

FEAT DESCRIPTIONS (version 1.0)

Player's Handbook

Sword and Fist

Defenders of the Faith

Tome and Blood

Song and Silence

Masters of the Wild

Dragon Magazine

(up to #291)

Psionics Handbook

Book Of Vile Darkness

COMBAT FEATS

Skilled Fighting feats

Ambidexterity	Dex 15+	Ignore off-hand penalty (-4 becomes ± 0)
Two-Weapon Fighting		Reduce two-weapon penalty by 2 (normally -6/-10, becomes -4/-8, or -2/-6 if the off-hand weapon is light)
Multiweapon Fighting (<i>Monster Manual</i>)	3 or more hands	Reduce multi-weapon penalty by 2 (normally -6/-10/-10/etc, becomes -4/-8/-8/etc, or -2/-6/-6/etc if the off-hand weapons are light)
Off-Hand Parry	BA +3, Dex 13+, Ambidexterity, Two-Weapon Fighting, proficiency with weapon	When fighting with two weapons and using the full attack action, you can choose to sacrifice all off-hand attacks for a +2 dodge bonus to AC (if also using a buckler, this stacks). Must be using a bladed or hafted weapon a size smaller than you.
Improved Two-Weapon Fighting (depends on Two-Weapon Fighting)	BA +9, Ambidexterity, Two-Weapon Fighting	Get one additional attack with the off-hand weapon, but at a -5 penalty (in other words, a fighter who normally get 3 attacker per round, but who is fighting with two weapons, gets 5 attacks: 3 with main weapon, 2 with off-hand weapon)
Greater Two-Weapon Fighting	BA +15, Improved Two-Weapon Fighting	You get a third attack with an off-hand weapon, at a -10 penalty.
Pin Shield	BA +4, Two-Weapon Fighting	You have to be fighting with two weapons. Make an off-hand attack against an enemy shield, and if successful you then make a regular attack against opponent who is now minus his shield bonus.
Blind-fight		Reroll miss chance for concealed opponents; invisible opponents have less advantage; reduced penalty for blind movement
Blindsight, 5' radius (depends on Blind-fight)	Blindsight	Detect location of opponents within 5', despite invisibility or darkness (but ineffective against noncorporeal beings).
Close quarters fighting	BA +3	You get an attack of opportunity even if opponent has improved grab feat. If you inflict damage with the attack of opportunity, the damage is added to your grapple check to avoid being grappled.
Dirty Fighting	BA +4	Each successful melee attack adds +1d4 damage.
Eyes in the back of your head	BA +3, Wis 19+	As long as you have your dexterity modifier active, opponents do not get any flanking bonus against you.
Prone Attack	BA +2, Dex 15+, Lighting Reflexes	You can fight while prone with no penalties to attack rolls. If attack is successful, you can regain your feet as a free action.
Mantis Leap	Monk level 7+, 5 ranks in Jump	You can use a successful jump check as a charge. If your charge attack is successful, you do normal damage, plus your strength modifier x2

Pyro		When you set fires (e.g. a flaming oil attack) you get an extra +1 damage per die, and the DC for the saving throw increases by +5 (normally DC 15, now DC 20)
Extra Favoured Enemy	BA +5, at least on favoured enemy	You get an extra favoured enemy. The bonus starts at +1, and increases normally thereafter.
Favoured Critical	BA +5, at least one favoured enemy	Against a favoured enemy normally subject to critical hits, your threat ranges double. Does not stack with improved critical.
Supernatural Critical	BA +7, favoured enemy normally immune to criticals	Against an favoured enemy normally immune to critical hits, if you get a critical hit, you do an extra 1D6 damage per damage multiplier (e.g. longsword does x3 critical, so you get an extra 3d6)
Multiattack	Access to form with 3+ natural weapons	Secondary attacks with natural weapons is reduced to only a -2 penalty (instead of the usual -5)
Multidexterity	Dex 15+, access to form with 3+ arms	You ignore all off-hand penalties for multiple arms (like ambidexterity for multi-armed creatures)
Swarmfighting (#285)	BA +1, Dex 13+, small size, halfling only	Two advantages: (1) you can occupy the same 5-foot square area as another allied creature with swarmfighting (2) when you and allies who have swarmfighting attack a medium or larger creature, you get a moral bonus of +1 to attack for each ally involved, up to a maximum of your Dexterity bonus.
Ability Focus (<i>Monster Manual II</i> , p. 18)		Pick a monster's special attack. The DC for a save against the special attack increases by +2.

Quickness Feats

Quick Draw	BA +1	Drawing a weapon is a free action, not a move-equivalent action
Flick of the Wrist	Dex 17+, Quick Draw	If you draw a light weapon and make a melee attack with it same round, your opponent is caught flat footed (for this attack only). Work only once per combat.
Improved Initiative		+4 to initiative checks; can only be taken once
Death blow	BA +2, Improved Initiative	A coup-de-grace is a standard action, not a full-round action.
Combat reflexes		Additional attacks of opportunity (based on dexterity modifier, but still only one per opponent). You can also make attacks of opportunity when flat footed.
Expert Tactician	Dex 13+, BA +2, Combat Reflexes	You can make one extra melee attack against an opponent within melee reach who is denied Dex bonus for any reason. You take the attack before or after your regular action when your turn comes. Applies to only one opponent per turn.
Dual strike	BA +3, Combat reflexes	If both you and an ally have this feat, your flanking bonus goes from +2 to +4.
Hold the Line	BA +2, Combat Reflexes	You can make an attack of opportunity against a charging opponent, which is resolved before the charge attack is resolved.

Toughness Feats

Endurance		+4 bonus to any stamina checks; <u>can be taken multiple times</u>
Great Fortitude Iron Will Lightning Reflexes		+2 to appropriate saving throw; <u>can be taken multiple times</u>
Toughness Dwarf Toughness Giant Toughness Dragon Toughness	Base Fort save +5 Base Fort save +8 Base Fort save +11	+3 hit points; can be taken multiple times +6 hit points; can be taken multiple times +9 hit points; can be taken multiple times +12 hit points; can be taken multiple times
Remain Conscious	BA +2; Endurance, Iron Will, Toughness	You can take partial actions until -10 hit points
Faster Healing	Base Fort save +5	You recover hit points and ability points faster (see table, p. 23 of Masters of the Wild)
Rapid Metabolism	Con 13+	You naturally heal hit points at regular rate + constitution modifier
Psionic Metabolism	Rapid Metabolism	You convert 1 point of normal damage to 1 point of subdual damage per hour, if you expend 1 power point in that hour.
Greater Resiliency	Damage reduction as class feature or innate ability	Your damage reduction increases by +1/-. <u>Can be taken multiple times.</u>
Resist Disease		+4 on Fort saves versus disease.
Resist Poison		+4 on Fort saves versus poison.
Poison Immunity		Immunity to one specific poison (artificial or of a specific creature). Also, a +1 circumstance bonus vs other poisons. <u>Can be taken more than once, for new poison immunities, but bonus does not stack.</u>
Resistance to Energy	Base Fort save +8	Choose an energy form. You gain resistance 5 to that form. Can be taken multiple times, even for the same energy form.
Inertial Armour	reserve power points 1+	You generate either an invisible or glowing energy field around you that gives +4 to AC. Does not stack with regular armour. Works against incorporeal beings.
Psionic Body		<u>Can only be picked at 1st level.</u> At first level, you can replace your CON modifier with your primary discipline ability modifier to determine your starting hit points. Further levels increase using CON as usual, but you gain +1 hit point with every new metapsionic feat.

Dodge feats

Dodge	Dex 13+	+1 to AC vs. a designated opponent
Psionic Dodge	reserve power points 5+	+1 to AC vs. a designated opponent. Stacks with Dodge. Also, if you lose your Dex bonus to AC (for whatever reason) you do not lose this particular Dodge bonus.
Mobility (depends on Dodge)	Dodge	+4 to AC vs. attacks of opportunity directed at you when you move into or out of a threatened area
Spring Attack (depends on Mobility)	BA +4, Mobility	Can move both before and after a melee attack (limits: can't move greater than normal distance; can't wear heavy armour); also, opponents get no attack of opportunity when you move into or out of the threatened area to perform a spring attack
<i>Low Blow</i> (#285)	BA +4, Mobility, halflings only	As a full-round action, you can enter the same 5-foot square as an opponent a size larger than you. You can then make a single melee attack at full attack bonus. The advantage: the opponent is considered flat-footed (no Dex bonus to AC). You return to your own 5-foot square at the end of the attack. You suffer attacks of opportunity as usual.
<i>Improved Low Blow</i> (#285)	Low Blow	Same as low blow, only you do not suffer attacks of opportunity.

Fighting technique feats

Expertise	Int 13+	A defensive feat: remove points from base attack bonus, and add them to AC (maximum shift of ± 5)
Improved disarm	Expertise	Opponent no longer has an attack of opportunity when you try and disarm him, nor does he have the chance to disarm you
Snatch Weapon	Improved Disarm	If you succeed in disarming an opponent and you have a free hand, you can catch the weapon. If you can wield it in one hand, you can make a single attack with it, with the usual off-hand penalties.
Improved trip	Expertise	If you successfully trip an opponent, you get a free attack on him
Knock-down	BA +2, Str 15+, Improved Trip	If you deal 10 points or more of damage, you automatically get a free trip attack as a free action against the same target.
Whirlwind attack	BA +4, Expertise and Spring Attack	If you do a full attack, you can attack all opponents within 5 feet at your full base attack bonus (but no additional attacks after that)
Improved overrun	Str 13+, Expertise, Improved Bull rush, Improved Trip, Power Attack	When attempting to overrun an opponent at least a size smaller than you, they cannot avoid you. If you knock them down, you get an attack of opportunity at +4 (versus prone opponent).
Chink in the armour	Expertise	If you take a standard action to study an opponent, you can ignore half his armour bonus (rounded down). Applies only to actual armour, not shields or magical effects. Includes natural armour.

Proficiency feats

Armour proficiency (all) Shield proficiency		Armour check penalties apply only to designated skills, rather than on all skills which require movement
Weapon proficiency (all)		Not being proficient in a weapon entails a -4 penalty to hit; can be taken multiple times, but always for a new martial or exotic weapon
Shield Expert	BA +3, Shield proficiency	If you use a shield as an off-hand weapon, you still keep the armour bonus

Weapon skill feats

Weapon Finesse	BA +1, weapon proficiency	With certain melee weapons (light weapons, rapier or spiked chain for Medium-sized creatures) you can use Dexterity modifier instead of Strength modifier for attack rolls (BUT, because of the need for balance, if you use a shield, the armour check penalty for the shield applies to the attack roll)
Weapon Focus	BA +1, weapon proficiency	With a chosen weapon (or unarmed strike or grapple), you get +1 to hit; can be taken multiple times, <u>for a single weapon (to stack the bonus)</u> , or for new weapons
Vile Martial Strike	Evil alignment, Cha 15, Weapon Focus	VILE FEAT; +1 of vile damage on hits with a specific weapon focus weapon. Can be taken multiple times, <u>for a single weapon (to stack the bonus)</u> , or for new weapons.
Weapon Specialization	Fighters level 4+ only; depends on Weapon Focus	With a chosen weapon, you get +2 to damage (applied to ranged weapons only when used within 30 feet); can be chosen multiple times, <u>for a single weapon (to stack the bonus)</u> or for new weapons
Improved Critical	BA +8, Weapon Focus	With a chosen weapon, doubles the threat range for critical hits
Power Critical	BA +12, Improved Critical	Once per day, you can declare a single melee attack to be an automatic threat if you at least hit. If the attack is successful, you then roll to determine the critical.
Monkey Grip	BA +3, Str 13+, Weapon Focus in weapon	Specify a weapon one size larger than you. You can use this weapon in one hand, at a -2 penalty to hit. Normally, you would require two hands. This feat can be taken multiple times, always with a new weapon.

Melee combat feats (armed or some unarmed)

Power Attack	Str 13+	Reduce your “to hit” score, but increase your damage score by same amount if you hit. Maximum adjustment is determined by your base attack score.
Power Lunge	BA +3, Power Attack	A successful attack during a charge lets you double your strength modifier. You provoke an attack of opportunity from the opponent you charged.
Improved shield bash	Power Attack	A shield bash now acts as a kind of bull rush: it pushes back opponents 5 feet, but you can’t move with the opponent, and it does not provoke an attack of opportunity.
Shield charge	Improved Shield Bash	If you attack with your shield as part of a charge action, you do double damage.
Improved Bull Rush	Power Attack	Your bull rush attacks no longer draw an attack of opportunity
Psionic Weapon	Power Attack	Pay 1 power point. You charge your weapon with psionic power for # of rounds equal to STR modifier +1 (or until you make your next attack; if you miss, the point is wasted). If you hit, your weapon does +1d4 damage.
Deep Impact	Psionic Weapon, BA 3+	Pay 5 power points. You charge your weapon with psionic power for # of rounds equal to STR modifier + 1 (or until you make your next attack; if you miss, the points are wasted). You can resolve your next attack as a touch attack for purposes of assessing your opponents AC.
Sunder	Power Attack	Attacks against an opponents weapons no longer draw attacks of opportunity
Great Sunder	Sunder, reserve power points 5+	You ignore half the hardness of a weapon or other object you attack (rounded down) for the purposes of determining damage, although you still need a magical or psionic weapon to overcome magical or psionically enhanced weapons etc.
Improved Sunder	BA +2, Sunder	When you hit an opponents weapon, you do double damage
Cleave	Power Attack	If you reduce an opponent to <0 hit points, you get an immediate free attack against another melee opponent at same base attack bonus you had versus the previous opponent. Usable only once per round.
Great Cleave	BA +4, Cleave	Same as cleave, only no limit to number of times it can be used per round.
Stand Still	Str 13+, reserve power points 1+	If you get an attack of opportunity against a foe’s movement, you can take the attack before the foe moves (like a readied action). Also, if you hit, the foe cannot take the movement with a Fortitude save first (DC = 10 + the damage you deal).
Extra smiting (class level 4+)	Class level 4+, smite ability	One additional smite opportunity per day

Missile combat feats

Point blank shot		+1 to attack and damage when opponent is within 30 feet
Far shot	Point blank shot	Projectile weapons have their range increment increased by 50%; thrown weapons have their range increment increased by 100%
Precise shot	Point blank shot	You can shoot into a melee without the standard -4 penalty
Sharp-Shooting	BA +3, Precise shot	+2 to attack opponent with some degree of cover. No effect if they are out in the open.
Rapid shot (depends on point blank shot)	Dex 13+, Point blank shot	When using the full attack option, you get one extra attack with a ranged weapon. All such attacks are at -2 penalty to hit.
Psionic Shot	Point blank shot, dex 13+	Pay one power point. You can charge your missile for a # of rounds = <u>DEX</u> modifier +1, or until you attack with it. If you hit, it does +1d4 additional piercing damage.
Fell Shot	Psionic Shot, BA 3+	Pay 5 power points. You charge your weapon with psi power for # of rounds equal to DEX modifier + 1 (or until you make your next attack; if you miss, the points are wasted). You can resolve your next attack as a ranged touch attack for purposes of assessing your opponents AC.
Return Shot	Psionic Shot, reserve point 5+	<i>You may use this feat only once per round, as long as you have a hand available, are not flat footed, and are aware of a ranged attack against you. When you would normally be hit with the ranged weapon, you make a Reflex save (DC 20 + weapon enhancement bonus). If you succeed, you snatch the weapon (a free action), and, if you wish, you can fire it back (as long as you have the right weapon for the ammunition caught). Returning a weapon which requires loading (arrow, bolt, bullet) requires a standard action. Returning a thrown weapon is a free action. When returning a weapon, you get to do so with your own ranged attack bonus plus half your opponents ranged attack bonus as well, unless you also have Deflect Arrows feat, in which case you get to use your opponents full ranged attack bonus.</i>
Shot on the run	Point blank shot, Mobility	You can move both before and after a missile attack, but always within your base movement speed.
Rapid Reload	BA +2, crossbow proficiency	You can load a hand or light crossbow as a free action. You can load a heavy crossbow as a move-equivalent action. Both provoke attacks of opportunity.
Throw anything	BA +2, Dex 15+	Any weapon becomes a ranged weapon with a range increment of 10 feet.
Zen Archery	BA +3, Wis 13+	You can use your wisdom modifier, rather than your dex modifier, when trying to hit targets within 30 feet.

Mounted combat feats

Mounted combat	Ride	Substitute a Ride check roll for the mount's AC if the mount is hit in combat; usable only once per round
Mounted archery	Mounted combat	Penalty using a ranged weapon on horseback is halved: -2 if mount is double moving (instead of -4), and -4 if mount is running (instead of -8)
Trample	Mounted combat	If you choose to do an overrun attack while mounted, the opponent may not avoid you. If you knock down the target, the mount may do 1 hoof attack at +4
Ride-by attack	Mounted combat	When charging on a mount, you may move, attack, and continue moving (all within the range of a charge). You do not provoke an attack of opportunity.
Spirited charge	Ride-by attack	When charging on a mount, you do double damage with a melee weapon, and triple damage with a lance

Chariot combat feats

Chariot combat	Handle animal	Substitute a Ride check roll for the steeds's AC if the steed is hit in combat; usable only once per round
Chariot archery	Chariot combat	Penalty using a ranged weapon from the chariot is halved: -2 if mount is double moving (instead of -4), and -4 if mount is running (instead of -8)
Chariot Trample	Chariot combat	If you choose to do an overrun attack, the opponent may not avoid you. If you knock down the target, the steeds may do 1 hoof attack at +4. The wheels of the chariot do a further 2d6 damage automatically, but you must succeed a Handle Animal check or upend the chariot.
Chariot sideswipe	Chariot combat	When charging with a chariot, you may move, attack from the chariot, sideswipe with the scythes (if any), and continue moving (all within the range of a charge). You do not provoke an attack of opportunity.
Chariot charge	Chariot sideswipe	When charging in a chariot, you do double damage with a melee weapon, and triple damage with a lance or longspear.

Flying combat feats (all require ability to fly, whether natural, magical, or by shapechanging)

<p>Flyby Attack</p>	<p>Only applicable when you are physically in a form that allows flying (i.e. does not apply with a fly spell). Normally when flying, you can take a partial action only before or after a flying move. This feat allows you to take a partial action while moving.</p>
<p>Improved flight</p>	<p>Your maneuverability improves by one.</p>
<p>Wingover</p>	<p>You can turn at angles of up to 180 degrees in addition to other direction changes. Cannot be used to climb, but can be used to dive.</p>
<p>Hover (<i>Monster Manual II, p. 18</i>)</p>	<p>With this feat, a creature with poor, average, or clumsy manoeuvrability can halt its forward motion without falling, instead of only being able to lower it to half speed. A creature with wings can kick up a dust cloud as well, snuffing out small fires, blinding the creatures inside the cloud and for 1 round after, and forcing a Concentration check to cast a spell (DC 10 + ½ creature HD).</p>

Unarmed feats

Improved unarmed strike		Opponents no longer get attacks of opportunity against you when you fight them unarmed.
Vile Ki Strike	Evil alignment, Cha 15, Improved Unarmed Strike	VILE FEAT ; +1 of vile damage on hits with unarmed strike. <u>Can be taken multiple times, to stack the bonus.</u>
Clever wrestling	Improved unarmed strike; small or medium size	You get a +2 bonus per size increment larger than medium size to grappling when the opponent is larger than medium size.
Deflect arrows	Dex 13+, Improved unarmed strike	Deflect one missile weapon per round, (DC 20 + magic bonus of weapon if any). Requires a free hand, and you can't be flat-footed.
Snatch arrows	BA +3, Deflect arrows, Dex 15+	When you successfully use deflect arrows, you can catch the weapon instead. If a thrown weapon, you can throw it back immediately as a free action. If a missile that needs to be loaded (like a bolt) you need to wait to your turn to use the weapon.
Stunning fist	Ba +3, Dex 13+, Wis 13+, Improved unarmed strike	Usable 1/day/4 character levels. Declare it before attempting an unarmed strike (a miss eliminates the use). If you hit your foe, he must make a fortitude save (DC 10 + ½ your level + Wis modifier) or else be stunned for 1 round (drop items, no action, no dexterity bonus, +2 to attack stunned opponents).
Extra Stunning Attacks	BA +2, Stunning fist	Three extra stunning attacks per day. <u>This feat can be taken multiple times.</u>
Pain touch	BA +2, Stunning fist, Wis 19+	Victims of stunning fist are subject to nausea as well for 1 round. Does not work against opponents more than one size larger than you.
Circle Kick	BA +3, Dex 15+, Improved unarmed strike	Using full attack action, a successful unarmed attack roll allows you to make a second attack roll against a different opponent that is within the area you threaten.
Eagle Claw Attack	BA +2, Dex 15+, Improved unarmed strike, Sunder	You can strike an opponents weapon or shield with an unarmed strike.
Feign Weakness	BA +2, Improved unarmed strike	If you make a successful Bluff vs. Sense Motive Check, your opponent attempts an attack of opportunity. You get a surprise attack first, however, and he is flat-footed as a result. Can be attempted with concealed Tiny or Small weapons, at -2 or -6 penalty, respectively. Disguised weapons, like a war fan, have no penalty.
Fists of Iron	BA +2, Improved unarmed strike	Declare you are using the feat. A successful attack adds +1d4 damage. Can be used 3+Wisdom modifier times per day.
Lightning fists	Monk level 4+, Dex 15+	Use full attack action. You get two extra attacks. All attacks suffer a -5 penalty to hit.

Snatch	Access to form with claws or bite as a weapon	If you hit with claw or bite, you automatically start a grapple without provoking an attack of opportunity. If you hit with a claw and opponent is 4 or more size categories smaller, you squeeze for automatic claw damage each round. If you hit with a bite and opponent is 3 or more size categories smaller, you bite for automatic damage each round or, if you do so as a full attack, for double damage each round. You can drop a snatched creature as a free action, or fling it as a standard action. Flinging distance is 10 feet per each size category greater than small that you have. Flinging damage is 1d6 per 10 feet flung. If you fling an opponent while flying, it takes either flinging or falling damage, whichever is greater.
Psionic Fist	Str 13+	Pay 1 power point. You charge your unarmed strike with psi power for # of rounds = STR modifier +1 (or until you make your next attack; if you miss, the point is wasted). If you hit, you do +1d4 bludgeoning damage.
Power Touch	Psionic Fist	If you get an attack of opportunity, you can attack with a touch-range power. You pay the usual cost of the power +2, unless you also have the Quicken Power feat, in which case you only pay the usual cost.
Unavoidable Strike	Psionic Fist, BA 3+	Pay 5 power points. You charge your unarmed strike with psi power for # of rounds equal to STR modifier + 1 (or until you make your next attack; if you miss, the points are wasted). You can resolve your next attack as a touch attack for purposes of assessing your opponents AC.

Sneak-attack feats (all require sneak attack ability)

Arterial strike	BA +4	You can forgo +1d6 of sneak attack damage for 1 point of bleeding damage per round. Bleeding continues until a Heal check or magic healing. Multiple arterial strikes stack the bleeding damage.
Hamstring	BA +4	You can forgo +2d6 of sneak attack damage to reduce an opponents land speed by half (for a two legged creature). The effect lasts until a Heal check or magical healing, or until 24 hours pass. For creatures with more than 2 legs, you must do a successful hamstring attack per pair of legs before the hamstring takes effect.

Natural weapon feats

Vile Natural Attack	Evil alignment, BA 5+, natural attack with min 1d8 damage	VILE FEAT ; +1 of vile damage on hits with a natural weapon. <u>Can be taken multiple times, either to pick a new natural weapon, or to stack the bonus.</u>
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MAGIC FEATS

Spell combat feats

Combat casting		+4 to concentration checks when casting spells on the defensive (casting spells on the defensive means no attack of opportunity against you if you cast while in melee combat, but you have to succeed a concentration check to successfully cast the spell)
Spell Focus	Able to cast spells from the chosen school	+2 to the DC of the spells of a chosen magic school; can be taken multiple times, to add additional schools
Malign Spell Focus	Evil alignment	+2 to DC of any spell with Evil descriptor
Greater Spell Focus	Spell focus in the chosen school	The +2 to DC of the spells of a magic school already enhanced with spell focus, increases to +4; can be taken multiple times, to enhance additional schools
Arcane Defence	Spell focus in the chosen school	Add +2 to your saving throws from spells from the chosen school; can be taken multiple times, to add additional schools
Spell Penetration		+2 to checks to beat a creature's spell resistance
Greater Spell Penetration	Spell penetration	The +2 bonus of spell penetration increases to +4
Boost Spell Resistance	Evil alignment	+2 profane bonus to current SR
Improved Critical (ray, energy missile, touch)	<i>see Improved Critical in the combat feats</i>	<i>This combat feat can be selected for rays, energy missiles, of touch attacks as well as for regular weapons.</i>
Weapon Finesse (touch spell can be designated as light weapon)	<i>see Weapon Finesse in the combat feats</i>	<i>This combat feat can be selected for rays, energy missiles, of touch attacks as well as for regular weapons.</i>
Weapon Focus (ray, energy missile, touch)	<i>see Weapon Focus in the combat feats</i>	<i>This combat feat can be selected for rays, energy missiles, of touch attacks as well as for regular weapons.</i>
Spell specialization	Weapon focus (ray or energy missile); spellcaster level 4+	Your damage-dealing ranged touch attack spells add +2 to their damage if the target is within 30 feet. This feat can be taken twice, once for each type (ray or energy missile).

Please also note:

Touch spells can be used as 2nd weapon in Two-Weapon Fighting
 Touch spells can be used in conjunction with Improved Unarmed Strike and Stunning Fist
 Point-Blank Shot and Precise Shot give advantages to rays and energy missiles

Spell preparation feats

Spell Mastery	Wizard only	No longer need a spell book to prepare a number of spells equal to intelligence modifier (spells must be selected when feat is taken); can be taken multiple times
Arcane preparation	Bard / sorcerer casting type only	You can prepare some (or all) of your spells ahead of time, as a Wizard does. While reducing your spellcasting flexibility, it allows for metamagic feats not extending the casting time
Extra slot	Spellcaster level 4+	You get an extra spell-casting slot for any spell level you can currently cast, except the highest level. Can be taken multiple times.
Extra spell	Spellcaster level 3+	You learn one more spell of any level below the highest level you can currently cast. Not very useful for Wizards, but useful for Bards and Sorcerers.
Innate spell	Quicken spell, silent spell, still spell, <u>minimum ability score</u>	This feat applies to a single spell which you can already cast, chosen when the feat is taken. You can cast the spell as a spell-like ability once per round without needing to prepare it, and an appropriate spell slot is permanently lost to power it. <u>You must have a minimum ability score of the spell level + 8 to power the spell, and if this drops for any reason you lose the spell-like ability while the score is below the threshold.</u> Each time you use the spell-like ability, you pay any necessary XP cost, and you must have the necessary focus (if applicable). If the spell uses a costly material component, you must have a special focus instead costing a minimum of 50 times the cost of the material component. If you lose the ability to cast spells (such as a druid deserting nature) you lose your spell-like ability as well. This feat can be taken multiple times, each time applying to a new spell.
<i>Magically adept</i> (#291)	Int 10+, 1 st level gnome character only	Instead of being stuck with <i>dancing lights</i> , <i>ghost sound</i> , and <i>prestidigitation</i> , you can pick any sorcerer/wizard cantrip or druid orison to replace one or more of these spells. These are always arcane spells, even if picked from the druid list. Once selected, these cannot be changed.

Spell-like ability feats

Boost spell-like ability		Pick one of your spell-like abilities. You can add +2 to the DC of that ability, 3 times that day. The next day, you can pick a different one of your abilities to have boosted. <u>Can be taken multiple times, adding +3 times per day.</u>
Corrupt spell-like ability	Any evil alignment	Pick one of your spell-like abilities. 3 times per day, you add the evil descriptor to your spell-like ability. Also, half the damage is unholy damage, for which there is usually no immunity or resistance. The next day, you can pick a different one of your abilities to be corrupted. <u>Can be taken multiple times, adding +3 times per day.</u>
Empower spell-like ability		Pick one of your spell-like abilities. 2 times per day, you can add +50% to variable numeric effects of that ability. The next day, you can pick a different one of your abilities to be empowered. <u>Can be taken multiple times, adding +2 times per day.</u>
Quicken spell-like ability		Pick one of your spell-like abilities. Once per day, that ability can be quickened, to become a free action. The next day, you can pick a different one of your abilities to be quickened. <u>Can be taken multiple times, adding +1 times per day.</u>
Violate spell-like ability		Pick one of your spell-like abilities. 2 times per day, you add the evil descriptor to your spell-like ability. Also, half the damage is vile damage. The next day, you can pick a different one of your abilities to be violated. <u>Can be taken multiple times, adding +2 times per day.</u>
Mortalbane		Pick one of your spell-like abilities. 5 times per day, you add +2d6 damage against living nonoutsiders, but only half damage against outsiders, constructs, and undead. The next day, you can pick a different one of your abilities to be mortalbane. <u>Can be taken multiple times, adding +5 times per day.</u>

Spell effect feat

Augment summoning	Spellcaster level 2+	Creatures you summon have +1 hit point per hit die and a +1 bonus to attack and damage rolls
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Familiar feats

Improved familiar	Ability to call a familiar, minimum spellcaster level, compatible alignment (each of these depends on type of familiar chosen)	You can pick a familiar from a non-standard table (see <i>Tome and Blood</i> , p. 40).
<i>Enspell familiar</i> (#280)	Ability to call a familiar	Any spell you cast on yourself is considered as also cast on your familiar, as long as it is within 1 mile.
<i>Extra familiar</i> (#280)	Ability to call a familiar	You get an extra familiar. Any existing familiar feats can also apply to the new one. You get the benefits of both, but if some of the benefits are the same, they don't stack.
<i>Construct familiar</i> (#280)	Ability to call a familiar	Your familiar is a magical construct version of the animal you call. It confers all the same advantages, and also benefits from construct properties: no Intelligence score; darkvision 60 feet; immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, critical hits, subdual damage, ability damage, ability drain, energy drain, any effect that requires a Fortitude save (unless it also works on objects), and death from massive damage; when reduced to 0 points, is immediately destroyed; cannot be resurrected; cannot heal, but can be repaired.
<i>Token familiar</i> (#280)	Ability to call a familiar	Your familiar can assume an innocuous inanimate form at your command. The form can be any Diminutive stone hand-held object, like a figurine of itself. You do not get any of the benefits of the familiar when it is in this form.
<i>Undead familiar</i> (#280)	Ability to call a familiar	Your familiar is an undead version of the animal you call. It confers all the same advantages, and also has the following properties: no Constitution score; darkvision 60 feet; immune to poison, sleep, paralysis, stunning, disease, death effects, necromatic effects, mind-influencing effects, critical hits, subdual damage, ability damage, energy drain, any effect that requires a Fortitude save (unless it also works on objects), and death from massive damage; when reduced to 0 points, is immediately destroyed. Undead familiars can be turned and rebuked, and when turned or rebuked cannot respond to commands from the master.

Item creation feats (the number before the feat indicates the minimum caster level)

1: scroll 3: potion 3: wondrous item 3: infusion (also requires Wilderness Lord 4+) 5: armour/shield 5: wand 9: rod 12: staff 12: ring	Able to create the item specified in the item creation feat (minimum level to be able to take feat noted). <u>The actual procedure to create a specific item must be researched, however, with the exception of scribing a scroll or adding an enchantment bonus.</u>
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Metamagic feats (many increase the minimum key ability score required to cast the spell in question)

Cooperative	Any other metamagic feat	Two casters side-by-side, or three or more in a circle, if they all have cooperative spell, can all cast the same spell simultaneously and have the DC and caster level (for beating spell resistance). Two spellcasters increases DC +2 and caster level +1, each additional spellcaster increases each by an additional +1. Use the base DC and level check of the better caster for each improved element.
Energy substitution	Any other metamagic feat; Knowledge (arcana) 5+	Choose an energy type: acid, cold, electricity, fire, or sonic. You can replace the energy type of a spell with this type (i.e. you can create a “cold fireball”). You can take this feat multiple times, each time adding a new energy type as a possibility for substitution.
Subdual substitution	Any other metamagic feat; Knowledge (arcana) 5+	Choose an energy type: acid, cold, electricity, fire, or sonic. You can choose to have that energy type deal subdual damage, rather energy damage (e.g. a “subdual fireball”). You can take this feat multiple times, each time adding a new energy type as a possibility for substitution. You can also take it in conjunction with Energy Substitution.
Eschew Materials	Any other metamagic feat	You can cast the spell without material components, as long as they have a base cost less than 1 gp.
Sanctum	Any other metamagic feat	You designate a sanctum (a particular site, building or structure). Within 10 feet / level, a spell modified by Sanctum has an effective level one level higher. Outside the sanctum, it is one level lower. You can only have one designated sanctum at a time, and it takes seven days for a newly designated site to become the new sanctum (you lose the old one right away, though).
Split ray	Any other metamagic feat	You can split a ray into two. Both targets must be within range and within 30 feet of each other. You can designate the same target for both rays. Each ray does half damage, if you hit.
Heighten		You can cast a spell as though it were of higher level, up to your key ability score less the actual level of the spell and any other metamagic modifications. Why do this? To increase the DC of the spell.

Enlarge	Min ability score = spell level +1	Range of spell is doubled. Spells whose area of effect is determined by its range (e.g. a cone spell) have that increased proportionately.
Extend	Min ability score = spell level +1	Duration of spell is doubled.
Silent	Min ability score = spell level +1	No verbal component necessary, unless it is the whole point of the spell (e.g. Command). Bard spells cannot be enhanced with this feat.
Still	Min ability score = spell level +1	No somatic component necessary. Among other things, you no longer need to worry about armour causing problems.
Corrupt	Min ability score = spell level +1	Adds evil descriptor to a spell, and half the spell damage becomes unholy damage, against which there is usually no immunity or resistance.
Violate	Min ability score = spell level +1	Adds evil descriptor to a spell, and half the spell damage becomes vile damage.
Sculpt	Any other metamagic feat; Min ability score = spell level +1	You can change the area shape of an area spell. The new shapes possible are: cylinder (10 feet radius, 30 feet high); 40-foot cone; 4 10-foot cubes, or a ball (20-foot radius spread).
Disguise	Bardic music ability, Perform 12+, Min ability score = spell level +1	You can make the casting of a spell look like any other performance. A Spellcraft check cannot determine what spell you are casting, or even that you are casting it.
<i>Bend (#291)</i>	Gnomes only; Min ability score = spell level +1	A target with partial cover gets no bonuses to AC or saving throws from that cover where this spell is concerned.
Empower	Min ability score = spell level +2	+50% to all variable, numeric effects.
Reach	Min ability score = spell level +2	Touch spells become rays with a range of 30 feet.
Sacred	Must be a divine spellcaster; Min ability score = spell level +2	Half the damage of a spell is dealt by divine power, and so is not subject to being reduced by protection, resistance, or immunity to the energy form. The other half is a regular form of the energy.
Maximize	Min ability score = spell level +3	All variable, numeric effects of a spell are maximized.
Chain	Any other metamagic feat; Min ability score = spell level +3	A non-touch spell that normally has only one target can now have multiple targets (the spell arcs from the primary target to all the secondary ones). You can have as many secondary targets as your caster level, but they must be within 30 feet of the primary target. Secondary targets take only half damage, and can make saving throws to avoid that half-damage. For spells that do not deal damage, they get a +4 on the saving throw. You cannot affect as target twice with this spell.
Delay	Any other metamagic feat; Min ability score = spell level +3	The spell works exactly the same way, except it starts taking effect 1 to 5 rounds (you decide) after you finish casting it. You make all attack rolls, designate targets, determine area of effect, etc., when you cast it, not when it activates.

Repeat	Any other metamagic feat; Min ability score = spell level +3	A spell you cast repeats in exactly the same way the next round, originating from the same spot whether or not you are there. It will shift slightly to hit the same target if the target moves in that round, but if the target moves more than 30 feet from the original location the repeat spell fails.
Widen	Any other metamagic feat; Min ability score = spell level +3	You can widen a burst, emanation or spread spell by 50%.
Quicken	Min ability score = spell level +4	1-action or 1-round spells can be cast as a free action. You can cast one quickened spell per round.
Energy admixture	Energy substitution; Min ability score = spell level +4	Choose an energy type: acid, cold, electricity, fire, or sonic. You can add this new energy type to a spell with an energy type already, effectively doubling it (e.g. a “hot and cold fireball”). You can take this feat multiple times, each time adding a new energy type as a possibility for admixture.
Persistent	Extend spell; Min ability score = spell level +4	A personal or fixed range spell can be made to last 24 hours. Does not apply to spells of instantaneous duration, nor to spells which can be discharged.
Twin	Any other metamagic feat; Min ability score = spell level +4	Twinning a spell causes the spell to take effect twice on the target, as though it were cast twice simultaneously on the same location or target. All variables are calculated twice, and the target gets two saving throws.

CAMPAIGN FEATS

Skill feats

Alertness		+2 to Listen and Spot checks; can only be taken once
Skill focus		+2 bonus with any selected skill (trained skills require a minimum of 1 rank first) <u>OR to upgrade a cross-class skill to a class skill OR to upgrade a prohibited skill to a cross-class skill</u> ; can be taken multiple times, either to stack the bonus with one skill, or for new skills
Jack of all Trades	Character level 8+	You can use all trained skills as untrained skills.
Acrobatic		+2 to Jump and Tumble checks
Athletic		+2 to Climb and Swim checks
Quicker than the eye	Dex 19+	While under direct observation, make a Bluff check as a move-equivalent action, opposed by opponents Spot check. If successful, you can take a partial action without them noticing. If this partial action is an attack, opponent is denied Dexterity bonus to AC.
Shadow		+2 competence bonus to Hide and Spot checks when following a specific person.
Nobody's Fool (#285)	Wis 13+; halflings only	+2 to Sense Motive and Gather Information checks
Sacrificial Mastery	Evil alignment, Wis 15	VILE FEAT ; +4 profane bonus on Knowledge(religion) checks when performing a sacrifice.

Reputation feats (see Hidden Wars campaign book)

<i>Bully</i>	Your effective number of Intimidate ranks triples when determining your base reputation score.
<i>Diplomat</i>	Your effective number of Intimidate ranks triples when determining your base reputation score.
<i>Enhanced Reputation</i>	Add 10 to your base reputation. Can be taken multiple times.
<i>Face in the Crowd</i>	Your negative CHA modifier never applies to your reputation score.
<i>Sly</i>	As Bully, only you can triple your Bluff ranks.
<i>Sterling Reputation</i>	You repair two points of reputation damage per month, rather than one, and reputation awards for extraordinary achievements are doubled.

Role-play feats

Charlatan		+2 to Bluff and Disguise checks
Persuasive		+2 to Bluff and Intimidate checks
Trustworthy		+2 to Diplomacy and Gather Information checks
Alluring	Persuasive, Trustworthy	+2 to Diplomacy checks and +2 to the DC of your mind-affecting, language-dependent spells
Multicultural	Speak Language of chosen race	Choose a race. With that race, you get +4 to Charisma checks with that race for altering NPC attitudes.
<i>Scathing Wit</i> (#291)	Gnomes only	As a full-round action, you can insult a single creature within 30-foot earshot (that creature can be targeted only once per day). Make opposed Intimidate checks: if you win, the target suffers -1 morale penalty to attack, damage, saves, and ability and skill checks, for a number of rounds equal to your CHA bonus (minimum 1 round).
<i>Wildspeak</i> (#291)	Cha 15+, gnomes only	Your <i>Speak with burrowing mammals</i> ability is replaced with a <i>Speak with animals</i> ability usable a number of times per day equal to your CHA bonus.
Psychoanalyst	Cha 13+	+2 to Diplomacy, Bluff, Intimidate, and Charisma checks against living humanoid with an INT score of 4 or higher.
Psychic Inquisitor	Psychoanalyst	You can detect lies while in conversation with another living humanoid. The maximum number of lies detectable is equal to your CHA modifier. A conversation, once concluded, cannot be renewed for 8 hours. You decide when to activate the power.

Other campaign feats

Leadership	character level 6+	You attract a cohort and followers, as per the table in the DMG.
Landlord (<i>Stronghold Builder Guide</i> , p. 10)	character level 9+	You get an allowance to build a stronghold, and additional amounts as you increase in level. You also get matching funds for your own money you spend to build your stronghold.

Movement feats

Track		You can use Wilderness Lore to find and follow tracks across difficult terrain. Full details of the feat are found on pp. 85-86 of the PH.
Run		When running, you move 5x your base speed, not 4x. If you make a running jump, increase distance or height by 25%, but not past the maximum.
Fleet of Foot	Dex 15+, Run	When charging, you can make a single turn of 90 degrees or less. You can't be in medium or heavy armour, and your carried load must be light.
Dash		If in light/no armour, and carrying only a light load, your speed is 5 feet faster than normal for your race.
Brachiation	Str 13+; Climb 6; Jump 6	In a wooded area, you can move through trees at your normal land movement rate. The trees can't be more than 15 feet apart.
Improved Swimming	Swim 6	When you swim, you do so at 1/2 your land speed as a move-equivalent action (instead of 1/4), or 3/4 as a full-round action (instead of 1/2).
Mental Leap	Str 13+, Jump 6, reserve points 3+	Your jump check results and maximum jump distance are increased by 100%. However, only the distance you roll, not the bonus jump distance, counts against your total allowed movement rate. <u>Can be taken multiple times. If so, jump check results and maximum jump distance are increased by an additional 100% for every additional feat AND for every +8 reserve power points you have.</u>
Speed of Thought	Wis 13+, reserve points +1	Your base movement rate increases by 10 feet. <u>Can be taken multiple times. If so, base movement increases by 10 feet for every additional feat AND for every +4 reserve power points you have.</u>
Psionic Charge	Speed of Thought, reserve points 3+	You can charge in a crooked line, as long as none of your turns exceed 90 degrees, and as long as the number of turns does not exceed your DEX modifier.
Up the Walls	Psionic Charge, reserve points 5+	You can take part of your allowed movement in a round on a wall, as long as you begin and end on a horizontal surface. If you do not end on a horizontal surface, you fall prone and take falling damage. Going vertical counts as 5 feet of movement.

Vile feats (all require evil alignment)

Dark Speech	Base will save 5+, Int 15, Cha 15	The character can use the Dark Speech without it killing him. Also you get a +4 circumstance bonus to saves when Dark Speech is used against you. Dark Speech can be used to cause dread in listeners, empower magic, weaken inanimate objects, or form a Hivemind of animals or vermin. See BVD, pp. 32-33 for details.
Disciple of Darkness / Thrall to Demon		You take on a patron demon or devil. Once per day, you can call on that patron to give you a +1 luck bonus to any one roll.
Evil Brand		+2 circumstance bonus on Diplomacy and Intimidate checks with evil creatures.
Lichloved	Evil Brand	+1 circumstance bonus on saves vs. mind-influencing effects, poison, sleep, paralysis, stunning, and disease
Verminfriend	Cha 15+	If vermin are about to attack you, make a Charisma check (DC 20). If you succeed, the vermin don't attack for 24 hours.
Willing Deformity		+2 deformity bonus on Intimidate checks
Deformity (clawed hands)	Willing Deformity	You get a claw attack: 1d6 damage.
Deformity (eyes)	Willing Deformity	As a supernatural ability, you can see invisibility for 1 minute once per day. You also take a -2 deformity penalty to Spot and Search checks.
Deformity (face)	Willing Deformity	+2 circumstance bonus on Intimidate checks, and +2 deformity bonus on Diplomacy checks when dealing with evil creatures of a different type.
Deformity (gaunt)	Willing Deformity	+2 deformity bonus to Dexterity and -2 deformity penalty to Constitution. +2 circumstance bonus to Escape Artist and Intimidate checks. <u>You cannot take the Deformity (obese) feat.</u>
Deformity (obese)	Willing Deformity	+2 deformity bonus to Constitution and -2 deformity penalty to Dexterity. +2 circumstance bonus to Intimidate and on poison saves. <u>You cannot take the Deformity (gaunt) feat.</u>

DIVINE FEATS – generally clerics and paladins only

Turn Undead feats

Extra Turning		+4 turning attempts per day; may be taken multiple times
Empower Turning		-2 penalty on turn undead roll, but +2d6 to turning damage roll (useful against lots of low hit-dice undead)
Heighten Turning		Add an amount to the turn undead check, but subtract the same amount from the turn undead damage (useful against high hit-dice undead). Maximum modifier is = to effective cleric level
Quicken Turning		Turn undead as a free action, but -4 to both turn undead check and turn undead damage rolls.

Divine Energy Feats (all require Turn Undead ability)

Divine might	Power Attack	Spend a turning attempt. Add charisma bonus to weapon damage for a number of rounds = Cha modifier.
Divine shield	Improved Shield Bash	Spend a turning attempt. Add charisma bonus to shield AC bonus for a number of rounds = Cha modifier.
Divine cleansing	Extra Turning	Spend a turning attempt. All allies within 60 feet gain +2 fortitude saves for a number of rounds = Cha modifier.
Divine vengeance	Extra Turning	Spend a turning attempt. Add 2d6 damage to all melee hits vs. undead until the end of the next action.
Divine vigour	Extra Turning	Spend a turning attempt. Base speed +10 and constitution +2 for a number of minutes = Cha modifier.

BARDIC FEATS

Music feats (all require Bardic music ability)

Extra Music		4 extra bardic music uses per day. <u>Can be taken multiple times.</u>
Green Ear	10+ ranks in perform	Plants become subject to your bardic music (normally immune to mind-influencing effects).
Lingering Song		Inspire competence, inspire courage, and inspire greatness last twice as long as they otherwise would.
Requiem	12+ ranks in perform	Undead become subject to your bardic music, but only for half the normal duration (they are normally immune to mind-influencing effects.)
Subsonics	10+ ranks in perform	You can play so softly no one can hear it.

Knowledge Feats (all require Bardic knowledge ability)

Obscure Lore		+3 on checks using bardic knowledge ability. <u>Can be taken multiple times.</u>
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BARBARIAN FEATS

Rage feats (all require rage ability)

Destructive rage	When raging, you get +8 on Strength checks to break open doors or break inanimate objects.
Extended rage	Your rage lasts 5 rounds longer than usual. <u>Can be taken multiple times.</u>
Extra rage	You rage 2 more times per day than usual. <u>Can be taken multiple times.</u>
Instantaneous rage	You can rage any time you wish, not just on your turn. This includes after learning the result of another's action against you, but before it takes effect.
Intimidating rage	While raging, designate a single foe within 30 feet, who must make a Will save (DC = 10 + ½ your level + CHA mod) or be shaken (-2 on attacks, saves, checks). If a foe saves, he is immune to your rage for the rest of the day. Creatures immune to fear or who are blind are immune to this feat.

NATURE FEATS

Turn/Rebuke animals and plants

Animal Defiance	Ability to cast <i>detect animals or plants</i>	You can turn (but not destroy) animals as a cleric turns undead. You can use this ability a number of times per day = 3 + CHA mod.
Animal Control	Animal defiance; <i>speak with animals</i> + <i>animal friendship</i>	You can rebuke or command animals. You can use this ability a number of times per day = 3 + CHA mod. To command an animal, you need to be able to speak with it, although once that is established you can issue commands mentally. Animals controlled count against your animal friendship maximum.
Plant Defiance	Ability to cast <i>detect animals or plants</i>	You can turn (but not destroy) plants as a cleric turns undead. You can use this ability a number of times per day = 3 + CHA mod.
Plant Control	Plant defiance; <i>speak with plants</i>	You can rebuke or command plants. You can use this ability a number of times per day = 3 + CHA mod. To command a plant, you need to be able to speak with it, although once that is established you can issue commands mentally.

Wild shape feats (all require wild shape ability)

Blindsight	Ability to wild shape into a Dire Bat	You can located objects and creatures at a distance of 120 feet by sound, regardless of your form. If you become deaf, this ability ceases to work.
Extra wild shape		Two extra wild shapes / day. One additional elemental wild shape / day. Can be taken multiple times.
Fast wild shape	Dex 13+; ability to wild shape into any dire animal	You can use wild shape as a move-equivalent action, rather than a standard action.
Natural spell	Wis 13+	You can complete verbal and somatic components while in animal form.
Proportional wild shape	natural form neither small nor medium	Wild shape normally only allows small or medium forms. You can now wild shape into a form the same size as your original size.
Scent	Wis 11+; ability to wild shape into a wolf, or half-orc or gnome race (DMG p 81)	Detect presence of creatures by smell, within 30 feet (60 feet if downwind, 15 feet if upwind). Strong scents detected at x2 range, overpowering scents at x3 range. Pinpoint location only if within 5 feet. Follow tracks by scent (see description).
Speaking wild shape	Int 13+	While in wild shape, you can <i>speak with animals</i> of the same animal type.

PSIONICS FEATS

Psionic combat feats

Combat manifestation		+4 to Concentration checks when manifesting a power on the defensive.
Mental adversary	Cha 13+	Make a psionic attack. If you succeed, you can pay an extra 3 power points and do an extra +1 of ability damage. <u>Can be taken multiple times. If so, you can increase the ability damage by an extra +1 for each extra use of the feat, BUT the additional cost is +8, not +3.</u>
Disarm mind	Mental adversary	Make a psionic attack. If you do at least 1 point of damage (after mental hardness), you can pay an extra 3 power points and strip away some of your opponents power points. The amount you remove is equal to your CHA modifier x4.
Power penetration		+2 to manifester level checks to defeat an opponents power resistance.
Greater power penetration	Power penetration	Power penetration bonus increases to +4.
Psionic focus		Powers in your primary discipline add +2 to the DC for saving throws against them. <u>Can be taken multiple times, each time for a new discipline other than your primary discipline (which must be taken first).</u>
Greater psionic focus	Psionic focus	A selected psionic focus bonus increases to +4.
Psychic bastion		If a psionic attack against you succeeds, you can pay 3 power points and increase your mental hardness by 1. <u>Can be taken multiple times. If so, you can increase the mental hardness by an extra +1 for each extra use of the feat, BUT the extra cost is +8, not +3.</u>
Mind trap	Psychic bastion	If a psionic attack against you succeeds, you can pay an amount of power points equal to your original psi defense +3, and strip away some of your opponents power points. The amount you remove is equal to 10 + CHA modifier.

Psicrystal feats

Improved psicrystal		You can add an additional personality fragment in your psicrystal. <u>Can be taken multiple times, each time adding one more personality fragment.</u>
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Power manifestation feats

Inner strength		+1 to your power point total. <u>Can be taken multiple times.</u> The second time you take it, you get an additional +2 points, the third time you get +3 points, and so on.
Talented	Inner strength	You can manifest 3 more 0-level powers for free per day.
Body fuel	Talented	You can burn ability points (treated as temporary ability score damage). For every two ability points, you get 1 additional power point.
Trigger power	Talented, minimum reserve power points	When you select this feat, pick one of your powers (max 3 rd level) that it applies to. From now on, you can try and manifest that power without paying its cost. You need to have enough reserve power points to manifest the power in the first place, but if you make a successful ability check (based on the ability linked to the power in question), you don't pay any power points at all. The DC for the ability check is: 0-level = 11; 1 st level = 13; 2 nd level = 15; 3 rd level = 17.

Item creation feats

Metacreative	any item creation feat	When you take this feat, pick any item creation feat you already know. The cost to make items in that category (XP and gp) is reduced to 75% of the regular cost. <u>Can be taken multiple times, either for a new item, or to effect a further reduction</u> (i.e. taken twice, cost is reduced to 56.25%).
Craft crystal capacitor	manifester level 9+	
Craft dorje	manifester level 5+	
Craft psionic arms and armour	manifester level 5+	
Craft universal item	manifester level 3+	
Encode stone	manifester level 1+	
Scribe tattoo	manifester level 3+	

Metapsionic feats

Delay	Cost = regular + 6	You can delay the activation of a power for 1 to 5 rounds after you manifest it (your decision). It activates just before your turn on the initiative count you manifested the power. Only area, personal, and touch powers may be affected by the feat. Any decisions about the power (attack rolls, designating targets, shaping area of effect) are made when first manifested, while effects resolved by those affected by the power are decided when the power triggers. The power can be detected and negated in the area during the time of the delay.
Enlarge	Cost = regular + 2	Range of the power is doubled, and area of effect is calculated as if your manifester level was 2 levels higher.
Extend	Cost = regular + 2	Duration of the power is doubled.
Persistent	Extend power; Cost = regular + 8	Any power with a personal or fixed range, and without instantaneous duration, can be made to last 24 hours. Note that, if concentration is required to maintain the effect, concentration would need to last 24 hours as well.
Heighten	Cost = cost of a higher level power	You can heighten the effective level of a power by paying the commensurate cost: [(2 x heightened level) - 1]. All effects dependent on power level are calculated according to the heightened level.
Hide	Cost = regular + 2/display suppressed	You can manifest a power without one of the telltale displays (you pick the kind of display you are able to suppress when you take the feat). Can be taken multiple times, each time suppressing another kind of display.
Master Dorje	Cost = regular + 2	You can manifest a dorje power with your own power points, thus saving a dorje charge. You pay the cost of the dorje power +2.
Maximize	Cost = regular + 6	All variable, numeric effects of the power are maximized.
Quicken power	Cost = regular + 8	Manifesting a quickened power is a free action. You can use one quickened power per round, and the power can't have a normal manifestation time of over 1 round. NOTE: if you use the Power Touch feat, you can still use a Quickened power in the same round.
Twin power	Cost = regular + 8	The power takes effect twice, as if you were simultaneously manifesting the same power two times on the same location or target. Saving throws need to be made twice, and the power would need to be dispelled twice.

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