onto opponents and deal damage	SS	31
Cunning Evasion	Evasion Hide 9 ranks	Hide and move immediately after using evasion	PH II	78
Darkstalker	-	Hide from creatures with extraordinary senses	LoM	179
Dash	-	Speed +5 feet in light or no armor	CW	97
Daunting Presence	Cha 13 Base attack bonus +1	Overawe enemy to make it shaken	LM	25 1
Deadly Precision	Dex 15 Base attack bonus +5	Reroll 1s on sneak attack dice	XPH	45
Deceitful	-	+2 bonus on Disguise and Forgery checks	PH	93
Deep Denizen	Underground as sole terrain type	+2 competence bonus on Listen checks and +4 competence bonus when tracking by scent	SS	32
Defensive Sweep	Base attack bonus +15	Foe must move or provoke attack	PH II	78 1
Deft Hands	-	+2 bonus on Sleight of Hands and Use Rope checks	PH	93
Desert Dweller	Desert terrain type	Fort DC 10 to avoid nonlethal damage from heat; go longer without water	SS	32
Destructive Rage	Rage or frenzy ability	+8 bonus on Strength checks to break objects	CW	97
Devoted Inquisitor	Smite evil Sneak attack	Use smite evil and sneak attack together to daze a foe	CV	107
Devoted Performer	Bardic music Smite evil	Paladin and bard levels stack for smite evil and bardic music	CV	107
Devoted Tracker	Track Smite evil Wild empathy	Special mount becomes animal companion, and paladin and ranger levels stack for smite evil and wild empathy	CV	108
Diligent	-	+2 bonus on Appraise and Decipher Script checks	PH	93
Disease Immunity	Con 13	Immunity to one disease, +2 bonus on saves against contracting all other diseases	HoH	121
Disguise Spell	Bardic music Perform 9 ranks	Cast spells unobtrusively as part of a performance	CV	108
Distracting Attack	Base attack bonus +1	Your attack gives +1 bonus on other creature's attack against same target	MH	25 1
Dive for Cover	Base Reflex save +4	Make one retry on failed Reflex save, but end up prone	CV	108
Diving Charge	-	Gain extra damage when diving to attack while flying	RoW	150
Dodge	Dex 13	+1 dodge bonus to AC against selected target	PH	93 1
Combat Tactician	Dex 13 Base attack bonus +12	+2 on damage against foe you approach and attack	PH II	77
Cumbrous Dodge	Dex 13 Dodge Tumble 4 ranks	+2 bonus on AC; fatigued after encounter	SS	31
Mobility	Dex 13 Dodge	+4 dodge bonus to AC against some attacks of opportunity	PH	98 1
Mighty Leaping	Str 21 Dex 13 Dodge Jump 9 ranks or a racial bonus on Jump checks	+10 competence bonus on Jump checks; take less damage if falling	SS	37
Sidestep	Mobility Dex 15 Dodge	Gain 5-foot step after making attack of opportunity	MH	28
Spring Attack	Mobility Tumble 8 ranks Dex 13 Base attack bonus +4 Dodge	Move before and after melee attack	PH	100 1
Bounding Assault	Mobility Dex 13 Base attack bonus +12 Dodge Mobility Spring Attack	Attack twice while using Spring Attack	PH II	75

Rapid Blitz	Dex 13 Base attack bonus +18 Bounding Assault Dodge Mobility Spring Attack	Make third attack as part of Spring Attack	PH II	82
Sidestep Charge	Dex 13 Dodge	+4 bonus to AC against a charging foe	XPB	51
Domain Focus	Access to relevant domain	+1 caster levels for one domain	CD	80 2
Double Wand Wielder	Dex 15 Caster level 5th Craft Wand	Activate second wand by expending 2 additional charges	CA	77
Draconic Archivist	Dark knowledge class feature	Dark knowledge works on constructs and dragons	HoH	122
Dragon Breath	Half-dragon 6 HD Breath weapon	Use breath weapon every 1d4 rounds	RoDr	98
Dragon Cohort	Character level 9th Speak Language (Draconic)	Gain the service of a loyal dragon ally	DRAC	104
Dragoncrafter	Knowledge (arcana) 2 ranks	You can create dragoncraft items	DRAC	105
Dragon Familiar	Cha 13 Ability to acquire a new familiar Arcane spellcaster level 7th Compatible alignment Speak Language (Draconic)	Choose wyrmlike dragon as new familiar	DRAC	104
Dragonfoe	Int 13	You are more adept at attacking dragons	DRAC	105
Dragonbane	Int 13 Base attack bonus +6 Dragonfoe	Single attack deals extra damage against dragons	DRAC	105
Dragondoom	Int 13 Base attack bonus +10 Dragonbane Dragonfoe	Your critical hits against dragons deal tremendous damage	DRAC	105
Dragonfriend	Cha 11 Speak Language (Draconic)	Good dragons regard you as an ally	DRAC	105
Dragon Hunter	Wis 13	Gain better defense against dragon's attacks	DRAC	104
Dragon Hunter Bravery	Wis 13	Dragon's frightful presence less effective against you and your allies	DRAC	104
Dragon Hunter Defense	Dragon Hunter Wis 13	Gain evasion against breath weapon plus save bonus against dragon's magical attacks	DRAC	104
Dragonsong	Cha 13 Knowledge (arcana) 4 ranks Perform 6 ranks Speak Language (Draconic)	Your verbal performances are enhanced	DRAC	105
Dragon Steed	Cha 13 Ride 8 ranks Speak Language (Draconic)	Draggonel serves as loyal mount for you	DRAC	105
Dragonthrall	Speak Language (Draconic)	Evil dragons regard you as an ally	DRAC	105
Dragon Tail	Dragonblood subtype 1st level only	Gain a tail and tail attack	RoDr	98
Dragon Trainer	Dragonblood subtype Handle Animal 4 ranks Speak Language (Draconic)	Train dragons and draconic creatures	RoDr	98
Dragon Wild Shape	Wis 19 Knowledge (nature) 15 ranks Wild shape ability	You can take the form of a dragon	DRAC	105
Dragon Wings	Dragonblood subtype 1st level only	+10 bonus on Jump checks; glide speed 30 ft.	RoDr	100

Improved Dragon Wings	Dragonblood subtype Dragon Wings 6 HD	Gain fly speed	RoDr	100	
Drift Magic	Ability to cast spells Knowledge (local) 4 ranks	Use of drift magic	SA	49	
Eagle's Fury	Dex 15 Proficiency with weapon	Extra attack with the eagle's claw	SA	49	
Earth Sense	Con 13 Wis 13	Sense creatures within 20 feet that are touching the ground	RoS	138	
Earth Adept	Con 13 Wis 13 Earth Sense	+1 bonus on damage rolls if you and your foe are touching the ground	RoS	138	
Earth Master	Con 13 Wis 13 Earth Sense Earth Adept	+1 bonus on attack rolls if you and your foes are touching the ground	RoS	138	
Earth Spell	Con 13 Wis 13 Earth Sense Heighten Spell	Heightened spell treated as higher level and higher caster level	RoS	138	
Stone Rage	Con 13 Wis 13 Earth Sense Rage ability	Gain +1 to natural armor while you rage	RoS	144	
Elemental Spellcasting	Knowledge (the planes) 2 ranks	Cast spells of chosen descriptor at +1	PLH	39	
Elven Spell Lore	Int 17 or Elf Knowledge (arcana) 12 ranks	Bonus oh dispel attempts, alter energy type of spell	PH II	78	
Empower Spell-like Ability	Spell-like ability at caster level 6th	Increase spell-like ability's variable, numeric effects by 50%	MM	303	2
Empower Turning	Ability to turn or rebuke undead	Can turn more undead	LM	26	
Endurance	-	+4 bonus on checks or saves to resist nonlethal damage	PH	93	
Controlled Respiration	Endurance Time limit on how long you can remain out of water	Control your breathing	SS	31	
Diehard	Endurance	Remain conscious at -1 to -9 hp	PH	93	
Expert Swimmer	Endurance Swim 4 ranks	Hold your breath longer; swim faster	SW	92	
Indomitable Soul	Endurance Iron Will	Roll twice against fear and mind-affecting attacks	PH II	80	
Steadfast Determination	Endurance	Use Constitution to modify Will saves	PH II	83	
Enduring Life	-	Ignore penalties from negative levels	LM	26	
Lasting Life	Enduring Life Endurance	Purge negative levels with Will saves	LM	28	
Eschew Materials	-	Cast spells without material components	PH	94	
Exotic Armor Proficiency	Armor proficiency of the appropriate sort	Gain proficiency with specific exotic armor	RoS	139	1, 2
Exotic Shield Proficiency	Base attack bonus +1 Shield proficiency	Gain proficiency with specific exotic shield	RoS	139	1
Exotic Weapon Proficiency	Base attack bonus +1	No penalty on attacks with specific exotic weapon	PH	94	1, 2
Expanded Aura of Courage	Aura of courage class feature	Your aura of courage expands to 60 feet	HoB	97	
Expert Siege Engineer	Profession (siege engineer) 8 ranks	+2 bonus on attack and damage with siege engines	HoB	97	1
Extend Rage	Rage or frenzy ability	Rage lasts +5 rounds	CW	97	3
Extend Spell-like Ability	???	???	SS	???	
Expeditious Dodge	Dex 13	Gain +2 dodge bonus when you move 40 feet in a round	RoW	150	1
Extra Domain Spell	Wis 15 Access to one domain spell	Cast one of your domain spells an extra time	MH	26	2
Extra Edge	Warmage level 4th	+1 bonus to warmage edge ability, plus 1/4 warmage levels	CA	79	
Extra Invocation	Ability to use lesser invocations	Learn additional invocation of one grade less than current highest grade	CA	79	3
Extra Music	Bardic music	Gain four extra uses per day of bardic music	CV	109	3
Extra Rage	Rage or frenzy ability	Number of rages per day increases by two	CW	98	3
Extra Slot	Caster level 4th	Gain an extra spell slot up to one level lower than current highest level	CA	79	3

Extra Smiting	Base attack bonus +4 Smite ability	Number of smite attempts per day increases by two	CW	98	3
Extra Spell	Caster level 3rd	Learn an additional spell up to one level lower than current highest level	CA	79	3
Extra Spell Secret	Ability to cast 2nd-level spells Spell secret class ability	Permanently Enlarge, Extend, Still or Silence one spell	CA	80	
Extra Turning	Ability to turn or rebuke creatures	Can turn or rebuke 4 more times per day	PH	94	3
Heighten Turning	Cha 13 Extra Turning	Can turn more powerful undead	LM	27	
Extraordinary Concentration	Concentration 15 ranks	Concentrate on a spell as a move action or swift action	CV	109	
Extraordinary Spell Aim	Spellcraft 15 ranks	Exclude one creature from spell area	CV	109	
Extraordinary Trapsmith	Craft /trapmaking) 9 ranks	Reduce cost of making a trap by 25%	RoDr	100	
Eyes in the Back of Your Head	Wis 13 Base attack bonus +1	Opponents do not gain flanking benefit	CW	98	
Fade into Violence	Bluff 6 ranks Hide 6 ranks	Foe strikes ally, not you, if your Bluff check succeeds	PH II	79	
Faith in the Frost	Ability to turn or rebuke creatures Access to Cold or Winter domain	Successful turn or rebuke causes cold damage	FB	48	
Faster Healing	Base Fortitude save bonus +5	Heal hit points and ability damage faster than normal	CW	98	
Fiendish Summoning Specialist	Knowledge (religion) 2 ranks Knowledge (the planes) 2 ranks Nongood alignment Summon monster ability	Summon additional evil-aligned creatures	PLH	39	
Flyby Attack	Fly speed	Fly before and after attack	MM	303	
Great Flyby Attack	Fly speed Flyby Attack	Attack multiple opponents when using Flyby Attack	SS	35	
Improved Flyby Attack	Dex 13 Dodge Fly speed Flyby Attack Mobility	Fly before and after attack without provoking attacks of opportunity	SS	36	
Flying Fish Leap	Jump 8 ranks Swim 4 ranks	Leap out of water without penalty	SW	92	
Foe Specialist	Base attack bonus +4 Sneak attack +1d6	+1d6 sneak attack damage against one creature type	MH	26	2
Font of Life	Living creature	Gain an extra save to avoid energy drain	HoH	122	
Force of Personality	Cha 13	Add Cha modifier, rather than Wis modifier, to Will saves	CV	109	
Frightful Presence	Cha 15 Intimidate 9 ranks	Gain frightful presence ability	DRAC	106	
Frozen Berserker	Ability to rage	Gain cold subtype while raging	FB	48	1
Frozen Wildshape	Base Fortitude save bonus +6 Wild shape ability	Wild shape into cold magical beasts	FB	48	
Gape of the Serpent	Swallow Whole	Swallow your enemy up to your own size	SS	35	
Githyanki Battlecaster	Ability to cast 2nd-level arcane spells Base Attack Bonus +3 Githyanki	Ignore arcane spell failure chance in light armor	MM IV	202	13
Ghost Scarred	Knowledge (religion) 8 ranks	+2 on attacks, damage, saves against incorporeal undead	LM	27	
Goad	Cha 13 Base attack bonus +1	Goad enemy to make melee attacks only against you	CV	109	1
Graft Flesh	Heal 10 ranks	You can apply grafts of a certain type	LM + LoM	27 + 216	
Grass Trekker	Plains terrain type	+2 competence bonus on Jump checks; no need to make Fort save when marching forced	SS	35	
Greater Resiliency	Damage reduction ability	Increase damage reduction by +1	CW	99	
Great Fortitude	-	+2 on Fortitude saves	PH	94	
Cumbrous Fortitude	Great Fortitude	+6 bonus on Fortitude save; staggered after saving throw	SS	31	
Green Ear	Bardic music Perform 10 ranks	Affect plants with your bardic music ability	CV	110	
Grenadier	-	+1 on attacks and damage with splash weapons	PH II	79	1
Guardian Spirit	Watchful spirit class ability	Reroll initiative two times per day, reroll any save 1/day	CA	80	
Guerilla Scout	-	+1 bonus on initiative checks; Listen and Spot ranks cost 1 skill point	HoB	97	
Guerilla Warrior	-	Reduce light or medium armor check penalty by 1; Hide and Move Silently ranks cost 1 skill point	HoB	97	

Hamstring	Sneak attack ability Base attack bonus +4	Trade 2d6 sneak attack damage to cut opponent's speed in half	CW	100	
Haunting Melody	Bardic music class feature Perform 9 ranks	Bardic music inspires fear	HoH	123	
Heat Endurance	Base Fort save +2	+2 on saves against fire, heat protection 1	SA	50	
Improved Heat Endurance	Base Fort save +6 Heat Endurance	Fire resistance 5, heat protection 3	SA	50	
Heighten Spell-like Ability	Spell-like ability at caster level 6th or higher	Use spell-like ability at higher level up to 3/day	CA	80	2
Hover	Fly speed	Halt movement while flying	MM	304	
Ice Harmonics	Bardic music ability Perform (sing) 6 ranks	Shatter ice with your voice	FB	48	
Improved Counterspell	-	Counterspell with spell of same school	PH	95	
Dampen Spell	Improved Counterspell	Reduce your save DC against foe's spell by expending spell or slot as immediate action	PH II	78	
Improved Critical	Base attack bonus +8 Proficiency with weapon	Double threat range of weapon	PH	95	1, 2
Improved Diversion	Bluff 4 ranks	Use Bluff to create a diversion, then Hide as a move action	CV	110	1
Improved Familiar	Ability to acquire a new familiar Compatible alignment Sufficient arcane spellcaster level and BAB	Gain more combat-oriented familiar	CW	100	
Improved Favored Enemy	Base attack bonus +5 Favored enemy ability	+3 bonus on damage against favored enemies	CW	101	
Improved Flight	Natural fly speed	Maneuverability class improves by one category	RoW	151	
Improved Initiative	-	+4 bonus on initiative checks	PH	96	1
Danger Sense	Improved Initiative	Reroll initiative once per day	CV	106	
Death Blow	Improved Initiative Base attack bonus +2	Coup de grace as a standard action	CV	106	
Improved Natural Armor	Con 13 Natural armor	+1 bonus on natural armor	MM	304	3
Improved Natural Attack	Natural weapon Base attack bonus +4	Increase damage of natural weapon	MM	304	2
Improved Scent	Scent ability	Sniff out foes within 60 feet	SS	36	
Uncanny Scent	Improved Scent Scent ability	Pinpoint location of opponent within 20 feet	SS	40	
Improved Smiting	Cha 13 Smite ability	Your smite gains an alignment for overcoming DR and +1d6 damage	CD	82	
Improved Swimming	Swim 6 ranks	Double your swimming speed	CV	110	
Improved Toughness	Base Fortitude save bonus +2	Gain hp equal to your current HD	MM IV	202	1
Improved Turning	Ability to turn or rebuke creatures	+1 level for turning checks	PH	96	
Improved Unarmed Strike	-	Considered armed even when unarmed	PH	96	1
Acheron Flurry	Dex 15 Wis 15 Improved Unarmed Strike Knowledge (the planes) 4 ranks	Distract foe with mock attack	PLH	37	
Ascetic Hunter	Improved Unarmed Strike Favored enemy	Monk and ranger levels stack for unarmed strike damage, favored enemy bonus improves stunning DC	CV	105	
Ascetic Knight	Improved Unarmed Strike Smite evil	Monk and paladin levels stack for unarmed strike and smite evil damage	CV	105	
Ascetic Mage	Improved Unarmed Strike Spontaneous 2nd-level arcane spells	Monk and sorcerer levels stack for AC bonus (Cha-based), sacrifice spell to gain bonus on unarmed strike	CV	105	
Ascetic Rogue	Improved Unarmed Strike Sneak Attack	Monk and rogue levels stack for sneak attack damage, unarmed strike sneak attack gains improved stunning DC	CV	106	
Deflect Arrows	Dex 13 Improved Unarmed Strike	Deflect one ranged attack per round	PH	93	1
Snatch Arrows	Dex 15 Deflect Arrows Improved Unarmed Strike	Catch a deflected ranged attack	PH	100	1

Eagle Claw Attack	Wis 13 Str 13 Improved Sunder Improved Unarmed Strike Power Attack	Add Wisdom modifier to damage against objects	CW	97	
Flying Kick	Str 13 Improved Unarmed Strike Jump 4 ranks Power Attack	+1d12 damage on unarmed attacks when charging	CW	99	
Improved Grapple	Dex 13 Improved Unarmed Strike	+4 bonus on grapple checks; no attack of opportunity	PH	95	1
Earth's Embrace	Dex 13 Str 15 Improved Grapple or Improved Grab Improved Unarmed Strike	Extra damage while pinning an opponent	CW	97	
Scorpion's Grasp	Dex 13 Str 13 Improved Grapple Improved Unarmed Strike	Begin grapple with a melee attack	SA	52	
Martial Throw	Dex 17 Improved Unarmed Strike	Special grapple to switch places with enemy	MH	27	1
Roundabout Kick	Str 15 Improved Unarmed Strike Power Attack	Additional unarmed attack against opponent on which you have just scored a critical hit	CW	105	
Stunning Fist	Dex 13 Wis 13 Base attack bonus +8 Improved Unarmed Strike	Stun opponent with unarmed strike	PH	101	1
Axiomatic Strike	Dex 13 Wis 13 Base attack bonus +8 Ki Strike (lawful) Stunning Fist	+2d6 unarmed damage against chaotic opponent	CW	96	
Extra Stunning	Dex 13 Wis 13 Base attack bonus +2 [only if you get Stunning Fist as bonus feat] Improved Unarmed Strike Stunning Fist	Number of stunning attacks per day increased by three	CW	98	3
Fiery Fist	Dex 13 Wis 13 Base attack bonus +8 Improved Unarmed Strike Stunning Fist	Expend Stunning Fist use to cloak fists, feet in fiery energy for +1d6 damage	PH II	79	1, 9
Fiery Ki Defense	Dex 13 Wis 13 Base attack bonus +8 Fiery Fist Improved Unarmed Strike Stunning Fist	Expend Stunning Fist use to cloak self in flame, damaging any who strike you	PH II	79	1, 10
Ki Blast	Dex 13 Wis 13 Base attack bonus +8 Fiery Fist Improved Unarmed Strike Stunning Fist	Expend Stunning Fist use to throw ball of <i>ki</i> energy	PH II	80	1, 10

Fists of Iron	Dex 13 Wis 13 Base attack bonus +2 [only if you get Stunning Fist as bonus feat] Improved Unarmed Strike Stunning Fist	+1d6 damage on unarmed attacks	CW	99	
Freezing the Lifeblood	Dex 13 Wis 17 Base attack bonus +10 Improved Unarmed Strike Stunning Fist	Paralyzing opponent with unarmed strike	CW	99	1
Pain Touch	Dex 13 Wis 15 Base attack bonus +2 [only if you get Stunning Fist as bonus feat] Improved Unarmed Strike Stunning Fist	Stunned opponents become nauseated for 1 round	CW	103	
Pharao's Fist	Dex 13 Str 15 Wis 13 Base attack bonus +8 Improved Unarmed Strike Stunning Fist	Foe and adjacent creatures stunned by thundering blow	SA	51	1
Rapid Stunning	Dex 13 Wis 13 Base attack bonus +6 Combat Reflexes Improved Unarmed Strike	Use one additional stunning attack per round	CW	104	1, 3
Rattlesnake Strike	Dex 13 Wis 15 Base attack bonus +8 Improved Initiative Improved Unarmed Strike Stunning Fist	Deal Con damage with your unarmed strike	SA	51	1
Serpent Fang	Dex 13 Wis 15 Base attack bonus +8 Improved Unarmed Strike Stunning Fist	Project your ki to deal unarmed damage 5 ft. beyond your normal reach	SA	53	
Water Splitting Stone	Dex 13 Wis 13 Base attack bonus +9 Improved Unarmed Strike Stunning Fist	+4 bonus on damage when striking foe that has DR	PH II	85	1, 11
Weakening Touch	Dex 13 Wis 17 Base attack bonus +2 [only if you get Stunning Fist as bonus feat] Improved Unarmed Strike Stunning Fist	Cause foe's Strength to drop by 6 for 1 minute	CW	106	1
Thunderclap	Str 30 Improved Unarmed Strike Power Attack	Clap 2 limbs together to create a cone of sound to deafen and knock down opponents	SS	40	
Toothed Blow	Str 13 Improved Unarmed Strike	Your armed strikes avoid the usual underwater penalties	SW	94	
Versatile Unarmed Strike	Improved Unarmed Strike	Deal bludgeoning, piercing, or slashing damage with unarmed strike	PH II	85	1
Improved Weapon Familiarity	Base attack bonus +1	Racial weapons are martial, not exotic	RoS	141	1
Innate Spell	Quicken Spell, Silent Spell Still Spell	Use spell as a spell-like ability once per round	CA	80	2
Inside Connection	-	+4 bonus on checks to interact with a specific organization	RoD	153	
Insightful	-	Use <i>det. magic</i> , <i>det. secret doors</i> , <i>read magic</i> as spell-like abilities 1/day	CA	80	

Insightful Reflexes	-	Add Int modifier, rather than Dex modifier, to Reflex saves	CV	
Instantaneous Rage	Rage or frenzy ability	Rage even when it isn't your turn	CW	102
Intimidating Rage	Rage or frenzy ability	Cause single foe within 30 feet to become shaken	CW	102
Intimidating Strike	Intimidate 4 ranks	Use Intimidate check with attack to shake opponent	PH II	79 1
Inured to Energy	Resistance to chosen energy type	Resistance increases by 10	SS	36
Investigator	-	+2 bonus on Gather Information and Search checks	PH	97
Iron Will	-	+2 bonus on Will saves	PH	97
Cumbrous Will	Iron Will	+6 bonus on Will save; shaken after saving throw	SS	31
Unnatural Will	Cha 12 Iron Will	Add Cha modifier to Will saves against fear effect	HoH	124
Jack of All Trades	Int 13	Use any skill, even "Trained Only" ones	CV	110
Judged by Aurifar	Patron deity Aurifar Ritual	Special favor of Aurifar	SA	50
Kiai Shout	Cha 13 Base attack bonus +1	Affected opponents become shaken for 1d6 rounds	CW	102
Greater Kiai Shout	Cha 13 Base attack bonus +9 Kiai Shout	Foes who hear your shout may panic	CW	99
Large and in Charge	Monstrous form Natural reach 10 feet Size Large or larger	Push back foe attempting to close	DRAC	71
Leadership	Character level 6th	Attract cohort and followers	PH	97
Great Captain	Character level 6th Knowledge (geography) 7 ranks Leadership Profession (sailor) 7 ranks	Use aid another to assist everyone aboard your ship	SW	92
Leap of the Heavens	Jump 4 ranks	Don't double DC for standing jumps, +5 bonus on running jumps	PH II	80
Lightning Reflexes	-	+2 bonus on Reflex saves	PH	97
Cumbrous Reflexes	Lightning Reflexes	+6 bonus on Reflex save; prone and dazed after saving throw	SS	31
Prone Attack	Dex 15 Base attack bonus +2 Lightning Reflexes	Attack while prone at no penalty and stand up	CW	103 1
Light of Aurifar	Ability to turn or rebuke undead Access to the Fire or Sun domain	Turned or rebuked undead takes 2d6 fire damage	SA	51
Lingering Song	Bardic music	Extend duration of your bardic music effects	CV	111
Lunging Strike	Base attack bonus +6	Extend reach of one attack	PH II	80 1
Mad Foam Rager	Rage or frenzy ability	Once per rage or frenzy, delay spell or attack effect	PH II	80
Mage Slayer	Base attack bonus +3 Spellcraft 2 ranks	+1 bonus on Will saves; spellcasters you threaten cannot cast defensively	CA	81 1
Pierce Magical Concealment	Con 13 Base attack bonus +3 Blind-Fight Mage Slayer Spellcraft 2 ranks	Ignore spell-based concealment of creatures you attack	CA	81 1
Pierce Magical Protection	Con 13 Base attack bonus +3 Mage Slayer Spellcraft 2 ranks	Ignore spell-based bonuses to Armor Class	CA	82 1
Magical Aptitude	-	+2 bonus on Spellcraft and Use Magic Device checks	PH	97
Magic of the Land	Caster level 1st Concentration 5 ranks Knowledge (nature) 5 ranks Spellcraft 5 ranks	Draw on nature's power to infuse your spells with positive energy, curing 2 points of damage per spell level	RoW	152
Mark of Hleid	Patron deity must be Hleid	Cleric is favored class, +2 sacred bonus to AC against evil cold creatures, immunity to rimefire	FB	49
Martial Weapon Proficiency	-	No penalty on attacks with specific martial weapon	PH	97 2
Master Manipulator	Cha 13 Diplomacy 9 ranks	Gain two new uses of Diplomacy skill	PH II	80
Master of Knowledge	-	+1 bonus on Knowledge skill checks	HoH	123
Maximize Spell-like Ability	Spell-like ability at caster level 6th or higher	Maximize spell-like ability's variable numeric effects up to 3/day	CA	81
Mind over Body	Con 13	Heal ability damage more quickly	XPH	48

Mobile Spellcasting	Concentration 8 ranks	Cast a spell and move at the same time	CV	111	
Monkey Grip	Base attack bonus +1	Use larger melee weapons at -2 penalty	CW	103	
Mortalbane	-	Make one spell-like ability more deadly to mortals	BoVD	49	2
Mountaineer	-	+2 bonus on Climb and Survival checks	FB	49	
Mountain Warrior	Base attack bonus +3 Survival 5 ranks	Gain +1 melee damage, +1 ranged attack higher ground, negate opponent's bonus, and +2 Balance checks on slopes	RoS	142	1
Mounted Combat	Ride 1 rank	Negate hits on mount with Ride check	PH	98	1
Mounted Archery	Mounted Combat Ride 1 rank	Half penalty for ranged attacks while mounted	PH	98	1
Improved Mounted Archery	Mounted Archery Mounted Combat Ride 1 rank	Reduce or eliminate attack penalties with ranged weapon while mounted	CW	101	1
Mounted Casting	Mounted Combat Ride 1 rank	+10 on Concentration checks to cast while mounted	MH	27	
Mounted Mobility	Mounted Combat Ride 4 ranks	+4 dodge bonus to AC against some attacks of opportunity while mounted	HoB	98	1
Ride-By Attack	Mounted Combat Ride 1 rank	Move before and after a mounted charge	PH	99	1
Spirited Charge	Mounted Combat Ride 1 rank Ride-By Attack	Double damage with mounted charge	PH	100	1
Trample	Mounted Combat Ride 1 rank	Target cannot avoid mounted overrun	PH	101	1
Multiattack	Three or more natural attacks	Reduce fighting penalties to -2 for secondary natural attacks	MM	304	
Improved Multiattack [Monstrous]	See [Monstrous]				
Multiweapon Fighting	Dex 13 Three or more hands	Reduce primary weapon penalties by 2 and secondary weapons penalties by 6	MM	304	5
Improved Multiweapon Fighting	See [Monstrous]				
Greater Multiweapon Fighting	See [Monstrous]				
Music of the Outer Spheres	Perform (any) 11 ranks Bard level 9th	Bardic music can sicken, vitalize, or lull aberrations	LoM	181	
Natural Bond	Animal companion	Add +3 to effective druid level when determining animal companion's abilities	CV	111	
Natural Leader	Cha 13	+4 bonus on rally checks	HoB	98	
Natural Spell	Wis 13 Ability to use wild shape	Cast spells while in wild shape	PH	98	
Necromantic Presence	-	Undead in your presence gain +4 turn resistance	LM	28	
Necromantic Might	Necromantic Presence	Undead in your presence gain +2 on attack rolls and damage rolls	LM	28	
Necropolis Born	-	Use <i>cause fear</i> , <i>ghost sound</i> , <i>touch of fatigue</i> as spell-like abilities 1/day	CA	81	
Necropotent	Base attack bonus +1 Fighter level 4th Proficiency with selected weapon Weapon Focus with selected weapon Weapon Specialization with selected weapon	+4 damage with selected weapon against undead	LM	29	1
Negotiator	-	+2 bonus on Diplomacy and Sense Motive checks	PH	98	
Neraph Charge	Wis 15 Knowledge (the planes) 5 ranks	Camouflage your charge attack so foes lose Dex bonus to AC	PLH	40	
Neraph Throw	Dex 15 Knowledge (the planes) 5 ranks	Camouflage your thrown attack so foes lose Dex bonus to AC	PLH	40	
Night Haunt	-	Use <i>dancing lights</i> , <i>prestidigitation</i> , <i>unseen servant</i> as spell-like abilities 1/day	CA	81	
Nimble Fingers	-	+2 bonus on Disable Device and Open Lock checks	PH	98	
Nonverbal Spell	-	Cast spells that have verbal components without uttering verbal components	PLH	40	
Obscure Lore	Bardic music or lore	Gain a +4 bonus on bardic knowledge or lore checks	CV	111	
Obtain Familiar	Knowledge (arcana) 4 ranks Arcane caster level 3rd	Obtain a familiar in the same manner as a sorcerer or wizard	CA	81	
Old Salt	Profession (sailor) 5 ranks	+1 bonus on Balance, Profession (sailor), Use Rope; predict weather	SW	93	
Open Minded	-	+5 skill points	CV	111	3
Overwhelming Assault	Base attack bonus +15	Gain bonus against adjacent foe not attacking you	PH II	81	
Peak Hopper	Hill or mountain terrain type	+2 competence bonus on Balance and Climb checks	SS	37	
Persuasive	-	+2 bonus on Bluff and Intimidate checks	PH	98	

Phalanx Fighting	Base attack bonus +1 Proficiency with a heavy shield	Bonus to AC and Reflex saves while fighting in a shield wall	CW	103	1
Planar Familiar	Ability to acquire new familiar Compatible alignment Knowledge (the planes) 5 ranks Sufficient arcane spellcaster level	Add planar creatures to list of available familiars	PLH	41	
Planar Touchstone	Knowledge (the planes) 8 ranks Object from touchstone site	Gain base ability for that touchstone	PLH	41	2 + 3
Personal Touchstone	Knowledge (the planes) 8 ranks Object from touchstone site Planar Touchstone	Double the uses of planar touchstone higher-order ability	PLH	41	2
Stalwart Planar Ally	Cha 13 Knowledge (the planes) 8 ranks Object from touchstone site Planar Touchstone Spellcraft 5 ranks	Improve resilience and duration of summoned creature	PLH	42	
Point Blank Shot	-	+1 bonus on ranged attacks and damage within 30 ft.	PH	98	1
Aquatic Shot	Point Blank Shot	Use ranged weapons underwater more accurately	SW	90	1
Far Shot	Point Blank Shot	Increase range increment by 50% or 100%	PH	94	1
Defensive Archery	Point Blank Shot	+4 dodge bonus against attacks of opportunity	RoW	150	1
Penetrating Shot	Str 15	Your ranged attack targets every foe in 60-ft. line	PH II	81	1
Plunging Shot	Base attack bonus +10 Point Blank Shot Dex 13	+1d6 damage against targets below you	HoB	99	
Precise Shot	Point Blank Shot	No -4 penalty for shooting into melee	PH	98	1
Coordinated Shot	Point Blank Shot Precise Shot	Your ranged attacks ignore cover from allies	HoB	96	1
Deadeye Shot	Base attack bonus +4 Point Blank Shot Precise Shot Skirmish or sneak attack ability	Ready action to fire, denying foe Dex bonus to AC on your attack after ally hits foe	PH II	78	1
Improved Precise Shot	Dex 19 Base attack bonus +11 Point Blank Shot Precise Shot	Ignore less than total cover/concealment on ranged attacks	PH	96	1
Ranged Disarm	Dex 15 Base attack bonus +5 Point Blank Shot Precise Shot	Use ranged weapon to disarm foe within 30 feet	CW	103	1
Ranged Pin	Dex 15 Base attack bonus +5 Point Blank Shot Precise Shot	Use ranged weapon to grapple foe within 30 feet	CW	104	1
Ranged Sunder	Str 13 Base attack bonus +5 Point Blank Shot Precise Shot	Use ranged weapon to sunder foe's weapon at reduced damage penalty	CW	104	1
Rapid Shot	Dex 13 Point Blank Shot	One extra ranged attack each round	PH	99	1
Manyshot	Dex 17 Base attack bonus +6 Point Blank Shot Rapid Shot	Shoot two or more arrows simultaneously	PH	97	1
Greater Manyshot	Base attack bonus +6 Dex 17 Manyshot Point Blank Shot Rapid Shot	Shoot two or more arrows simultaneously, even at separate targets	XPH	47	1

Improved Rapid Shot	Dex 17 Base attack bonus +6 Manyslot Point Blank Shot Rapid Shot	Ignore -2 penalty when using Rapid Shot	CW	101	1
Ready Shot	Point Blank Shot	Readied ranged attack deals +3d6 damage	HoB	99	
Sharp-Shooting	Base attack bonus +3 Point Blank Shot Precise Shot	Halve opponent's cover bonus	CW	105	1
Shot on the Run	Dex 13 Base attack bonus +4 Dodge Mobility Point Blank Shot	Move before and after ranged attack	PH	100	1
Power Attack	Str 13	Trade attack bonus for damage (up to base attack bonus)	PH	98	1
Area Attack	Str 19 Huge size Power Attack	Pick up and attack with heavy object	SS	30	
Blowhard	Str 13 Con 20 Huge size Power Attack	Use breath in cone-shaped form and make lots of wind	SS	31	
Brutal Strike	Str 13 Base attack bonus +6 Power Attack	Daze opponent with successful bludgeoning attack	PH II	76	1
Cleave	Str 13 Power Attack	Extra melee attack after dropping target	PH	92	1
Great Cleave	Str 13 Base attack bonus +4 Cleave Power Attack	No limit to cleave attacks each round	PH	94	1
Favored Power Attack	Str 13 Favored enemy ability Power Attack	Trade attack bonus for damage at greater rate against favored enemies	CW	98	
Flay	Str 13 Power Attack	Inflict painful wounds on unarmored targets	PH II	79	1
Improved Bull Rush	Str 13 Power Attack	+4 bonus on bull rush attempts; no attacks of opportunity	PH	95	1
Awesome Blow	Str 25 Improved Bull Rush Power Attack Size Large or larger	Knock foes flying 10 ft. back	MM	303	
Cometary Collision	Str 13 Improved Bull Rush Power Attack	Ready action to slam into charging foe	PH II	77	1
Knockback	Str 13 Improved Bull Rush Power Attack Size Large or larger	Push foes back with your blows	RoS	142	1
Pushback	Str 17 Improved Bull Rush Power Attack	Push enemy back after melee attack	MH	27	1
Rampaging Bull Rush	Str 13 Improved Bull Rush Power Attack Rage class feature Size Large or larger	Knock foe prone as part of raging bull rush	RoS	143	
Improved Overrun	Str 13 Power Attack	+4 bonus on overrun attempts; no attack of opportunity	PH	96	1

Improved Sunder	Str 13 Power Attack	+4 bonus on sunder attempts; no attack of opportunity	PH	96	1
Leap Attack	Str 13 Power Attack Jump 8 ranks	Doubles damage by Power Attack on successful charge	CV	110	
Resounding Blow	Str 13 Intimidate 7 ranks Power Attack	Potential cowering effect on critical hit	BoED	45	1
Power Climb	Str 15 Fly speed (average maneuverability) Monstrous form	Gain altitude without losing speed	DRAC	72	
Power Dive	Str 15 Fly speed (average maneuverability) Monstrous form	Knock down target for extra damage	DRAC	72	
Powerful Charge	Base attack bonus +1 Medium or larger	Extra damage when you charge	MH	27	1
Greater Powerful Charge	Base attack bonus +4 Medium or larger Powerful Charge	Additional extra damage when you charge	MH	27	1
Practical Metamagic	Dragonblood subtype Spellcraft 8 ranks Any metamagic feat	Reduce metamagic feat's spell level increase by one	RoDr	101	2
Practiced Spellcaster	Spellcraft 4 ranks	Increase caster level by +4	CA	82	2
Precocious Apprentice	Arcane caster level 1st Spellcasting ability 15	Extra 2nd level spell slot	CA	181	
Priest of the Waste	Access to Fire, Sun, Travel, or Water domain	Spontaneously cast certain waster-related spells	SA	51	
Primeval Wild Shape	Wild shape ability	Wild shape form gains +2 Strength, +2 bonus to natural armor, and resistance to cold 10	FB	49	
Primitive Caster	-	Add material components to spells to raise a spell's effective level	FB	49	
Pure Soul	Nonevil alignment No taint	Gain immunity to taint	HoH	124	
Purify Spell-like Ability	Any good alignment	Adds good descriptor to spell-like ability; neutral cr. take 1/2 and good cr. take no damage	BoED	45	
Quick Draw	Base attack bonus +1	Draw weapon as a free action	PH	98	1
Flick of the Wrist	Dex 17 Quick Draw Sleight of Hand 5 ranks	Cause opponent to be flat-footed for one attack	RoW	150	
Hurling Charge	Base attack bonus +6 Quick Draw	Throw a weapon as part of a charge	MH	27	1
Quick Change	Dex 15 Alternate form special quality	Reduce your time to change forms	SS	38	
Quick Reconnoiter	Listen 5 ranks Spot 5 ranks	Spot and Listen as free actions, +2 on initiative checks	CV	112	
Quick Recovery	-	Allows new saves against stun and daze	LoM	181	
Quickened Spell-like Ability	Spell-like ability at caster level 10th	Use one spell-like ability as a free action	MM	304	2
Quickened Turning	Ability to turn or rebuke undead	Can turn undead as a free action	LM	29	
Rapid Metabolism	Con 13	Heal hit points more quickly	XPH	50	
Rapid Reload	Weapon Proficiency with crossbow	Reload crossbow more quickly	PH	99	1
Rapid Swimming	Natural swim speed Base Fortitude save +2	Swim speed improves by 20 ft.	SW	93	
Ranged Spell Specialization	Base attack bonus +1 Caster level 4th Proficient with weapon Weapon Focus (ranged spell)	+2 bonus on damage rolls with ranged weapons	CA	82	2
Razing Strike	Caster level 5th Sneak attack	Spend a spell use to gain attack and damage bonuses against constructs and undead	CV	112	
Reckless Charge	Base attack bonus +1	Charges get +4 on attack rolls, but -4 penalty on AC	MH	27	1
Reckless Offense	Base attack bonus +1	Take -4 AC to gain +2 melee attack bonus	XPH	51	
Reckless Rage	Con 13 Rage ability	Take additional -2 penalty to AC, gain additional +2 to Str and Con while raging	RoS	143	

Reckless Wand Wielder	Caster level 5th Craft Wand Use Magic Device 1 rank	Increase wand's caster level by expending an additional charge	CA	82	
Reinforced Wings	Str 13 Wings and a glide or fly speed	Fly with medium armor or a medium load	RoDr	101	
Heavyweight Wings	Str 15 Reinforced Wings Wings and a glide or fly speed	Fly with heavy armor or a heavy load	RoDr	100	
Requiem	Bardic music Perform (any) 8 ranks	Bardic music affects undead	LM	29	
Resourceful Buyer	-	Communities are considered larger for you when buying equipment	RoD	153	
Reverberation	Sonic special attack	+2 to DC against your sonic attack	SS	39	2
Rock Hurling	Str 19 Size Large or larger	Hurl rocks as a giant can	RoS	143	
Improved Rock Hurling	Str 23 Rock Hurling Size Large or larger	Throw rocks farther and more accurately	RoS	141	
Fling Ally	Str 19 Rock Hurling Size Large or larger	Throw a friend into another square	RoS	139	
Fling Enemy	Str 19 Rock Hurling Size Large or larger	Throw an enemy that your are grappling	RoS	140	
Run	-	Run 5 times normal speed, +4 bonus on Jump checks made after a running start	PH	99	
Fleet of Foot	Dex 15 Run	Make one direction change during a run or charge	CW	99	
Sahuagin Flip	Dex 13 Dodge Swim speed	Attack then withdraw in the same round	SW	93	1
Sailor's Balance	Profession (sailor) 4 ranks	+5 bonus on shipboard Balance checks	SW	93	
Sand Dancer	Wis 13 Tumble 4 ranks	Blind foe with thrown sand during another attack	SA	52	
Sand Spinner	Wis 13 Sand Dancer Tumble 8 ranks	Blind foe in 5-ft. radius with thrown sand	SA	52	
Sandskimmer	-	You can ignore some difficulties of moving on sand	SA	52	
Sand Camouflage	Hide 5 ranks Sandskimmer	Quick bury yourself in sand to gain a Hide bonus	SA	51	
Scourge of the Seas	Cha 15 Intimidate 5 ranks	Intimidate other ships with your sinister reputation	SW	93	
Scramble	Dex 15 Improved Evasion Small size or smaller	Choose to avoid fatal attack	SS	39	
Scorpion's Instincts	Dex 13 Hide 5 ranks	Become stealthy like a scorpion	SA	53	
Scorpion's Resolve	-	+4 bonus on saves against mind-affecting spells and abilities	SA	53	
Scorpion's Sense	Scorpion's Resolve	Minor tremorsense	SA	53	
Sea Legs	-	+2 bonus on shipboard Balance and Tumble checks; +1 initiative	SW	93	1
Second Wind	-	Heal hit points equal to Con modifier 1/day	MH	28	
Self-Sufficient	-	+2 bonus on Heal and Survival checks	PH	100	
Shared Fury	Animal companion class feature Rage class feature Handle Animal 4 ranks	Your animal rages with you	RoW	152	
Shieldmate	Base attack bonus +1	Your shield grants shield bonus to adjacent allies	MH	28	1
Improved Shieldmate	Base attack bonus +4 Shieldmate	Bonus from Shieldmate increases by +1	MH	27	1
Shield Proficiency	-	No armor check penalties on attack rolls	PH	100	
Block Arrow	Dex 13 Shield proficiency	Deflect one ranged attack per round with shield	HoB	96	1
Improved Buckler Defense	Shield Proficiency	Apply buckler's shield bonus to AC while using off-hand weapon	CW	100	1

Improved Shield Bash	Shield Proficiency	Retain shield bonus to AC when shield bashing	PH	96	1
Shield Charge	Base attack bonus +3 Improved Shield Bash Shield Proficiency	Free trip attack with shield during charge	CW	105	1
Shield Slam	Base attack bonus +6 Improved Shield Bash Shield Charge Shield Proficiency	Use shield to daze opponent	CW	105	1
Parrying Shield	Shield Proficiency	Add shield bonus to touch AC	LoM	181	1
Tower Shield Proficiency	Shield Proficiency	No armor check penalties on attack rolls	PH	101	
Shield Specialization	Shield Proficiency	Increase shield bonus by +1	PH II	82	1, 3
Active Shield Defense	Shield Proficiency Shield Specialization	Make attacks of opportunity without penalty when fighting defensively	PH II	71	1
Agile Shield Fighter	Improved Shield Bash Shield Proficiency Shield Specialization	Reduce two weapon penalties when using shield bash	PH II	74	1
Shield Sling	Base attack bonus +9 Improved Shield Bash Shield Proficiency Shield Specialization	Use shield as ranged weapon	PH II	82	1
Shield Ward	Shield Proficiency Shield Specialization	Gain shield bonus to touch AC and against bull rush, disarm, grapple, overrun, and trip	PH II	82	1
Shield Wall	Shield proficiency	Shield bonus increases by +2 when adjacent to shield wielder	HoB	99	1
Ship's Mage	Profession (sailor) 2 ranks Spellcraft 4 ranks	Spells you cast aboard your ship gain +1 caster level	SW	93	
Simple Weapon Proficiency	-	No -4 penalty on attack rolls with simple weapons	PH	100	
Skill Focus	-	+3 bonus on checks with selected skill	PH	100	2
Smatterings	Int 13	You can communicate in languages you don't know	RoD	153	
Smite Fiery Foe	Smite ability	Add Charisma modifier on attack roll and character level to damage against creatures with fire subtype	FB	50	
Snatch	Size Huge or larger	Grab and hold smaller creatures in mouth	MM	304	
Other Feats [see Monstrous]					
Snowcasting	Con 13	Add cold descriptor to spell	FB	50	
Frozen Magic	Con 13 Snowcasting	Cold spells have higher caster levels in cold weather	FB	48	
Cold Spell Specialization	Con 13 Frozen Magic Snowcasting	Cold spells do +1 or +2 damage/die in cold weather	FB	47	
Frostfell Prodigy	Con 13 Cold Focus Frozen Magic Snowcasting	You gain additional bonus spells in cold weather	FB	48	
Icy Calling	Con 13 Snowcasting	Summoned frostfell creatures are stronger in cold weather	FB	48	
Snowflake Wardance	Bardic music ability Perform (dance) 6 ranks	Add Charisma modifier to attack rolls with one-handed slashing melee weapons	FB	50	
Snowrunner	Woodland stride ability	Move through snow at full speed, +5 competence bonus on Balance checks on ice	FB	50	
Soul of the North	-	Use <i>chill touch</i> , <i>ray of frost</i> , <i>resistance</i> as spell-like abilities 1/day	CA	83	
Spectral Skirmisher	Base attack bonus +6	Gain bonuses while invisible	PH II	83	1
Spell Focus	-	+1 bonus on save DCs against specific school of magic	PH	100	2
Greater Spell Focus	Spell Focus (preselected school)	+1 bonus on save DCs against specific school of magic	PH	94	2
Spell Focus (Chaos, Evil, Good, Lawful)	Relevant alignment	+1 bonus on save DCs for spells with alignment descriptor	CD	84	6
Spell Hand	-	Use <i>mage hand</i> , <i>open/close</i> , <i>Tenser's floating disk</i> as spell-like abilities 1/day	CA	83	
Spell-Linked Familiar	Arcane caster level 9th Familiar	Familiar gains limited spellcasting ability	PH II	83	
Spell Mastery	Wizard 1st	Can prepare some spells without spellbook	PH	100	2
Spell Penetration	-	+2 bonus on caster level checks to defeat spell resistance	PH	100	
Greater Spell Penetration	Spell Penetration	+4 bonus on caster level checks to defeat spell resistance	PH	94	

Spirit Sense	Wis 12 Near-death experience	See and speak with the recently dead	HoH	124	
Spontaneous Healer	Wis 13 ??? Able to cast any cure wounds spell Knowledge (religion) 4 ranks Nonevil	Swap out your spells for cure spells on your list	CD	84	
Spontaneous Summoner	Wis 13 Able to cast summon nature's ally Any neutral alignment Knowledge (nature) 4 ranks	Swap out your spells for summon nature's ally	CD	85	
Spontaneous Wounder	Wis 13 Able to cast any inflict wounds spell Knowledge (religion) 4 ranks Nongood	Swap out your spells for inflict spells on your list	CD	85	
Staggering Strike	Base attack bonus +6 Sneak attack	Limit a target to a single action for 1 round	CV	112	
Stand Still	Str 13	Attack of opportunity stops foe's movement	XPH	51	
Steady Concentration	Concentration 8 ranks	Always take 10 on Concentration checks	RoS	144	
Steady Mountaineer	Climb 8 ranks Jump 8 ranks	Always take 10 on Climb and Jump checks	RoS	144	
Steam Magic	Spellcraft 4 ranks	Cast fire spells into water without Spellcraft checks	SW	93	
Stealthy	-	+2 bonus on Hide and Move Silently checks	PH	101	
Stitched Flesh Familiar	Ability to acquire new familiar Ability to cast three or more necromancy spells	Familiar gains undead qualities, and you can control 4 extra HD of undead	LM	30	
Storm Magic	-	Spells you cast that affect storms gain +1 caster level	SW	94	
Subduing Strike	-	No penalty when dealing nonlethal damage; sneak attack deals nonlethal damage	BoED	46	1
Subsonics	Bardic music Perform 10 ranks	Produce bardic music effects very softly	CV	112	
Sugliin Mastery	Base attack bonus +5 Exotic Weapon Proficiency (sugliin)	Attacks with a sugliin are a standard action	FB	50	1
Sunken Song	Bardic music Perform (sing) 4 ranks	Produce bardic music effects underwater	SW	94	
Supernatural Transformation	Innate spell-like ability	One of your innate spell-like abilities becomes a supernatural ability	SS	39	2
Swamp Stalker	Marsh terrain	+2 competence bonus on Swim checks and Strength checks to break free	SS	40	
Swarmfighting	Dex 13 Base attack bonus +1 Small size	Occupy same square as other swarmfighting ally, gain +1 morale bonus per ally (up to Dex bonus)	CW	105	
Swim-by Attack	Swim speed	Attack as you swim past your opponent	SW	94	
Tactile Trapsmith	-	Add Dex modifier, rather than Int modifier, to Search	CV	112	
Telling Blow	Skirmish or sneak attack	Gain skirmish or sneak attack damage on critical hits	PH II	83	
Thrall Bred	Con 13 Humanoid	Bonus to damage and saves when protecting charge	LoM	182	
Throw Anything	Dex 15 Base attack bonus +2 Proficiency with weapon	Throw melee weapon with no penalty	CW	105	
Tomb-Tainted Soul	Nongood	Heal with negative energy as an undead creature	LM	31	
Tomb-Born Fortitude	Nongood	25% crit resistance, no massive damage risk	LM	30	
Tomb-Born Resilience	Nongood Tomb-Tainted Soul	+2 on saves vs. Mental influence, poison, disease	LM	30	
Tomb-Born Vitality	Nongood Tomb-Tainted Soul	Forego sleep, immunity to magical sleep effects	LM	31	
Touch Spell Specialization	Base attack bonus +1 Proficient with weapon Weapon Focus (touch spell)	+2 bonus on damage rolls with touch spells	CA	83	
Touchstone	Knowledge (local) 8 ranks or native 250-gp item	You can use touchstone sites	SA	53	
Toughness	-	+3 hit points	PH	101	3
Arcane Toughness	Arcane caster level 3rd Toughness	Expend prepared spell or spell slot to heal when at or below 0 hit points	PH II	75	2

Arcane Consumption	Arcane caster level 6th Arcane Toughness Toughness	+4 save DC for one spell, Con penalty for 12 hours and fatigued	PH II	74	
Involuntary Rage	Con 20 Toughness	If you survive a Massive Death save you gain ability enhancements	SS	36	
Pain Mastery	Con 20 Toughness	Damage taken increases your Strength	SS	37	
Roll with it	Con 20 Toughness	Gain Damage Reduction 2/-	SS	39	3
Track	-	Use Survival skill to track	PH	101	
Treefriend	Forest terrain	+2 competence bonus on Climb and Survival checks	SS	40	
Trophy Collector	Craft (taxidermy) 6 ranks	Gain bonuses from trophies you create and wear	PH II	83	
Tumbling Feint	Bluff 4 ranks Tumble 4 ranks	+5 on feint attempt after successful Tumble	PH II	84	1
Tunnel Fighting	Base attack bonus +1	No penalty on attacks or to AC when squeezing	RoS	145	1
Stoneback	Base attack bonus +1 Shield Proficiency Tunnel Fighting	Prevents flanks when a wall shields one side	RoS	144	1
Tunnel Riding	Base attack bonus +1 Mounted Combat Ride 1 rank Tunnel Fighting	You and your mount take no penalty on attacks or to AC when squeezing	RoS	145	1
Two-Weapon Fighting	Dex 15	Reduce two-weapon fighting penalties by 2	PH	102	1
Improved Two-Weapon Fighting	Dex 17 Base attack bonus +6 Two-Weapon Fighting	Gain second off-hand attack	PH	96	1
Greater Two-Weapon Fighting	Dex 19 Base attack bonus +11 Improved Two-Weapon Fighting Two-Weapon Fighting	Gain third off-hand attack	PH	95	1
Double Hit	Dex 17 Base attack bonus +6 Combat Reflexes Improved Two-Weapon Fighting Two-Weapon Fighting	Gain off-hand attack when making attack of opportunity	MH	25	1
Dual Strike	Dex 17 Base attack bonus +6 Improved Two-Weapon Fighting Two-Weapon Fighting	Attack once with each hand as a standard action	CV	108	1
Oversized Two-Weapon Fighting	Dex 15 Str 13 Two-Weapon Fighting	Treat one-handed weapon in off hand as if light weapon	CV	111	1
Pin Shield	Dex 15 Base attack bonus +4 Two-Weapon Fighting	Render opponent's shield useless temporarily	CW	103	
Two-Weapon Defense	Dex 15 Two-Weapon Fighting	Off-hand weapon grants +1 shield bonus to AC	PH	102	1
Improved Two-Weapon Defense	Dex 17 Base attack bonus +6 Two-Weapon Defense Two-Weapon Fighting	Gain shield bonus when fighting with two weapons	CW	101	1
Greater Two-Weapon Defense	Dex 19 Base attack bonus +11 Improved Two-Weapon Defense Two-Weapon Defense	Gain shield bonus when fighting with two weapons	CW	100	1
Two-Weapon Pounce	Dex 15 Base attack bonus +6 Two-Weapon Fighting	Attack with both weapons when charging	PH II	84	1

Two-Weapon Rend	Dex 15 Base attack bonus +11 Two-Weapon Fighting	Gain bonus damage if you hit with both weapons	PH II	84	1
Undead Leadership	Character level 6th Knowledge (religion) 1 rank Nongood	Attract undead followers and cohort	LM	31	
Underfoot Combat	Small or smaller Tumble 10 ranks	Occupy same square as a Large or larger creature, gaining +4 bonus to AC	RoW	152	
Unquenchable Flame of Life	-	+2 bonus on saves against undead attacks	LM	31	
Urban Stealth	Knowledge (local) 2 ranks	+3 bonus on Hide and Move Silently checks in cities	RoD	154	
Urban Tracking	-	Use Gather Information to track down person	RoD	154	
Vampire Hunter	Knowledge (religion) 6 ranks	Detect vampires, immunity to dominating gaze	LM	31	
Vatic Gaze	Arcane spellcaster 9th	Detect magic at will, use Sense Motive to determine foe's highest level spell	PH II	85	
Versatile Performer	Perform 5 ranks	Treat number of Perform skills as if they had ranks equal to your highest Perform rank	CV	112	
Versatile Spellcaster	Ability to spontaneously cast spells	Use two lower-level slots to cast a higher-level spell	RoDr	101	
Veteran Knowledge	Base attack bonus +2 Knowledge (history) 1 rank	+5 on Knowledge checks made to gain strategic advantage	HoB	99	1
Violate Spell-like Ability	Any evil alignment	Add evil descriptor to one spell-like ability; 1/2 damage is vile damage	BoVD	50	--
Wanderer's Diplomacy	Halfling or 4 ranks in Bluff, Diplomacy, and Sense Motive	Gain special social abilities	PH II	85	
Wandstrike	Use Magic Device 4 ranks	Make touch attack with wand to deal 1d6 damage and target creature with spell	CA	84	
Weapon Finesse	Base attack bonus +1 Proficiency with weapon	Use Dex modifier instead of Str modifier on attack rolls with light melee weapons	PH	102	1
Weapon Focus	Base attack bonus +1 Proficiency with weapon	+1 bonus on attack rolls with selected weapon	PH	102	1, 2
Crossbow Sniper	Base attack bonus +1 Proficiency with crossbow Weapon Focus (crossbow)	Half Dexterity bonus on crossbow damage, 60 ft. skirmish or sneak attack	PH II	77	1
Power Critical	Base attack bonus +4 Proficiency with weapon Weapon Focus with weapon	+4 bonus to confirm critical with one weapon	CW	103	1, 4
Short Haft	Base attack bonus +3 Proficiency with selected weapon Weapon Focus with selected weapon	Lose reach benefits, attack adjacent foes	PH II	82	
Weapon Specialization	Fighter level 4th Proficiency with weapon Weapon Focus with weapon	+2 bonus on damage rolls with selected weapon	PH	102	1, 2
Melee Weapon Mastery	Base attack bonus +8 Fighter level 4th Proficiency with selected weapon Weapon Focus with selected weapon Weapon Specialization with selected weapon	Gain Weapon Focus, Weapon Specialization benefits with multiple weapons	PH II	81	1, 3
Crushing Strike	Base attack bonus +14 Fighter level 4th Melee Weapon Mastery (bludgeoning) Proficiency with a bludgeoning weapon Weapon Focus with a bludgeoning weapon Weapon Specialization with a bludgeoning weapon	+1 on attacks per previous hit with bludgeon	PH II	78	
Driving Attack	Base attack bonus +14 Fighter level 4th Melee Weapon Mastery (piercing) Proficiency with selected weapon Weapon Focus with selected weapon Weapon Specialization with selected weapon	Bull rush with piercing weapon attack	PH II	78	
Slashing Flurry	Base attack bonus +14 Fighter level 4th Melee Weapon Mastery (slashing) Proficiency with selected weapon Weapon Focus with selected weapon Weapon Specialization with selected weapon	Gain extra attack with slashing weapon	PH II	82	

Ranged Weapon Mastery	Base attack bonus +8 Fighter level 4th Proficiency with selected weapon Weapon Focus with selected weapon Weapon Specialization with selected weapon	Gain Weapon Focus, Weapon Specialization benefits with multiple weapons	PH II	82	1, 3
Greater Weapon Focus	Fighter level 8th Proficiency with weapon Weapon Focus with weapon	+2 bonus on attack rolls with selected weapon	PH	95	1, 2
Greater Weapon Specialization	Fighter level 12th Greater Weapon Focus with weapon Proficiency with weapon	+4 bonus on damage rolls with selected weapon	PH	95	1, 2
Weapon Supremacy	Fighter level 18th Greater Weapon Focus with selected weapon Greater Weapon Specialization with selected weapon Melee Weapon Mastery with weapon type of selected weapon Proficiency with selected weapon Weapon Focus with selected weapon Weapon Focus with weapon Weapon Specialization with selected weapon Weapon Specialization with weapon	Gain further abilities with chosen weapon	PH II	85	12
Wild Talent	-	Gain psionic ability and 2 power points	LoM	182	
Windsinger	Bardic music Perform (sing or wind instruments) 5 ranks	Use bardic music to alter the wind's direction or intensity	SW	94	
Wingover	Fly speed	Change direction quickly while flying	MM	304	
Adroit Flyby Attack	Fly speed 90 feet Flyby Attack Hover or Wingover Monstrous form	Move before and after attacking	DRAC	67	
Improved Maneuverability	Fly speed 150 feet Hover or Wingover Monstrous form	Maneuverability improved one step	DRAC	70	3
Winter's Champion	Paladin level 1st	Gain additional frostfell spells on your paladin spell list	FB	50	
Winter's Child	Cold terrain	Fort DC 10 to avoid nonlethal damage from cold; survive longer in cold water	SS	40	
Winter's Mount	Special mount ability	Special mount gains cold subtype and +2 Constitution	FB	50	
Wyrmgrafter	Heal 10 ranks Knowledge (arcana) 5 ranks	Create and apply draconic grafts	RoDr	101	
Zen Archery	Wis 13 Base attack bonus +1	Use Wis instead of Dex for ranged attacks	CW	106	

Item Creation Feats	Prerequisites	Benefit	Source	Page	Note
Brew Potion	Caster level 3rd	Create magic potions	PH	89	
Craft Contingent Spell	Caster level 11th	Attach semipermanent spells to a creature and set activation conditions	CA	77	
Craft Magic Arms and Armor	Caster level 5th	Create magic weapons, armor, and shields	PH	92	
Craft Psionic Seal	Int 15 Caster or manifester level 7th Psionic ability (or spell-like abilities described as psionics)	Cast or manifest arcane spells as psionic seal	LoM	69	
Craft Rod	Caster level 9th	Create magic rods	PH	92	
Craft Rune Circle	Caster level 5th	Create rune circles	RoS	137	
Craft Skull Talisman	Caster level 6th	Create magic skull talismans	FB	47	
Craft Staff	Caster level 12th	Create magic staves	PH	92	
Craft Wand	Caster level 5th	Create magic wands	PH	92	
Craft Wondrous Item	Caster level 3rd	Create magic wondrous items	PH	92	
Craft Construct	Craft Magic Arms and Armor Craft Wondrous Item	Create construct	MM	303	
Forge Ring	Caster level 12th	Create magic rings	PH	94	
Grell Alchemy	Int 13 Caster level 1st Knowledge (dungeoneering) 3 ranks	Create grellcraft items	LoM	114	
Sanctify Relic	Any other item creation feat	Make magic items with divine connection	CD	84	
Scribe Scroll	Caster level 1st	Create magic scrolls	PH	99	
Metamagic Feats					
	Prerequisites	Benefit	Source	Page	Note
Black Lore of Moil	Spell Focus (necromancy) Caster level 7th	Add extra negative energy damage to necromancy spells	CA	75	
Blistering Spell	-	Fire spells cause -2 penalty for 1 turn on failed save	PH II	91	
Chain Spell	Any metamagic feat	Redirect spells to affect secondary target	CA	76	
Consecrate Spell	Any good alignment	Spells gain the good descriptor	CD	79	
Cooperative Spell	Any metamagic feat	Bonus to save DC and on caster level checks of spells cast in conjunction with other spellcasters	CA	76	
Corrupt Spell	Any evil alignment	Spells gain the evil descriptor	CD	79	
Delay Spell	Any metamagic feat	Spell effects are delayed 1-5 rounds	CA	77	
Earthbound Spell	-	Cast spell into ground as a trap	PH II	91	
Empower Spell	-	Increase spell's variable, numeric effects by 50%	PH	93	
Energyize Spell	Nonevil No ability to rebuke undead	Deal 50% extra damage to undead	LM	26	7
Energy Affinity	Knowledge (arcana) 5 ranks Ability to cast at least 1 spell each of acid, cold, electricity, and fire energy types	Change the energy type of a spell	MH	25	2
Sudden Energy Affinity	Energy Affinity Knowledge (arcana) 5 ranks	Substitute spell energy without special preparation 1/day	MH	28	
Energy Substitution	Any other metamagic feat Knowledge (arcana) 5 ranks	Energy spells can deal different energy type	CA	79	2
Born of the Three Thunders	Energy Substitution (electricity) Any other metamagic feat Knowledge (nature) 4 ranks Knowledge (arcana) 5 ranks	Sonic or electricity spells deal both types of damage	CA	76	
Energy Admixture	Energy Substitution Any other metamagic feat Knowledge (arcana) 5 ranks	Double energy spell damage by adding an additional energy type	CA	78	2
Lord of the Uttercold	Ability to cast a spell with the cold descriptor Energy Substitution (cold) Knowledge (the planes) 9 ranks	Cold spells deal half negative energy damage	CA	80	
Enervate Spell	Nongood No ability to turn undead	Deal 50% extra damage to living creatures	LM	26	8
Enlarge Spell	-	Double spell's range	PH	94	
Explosive Spell	-	Creatures are blasted to the edge of spell area	CA	79	
Extend Spell	-	Double spell's duration	PH	94	
Fell Animate	-	Creatures slain by the spell rise as zombies	LM	26	

Fell Drain	-	Creatures hurt by the spell gain a negative level	LM	27
Fell Frighten	-	Creatures damaged by the spell are also shaken	LM	27
Fell Weaken	-	Creatures damaged by the spell also take -4 Str	LM	27
Fiery Spell	-	+1 point of damage per die for fire spells	SA	49
Flash Frost Spell	-	Cold spells coat area of effect with slippery ice	PH II	91
Fortify Spell	-	Cast spells at high caster level to overcome spell resistance	CA	80
Heighten Spell	-	Cast spells as higher level	PH	95
Imbued Summoning	Augment Summoning Spell Focus (conjuration)	Summoned creature arrives with beneficial spell	PH II	92
Maximize Spell	-	Maximize spell's variable, numeric effects	PH	97
Nonlethal Substitution	Any other metamagic feat Knowledge (arcana) 5 ranks	Energy spells deal nonlethal damage	CA	81
Ocular Spell	Knowledge (dungeoneering) 4 ranks 2 or more eyes	Cast spells as rays from eyes	LoM	181
Persistent Spell	Extend Spell	Fixed or personal range spells last 24 hours	CA	81
Piercing Cold	-	Cold spells can damage creatures resistant or immune to cold	FB	49
Purify Spell	Any good alignment	Adds good descriptor to spell; neutral cr. take 1/2, good cr. take no damage	BoED	44
Quicken Spell	-	Cast spell as free action	PH	98
Sudden Quicken	Quicken Spell Sudden Empower Any metamagic feat Sudden Extend Sudden Maximize Sudden Silent Sudden Still	Cast spells as a swift action without special preparation 1/day	CA	83
Rapid Spell	-	Decrease casting time of some spells	CD	84
Reach Spell	-	Touch spells becomes a ray with 30-ft. range	CD	84
Repeat Spell	Any metamagic feat	Spell is automatically cast again next round	CA	82
Sanctum Spell	Any metamagic feat	Spell's effective level is increased while in special location, decreased outside special location	CA	82
Sculpt Spell	Any metamagic feat	Alter spell's area	CA	83
Searing Spell	-	Your fire spells deal damage to fire-resistant creatures	SA	53
Silent Spell	-	Cast spells without verbal components	PH	100
Smiting Spell	Base attack bonus +1 Caster level 1st	Place touch spell in weapon	PH II	92
Split Ray	Any metamagic feat	Ray spells affect one additional target	CA	83
Still Spell	-	Cast spells without somatic components	PH	101
Sudden Empower	Any metamagic feat	Increase spell's variable numeric effects by 50% without special preparation 1/day	CA	83
Sudden Enlarge	-	Enlarge spell without special preparation 1/day	MH	28
Sudden Extend	-	Double spell's duration without special preparation 1/day	CA	83
Sudden Maximize	Any metamagic feat	Maximize spell's variable numeric effects without special preparation 1/day	CA	83
Sudden Silent	-	Cast spells without verbal components without special preparation 1/day	CA	83
Sudden Still	-	Cast spells without somatic components without special preparation	CA	83
Sudden Widen	-	Increase spell's numeric measurements by 50% without special preparation 1/day	CA	83
Transdimensional Spell	-	Spells affect creatures in coexistent planes and extradimensional spaces	CA	84
Twin Spell	Any metamagic feat	Simultaneously cast a single spell twice	CA	84
Violate Spell	Any evil alignment	Add evil descriptor to one spell; 1/2 damage is vile damage	BoVD	50
Widen Spell	-	Double spell's area	PH	102

Vile Feats [Intelligent + Evil]	Prerequisites	Benefit	Source	Page	Note
Dark Speech	Int 15 Cha 15 Base Will save bonus +5	Ability to use the dark speech	BoVD	48	
Disciple of Darkness	-	+1 luck bonus while performing evil act 1/day	BoVD	49	
Evil Brand	-	+2 bonus on Diplomacy and Intimidate checks against evil creatures	BoVD	49	
Lichloved	Evil Brand	+1 bonus on saves against mind-affecting, poison, sleep, paralysis, stunning and disease; mindless undead regard you as undead	BoVD	49	
Sacrificial Mastery	Wis 15	+4 bonus on Knowledge (religion) when performing a sacrifice	BoVD	50	
Thrall to Demon	-	+1 luck bonus while performing evil act 1/day	BoVD	50	
Verminfriend	Cha 15	Charisma check to avoid being attacked by vermin	BoVD	50	
Vile Ki Strike	Cha 15 Improved Unarmed Strike	+1 vile damage with unarmed attack	BoVD	50	
Vile Martial Strike	Cha 15 Base attack bonus +1 Proficiency with weapon Weapon Focus with specified weapon	+1 vile damage with weapon	BoVD	50	
Vile Natural Attack	Natural attack that deals at least 1d8 damage Base attack bonus +5	+1 vile damage with natural attack	BoVD	50	
Willing Deformity	Evil alignment	+3 bonus on Intimidate checks	HoH	125	
Deformity (Clawed Hands)	Willing Deformity Evil alignment	Deal 1d6 damage with unarmed claw attack; considered armed	BoVD	48	
Deformity (Eyes)	Willing Deformity Evil alignment	See Invisibility (Su) 1/day	BoVD	48	
Deformity (Face)	Willing Deformity Evil alignment	+2 bonus on Intimidate and Diplomacy checks	BoVD	48	
Deformity (Gaunt)	Willing Deformity Evil alignment	+2 bonus to Dex, -2 penalty to Con; +2 bonus on Escape Artist and Intimidate checks	BoVD	48	
Deformity (Obese)	Willing Deformity Evil alignment	+2 bonus to Con, -2 penalty to Dex; +2 bonus on Intimidate checks and saves ag. poison	BoVD	48	
Deformity (Skin)	Willing Deformity Evil alignment	+1 natural armor bonus	HoH	121	3
Deformity (Tall)	Willing Deformity Evil alignment Medium size	Gain reach as if Large, take -1 penalty to AC	HoH	121	
Deformity (Teeth)	Willing Deformity Evil alignment	Gain bite attack, +1 bonus on Intimidate checks	HoH	121	
Deformity (Tongue)	Willing Deformity Evil alignment	Gain blindsense 30 ft.	HoH	121	
Exalted Feats	Prerequisites [good]	Benefit	Source	Page	Note
Animal Friend	Cha 15 Wild empathy class feature	+4 exalted bonus on wild empathy checks	BoED	41	
Celestial Familiar	Ability to acquire a new familiar Minimum level requirement (see text)	Additional familiar choices	BoED	41	
Celestial Mount	Paladin level 4th	Mount gains celestrial creature template	BoED	41	
Consecrate Spell Trigger	Craft Wand or Craft Staff Ability to turn undead	Use turning ability to add good descriptor to triggered spell	BoED	42	
Exalted Companion	Ability to acquire a new animal companion Minimum level requirement (see text)	Additional animal companion choices	BoED	42	
Exalted Smite	Smite evil class ability	Weapon good-aligned when smiting evil	BoED	42	
Exalted Spell Resistance	Cha 15 Spell resistance	+4 to spell resistance against evil spells and spell-like abilities of evil outsiders	BoED	42	
Exalted Turning	Ability to turn undead	Extra 3d6 points of damage when turning	BoED	42	
Exalted Wild Shape	Wild shape class ability Wild shaping class level 8th	Additional wild shape options	BoED	42	
Favored of the Companions	-	+1 luck bonus on any one roll or check	BoED	43	
Gift of Faith	Wis 13	+2 bonus on saving throws to resist fear and despair effects	BoED	43	
Gift of Grace	Divine grace class ability	Share Cha saving throw bonus	BoED	43	

Hands of a Healer	Cha 13 Lay on hands class ability	+2 bonus to Cha for lay on hand ability	BoED	43	
Holy Subdual	Subduing Strike	Transforms bonus and smite damage to nonlethal	BoED	44	1
Intuitive Attack	Base attack bonus +1	Use Wis modifier instead of Str modifier on attack rolls with simple and natural weapons	BoED	44	1
Knight of Stars	-	+1 luck bonus on any one roll or check	BoED	44	
Nemesis	Favored enemy class ability	Detect presence of favored enemies	BoED	44	2
Nimbus of Light	-	+2 bonus on Diplomacy and Sense Motive checks with good creatures	BoED	44	
Holy Radiance	Cha 15 Nimbus of Light	Glow with light harmful to undead	BoED	44	
Stigmata	Nimbus of Light	Heal others' wounds by taking Con damage	BoED	46	
Nymph's Kiss	-	+2 bonus on Cha-related checks, +1 bonus on saving throws against spells, 1 extra skill point per level	BoED	44	
Purify Spell Trigger	Ability to turn undead Craft Wand or Craft Staff	Use turning ability to add good descriptor to spell; neutral cr. take 1/2, good cr. take no damage	BoED	45	
Quell the Profane	Str 13 Base attack bonus +8 Intimidate 7 ranks Power Attack Resounding Blow	Potential Str damage to evil creature on critical hit	BoED	45	
Ranged Smite Evil	Smite evil class ability	Smite evil with ranged attack	BoED	45	
Righteous Wrath	Rage class ability	Potential shaken effect against evil creatures	BoED	45	
Sacred Strike	Sneak attack class ability	Sneak attacks deal d8s against evil creatures	BoED	45	
Sacred Vow	-	+2 perfection bonus on Diplomacy checks	BoED	45	
Vow of Abstinence	Sacred Vow	+4 perfection bonus on Fort saves against poisons and drugs	BoED	47	
Vow of Chastity	Sacred Vow	+4 perfection bonus on Will saves against charms and phantasms	BoED	47	
Vow of Nonviolence	Sacred Vow	+4 bonus on save DCs of nondamaging spells	BoED	47	
Vow of Peace	Sacred Vow Vow of Nonviolence	Calming aura; +6 varied bonus to AC	BoED	48	
Vow of Obedience	Sacred Vow	+4 perfection bonus on Will saves against compulsions	BoED	48	
Vow of Poverty	Sacred Vow	Bonuses to AC, ability scores, and saves; bonus feats	BoED	48	
Vow of Purity	Sacred Vow	+4 perfection bonus on Fort saves against disease and death effects	BoED	48	
Sanctify Ki Strike	Cha 15 Improved Unarmed Strike Ki strike (lawful)	+1 or +1d4 bonus on unarmed damage rolls against evil creatures	BoED	46	
Fist of the Heavens	Cha 15 Dex 13 Wis 15 Base attack bonus +8 Improved Unarmed Strike Ki strike (lawful) Sanctify Ki Strike Stunning Fist	+2 to Stunning Fist DC	BoED	43	1
Holy Ki Strike	Cha 15 Improved Unarmed Strike Ki strike (holy) ??? Ki strike (lawful)	+2d6 bonus on damage rolls against evil creatures	BoED	44	
Sanctify Martial Strike	Cha 15 Base attack bonus +1 Proficiency with weapon Weapon Focus with specified weapons	+1 or +1d4 bonus on weapon damage rolls against evil creatures	BoED	46	
Sanctify Natural Attack	Base attack bonus +5 One or more natural weapon attacks	+1 or +1d4 bonus on natural attack damage against evil creatures	BoED	46	
Sanctify Weapon	Ability to cast align weapon	Aligned weapon becomes sanctified	BoED	46	
Servant of the Heavens	-	+1 luck bonus on any one roll or check	BoED	46	
Touch of Golden Ice	Con 13	Evil creatures touched ravaged by golden ice	BoED	47	
Words of Creation	Int 15 Cha 15 Base Will save bonus +5	Ability to use Words of Creation	BoED	48	

Divine Feats	Requirements	Benefit	Source	Page	Note
Blackwater Invocation	Ability to channel negative energy	Make water within 30 ft. bitterly cold	SW	91	
Disciple of the Sun	Ability to turn or rebuke undead Good alignment	Spend an extra turn attempt to destroy undead instead of turning them	CD	80	
Divine Accuracy	Ability to turn or rebuke undead	Ignore miss chance for incorporeality	LM	26	
Divine Armor	Ability to turn or rebuke undead Divine caster level 5th	Expend turn/rebuke attempt to gain DR 5/-	PH II	88	
Divine Cleansing	Turn or rebuke undead ability	Gain +2 sacred bonus on Fortitude saves	CW	106	
Divine Resistance	Divine Cleansing Turn or rebuke undead ability	Gain resistance to cold 5, electricity 5, and fire 5	CW	106	
Divine Fortune	Ability to turn or rebuke undead Divine caster level 5th	Expend turn/rebuke attempt for +4 bonus on next save	PH II	88	
Divine Justice	Ability to turn or rebuke undead	Expend turn/rebuke attempt, choose foe, deal your damage or his [damage]	PH II	88	
Divine Metamagic	Ability to turn or rebuke undead Selected metamagic feat	Spend turn/rebuke attempts to enhance spells with a metamagic feat	CD	80	2
Divine Might	Str 13 Power Attack Turn or rebuke undead ability	Add Cha bonus to weapon damage	CW	106	
Divine Shield	Proficiency with a shield Turn or rebuke undead ability	Add Cha bonus as sacred bonus to your shield's defense	CW	106	
Divine Spell Power	Ability to turn or rebuke undead Able to cast 1st-level divine spells	Spend turn/rebuke attempts to increase your caster level	CD	80	
Divine Spellshield	Ability to rebuke earth creatures Racial bonus on saves against spells	Spend rebuke attempt to grant +2 bonus on saves against spells to your allies	RoS	137	
Divine Vigor	Turn or rebuke undead ability	Increase base speed by 10 ft., gain +2 hp/level	CW	108	
Divine Ward	Ability to turn or rebuke undead	Increase range of spells from touch to close for ally	PH II	88	
Domain Spontaneity	Ability to turn or rebuke undead	Spontaneously cast domain spells	CD	80	
Earth's Warding	Wis 13 Con 13 Ability to rebuke earth creatures Earth Sense	Spend rebuke attempt to increase your natural armor by 2	RoS	139	
Divine Damage Reduction	Wis 13 Con 13 Ability to rebuke earth creatures Earth Sense Earth Warding	Spend rebuke attempt to gain damage reduction 2/adamantine	RoS	137	
Elemental Healing	Ability to rebuke creatures with an elemental subtype	Spend turn/rebuke elemental attempt or prepared spell to heal nearby elementals	CD	80	
Elemental Smiting	Ability to turn creatures with an elemental subtype	Spend turn/rebuke elemental attempt or prepared spell to smite an elemental	CD	81	
Glorious Weapons	Ability to turn or rebuke undead	Allies' weapons gain alignment for overcoming DR	CD	82	
Pierce the Darkness	Ability to turn undead Darkvision	Spend turn attempt to double darkvision range	RoS	143	
Profane Aura	Divine caster level 9th Ability to rebuke undead	Create mist that grants concealment, +2 AC for undead	PH II	89	
Profane Boost	Ability to rebuke undead	Nearby inflict spells are maximized for 1 round	CD	84	
Profane Lifeleech	Ability to rebuke undead	Steal 1d6 hp from nearby creatures	LM	29	
Profane Vigor	Cha 11 Ability to rebuke undead	Grant 1d8 hp to nearby undead allies	LM	29	
Roots of the Mountain	Ability to rebuke earth creatures Stability racial trait	Spend rebuke attempt to make yourself immovable	RoS	143	
Sacred Boost	Ability to turn undead	Nearby cure spells are maximized for 1 round	CD	84	
Sacred Healing I	Ability to turn undead Heal 8 ranks	Allies gain fast healing 3 for a short time	CD	84	
Sacred Healing II	Ability to turn undead	Expend turn attempt for bonus on healing attempts	PH II	89	
Sacred Purification	Ability to turn undead Sacred Healing II	Expend turn attempt to heal living and harm undead	PH II	89	
Sacred Radiance	Ability to turn undead Divine caster level 9th	Expend turn attempt to create radius of light that soothes allies, hampers undead	PH II	89	
Sacred Vengeance	Ability to turn undead	+2d6 points of damage on melee attacks against undead	LM	30	

Sacred Vitality	Ability to turn undead	Gain immunity to ability damage, ability drain, and energy drain	LM	30
Sanctify Water	Cha 13	Convert water within 20 ft. radius into holy water	SW	93
Spurn Death's Touch	Ability to channel positive energy			
True Believer	Ability to turn undead	Heal ability damage, paralysis, negative level	LM	30
	Alignment within one step of deity's	Gain +2 bonus on one save each day	CD	86
	Worship one deity			

Tactical Feats	Prerequisites	Benefit	Source	Page	Note
Blood-Spiked Charger	Str 13 Base attack bonus +6 Power Attack Proficiency with armor spikes and shield spikes Weapon Focus (armor spikes) Weapon Focus (shield spikes)	Gain armor and shield spike maneuvers	PH II	92	1
Cavalry Charger	Base attack bonus +6 Mounted Combat Ride 1 rank Ride-By Attack Spirited Charge Trample	See feat description	CW	108	1
Combat Brute	Str 13 Base attack bonus +6 Improved Sunder Power Attack	See feat description	CW	110	1
Combat Cloak Expert	Dex 15 Int 13 Base attack bonus +6 Combat Expertise Dodge	Gain cloak maneuvers	PH II	93	1
Combat Panache	Bluff 8 ranks Intimidate 8 ranks Perform 8 ranks	Gain charismatic combat maneuvers	PH II	93	1
Confound the Big Folk	Small or smaller Tumble 10 ranks Underfoot Combat	See feat description	RoW	153	
Crowd Tactics	Dex 13 Dodge Hide 5 ranks	Gain move and skill bonuses in crowd	RoD	156	
Einhänder	Base attack bonus +6 Tumble 6 ranks	Gain one-handed weapon combat maneuvers	PH II	94	1
Elusive Target	Dex 13 Base attack bonus +6 Dodge Mobility	See feat description	CW	110	
Formation Expert	Base attack bonus +6	See feat description	CW	110	1
Giantbane	Base attack bonus +6 Medium or smaller size Tumble 5 ranks	See feat description	CW	111	1
Mad Alchemist	Craft (alchemy) 6 ranks Grenadier	Gain thrown item combat maneuvers	PH II	94	
Raptor School	Wis 13 Base attack bonus +6 Jump 5 ranks	See feat description	CW	111	1
Roofwalker	Dex 13 Balance 5 ranks Dodge Jump 5 ranks Mobility	Gain move, skill, and AC bonuses on rooftops	RoD	156	

Shadow Striker	Hide 12 ranks Move Silently 12 ranks	Gain stealthy combat maneuvers	PH II	94	1
Shock Trooper	Str 13 Base attack bonus +6 Improved Bull Rush Power Attack	See feat description	CW	112	1
Spell Rehearsal Sun School	Caster level 1st Base attack bonus +4 Flurry of Blows ability	Gain benefits from repetitious spellcasting See feat description	RoDr CW	105 112	
Winged Warrior	Base attack bonus +4 Hover Must have wings	See feat description	RoW	153	1
Wing Expert	Flyby Attack Wings and a glide or fly speed	Use your wings for tactical advantages	RoDr	105	
Wolfpack	Dex 15 Dodge Mobility Spring Attack Base attack bonus +6	See feat description	RoW	153	
Woodland Archer	Point Blank Shot Base attack bonus +6	See feat description	RoW	154	1

Weapon Style Feats

	Requirements	Benefit	Source	Page	Note
Anvil of Thunder	Dex 15 Str 13 Base attack bonus +1 Improved Sunder Power Attack Proficiency with weapon Two-Weapon Fighting Weapon Focus (battleaxe, handaxe, or dwarven waraxe) Weapon Focus (warhammer or light hammer)	Target hit with both axe and hammer becomes dazed if it fails Fortitude save	CW	112	
Axespike	Armor Proficiency (heavy) Base attack bonus +1 Proficiency with armor spikes Proficiency with greataxe Proficiency with weapon Weapon Focus (armor spikes)	Make secondary attack with armor spikes with full attack	RoS	137	
Bear Fang	Dex 15 Str 15 Base attack bonus +1 Power Attack Proficiency with weapon Two-Weapon Fighting Weapon Focus (battleaxe, handaxe, or dwarven waraxe) Weapon Focus (dagger)	Free grapple attempt against target hit with both dagger and axe	CW	112	
Crescent Moon	Dex 17 Int 13 Base attack bonus +1 Combat Expertise Improved Disarm Improved Two-Weapon Fighting Proficiency with weapon Two-Weapon Fighting Weapon Focus (bastard sword, longsword, scimitar, or short sword) Weapon Focus (dagger)	Free disarm attempt against target hit with both dagger and sword	CW	113	

Hammer's Edge	Dex 15 Str 15 Base attack bonus +1 Improved Bull Rush Power Attack Proficiency with weapon Two-Weapon Fighting Weapon Focus (bastard sword, longsword, or scimitar) Weapon Focus (warhammer or light hammer)	Target hit with both sword and hammer falls prone it fails Fortitude save	CW	113
High Sword Low Axe	Dex 15 Int 13 Base attack bonus +1 Combat Expertise Improved Trip Proficiency with weapon Two-Weapon Fighting Weapon Focus (bastard sword, longsword, scimitar, or short sword) Weapon Focus (battleaxe, handaxe, or dwarven waraxe)	Free trip attempt against target hit with both sword and axe	CW	113
Lightning Mace	Dex 15 Base attack bonus +1 Combat Reflexes Proficiency with weapon Two-Weapon Fighting Weapon Focus (light mace)	Gain extra attack after scoring threat while wielding two light maces	CW	113
Net and Trident	Dex 15 Base attack bonus +1 Exotic Weapon Proficiency (net) Proficiency with weapon Two-Weapon Fighting Weapon Focus (trident)	Make combined attack with net and trident	CW	114
Quick Staff	Dex 15 Int 13 Base attack bonus +1 Combat Expertise Dodge Proficiency with weapon Two-Weapon Fighting Weapon Focus (Quarterstaff)	Gain extra dodge bonus when wielding quarterstaff	CW	114
Shielded Axe	Dex 15 Base attack bonus +1 Proficiency with dwarven waraxe Proficiency with handaxe Shield Proficiency Two-Weapon Fighting Weapon Focus (dwarven waraxe) Weapon Focus (handaxe)	Retain buckler's shield bonus when making full attack with waraxe and handaxe	RoS	144
Spellrazor	Dex 15 Base attack bonus +1 Combat Casting Concentration 5 ranks Exotic Weapon Proficiency (gnome quickrazor) Two-Weapon Fighting	Make off-hand attack with quickrazor when casting touch attack spell	RoS	144
Spinning Halberd	Dex 15 Base attack bonus +1 Combat Reflexes Proficiency with weapon Two-Weapon Fighting Weapon Focus (Halberd)	Gain dodge bonus and extra attack when making full attack with halberd	CW	114

Three Mountains	Str 13 Base attack bonus +1 Cleave Improved Bull Rush Power Attack Proficiency with weapon Weapon Focus (heavy mace, morningstar, or greatclub)	Target hit twice with mace, morningstar, or greatclub becomes nauseated if it fails Fortitude save	CW	114
Turtle Dart	Armor proficiency of the appropriate sort Base attack bonus +1 Exotic Armor Proficiency (battle plate or mountain plate) Exotic Shield Proficiency (extreme shield) or Tower Shield Proficiency Proficiency with short sword Shield proficiency Weapon Focus (short sword)	Do not provoke AoO for moving from any creature that you attack with your short sword in the same round	RoS	145

Monstrous Feats	Requirements	Benefit	Source	Page	Note
Awaken Frightful Presence	Cha 11 Dragon type	Gain frightful presence ability	DRAC	67	
Awaken Spell Resistance	Con 13 Dragon type	Gain spell resistance ability	DRAC	67	
Baleful Moan	Cha 13 Base attack bonus +1 Daunting Presence Incorporeal subtype Undead type	Emit a terrifying moan	LM	24	4
Bonus Breath	Breath weapon with limited uses per day Extend spell or Extend Spell-Like Ability	Breath 1 additional time	SS	31	3
Contagious Paralysis	Paralysis as extraordinary or supernatural ability	Paralysis spreads to those who touch target	LM	25	
Corrupted Wild Shape	Undead type Wild shape class feature	Undead druid retain ability to wild shape	LM	25	
Deadly Poison	Con 19 Poison special attack that deals ability damage as secondary damage Virulent Poison	Double secondary poison damage	SS	31	
Death Master	Cha 13 Base attack bonus +1 Daunting Presence Undead type	On your critical hit, target is also shaken	LM	26	
Eviscerator	Cha 13 Base attack bonus +8 Daunting Presence Death Master Improved Critical Proficiency with weapon Undead type	On your critical hit, foe and its allies are shaken	LM	26	
Detach	Con 19 Regeneration	Detach a portion of your body that can attack of its own	SS	32	
Draconic Knowledge	Int 19 Any three Knowledge skills True dragon	Bardic knowledge like ability	DRAC	69	
Dust Cloud	Dex 19 Int 19 Combat Reflexes Huge size Wings or tail	Create a dust cloud with your limb	SS	33	
Embed Spell Focus	Con 13 Ability to cast spells Dragon type	Focus component becomes a part of you	DRAC	69	

Empower Ability Damage	Cha 11 Incorporeal subtype Supernatural ability to drain or damage an ability score Undead type	Increase variable effects of ability damage or ability drain	LM	26	
Endure Blows	Con 13 Dragon type Toughness	Gain damage reduction 2/-	DRAC	70	
Endure Sunlight	Sunlight powerlessness or sunlight-related weakness	Resist dangerous effects of sunlight	LM	26	
Extended Reach	Nonrigid body or nonrigid attack form Small or larger size	+5 feet to your normal reach	SS	34	
Extra Item Space	Multiple limbs or heads	Wear an additional magic item	SS	34	3
Final Strike	Acid, air, cold, earth, electricity, fire or water subtype	When you are killed your body explodes to deal damage	SS	34	
Ghostly Grasp	Cha 15 Incorporeal subtype	Use corporeal items	LM	27	
Improved Energy Drain	Cha 15 Energy drain supernatural ability	Draw extra power from energy-drained victims	LM	27	
Spell Drain	Cha 15 Caster level 5th Energy drain supernatural ability Improved Energy Drain	Gain spells lost by the negative levels you bestow	LM	30	
Improved Paralysis	Ability Focus (paralysis) Paralysis as extraordinary or supernatural??? ability Undead type	+4 DC to paralysis ability	LM	27	
Improved Speed	Str 13 Dragon type	Fly speed +20 ft., other speeds +10 ft.	DRAC	71	
Improved Turn Resistance	Undead type	Increase turn resistance by +4	LM	27	
Improved Web	Ability to create webs as an extraordinary ability at least twice per day	+2 to DC to escape or burst your webs	SS	36	
Irresistible Gaze	Gaze attack	+2 to DC against your gaze attack	SS	37	
Piercing Gaze	Int 13 Cha 15 Gaze attack Irresistible Gaze	+30 feet to range of your gaze attack	SS	38	
Lifebond	Cha 11 Undead type	Bond with chosen living creature to gain benefits	LM	28	2
Life Drain	Cha 13 Energy drain supernatural ability	Negative levels you bestow deal more hp	LM	28	
Lifesense	Cha 13 Con - (no Constitution score)	Living creatures provide illumination	LM	28	
Mighty Roar	Animal or magical beast Large size	Roar 1 per day; opponents shaken	SS	37	
Greater Mighty Roar	Animal or magical beast Large size Mighty Roar	Roar 1 per day; opponents panicked	SS	35	
Mindsight	Telepathy special ability	Detect and pinpoint beings that are not mindless within range of telepathy	LoM	126	
Multiattack	See [General]				
Improved Multiattack	Multiattack Three or more natural attacks	No penalty on secondary attacks	DRAC	70	
Multigrab	Str 17 Improved Grapple	Only -10 penalty while grappling an opponent with only part of your body	SS	37	
Greater Multigrab	Str 19 Dex 15 Improved Grab Multigrab	No penalty while grappling an opponent with only part of your body	SS	35	

Rending Constriction	Str 19 Dex 15 2 constricting limbs Constrict ability Greater Multigrab Improved Grab Multigrab	Rend while you constrict an opponent	SS	39
Multivoice	Dex 17 Int 15 2 or more heads Base attack bonus +6 Improved Two-Weapon Fighting Multiattack Quicken Spell Three or more natural attacks Two-Weapon Fighting See [General]	Cast 1 additional spell per round	SS	37
Multiweapon Fighting	Dex 15 3 arms Base attack bonus +9 Multiweapon Fighting Multidexterity ???	Second extra attack with each offhand weapon	SS	36
Greater Multiweapon Fighting	Dex 19 3 arms Base attack bonus +15 Improved Multiweapon Fighting Multiweapon Fighting Multidexterity ???	Up to 3 attacks with offhand at -10	SS	35
Multitasking	Dex 15 Int 15 4 or more arms Base attack bonus +9 Improved Multiweapon Fighting Multiattack Multiweapon Fighting Multidexterity ???	Use your arms to perform distinct partial actions	SS	37
Narrowed Gaze	Int 13 Gaze attack	Choose to limit your gaze to an active gaze	SS	37
Necrotic Reserve	Cha 13 Supern. abil. to drain/damage an ability score or drain energy	Drain abilities or levels to survive below 0 hit points	LM	28
Pervasive Gaze	Int 13 Gaze attack	Reduce chance to avoid your gaze to 25%	SS	37
Poison Resistance	Poison special attack as an extraordinary ability	+2 competence bonus on Fort save against poison	SS	38
Poison Immunity	Poison Resistance Poison special attack as an extraordinary ability	Immunity to poison	SS	38
Positive Energy Resistance	Undead type	Resistance 10 to positive energy effects	LM	29
Prehensile Tail	Dex 15 Str 13 Two-Weapon Fighting	Use your tail as an extra hand	SS	38
Quicken Manifestation	Ability to manifest from the Ethereal Plane to the Material Plane	Manifest from Ethereal Plane as free action	LM	29
Rapid Breath	Breath weapon Quicken Spell or Quicken Spell-Like Ability	Reduce your time to use your breath weapon again	SS	39
Rapidstrike	Dex 9 1+ pairs of natural weapons Aberration, dragon, elemental, mag. beast or plant type	Make one extra natural weapon attack at a -5 penalty	DRAC	73

Improved Rapidstrike	Dex 9 1+ pairs of natural weapons Aberration, dragon, elemental, mag. beast or plant type Base attack bonus +15 Rapidstrike	Make multiple natural weapon attacks at a cumulative -5 penalty	DRAC	70	
Snatch [General]	Size Huge or larger	Grab and hold smaller creatures in mouth	MM	304	
Improved Snatch	Size Huge or larger Snatch	Use snatch against bigger targets	DRAC	71	
Snatch and Swallow	Con 19 Dragon Improved Snatch Size Huge or larger Snatch	Swallow opponent held in mouth	DRAC	73	
Tail Constrict	Dragon Improved Snatch Size Huge or larger Snatch	Grab opponents with tail, deal extra tail slap damage	DRAC	74	
Multisnatch	Str 17 Size Huge or larger Snatch	Penalty to maintain hold lessens to -10	DRAC	72	
Rend	Str 13 2 claw attacks Power Attack Size Huge or larger Snatch	Deal extra damage on claw attacks	DRAC	73	
Stamp	Feet Huge size Trample special attack	Create shockwave to damage your opponents	SS	39	
Suppress Weakness	Energy vulnerability Iron Will	Lessen vulnerability to energy type	DRAC	74	
Overcome Weakness	Energy vulnerability Iron Will Suppress Weakness	Remove vulnerability to energy type	DRAC	72	
Surrogate Spellcasting	Wis 13 Nonhumanoid or nonhumanlike form	Substitute verbal and somatic components	SS	39	
Tail Sweep Knockdown	Tail sweep attack	Tail sweep knocks opponents prone	DRAC	74	
Thick-Skinned	Damage Reduction	Existing Damage Reductions improves by 2	SS	40	
Touch of Taint	Natural attack dealing ability damage, drain, or energy drain	Deal taint to target	HoH	124	
Virulent Poison	Poison special attack as an extraordinary ability	+2 to DC of Fort save against your poison	SS	40	
Whirlwind Tail sweep	Tail sweep attack	Tail sweep affects full circle, not semicircle	DRAC	75	
Wingstorm	Str 13 Dragon Fly speed 20 feet Hover Power Attack Size Large or larger	Use wings to create wind effects against foes	DRAC	75	
New Feats	Prerequisites	Benefit	Source	Page	Note
[Creature Type] Trainer	Handle Animal 8 ranks	You may rear and train creatures of other than animal or beast type	AEG	73	2
Extra Tricks	Animal or magical beast with 1 or 2 Must know at least one trick	The creature can learn three more tricks than normal	CV	101	3

Wild Feats	Prerequisites	Benefit	Source	Page	Note
Blindsense	Listen 4 ranks Wild shape	Spend wild shape use to gain Blindsense 30 ft.	CV	114	
Boar's Ferocity	Ability to use wild shape	Fight while at negative hit points	CD	79	
Cheetah's Speed	Ability to use wild shape	Speed becomes 50 ft. for 1 hour	CD	79	
Climb like an Ape	Wild shape	Spend wild shape use to gain climb movement mode	CV	114	
Cougar's Vision	Spot 2 ranks Wild shape	Spend wild shape use to gain low-light vision	CV	114	
Dragon Wild Shape [General]	Wis 19 Knowledge (nature) 15 ranks Wild shape ability	You can take the form of a dragon	DRAC	105	
Eagle's Wings	Ability to use wild shape	Grow wings for 1 hour	CD	80	
Elephant's Hide	Ability to use wild shape into a Large shape	Gain +7 natural armor bonus for 10 minutes	CD	81	
Extra Wild Shape	Ability to use wild shape	Gain two additional wild shape uses per day	CD	81	3
Fast Wild Shape	Dex 13 Ability to use wild shape	Wild shape as a move action	CD	81	
Grizzly's Claws	Ability to use wild shape	Gain claws for 1 hour	CD	82	
Hawk's Vision	Spot 4 ranks Wild shape	Spend wild shape use to gain +8 to Spot checks and cut range increment penalties in half	CV	114	
Lion's Pounce	Ability to use wild shape	Make full attack on a charge	CD	82	
Master Wild Shape	Ability to use wild shape	Gain all extraordinary abilities of the animal form	ELH		
Oaken Resilience	Ability to use wild shape	Become like a tree and gain plants immunities	CD	82	
Savage Grapple	Wild shape Sneak attack	Deal sneak attack damage when grappling in wild shape	CV	114	
Scent	Wild shape	Spend wild shape use to gain scent	CV	114	
Serpent's Venom	Ability to use wild shape	Gain a poisonous bite attack for 1 minute	CD	84	
Stone Form	Con 13 Wild shape class feature	Wild shape into stony form	RoS	144	
Swim like a Fish	Ability to use wild shape	Swim underwater for 1 hour	CD	85	
Wolverine's Rage	Ability to use wild shape	Enter a rage for 5 rounds	CD	86	

Heritage Feats	Prerequisites	Benefit	Source	Page	Note
Air Heritage	-	Fly speed +30 ft., +2 on Balance and Jump checks	PLH	37	
Anarchic Heritage	Nonlawful alignment	+4 on saves ag. polymorph/petrification, +1 on saves ag. spells by lawful cr.	PLH	38	
Axiomatic Heritage	Nonchaotic alignment	+4 on Will saves ag. enchantments, +1 on saves ag. spells by chaotic cr.	PLH	38	
Celestial Heritage	Nonevil alignment	+4 on Fort saves ag. diseases, +1 on saves ag. spells by evil cr.	PLH	38	
Celestial Sorcerer Heritage	Sorcerer level 1st	Gain bonus spell and a bonus on saves against electricity and petrification	PH II	90	
Celestial Sorcerer Aura	Celestial Sorcerer Heritage Sorcerer level 1st	Expend spell slot to create righteous aura	PH II	90	
Celestial Sorcerer Lance	Sorcerer level 1st Celestial Sorcerer Heritage	Expend spell slot to create energy bolt that harms evil creatures	PH II	90	
Celestial Sorcerer Lore	Any two other celestial sorcerer heritage feats Celestial Sorcerer Heritage Sorcerer level 1st	Add <i>magic circle against evil</i> , <i>tongues</i> , <i>teleport</i> to list of spells known	PH II	90	
Celestial Sorcerer Wings	Celestial Sorcerer Heritage Sorcerer level 1st	Expend spell slot to fly for a short period of time	PH II	91	
Earth Heritage	-	+4 on checks to avoid being bull rushed or tripped, +1 on weapon damage if you + foe touch ground	PLH	38	
Fiendish Heritage	Nongood alignment	+4 on Fort saves ag. poison, +1 on saves ag. spells by good cr.	PLH	39	
Fire Heritage	-	+1 on initiative checks, +1 fire damage from unarmed/natural attacks	PLH	39	
Infernal Sorcerer Heritage	Sorcerer level 1st	Gain bonus against fire and poison, +2 caster level with conjuration (summoning)	PH II	91	
Infernal Sorcerer Eyes	Infernal Sorcerer Heritage Sorcerer level 1st	Expend spell slot to see in darkness	PH II	91	
Infernal Sorcerer Howl	Infernal Sorcerer Heritage Sorcerer level 1st	Expend spell slot to create cone of sonic energy	PH II	91	
Infernal Sorcerer Resistance	Infernal Sorcerer Heritage Sorcerer level 1st	Gain acid and cold resistance	PH II	91	
Natural Heavyweight	-	Double carrying capacity, +2 on Climb or Jump checks in normal gravity (+4 in light gravity)	PLH	40	

Shadow Heritage	-	+3 on Hide or Move Silently checks when in darkness or shadow	PLH	42
Water Heritage	-	Gain swim speed of 20 ft. or increase swim speed by 20 ft., +4 on Con checks for holding breath	PLH	42
Improved Elemental Heritage	Air, Earth, Fire or Water Heritage	Resistance 5 to acid, cold, electricity, or fire; +2 on saves ag. spells of matching descriptor	PLH	40
Improved Outer Planar Heritage	Anarchic, Axiomatic, Celestial or Fiendish Heritage	Your unarmed or natural attacks are treated as having the matching alignment	PLH	40

Racial Feats	Prerequisites	Benefit	Source	Page	Note
Able Learner	Human or doppelganger Character level 1st	Cross-class skills cost less per rank	RoD	150	
Ancestral Knowledge	Dwarf Wis 15	Make untrained Knowledge checks and use Wisdom modifier	RoS	136	
Battle Hardened	Dwarf Base attack bonus +4	Gain +4 bonus on saves against fear, +2 on initiative checks	RoS	137	
Breathing Link	Aquatic elf or water genasi Base Will save +2	Share your breathe water ability with another	SW	92	
Burrow Friend	Gnome Cha 13	Gain +2 bonus on Handle Animal and wild empathy checks with burrowing animals	RoS	137	
Centaur Trample	Centaur Dex 15	Gain hoof attack against foes you overrun	RoW	148	
Channeled Rage	Half-orc [Hobgoblin] Ability to rage	Use your rage to improve Will saves	RoD	150	
Clan Prestige	Dwarf Cha 13	Gain +4 bonus on Charisma checks against members of the same clan	RoS	137	
Complementary Insight	Half-elf	Increase bonus from skill synergy to +3	RoD	150	
Diverse Background	Half-human Character level 1st	You gain a second favored class	RoD	150	
Dwarven Armor Proficiency	Dwarf Armor Proficiency (heavy) Armor Proficiency (medium)	Gain proficiency with dwarf exotic armors	RoS	138	1
Earth Fist	Dwarf or Gnome Con 13 Wis 13 Earth Sense Improved Unarmed Strike	Unarmed attacks are treated as cold iron while you touch solid ground	RoS	138	1
Elf Dilettante	Elf Int 13	+1 bonus on all untrained skill checks	RoW	150	
Focused Mind	Elf Concentration 2 ranks	+2 bonus when taking 10 or taking 20 on Intelligence checks	RoW	151	
Githyanki Dragonrider	Githyanki Ride 5 ranks	Gain +2 bonus on Diplomacy on Ride checks with red dragons; +1 bonus on Reflex saves and AC	MM IV	202	1
Gnoll Ferocity	Gnoll Rage or frenzy ability	Gain bite attack for 1d6 points of damage	RoW	151	
Gnome Foe Killer	Gnome	Gain +2 bonus on weapon damage rolls against [...] goblinoids	RoS	140	
Heroic Destiny	Human or half-human	Add +1d6 to d20 roll once per day	RoD	152	
Fearless Destiny	Human or half-human Character level 6th Heroic Destiny	Avoid death once per day	RoD	152	
Protected Destiny	Human or half-human Character level 3rd Heroic Destiny	Reroll saving throw once per day	RoD	153	
Human Heritage	Character level 1st Half-human or human-descended race	You gain the human subtype and 4 skill points	RoD	152	
Improved Frosty Touch	Uldra	Frost touch ability does 2 cold damage	FB	49	1???
Landwalker	Aquatic elf	Triple how long you can stay out of water	SW	92	
Lightfeet	Elf Dex 13 Balance 2 ranks Move Silently 2 ranks	Move quietly, leaving behind few traces	RoW	151	
Menacing Demeanor	Orc [goblin] blood or orc [goblin] subtype	You gain a +4 bonus on Intimidate checks	RoD	153	
Moradin's Smile	Dwarf	Gain +2 bonus on all Cha-based skill checks	RoS	142	

Natural Trickster	Gnome Cha 13	Gain 1st-level illusion spell as spell-like ability	RoS	143
Piercing Sight	Gnome	Gain +4 bonus on saves to disbelieve illusions	RoS	143
Sociable Personality	Half-elf Cha 13	You may reroll Diplomacy and Gather Information checks	RoD	153
Titan Fighting	Dex 13 Dodge Racial dodge bonus against giants	Apply racial dodge bonus to AC when dodging large opponents	RoS	145 1
Trivial Knowledge	Gnome Int 13	Choose higher of two Knowledge or bardic knowledge checks	RoS	145
Water Adaptation	Aquatic half-elf	Breathe water and air equally well, gain swim speed 20 ft.	SW	94

Bardic Music Feats	Prerequisites	Benefit	Source	Page	Note
Chant of Fortitude	Bardic music Concentration 9 ranks Perform 9 ranks	Bardic music keeps allies conscious at negative hit points	CV	113	
Enchanting Song	Bardic music Perform (any) 5 ranks Spell Focus (Enchantment)	Spend bardic music to increase enchantment spell caster level and DC by 1	RoS	139	
Inspire Spellpower	Bardic music Perform (any) 8 ranks	New songs increases allies' caster level by 1	RoS	141	
Ironskin Chant	Bardic music Concentration 12 ranks Perform 12 ranks	Use bardic music to gain DR 5/-	CV	113	
Lyric Spell	Able to cast 2nd-level arcane spells spontaneously Bardic music Perform 9 ranks	Spend bardic music uses to cast extra spells	CV	113	
Metamagic Song	Any two metamagic feats Bardic music	Spend bardic music to apply metamagic to spells	RoS	142	
Misleading Song	Bardic music Perform (any) 5 ranks Spell Focus (Illusion)	Spend bardic music to increase illusion spell caster level and DC by 1	RoS	142	

Draconic Feats	Prerequisites	Benefit	Source	Page	Note
Draconic Heritage	Sorcerer level 1st	Gain class skills, dragonblood subtype, and bonus on saves against magic <i>sleep</i> and paralysis	RoDr	102	
Draconic Arcane Grace	Draonic Heritage Sorcerer level 1st	Give up a spell slot for a bonus on a saving throw	RoDr	102	
Draconic Breath	Draonic Heritage Sorcerer level 1st	Convert spell energy into a breath weapon	RoDr	102	
Draconic Claw	Draonic Heritage Sorcerer level 1st	Gain claws and make a swift claw attack when you cast a spell	RoDr	102	
Draconic Flight	Draonic Heritage Sorcerer level 1st	After casting a spell, fly for the rest of the round	RoDr	102	
Draconic Her Legacy	Draonic Heritage Sorcerer level 1st	Gain spells known based on your dramatic heritage	RoDr	104	
Draconic Persuasion	Any four draconic feats Draonic Heritage Sorcerer level 1st	Spellcasting grants a bonus on select Charisma-based skills	RoDr	104	
Draconic Power	Draonic Heritage Sorcerer level 1st	+1 caster level and save DC for spells of the energy type matching your Draconic Heritage	RoDr	104	
Draconic Presence	Draonic Heritage Sorcerer level 1st	Render lower-HD opponents shaken when you cast a spell	RoDr	104	
Draconic Resistance	Draonic Heritage Sorcerer level 1st	Gain energy resistance based on number of draconic feats you have	RoDr	105	
Draconic Skin	Draonic Heritage Sorcerer level 1st	Your natural armor bonus increases by 1	RoDr	105	

Draconic Toughness	Draconic Heritage Sorcerer level 1st	Gain 2 hit points for each draconic feat you have	RoDr	105
---------------------------	---	---	------	-----

Metabreath Feats

	Prerequisites	Benefit	Source	Page	Note
Clinging Breath	Con 13 Breath weapon Monstrous form	Breath deals extra damage 1 round later	DRAC	67	
Lingering Breath	Con 15 Breath weapon Clinging Breath Monstrous form	Breath remains as cloud for 1 round	DRAC	71	
Enlarge Breath	Con 13 Breath weapon Monstrous form	Length of breath weapon increases by 50%	DRAC	70	
Heighten Breath	Con 13 Breath weapon Monstrous form	Increase save DC against breath weapon	DRAC	70	
Maximize Breath	Con 17 Breath weapon Monstrous form	Maximize breath weapon's variable, numeric effects	DRAC	71	
Quicken Breath	Con 19 Breath weapon Monstrous form	Use breath weapon as free action	DRAC	73	
Recover Breath	Con 17 Breath weapon Monstrous form	Use breath weapon more often	DRAC	73	
Shape Breath	Con 13 Breath weapon Monstrous form Size Small or larger	Expel breath weapon as line or cone	DRAC	73	
Split Breath	Con 13 Breath weapon Monstrous form Shape Breath Size Small or larger	Divide breath weapon into two attacks	DRAC	74	
Spreading Breath	Con 15 Breath weapon Monstrous form Shape Breath Size Small or larger	Expel breath weapon as spread effect	DRAC	74	
Extend Spreading Breath	Con 15 Breath weapon Monstrous form Shape Breath Size Small or larger Spreading Breath	Expel breath weapon as spread effect that can be used at range	DRAC	70	
Tempest Breath	Str 13 Breath weapon Monstrous form Power Attack Size Large or larger	Breath weapon also produces wind effects	DRAC	74	

Initiate Feats	Prerequisites	Benefit	Source	Page	Note
Arcane Insight	Cleric level 3rd Deity Boccob	Knowledge (arcana) is a class skill, +2 on Spellcraft checks, additional spells	RoD	154	
Dread Tyranny	Str 13 Cleric level 3rd Deity Hextor	Intimidate is a class skill, add Str bonus to Intimidate checks, additional spells	RoD	154	
Eternal Strength	Str 13 Cleric level 5th Deity Kord	+4 on saves vs. Str damage or drain, additional spells	RoD	155	
Far Horizons	Cleric level 1st Deity Fharlanghn	Climb, Jump, and Swim are class skills, always know north, additional spells	RoD	155	
Law Inviolat	Cleric level 1st Deity St. Cuthbert Lawful alignment	Weapons are lawful, additional spells	RoD	155	
Radiant Fire	Cleric level 3rd Deity Pelor	+2 damage against evil creatures, additional spells	RoD	155	
Undying Fate	Cleric level 3rd Deity Wee Jas	Determine if other creatures are dying, additional spells	RoD	155	
Whispered Secrets	Cleric level 1st Deity Vecna	Listen and Spot are class skills, aware of divination attempts, additional spells	RoD	155	

Aberrant Feats

Aberration Blood	Humanoid	Grants bonus on skill, allows other aberrant feats	LoM	178	2
Aberration Wild Shape	Aberration Blood Humanoid Wild shape ability	Assume aberration form with wild shape	LoM	178	
Bestial Hide	Aberration Blood Humanoid	Gain +1 natural armor bonus per two aberrant feats	LoM	179	
Deepspawn	Aberration Blood Humanoid One other aberrant feat	Tentacles grant additional attacks	LoM	179	
Durable Form	Aberration Blood Humanoid	Gain 2 hp per aberrant feat	LoM	180	
Inhuman Reach	Aberration Blood Humanoid	Increase natural reach by 5 feet, take -1 penalty on melee attack rolls	LoM	180	
Inhuman Vision	Aberration Blood Humanoid	Gain darkvision and bonus on Spot checks	LoM	180	
Scavenging Gullet	Aberration Blood Humanoid	+4 bonus against poison, eat anything	LoM	181	
Starspawn	Aberration Blood Humanoid One other aberrant feat	Wings grant flight, resistance to cold 5	LoM	181	
Warped Mind	Aberration Blood Humanoid	+1 bonus on Will saves per two aberrant feats	LoM	182	
Waterspawn	Aberration Blood Humanoid One other aberrant feat	Fins grant Swim bonuses, resistance to cold 5	LoM	182	

Beholder Feats

Agile Tyrant	True beholder or beholderkin	Direct extra eye ray into 90-degree arc	LoM	44
Bane of the Unclean	True beholder or favored enemy beholder	+2 morale bonus on attack, weapon damage, touch AC, and saving throws ag. beholderkin	LoM	44
Disintegration Finesse	Dex 13 Ability to cast disintegrate as a spell, spell-like, or supernatural ability	Elect to disintegrate only portions of target	LoM	44
Focused Antimagic	Beholder with functional antimagic ability	Reduce antimagic cone to single target	LoM	45
Disjunction Ray	Cha 19 Beholder with functional antimagic ability Focused Antimagic	Reduce antimagic cone to ray	LoM	45
Metaray	True beholder or beholderkin One metamagic feat	Enhance one of your eye rays with a metamagic feat	LoM	45
Skilled Telekinetic	Ability to use telekineses as supernatural ability	Use telekinesis to trigger an unattended command word, spell completion, spell trigger magic item	LoM	45

Leader Feats

Extra Followers	Cha 13 Character level 6th Leadership	Lead twice as many followers	HoB	97
Improved Cohort	Cha 15 Character level 6th Leadership	Your cohort's maximum level increases by 1	HoB	98
Inspirational Leadership	Cha 17 Character level 6th Leadership	Your cohort and followers have exceptional morale	HoB	98
Practiced Cohort	Cha 15 Character level 6th Leadership	Your cohort shares your teamwork benefits	HoB	99

Tainted Feats [Nongood + Tainted]

Corrupt Arcana	Spontaneous caster Mild depravity	Prepare corrupt spell not among your spells known	HoH	120
Eldritch Corruption	Metamagic feat Moderate depravity	Enlarge, extend, heighten, or widen a spell at the cost of your ally's Con damage	HoH	122 2
Forbidden Lore	Bardic knowledge or lore class feature Mild depravity	+2, +4, or +6 bonus on bardic knowledge or lore checks regarding sinister topics	HoH	123
Lunatic Insight	Mild depravity	+2 initiative bonus, treat all Knowledge skills as if they were trained skills	HoH	123
Mad Faith	Divine spellcaster Mild depravity	Your depravity grants you bonus spells	HoH	123
Surge of Malevolence	Mild taint	+3, +6, or +9 bonus on a single attack, save, or check	HoH	124
Debilitating Spell	Moderate taint Surge of Malevolence	Spells become evil, deal Con or Wis damage	HoH	120
Debilitating Strike	Moderate taint Surge of Malevolence	Melee attacks become evil, deal Con or Wis damage	HoH	120
Tainted Fury	Con 13 Moderate corruption	Gain bonus hit points and a tainted smite attack while in a tainted fury	HoH	124

Breath Channeling Feats

Entangling Exhalation	Breath weapon Dragonblood subtype	Channel breath weapon to entangle enemies	RoDr	101
Exhaled Barrier	Breath weapon Dragonblood subtype	Channel breath weapon to create wall of energy	RoDr	101
Exhaled Immunity	Breath weapon Dragonblood subtype	Channel breath weapon to grant immunity to energy type	RoDr	102

Furious Inhalation	Con 13 Ability to rage or frenzy Bite Attack Breath weapon Dragonblood subtype	Channel breath weapon to add energy damage to bite while raging	RoDr	102
---------------------------	--	---	------	-----

Ceremony Feats

Ritual Blessing	Good alignment Knowledge (religion) 4 ranks	Gain warding rituals	PH II	86
Ritual Blood Bonds	Orc or half-orc Knowledge (religion) 4 ranks	Gain toughening rituals	PH II	86

Combat Form Feats

Combat Focus	Wis 13	Enter meditative state to gain +2 bonus on Will save	PH II	87
Combat Awareness	Wis 13 Base attack bonus +12 Blind-Fight Combat Focus	Learn hit point totals of all adjacent creatures	PH II	86
Combat Defense	Dex 13 Wis 13 Base attack bonus +6 Combat Focus	Change target of Dodge feat as immediate action	PH II	87
Combat Stability	Wis 13 Base attack bonus +3 Combat Focus	+4 against bull rush, disarm, grapple, overrun, and trip	PH II	87
Combat Strike	Wis 13 Any two other combat form feats Base attack bonus +15 Combat Focus	Expend combat focus to gain bonus on attacks and damage	PH II	87
Combat Vigor	Wis 13 Base attack bonus +9 Combat Focus	While in focus, gain fast healing 2	PH II	88

Notes

- 1 A fighter may select this feat as one of his fighter bonus feats.
 - 2 You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new weapon, skill, school of magi, or selection of spells.
 - 3 You can gain this feat multiple times. Its effects stack.
 - 4 You can take this feat multiple times. Its effects stack if you take the feat more than once for the same weapon.
 - 5 This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.
 - 6 This feat may be taken twice.
 - 7 A character who has the ability to channel negative energy to rebuke or command undead cannot select this feat.
 - 8 A character who has the ability to channel positive energy to rebuke or command undead cannot select this feat.
 - 9 A monk with the Stunning Fist feat can select this feat as her bonus feat at 2nd level, even if she does not meet the other prerequisites.
 - 10 A monk with the Stunning Fist feat can select this feat as her bonus feat at 8th level, even if she does not meet the other prerequisites.
 - 11 A monk with the Stunning Fist feat can select this feat as long as she has a base attack bonus +9 (other prerequisites can be ignored).
 - 12 You can choose this feat only once.
 - 13 A fighter or wizard can choose this feat as one of the bonus feats those classes grant.
-

Sources

AEG Arms and Equipment Guide
BoED Book of Exalted Deeds
BoVD Book of Vile Darkness
CA Complete Arcane
CD Complete Divine
CV Complete Adventurer
CW Complete Warrior
DRAC Draconomicon
ELH Epic Level Handbook
FB Frostburn
HoB Heroes of Battle
HoH Heroes of Horror
LM Libris Mortis
LoM Lord of Madness
MH Miniatures Handbook
MM Monster Manual
MM IV Monster Manual IV
PH Player's Handbook
PH II Player's Handbook II
PLH Planar Handbook
RoD Races of Destiny
RoDr Races of the Dragon
RoS Races of Stone
RoW Races of the Wild
SA Sandstorm
SS Savage Species
SW Stormwrack
XPH Expanded Psionics Handbook

First Printing

2003/03
2003/10
2002/10
2004/11
2004/05
2005/01
2003/12
2003/11
2002/00
2004/09
2005/05
2005/10
2004/10
2005/04
2003/10
2003/03
2006/07
2003/03
2006/05
2004/07
2004/12
2006/01
2004/08
2005/02
2005/03
2003/02
2005/08
2004/04