

Feat List version 1.3

Player's Handbook
Tome and Blood
Dragon Magazine

Sword and Fist
Song and Silence
Psionics Handbook

Defenders of the Faith
Masters of the Wild
Book Of Vile Darkness

COMBAT FEATS

Skilled Fighting Feats

Ambidexterity	Dex 15+
Two-Weapon Fighting	
Multiweapon Fighting (<i>Monster Manual</i>)	Access to form with 3+ natural weapons
Off-Hand Parry	BA +3, Ambidexterity, Two-Weapon Fighting, proficiency with weapon, Dex 13+
Improved Two-Weapon Fighting	BA +9, Ambidexterity, Two-Weapon Fighting
Greater Two-Weapon Fighting	BA +15, Improved Two-Weapon Fighting
Pin Shield	BA +4, Two-Weapon Fighting
Blind-Fight	
Blindsight, 5' radius	Blind-fight
Close quarters fighting	BA +3
Dirty Fighting	BA +4
Eyes in the back of your head	BA +3, Wis 19+
Prone Attack	BA +2, Dex 15+, Lightning Reflexes
Mantis Leap	Monk level 7+, 5 ranks in Jump
Pyro	
Extra Favoured Enemy	BA +5, at least one favoured enemy
Favoured Critical	BA +5, at least one favoured enemy
Supernatural Critical	BA +7, favoured enemy immune to criticals
Multiattack	Access to form with 3+ natural weapons
Multidexterity	Dex 15+, access to form with 3+ arms
Swarmfighting (#285)	BA +1, Dex 13+, small size, halflings only
Ability Focus (<i>Monster Manual II</i> , p. 18)	

Quickness Feats

Quick Draw	BA +1
Flick of the Wrist	Dex 17+, Quick Draw
Improved Initiative	
Death blow	BA +2, Improved Initiative
Combat Reflexes	
Expert Tactician	Dex 13+, BA +2, combat reflexes
Dual strike	BA +3, Combat Reflexes
Hold the Line	BA +2, Combat reflexes

Toughness Feats

Endurance

Great Fortitude

Iron Will

Lightning Reflexes

Toughness

Dwarf's Toughness

Fort save +5

Giant's Toughness

Fort save +8

Dragon's Toughness

Fort save +11

Remain Conscious

BA +2, Endurance, Iron Will, Toughness

Faster Healing

Fort save +5

Rapid Metabolism

Con 13+

Psionic Metabolism

Rapid Metabolism

Greater resiliency

Damage reduction as class feature or innate ability

Remain Conscious

BA +2, Endurance, Iron Will, Toughness

Resist Disease

Resist Poison

Poison Immunity

Resistance to Energy

Fort save +8

Inertial Armour

Reserve points 1+

Psionic Body

Dodge Feats

Dodge

Dex 13+

Psionic Dodge

reserve points 5+

Mobility

Dodge

Spring Attack

BA +4, Mobility

Low Blow (#285)

BA +4, Mobility, halflings only

Improved Low Blow (#285)

Low Blow

Fighting Technique Feats

Expertise

Int 13+

Improved disarm

Expertise

Snatch Weapon

Improved Disarm

Improved trip

Expertise

Knock-Down

BA +2, Str 15+, Improved Trip

Whirlwind attack

Expertise and Spring Attack

Improved overrun

Improved Bull rush, Improved Trip

Chink in the Armour

Expertise

Proficiency Feats

Armour Proficiency

Shield Proficiency

Weapon Proficiency

Shield Expert

BA +3, shield proficiency

Weapon Skill Feats

Weapon Finesse

BA +1, weapon proficiency

Weapon Focus

BA +1, weapon proficiency

Vile Martial Strike

Cha 15+, Weapon Focus

Weapon Specialization

Fighters level 4+ only; depends on Weapon Focus

Improved Critical

BA +8, weapon proficiency

Power Critical

BA +12, Improved Critical

Monkey Grip

BA +3, Str 13+, Weapon Focus in weapon

Melee Combat Feats

Power Attack

Str 13+

Power Lunge

BA +3, Power Attack

Improved shield bash

Power Attack

Shield charge

Improved shield bash

Improved Bull Rush

Power Attack

Psionic Weapon

Power Attack

Deep Impact

Psionic Weapon, BA 3+

Sunder

Power Attack

Great Sunder

Sunder, reserve points 5+

Improved Sunder

BA +2, Sunder

Cleave

Power Attack

Great Cleave

BA +4, Cleave

Stand Still

Str 13+, reserve power points 1+

Extra smiting

class level 4+, smite ability

Missile Combat Feats

Point Blank Shot

Point blank shot

Far Shot

Point blank shot

Precise Shot

BA +3, Precise Shot

Sharp-Shooting

Rapid Shot

Dex 13+, Point blank shot

Psionic Shot

Point Blank shot, Dex 13+

Fell Shot

Psionic shot, BA +3

Return Shot

Psionic shot, reserve points 5+

Shot on the Run

Point blank shot, Mobility

Rapid Reload

BA +2, crossbow proficiency

Throw Anything

BA +2, Dex 15+

Zen Archery

BA +3, Wis 13+

Mounted Combat Feats

Mounted Combat

Ride

Mounted Archery

Mounted combat

Trample

Mounted combat

Ride-by-Attack

Mounted combat

Spirited Charge

Ride-by attack

Chariot Feats (see *Sword and Fist*, pp. 79-79)

Chariot Combat
Chariot Archery
Chariot Trample
Chariot Sideswipe
Chariot Charge

Handle animal skill
Chariot combat
Chariot combat
Chariot combat
Chariot sideswipe

Flying Combat Feats (all require ability to fly, whether natural, magical, or by shapechanging)

Flyby Attack
Improved Flight
Wingover
Hover (*Monster Manual Two*, p. 18)

Unarmed Feats

Improved Unarmed Strike
Vile Ki Strike
Clever Wrestling
Deflect Arrows
Stunning Fist

Extra Stunning Attacks
Circle Kick
Eagle Claw Attack

Feign Weakness
Fists of Iron
Lightning Fists
Pain Touch
Snatch Arrows
Snatch
Psionic Fist
Power Touch
Unavoidable Strike

Cha 15, Improved Unarmed Strike
Improved Unarmed Strike; small or medium size
Dex 13+, Improved unarmed strike
BA +8, Dex 13+, Wis 13+, Improved unarmed strike
BA +2, Stunning Fist
BA +3, Dex 15+, Improved Unarmed Strike
BA +2, Dex 15+, Improved Unarmed Strike and Sunder
BA +2, Improved Unarmed Strike
BA +2, Improved Unarmed Strike
Monk level 4+, Dex 15+
BA +2, Stunning Fist, Wis 19+
BA +3, Deflect Arrows, Dex 15+
Access to form with claws or bite as a weapon
Str 13+
Psionic Fist
Psionic Fist, BA 3+

Sneak-Attack Feats (all require sneak-attack ability)

Arterial Strike
Hamstring

BA +4
BA +4

Natural weapon feats

Vile Natural Attack

BA +5, natural attack that with min 1d8 damage

MAGIC FEATS

Spell Combat Feats

Combat Casting

Spell Focus

Malign Spell Focus

Any evil alignment

Greater Spell Focus

Spell Focus

Arcane Defense

depends on Spell Focus

Spell Penetration

Greater Spell Penetration

Spell Penetration

Boost Spell Resistance

Any evil alignment

Improved Critical (ray, energy missile, touch)

Weapon Finesse (touch spell can be designated as the light weapon)

Weapon Focus (ray, energy missile, touch)

Spell Specialization

Weapon focus (as above), spellcaster level 4+

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 Feat

Spell Mastery (wizard only)

Arcane Preparation

Bard / sorcerer casting-type only

Extra Slot

Spellcaster level 4+

Extra Spell

Spellcaster level 3+

Innate spell

Quicken spell, silent spell, still spell

Magically Adept (#291)

Int 10+, 1st level character only, gnomes only

Spell-like Ability Feats

Boost spell-like ability

Corrupt spell-like ability

Any evil alignment

Empower spell-like ability

Quicken spell-like ability

Violate spell-like ability

Mortalbane

Spell Effect Feat

Augment Summoning

Caster level 2+

Familiar Feats

Improved Familiar

Enspell Familiar

(From issue 280)

Extra Familiar

(From issue 280)

Construct Familiar

(From issue 280)

Token Familiar

(From issue 280)

Undead Familiar

(From issue 280)

Item Creation Feat

Scroll

Caster level 1+

Potion

Caster level 3+

Wondrous item

Caster level 3+

Infusion

Caster level 3+, wilderness lore 4+

Armour/shield

Caster level 5+

Wand

Caster level 5+

Rod

Caster level 9+

Staff

Caster level 12+

Ring

Caster level 12+

Metamagic Feats

Home rule: “spell level +” does not mean spell slot, but minimum ability score required to cast

Cooperative	spell level same	any other metamagic feat
Energy Substitution	spell level same	any other metamagic feat, 5 ranks in knowledge (arcana)
Subdual Substitution	spell level same	any other metamagic feat, 5 ranks in knowledge (arcana)
Eschew Materials	spell level same	Any other metamagic feat
Sanctum	spell level same	Any other metamagic feat
Split Ray	spell level same	any other metamagic feat
Heighten Spell	spell level = heightened level	
Enlarge	+1	
Extend	+1	
Silent	+1	
Still	+1	
Corrupt	+1	
Violate	+1	
Sculpt	+1	any other metamagic feat
Disguise spell	+1	bardic music ability, 12+ ranks in perform gnomes only
<i>Bend (#291)</i>	<i>+1</i>	
Empower	+2	
Reach spell	+2	
Sacred spell	+2	Divine spells only
Maximize	+3	
Chain	+3	any other metamagic feat
Delay	+3	any other metamagic feat
Repeat spell	+3	any other metamagic feat
Widen spell	+3	any other metamagic feat
Quicken	+4	
Energy Admixture	+4	Energy substitution
Persistent	+4	Extend spell
Twin Spell	+4	any other metamagic feat

CAMPAIGN FEATS

Skill feats

Alertness	
Skill focus	
Jack of all Trades	Character level 8+
Acrobatic	
Athletic	
Quicker than the Eye	Dexterity 19+
Shadow	
<i>Nobody's Fool (#285)</i>	Wis 13+; halflings only
Sacrificial Mastery	Wis 15+

Role-play feats

Charlatan	
Persuasive	
Trustworthy	
Alluring	Persuasive, Trustworthy
Multicultural	Speak Language of chosen race
<i>Scathing Wit (#291)</i>	<i>Gnomes only</i>
<i>Wildspeak (#291)</i>	Cha 15+, gnomes only
Psychoanalyst	Cha 13+
Psychic Inquisitor	Psychoanalyst

Movement feats

Track	
Run	
Fleet of Foot	Dex 15+, Run
Dash	
Brachiation	Str 13+; Climb 6; Jump 6
Improved Swimming	Swim 6
Mental Leap	Str 13+, Jump 6, reserve points 3+
Speed of Thought	Wis 13+, reserve points +1
Psionic Charge	Speed of Thought, reserve points 3+
Up the Walls	Psionic Charge, reserve points 5+

Reputation feats (from Dragon 294, but modified by me in the Campaign Play rules)

Bully
Diplomat
Enhanced reputation
Face in the Crowd
Sly
Sterling reputation

Others

Leadership
Landlord (*Stronghold Builder Guide*, p. 10)

(must be at least 6th level)
minimum 9th level

Vile Feats

Dark Speech
Disciple of Darkness / Thrall to Demon
Evil Brand
Lichloved
Verminfriend
Willing Deformity
Deformity (clawed hands)
Deformity (eyes)
Deformity (face)
Deformity (gaunt)
Deformity (obese)

Base will save 5+, Int 15, Cha 15

Evil Brand
Cha 15+

Willing deformity
Willing deformity
Willing deformity
Willing deformity
Willing deformity

DIVINE FEATS

Turn Undead Feats

Extra Turning
Empower Turning
Heighten Turning
Quicken Turning

Divine Energy Feats (all require turn undead ability)

Divine might
Divine shield
Divine cleansing
Divine vengeance
Divine vigour

Power Attack
Improved Shield Bash
Extra Turning
Extra Turning
Extra Turning

BARDIC FEATS

Music feats (all require Bardic music ability)

Extra Music	
Green Ear	10+ ranks in perform
Lingering song	
Requiem	12+ ranks in perform
Subsonics	10+ ranks in perform

Knowledge ability (all require Bardic knowledge ability)

Obscure Lore

BARBARIAN FEATS

Rage feats (all require rage ability)

Destructive Rage
Extended Rage
Extra Rage
Instantaneous Rage
Intimidating Rage

NATURE FEATS

Turn / Rebuke animals and plants

Animal Defiance	ability to cast <i>detect animals or plants</i>
Animal Control	Animal Defiance; <i>Speak with animals</i> + <i>animal friendship</i>
Plant Defiance	ability to cast <i>detect animals or plants</i>
Plant Control	Plant Defiance; <i>Speak with plants</i>

Wild Shape feats (all require ability to use *wild shape*)

Blindsight	Ability to wild shape into a Dire Bat
Extra Wild Shape	
Fast Wild Shape	Dex 13+, ability to wild shape into any dire animal
Natural spell	Wis 13+
Proportional Wild Shape	natural form neither small nor medium
Scent	Wis 11+, ability to wild shape into a wolf
Speaking Wild Shape	Int 13+

PSIONICS FEATS

Psionic Combat Feats

Combat Manifestation	
Mental Adversary	Cha 13+
Disarm Mind	Mental Adversary
Power Penetration	
Greater Power Penetration	Power Penetration
Psionic Focus	
Greater Psionic Focus	Psionic Focus
Psychic Bastion	
Mind Trap	Psychic Bastion

Psicrystal Feats

Improved Psicrystal

Power manifestation feats

Inner strength	
Talented	Inner Strength
Body Fuel	Talented
Trigger Power	minimum reserve power points

Item Creation Feats

Metacreative	
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 Power	
Enlarge Power	
Extent Power	
Persistent Power	Extend Power
Heighten Power	
Hide Power	
Master Dorje	
Maximize Power	
Quicken Power	
Twin Power	

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