

Feat Listing by Type

Aberrant

Aberrant

Name:	Requirements:	Description:	Reference Book:
Aberrant Blood	Humanoid	You gain a physical feature that grants you a racial bonus on one type of check. -1 per Aberrant feat penalty on Diplomacy, Disguise, Gather Information, Handle Animal, and Wild Empathy checks.	Lords of Madness: the Book of Aberrations
Aberrant Wild Shape	Aberration Blood, Wild Shape ability	You may use your wild shape ability to assume the form of an Aberration.	Lords of Madness: the Book of Aberrations
Bestial Hide	Aberration Blood	Your natural armor bonus to AC improves by 1 for every two Aberrant feats you possess.	Lords of Madness: the Book of Aberrations
Deepspawn	Aberration Blood, one other Aberrant feat	Two tentacles sprout from your waist. Gain two natural attacks for 1d4 (for Medium creatures)	Lords of Madness: the Book of Aberrations
Durable Form	Aberration Blood	Gain 2 hit points for each Aberrant feat you possess	Lords of Madness: the Book of Aberrations
Inhuman Reach	Aberration Blood	Gain an additional 5 feet of reach and +2 bonus on Climb checks; -1 penalty on all melee attack rolls.	Lords of Madness: the Book of Aberrations
Inhuman Vision	Aberration Blood	Gain a racial bonus on Spot checks equal to the number of Aberrant feats you possess. Gain Darkvision out to 5 feet per aberrant feat you possess, or increase the range if you have it by 5 feet per Aberrant feat you possess.	Lords of Madness: the Book of Aberrations
Scavenging Gullet	Aberration Blood	You can eat any organic substance to gain nourishment. Gain +4 bonus on Fortitude saves vs ingested poison or diseases from spoiled food.	Lords of Madness: the Book of Aberrations
Starspawn	Aberration Blood, one other aberrant feat	Gain a fly speed with average maneuverability equal to one-half your base land speed. You can use this for 1 round +1 round per point of Con modifier. Gain resistance to cold 5. Gain immunity to altitude sickness and altitude fatigue.	Lords of Madness: the Book of Aberrations
Warped Mind	Aberration Blood	Gain racial bonus on Will saves against mind-affecting spells and abilities equal to the number of Aberrant feats you possess. Gain 1 psionic power point per aberrant feat you possess.	Lords of Madness: the Book of Aberrations
Waterspawn	Aberration blood, one other Aberrant feat	Gain a Swim speed equal to your land speed. That conveys +8 racial bonus on Swim checks. You can breathe air and water with equal ease. Gain cold resistance 5.	Lords of Madness: the Book of Aberrations

Abyssal Heritor

Name:	Requirements:	Description:	Reference Book:
Chaotic Spell Recall	Any one Abyssal Heritor feat, ability to prepare and cast spells	1/day + 1/day/2 Abyssal Heritor feats you possess as a Swift action, you can recall any one spell with the [Chaotic] descriptor that you have prepared and cast. Each use may recall the same spell or a different spell. Take a -2 penalty on Concentration.	Fiendish Codex I:Hordes of the Abyss
Claws of the Beast		Your hands twist into claws, giving your natural weapons or unarmed strikes gain a +1 profane bonus on damage rolls, +1 for every two Abyssal Heritor feats you possess. Take a -2 penalty on Sleight of Hand checks.	Fiendish Codex I:Hordes of the Abyss
Cloak of the Obyrith	Chaotic Alignment	Gain DR 1/Lawful, +1 for each addition Abyssal Heritor feat you possess. You are careless about your personal well-being; take -2 penalty on Survival checks.	Fiendish Codex I:Hordes of the Abyss

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Demonic Skin		Your natural armor bonus increases by 1. This improvement increases by 1 for every two Abyssal Heritor feats you possess. Treat no natural armor bonus as +0. Take a -2 penalty on Escape Artist checks	Fiendish Codex I:Hordes of the Abyss
Demonic Sneak Attacks	Sneak Attack class feature	When you make a successful sneak attack, you may reroll a number of sneak attack damage dice equal to the number of Abyssal Heritor feats you possess. Take a -2 penalty on Bluff checks.	Fiendish Codex I:Hordes of the Abyss
Eyes of the Abyss	Any one other abyssal heritor feat	Gain darkvision out to a range of 30 ft and a bonus on Search and Spot checks equal to the number of Abyssal Heritor feats you possess. Take a -2 penalty on Diplomacy checks	Fiendish Codex I:Hordes of the Abyss
Heart of the Nabassu		You may absorb harmlessly a number of negative levels per day equal to the number of Abyssal Heritor feats you possess. Take -2 on Handle Animal checks	Fiendish Codex I:Hordes of the Abyss
Keeper of Forbidden Lore	Int 13	Gain a bonus on Knowledge (the planes), Spellcraft, and Bardic Knowledge checks equal to the number of Abyssal Heritor feats you possess. These skills are class skills for all your classes and can be used untrained. Take -2 on Gather Information checks	Fiendish Codex I:Hordes of the Abyss
Otherworldly Countenance	Cha 15+	You are unusually beautiful or hideous. Gain bonus on Perform or Intimidate (respectively) equal to the number of Abyssal Heritor feats you possess. Take -2 on Disguise checks.	Fiendish Codex I:Hordes of the Abyss
Poison Talons	Claws of the Beast; Any two other Abyssal Heritor feats	Once per hour, you can secrete poison onto your claws as a Swift action. It cannot be collected or preserved. Take a -2 penalty on Heal checks.	Fiendish Codex I:Hordes of the Abyss
Precognitive Visions	Wis 13+; any one other Abyssal Heritor feat	Your visions reflect possible futures, and your actions can ensure or prevent them. You gain a number of +1 insight bonuses equal to one-half the number of abyssal heritor feats you have that you assign each day for 24 hours. Take -2 penalty on Spot checks	Fiendish Codex I:Hordes of the Abyss
Primordial Scion	Chaotic alignment; any one Abyssal Heritor feat	Your natural weapons, as well as any weapons you wield, are treated as Chaotic-aligned for purposes of penetrating DR, and deal +1d6 damage to Lawful creatures +1d6 for every 4 Abyssal Heritor feats you possess. Take -2 penalty to Listen checks.	Fiendish Codex I:Hordes of the Abyss
Vestigial Wings		You gain a jump bonus of +3 per Abyssal Heritor feat you possess. Your wings can also slow your fall if take a move action so that you land without taking damage (but you cannot control the direction). Take a -2 penalty to Swim checks.	Fiendish Codex I:Hordes of the Abyss

Ambush

Name:	Requirements:	Description:	Reference Book:
Arterial Strike	Sneak Attack ability; BAB +4+	Decrease sneak attack damage by 1d6 to create bleeding wound	Complete Warrior
Concussion Attack	Sneak Attack +3d6	Trade 2d6 of sneak attack damage to cause target -2 on Int and Wis checks and related skill checks, for 10 rounds. Repeat on same target replaces the prior effect.	Complete Scoundrel
Deafening Strike	Sneak Attack +4d6	Trade 3d6 sneak attack damage to deafen target for 3 rounds. If used again on same target, replaces prior effect.	Complete Scoundrel

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Disemboweling Strike	Sneak attack +5d6; Weapon focus (any slashing weapon)	Trade 4d6 of sneak attack damage to 1d4 points of Con damage. Cannot use against the same target more than once per day.	Complete Scoundrel
Eldritch Erosion	Sneak Attack +4d6; Knowledge (arcana) 1+ ranks	Trade 4d6 sneak attack damage to reduce target's spell resistance and power resistance by 5 (minimum 0) for 10 rounds. Another use on same target replaces prior effect.	Complete Scoundrel
Hamstring	Sneak Attack ability; BAB +4+	Trade 2d6 melee sneak attack damage to reduce target's base speed by half	Complete Warrior
Head Shot	Sneak Attack +6d6; Weapon Focus (any bludgeoning weapon)	Trade 5d6 sneak attack damage with focused weapon to CONFUSE target for 1 round; Will save 10 + your sneak attack dice + your Dex modifier negates this. Using again on same target replaces previous effect. Must be able to reach target's head in melee.	Complete Scoundrel
Impeding Attack	Sneak Attack +4d6	Trade 3d6 sneak attack damage to cause -2 penalty on target's Str and Dex checks and related skill checks for 10 rounds. If used on same target again, new effect replaces prior	Complete Scoundrel
Merciful Strike	Sneak Attack +2d6	Trade 1d6 of sneak attack damage to convert all remaining damage to non-lethal damage. This does not incur the normal -4 penalty for making non-lethal attacks with lethal weapons.	Complete Scoundrel
Mind Drain	Power Point reserve; sneak attack +2d6	Trade 1d6 of sneak attack damage to drain power points from the target equal to its manifester level. If reduced to 0, psionic focus is lost. May only be used on the same target once per round.	Complete Scoundrel
Persistent Attacker	Sneak Attack +5d6	Trade 4d6 sneak attack damage to make your first attack next round a sneak attack even if it would not normally qualify. That attack deals full extra damage.	Complete Scoundrel
Throat Punch	Improved Unarmed Strike; Sneak Attack +3d6	Trade 2d6 sneak attack damage on an unarmed strike to cause -5 penalty on skill checks that require speech and 50% chance spell failure with verbal components or command word magic items for 3 rounds. Must be able to reach target's throat for melee.	Complete Scoundrel

Ancestry

Name:	Requirements:	Description:	Reference Book:
Abyssal Spore	Awaken Ancestry; Non-Good alignment	1/hour release a cloud of stinging spores from your skin. Each use costs you 1d4 Dex	Aasimar & Tiefling: Guidebook to the Planetouched
At Your Peril	Awaken Ancestry; Good alignment	Opponent must save or suffer a penalty to attacks based on your Charisma; Costs 1 Wis damage	Aasimar & Tiefling: Guidebook to the Planetouched
Balor's Sheath	Awaken Ancestry; Evil Alignment	Enhance your melee weapon with black flames that do unholy damage; Costs 1 Con damage	Aasimar & Tiefling: Guidebook to the Planetouched
Call Upon Heaven's Host	Awaken Ancestry; Good Alignment; Smite ability	1/day/7 levels gain attack bonus and additional damage; costs 1 Wis damage	Aasimar & Tiefling: Guidebook to the Planetouched
Child of Thunder	Awaken Ancestry; Electricity resistance 5+; Able to cast 5th level spells	All [Electricity] spells you cast are 1 level higher, and all rolled 1s for damage count as 2s	Aasimar & Tiefling: Guidebook to the Planetouched
Couatl Bite	Awaken Ancestry	Gain poisonous bite attack; each use costs 1 Str damage	Aasimar & Tiefling: Guidebook to the Planetouched
Demonic Kiss	Awaken Ancestry; Cha 13+	Your kiss weakens others; each use costs 1 Wis damage	Aasimar & Tiefling: Guidebook to the Planetouched
Disgorge Hellfire	Awaken Ancestry	Every 1d10 rounds, spit a ball of mixed fire and unholy damage; each use costs 1 Con damage	Aasimar & Tiefling: Guidebook to the Planetouched

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Divine Presence	Awaken Ancestry; Con 13+	Opposed Concentration vs Will check makes opponent shaken; each use costs 1 Cha damage	Aasimar & Tiefling: Guidebook to the Planetouched
Dretch Spawn	Awaken Ancestry; Ability to rage	Gain natural armor and claws when you rage, but are exhausted when it ends; each use costs 6 Int damage	Aasimar & Tiefling: Guidebook to the Planetouched
Elemental Spew	Awaken Ancestry; Con 15+	Spit an elemental attack similar to a mephit ancestor's breath	Aasimar & Tiefling: Guidebook to the Planetouched
Feed	Awaken Ancestry; Evil Alignment	Gain temporary hp by devouring parts of your opponent	Aasimar & Tiefling: Guidebook to the Planetouched
Fetid Breath	Awaken Ancestry; Acid resistance 5+	1/round belch 1-square cloud of acid that damages and confuses target; each use costs 1 Wis damage	Aasimar & Tiefling: Guidebook to the Planetouched
Fount of Deception	Awaken Ancestry	Change your appearance as per disguise self for 10 minutes/level/day; costs 2 Con damage once each day used	Aasimar & Tiefling: Guidebook to the Planetouched
God's Hand	Awaken Ancestry; Good alignment; Character level 10+	Prevent a spell of 3rd level or less 1/day; use causes -2 penalty to AC for rest of day	Aasimar & Tiefling: Guidebook to the Planetouched
Heaven's Sheath	Awaken Ancestry; Good Alignment	Wrap your slashing weapon in white flames for extra holy damage; each use costs 1 Con damage	Aasimar & Tiefling: Guidebook to the Planetouched
Hell's Fury	Awaken Ancestry; Rage ability; Evil alignment; Level 5+	On the second round of Rage, Str and Con bonuses increase by 2 and AC worsens by -4. You may not voluntarily end your rage.	Aasimar & Tiefling: Guidebook to the Planetouched
Hive Mind	Awaken Ancestry	You and all allies who also have this feat share awareness. If one is not flat-footed, none are flat-footed.	Aasimar & Tiefling: Guidebook to the Planetouched
Infernal Insight	Awaken Ancestry; Evil alignment	Contact a fiend to ask 1 question 1/week. Each uses costs 100 XP	Aasimar & Tiefling: Guidebook to the Planetouched
Lantern Blood	Awaken Ancestry; Good alignment	You may cast daylight 1/day using your character level as caster level. If you already can do so, you gain another use. Each use of this feat costs 1 Wis damage	Aasimar & Tiefling: Guidebook to the Planetouched
Maul	Awaken Ancestry; Natural Weapon	Choose 1 natural attack. That attack deals 2 Con damage from bleeding. Each use costs 1 Cha damage.	Aasimar & Tiefling: Guidebook to the Planetouched
Night Skin	Awaken Ancestry; Level 4+	In all situations except bright light, you gain Concealment. If you have concealment, the miss chance rises to 40%. However, you are light sensitive, and take -1 to attack rolls in daylight.	Aasimar & Tiefling: Guidebook to the Planetouched
Pinning Gaze	Awaken Ancestry; Lawful alignment	Make gaze attack 1/day. Target must save or be affected like Hold Person. Each use costs 1 Wis damage	Aasimar & Tiefling: Guidebook to the Planetouched
Planar Awareness	Awaken Ancestry; Combat Reflexes	You can sift through telepathic babble, but costs you Wis damage to do so	Aasimar & Tiefling: Guidebook to the Planetouched
Ravid's Blessing	Awaken Ancestry; Wis 19+	1/day, you may animate a tiny object within 30 ft. You must concentrate to maintain this effect. Each use causes 1d6 nonlethal damage to you	Aasimar & Tiefling: Guidebook to the Planetouched
Screech of the Yeth	Awaken Ancestry; Level 3+	1/day, emit a sonic shriek that makes Humanoids within area shaken unless they save. Each use fatigues for 1d4 rounds	Aasimar & Tiefling: Guidebook to the Planetouched
See Aura	Awaken Ancestry; ability to cast detect chaos/evil/good/law	If the target of your detect c/e/g/l spell has that component, you can discern the other as well. This penetrates obscured alignments. +2 insight on Sense Motive. Using this cause -2 to Search and -2 Spot for 1d4 rounds	Aasimar & Tiefling: Guidebook to the Planetouched
Solar's Passion	Awaken Ancestry; Good alignment; Level 5+	+2 on saves vs mind-affecting spells and effects. Gain +1 damage against 1 thing from the Ranger's favored enemy lists.	Aasimar & Tiefling: Guidebook to the Planetouched
Stroke of Vengeance	Awaken Ancestry; Power Attack	If you hit a target twice in the same round with melee weapon, it must save or be shaken for 1 round (DC = 10 + damage from second hit)	Aasimar & Tiefling: Guidebook to the Planetouched

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Superior Resistance (Acid)	Awaken Ancestry; Acid Resistance 5+	Increase the resistance to 10	Aasimar & Tiefling: Guidebook to the Planetouched
Superior Resistance (Cold)	Awaken Ancestry; Cold Resistance 5+	Increase the resistance to 10	Aasimar & Tiefling: Guidebook to the Planetouched
Superior Resistance (Electricity)	Awaken Ancestry; Electricity Resistance 5+	Increase the resistance to 10	Aasimar & Tiefling: Guidebook to the Planetouched
Superior Resistance (Fire)	Awaken Ancestry; Fire Resistance 5+	Increase the resistance to 10	Aasimar & Tiefling: Guidebook to the Planetouched
Superior Resistance (Sonic)	Awaken Ancestry; Sonic Resistance 5+	Increase the resistance to 10	Aasimar & Tiefling: Guidebook to the Planetouched
Taint of Chaos	Awaken Ancestry; Chaotic alignment	+6 racial bonus to Intimidate check to sicken all within 10 feet. Each use costs 1 Cha damage	Aasimar & Tiefling: Guidebook to the Planetouched
Throwback	Awaken Ancestry	Fear effects turn you into mindless killing machine	Aasimar & Tiefling: Guidebook to the Planetouched
Titanbrood	Awaken Ancestry; Str 19+	Use weapons 1 size larger without penalty; you now count as a giant for purposes of favored enemy effects	Aasimar & Tiefling: Guidebook to the Planetouched
Unleash Vulcan's Heart	Awaken Ancestry; Fire resistance 5+	You may self-immolate, doing extra fire damage in grapple and unarmed attacks. Each round of use costs 1 Cha damage	Aasimar & Tiefling: Guidebook to the Planetouched

Background

Name:	Requirements:	Description:	Reference Book:
Deep Denizen	Underground as sole environment	+2 on Listen; +4 to track by Scent	Savage Species
Desert Dweller	Desert terrain type	Fort save DC to resist heat effects reduced to 10	Savage Species
Grass Trekker	Plains terrain type	+2 Jump; no Fort save on Forced March until 12 hours of travel	Savage Species
Swamp Stalker	Marsh terrain	+2 Swim; +2 on Str checks to break free from nets, webs, entangle	Savage Species
Treefriend	Forest terrain	+2 Climb; +2 Survival to avoid becoming lost	Savage Species

Bardic Music

Name:	Requirements:	Description:	Reference Book:
Chant of Fortitude	Bardic music; Concentration 9+ ranks; Perform 9+ ranks	Use 1 bardic music use as an immediate action to give all allies the benefit of the Die Hard feat until after your next action	Complete Adventurer
Chant of the Long Road	Bardic music; Perform 6+ ranks	As a standard action, expend 1 bardic music use to protect yourself and allies within 40 ft from nonlethal damage for 1 hour of hustling.	Complete Scoundrel
Chord of Distraction	Bardic music, Perform 9+ ranks	As immediate action, expend 3 uses of bardic music to distract an opponent (see full text), making it flat-footed against an ally until attacked or your next turn.	Complete Scoundrel
Enchanting Song	Perform (any) 5 ranks; Spell Focus (Enchantment); Bardic Music	Spend 1 use of Bardic music to increase caster level and save DC of enchantment spells	Races of Stone
Epic of the Lost King	Bardic Music; Perform 6 ranks	Expend 1 use of bardic music as move action to remove Fatigue from up to 3 creatures (self included) within 30 ft. Expend 3 to remove Exhaustion instead.	Complete Scoundrel
Inspire Spellpower	Perform (any) 8 ranks; Bardic music	Gain new bardic music ability that increases the caster level of allies' spellcasting by +1	Races of Stone
Ironskin Chant	Bardic music; Concentration 12+ ranks; Perform 12+ ranks	Use 1 bardic music use as a Swift action to give all allies within 30 ft DR 5/- until your next action	Complete Adventurer
Lyric Spell	Bardic music; Perform 9+ ranks; ability to spontaneously cast 2nd level arcane spells	Use 1+spell level bardic music uses to cast a spell you know	Complete Adventurer
Metamagic Song	Any 2 metamagic feats; bardic music	Use bardic music uses to replace slot level increase for spontaneous metamagic effects	Races of Stone

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Misleading Song	Perform (any) 5 ranks; Spell Focus (illusion); Bardic music	Use 1 bardic music use to increase caster level and save DC of illusion spell
Sound of Silence	Bardic Music; Perform 9+ ranks	As a standard action, expend 2 uses of bardic music to deafen a single target within 30 ft who can hear you for 3 rounds. A Will save vs your Perform check as DC negates.
Warning Shout	Bardic Music; Perform 9+ ranks; Evasion	As an immediate action, expend 2 uses to grant a single ally within 30 ft (not you) +5 morale bonus on next Reflex save, and Evasion. Lasts until Reflex save made or your next turn.

Bardic Music

Races of Stone
Complete Scoundrel

Complete Scoundrel

Blessed

Name:	Requirements:	Description:	Reference Book:
Call Down Divine Wrath	Wis 18+; Spellcaster level 9+; Ability to turn undead; Devout Faith	Use 2 turn attempts to stun and slow all enemies within 30 ft	Book of Hallowed Might
Devout Faith	DM Approval	Up to 1/day, at the desire of the gods, gain Bless for up to 10 rounds	Book of Hallowed Might
Redeeming Grace	Devout Faith; Ability to turn undead; Ability to remove curses or disease	Use 1 turning attempt to try to remove a curse that your spells could not affect	Book of Hallowed Might
Vow of Chastity (BoHM)	Devout Faith	+4 divine bonus to saves vs poison and disease while vow is kept	Book of Hallowed Might
Vow of Fidelity (BoHM)	Devout Faith	+4 bonus to saves vs all Enchantments while vow is kept	Book of Hallowed Might
Vow of Obedience (BoHM)	Devout Faith	Cure up to your level in hp 1/day as long a vow is kept	Book of Hallowed Might
Vow of Poverty (BoHM)	Devout Faith	Gain insight bonus of half your level (max +10) on Bluff, Diplomacy, Gather Information, Intimidation, and Sense Motive while the vow is kept	Book of Hallowed Might
Vow of Silence (BoHM)	Devout Faith	Gain +2 insight bonus on Int and Wis based skill checks, and all saving throws while vow is kept	Book of Hallowed Might
Vow of Stability (BoHM)	Devout Faith; Vow of Obedience; Ability to turn undead; membership in a religious hierarchy	Use 2 turn attempts to Empower a spell without penalty as long as this vow is kept	Book of Hallowed Might

Bloodgift

Name:	Requirements:	Description:	Reference Book:
Aspect of Command	Cha 14+; Drakeblood	+2 to save DC of Enchantment spells you cast; +2 competence bonus to Leadership score	Hammer & Helm
Aspect of Fear	Cha 16+; Drakeblood; Aspect of Command	Emit a burst of fear, 1/day per Cha bonus	Hammer & Helm
Blood of Magic	Drakeblood; any 2 metamagic feats; ability to cast arcane spells spontaneously	Your may apply 1 metamagic feat without lengthening casting time	Hammer & Helm
Deepblood	Dwarf; Wis 11+	+4 Spot when using darkvision	Hammer & Helm
Deepsight	Deepblood	+10 ft range to Darkvision	Hammer & Helm
Divine Flame	Cha 12+; Turn or Rebuke Undead ability; Forgeblood	Use 1 turn/rebuke attempt to add +1d6 fire damage to your melee weapon attacks for 1 round/Cha bonus	Hammer & Helm
Drakeblood	Dwarf; Cha 12+	+3 racial bonus on Intimidate checks	Hammer & Helm
Earth's Armor	Stoneblood; Rocklike; Base Fort save +6+	Gain or increase DR 1/adamantine	Hammer & Helm
Fires Within	Forgeblood	Gain resistance to fire 5	Hammer & Helm
Forgeblood	Dwarf; Dex 11+	The first 5 points of cold damage you take each round is considered nonlethal damage; +5 racial bonus on Fort saves to avoid environmental cold damage	Hammer & Helm
Rocklike	Stoneblood	+1 natural armor	Hammer & Helm
Shadowblend	Deepblood; Hide 5+ ranks	When you have concealment from lighting conditions, increase 1 step	Hammer & Helm

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Bloodgift

Stonebinder	Cha 12+; Stoneblood	Your conjured Earth creatures gain the Iron-Souled template	Hammer & Helm
Stoneblood	Dwarf; Con 15+	Stonecunning bonuses increase +2	Hammer & Helm
Stonelord	Cha 12+; Stoneblood	+4 Diplomacy with Dwarves or Earth creatures; +4 to save DCs of Enchantments against Earth creatures	Hammer & Helm

Bonding

Name:	Requirements:	Description:	Reference Book:
Dreamchild	Bonding Ritual; Oath of Dreams	You are immune to magical compulsions	Hammer & Helm
Greater Pledge of Flame	Bonding Ritual; Pledge of Flame	Sheathe yourself in flames 1/day for 1 round/Con bonus	Hammer & Helm
Greater Pledge of Frost	Bonding Ritual; Pledge of Frost	Sheathe yourself in icy aura 1/day for 1 round/Con bonus	Hammer & Helm
Oath of Dreams	Bonding ritual; Survival 10+ ranks; any metamagic feat	Creature type changes to Fey, and gain trackless step	Hammer & Helm
Oath of Iron	Bonding ritual; Appraise 5+ ranks	+5 bonus on Appraise with metal items, and can estimate bonuses of magical items	Hammer & Helm
Pledge Arcane	Bonding ritual; any metamagic feat; Knowledge (arcana) 10+ ranks; able to cast arcane spells	use detect magic at will	Hammer & Helm
Pledge of Flame	Bonding ritual; Great Fortitude	Gain the fire subtype	Hammer & Helm
Pledge of Frost	Bonding ritual; Great Fortitude	Gain the cold subtype	Hammer & Helm
Pledge of Shadow	Bonding ritual; Deepblood; Shadowblend; Blind-fight; Hide 10+ ranks	When you gain concealment from shadow, opponents are denied Dex bonus to AC	Hammer & Helm
Skybond	Bonding ritual; Lightning Reflexes	Gain Air subtype	Hammer & Helm
Skystride	Bonding ritual; Skybond; Spring Attack; Jump 10+ ranks	use air walk 1/day	Hammer & Helm
Soul of Iron	Con 15+; Bonding ritual; Oath of Iron	Gain Iron-Souled creature template 1/day for short time	Hammer & Helm

Ceremony

Name:	Requirements:	Description:	Reference Book:
Ritual Blessing	Good alignment; Knowledge (religion) 4 ranks	Gain access to rituals based on your Knowledge (religion) score.	Players Handbook II
Ritual Blood Bonds	Orc or Half-Orc; Knowledge (religion) 4 ranks	Gain access to rituals based on your Knowledge (religion) score.	Players Handbook II

Combat Form

Name:	Requirements:	Description:	Reference Book:
Combat Awareness (PH II)	Wis 13; Blind Fight; Combat Focus; Base Attack Bonus +12	While holding combat focus, learn the current hit point total of each adjacent opponent and ally. If you have 3 or more Combat Form feats, gain blindsight out to 5 feet.	Players Handbook II
Combat Defense	Dex 13; Wis 13; Combat Focus; Dodge; Base Attack Bonus +6	While you maintain Focus, you may change the target of your Dodge feat as an immediate action. If you have 3+ Combat Focus feats, gain additional +1 to AC vs your Dodge opponent.	Players Handbook II
Combat Focus	Wis 13	Your first successful attack in an encounter gives you your combat focus. Gain +2 bonus to Will saves. If you have 3 or more Focus feats, gain +4 instead. Lasts 10 rounds + 1 per addition Focus feat.	Players Handbook II
Combat Stability	Wis 13; Combat Focus; Base Attack Bonus +3	Gain +4 bonus on checks or rolls to resist Bull Rush, Disarm, Grapple, Overrun, and Trip attacks. If you have 3 or more Focus feats, bonus is +8 instead.	Players Handbook II

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Combat Form

Combat Strike	Wis 13; Combat Focus; any two other Combat Form feats; Base Attack Bonus +15	Use a swift action to end your combat focus early and gain a bonus to attack and damage equal to the number of combat form feats you have for the rest of your turn. Lose all other benefits immediately.	Players Handbook II
Combat Vigor	Wis 13; Combat Focus; Base Attack Bonus +9	While you maintain combat focus, gain fast healing 2. If you have 3 or more combat focus feats, rises to fast healing 4.	Players Handbook II

Divine

Name:	Requirements:	Description:	Reference Book:
Blackwater Invocation	Ability to channel negative energy	Use a Rebuke attempt to charge the water around you, out to 30 ft, with negative energy, making it bitterly cold.	Stormwrack
Disciple of the Sun	Ability to turn or rebuke undead; Good alignment	Use an additional Turn Undead use to destroy undead instead of turning them	Complete Divine
Divine Accuracy	Ability to turn or rebuke undead	Spend 1 turn use to grant allies rerolls against miss chances against incorporeal foes	Libris Mortis: The Book of Undead
Divine Armor	Divine caster level 5th; ability to Turn or Rebuke undead	As a swift action, expend a Turn or Rebuke attempt to gain DR 5/- until the start of your next turn	Players Handbook II
Divine Cleansing	Turn or Rebuke undead ability	Spend 1 turn attempt to grant +2 Fort save bonus to all within 60 ft for 1 round/Cha modifier	Complete Warrior
Divine Damage Reduction	Con 13+; Wis 13+; Earth Sense; Earth's Warding; ability to rebuke earth creatures	Spend 1 rebuke attempt to gain DR 2/adamantine for 1 round/character level	Races of Stone
Divine Fortune	Divine caster level 5th; ability to Turn or Rebuke undead	As an immediate action, expend a Turn or Rebuke attempt to gain +4 on your next saving throw. Lasts until the start of your next turn	Players Handbook II
Divine Justice	Ability to Turn or Rebuke undead	Use a swift action to mark an opponent for this feat. If he hits you, when next you hit him, you deal your normal damage or the same amount he dealt you, whichever is greater. Apply DR, etc., based on your weapon.	Players Handbook II
Divine Metamagic	Ability to turn or rebuke undead	Use Turn uses to power metamagic effect	Complete Divine
Divine Might	Str 13+; Turn or Rebuke undead ability; Power Attack	Spend 1 turn attempt to add Cha bonus to weapon damage for 1 full round	Complete Warrior
Divine Resistance	Turn or Rebuke undead ability; Divine Cleansing	Spend 1 turn attempt to give all within 60 ft resistance cold 5, electricity 5, and fire 5 for 1 round/Cha modifier	Complete Warrior
Divine Shield	Turn or Rebuke undead ability; Proficiency with a shield	Spend 1 turn attempt to enhance shield bonus by your Cha modifier for 1 round/2 char levels	Complete Warrior
Divine Spell Power	Ability to turn or rebuke undead; able to cast 1st level Divine spells	Use a Turn attempt to modify the caster level of the next divine spell you cast	Complete Divine
Divine Spellshield	Ability to rebuke earth creatures; race save bonus vs spells	Spend 1 rebuke attempt to grant all allies in 30 ft a +2 sacred bonus on saves vs spells and spell-like effects	Races of Stone
Divine Vigor	Turn or Rebuke undead ability	Spend 1 turn attempt to gain +10 ft base speed and 2 temp hp/char level for 1 minute/Cha modifier	Complete Warrior
Divine Ward	Ability to Turn or Rebuke undead	Once every 24 hours you can create a ward between yourself and another creature. Use a Turn or Rebuke attempt to cast a touch spell through the ward up to Close range. You may use additional attempts to create additional wards.	Players Handbook II
Domain Spontaneity	Ability to turn or rebuke undead	Cast spells from the selected domain spontaneously	Complete Divine
Earth's Warding	Con 13+; Wis 13+; Earth Sense; ability to rebuke earth creatures	Spend 1 rebuke attempt to increase natural armor bonus by +2; must be standing on the ground	Races of Stone

Feat Listing by Type

Divine

Elemental Healing	Ability to rebuke creatures with an elemental subtype	Spend a rebuke attempt to heal creatures of that subtype, 1d8/2 cleric levels	Complete Divine
Elemental Smiting	Ability to rebuke creatures with an elemental subtype	Spend a rebuke attempt to add 1 point/cleric level to melee attack damage	Complete Divine
Glorious Weapons	Ability to turn or rebuke undead	Use a turn or rebuke attempt to align all allies' melee weapons within 60 ft to Good or Evil	Complete Divine
Pierce the Darkness	Ability to turn undead; darkvision	Spend 1 turn attempt to double the range of your darkvision	Races of Stone
Profane Aura	Divine caster level 9th; ability to Rebuke undead	As a standard action, you may expend one attempt to fill the area around you with a mist, out to 60 ft, that grants Concealment or Total Concealment to creatures within it. Also gain +2 deflection bonus to your AC.	Players Handbook II
Profane Boost	Ability to rebuke undead	Spend 1 rebuke attempt to enhance inflict spells in the area	Complete Divine
Profane Lifeleech	Ability to rebuke undead	Spend 2 rebuke attempts to deal 1d6 damage to all living creatures in 30 ft burst (minimum 0); You heal as many hp damage as the total you deal (up to your normal maximum)	Libris Mortis: The Book of Undead
Profane Vigor	Cha 11+; ability to rebuke undead	Spend 2 rebuke attempts to heal 1 undead ally within 60 ft of 2 hp/cleric level up to its max	Libris Mortis: The Book of Undead
Retrieve Spell	Any two Divine feats, ability to turn or rebuke undead	As a standard action, use 1+spell level turn or rebuke attempts to recover a spell already cast today from the same class	Complete Champion
Roots of the Mountain	Ability to rebuke earth creatures; stability as a racial trait	Use 1 rebuke attempt to root yourself where you stand	Races of Stone
Sacred Boost	Ability to turn undead	Spend 1 turn attempt to enhance cure spells in area	Complete Divine
Sacred Healing (CD)	Heal 8 ranks; Ability to turn undead	Spend 1 turn attempt to grant fast healing 3 to all within area	Complete Divine
Sacred Healing (PH II)	Ability to Turn Undead	As a swift action, expend a turn attempt to gain +5 bonus on Heal checks and +2 points/die to the effect of your cure spells until the end of your current turn.	Players Handbook II
Sacred Purification	Sacred Healing (PH II); Ability to Turn Undead	As a swift action expend a turn attempt in a pulse of divine energy. All living creatures within 60 feet heal 1d8 points + your Cha bonus.	Players Handbook II
Sacred Radiance	Divine caster level 9th; ability to Turn undead	As a standard action, expend a turn attempt to bathe yourself in light extending out to 60 ft. for 10 minutes. Non-Evil creatures within the light gain +2 morale bonus on some saves; Evil creatures gain 02 on saves vs Fear effects	Players Handbook II
Sacred Vengeance	Turn or Rebuke undead ability	Spend 1 turn attempt to add 2d6 damage to successful melee attacks vs undead for this round	Libris Mortis: The Book of Undead
Sacred Vitality	Ability to turn undead	Spend 1 turn attempt to gain immunity to ability damage, ability drain, and energy drain	Libris Mortis: The Book of Undead
Sanctify Water	Cha 13+; ability to channel positive energy	Use a Turn attempt to infuse the water around you, out to 30 ft, with positive energy, which has the same effect as holy water.	Stormwrack
Spiritual Counter	Any other divine feat; ability to turn or rebuke undead	As a standard (readied) action expend 2+spell level turn or rebuke attempts to counter another caster's spell.	Complete Champion
Spurn Death's Touch	Ability to turn undead	Spend 1 turn attempt to touch an ally and heal 1d4 ability damage or remove paralysis, or remove a negative level - must have been caused by Undead	Libris Mortis: The Book of Undead
True Believer	Single deity; must be within 1 step of deity's alignment	1/day, gain +2 bonus on saving throw; also allows use of relics of your deity	Complete Divine

Feat Listing by Type

Divine

Domain

Name:	Requirements:	Description:	Reference Book:
Air Devotion		1/day as swift action use air to give self a +(1+1/4 levels) sacred or profane bonus to AC for 1 minute. Also causes 50% miss chance for thrown and projectile weapons against you.	Complete Champion
Animal Devotion		1/day as swift action give self power of a specific animal for 1 minute: Ape's Fury, Cheetah's Sprint, Hawk's Flight; or Serpent's Strike.	Complete Champion
Chaos Devotion		1/day as Swift action summon force of chaos to add to your attack or ac, re-determined each round, for 1 minute.	Complete Champion
Death Devotion		1/day as Swift action cause one of your melee weapons to radiate negative energy for 1 minute. On hit, target must save (Fort DC 10+1/2 your level + Cha mod) or gain negative level, up to 1/4 your level	Complete Champion
Destruction Devotion		1/day as Immediate action, enable your attacks to reduce enemy armor or natural armor 1 when you hit. Effect lasts 1 minute. At 10th level, reduce by 2 per hit.	Complete Champion
Earth Devotion		1/day as Immediate action, ignore effects of difficult terrain or make nearby terrain more difficult to move through.	Complete Champion
Evil Devotion		1/day as Immediate action grant yourself and allies DR (1+1/5 levels)/Good. Also makes your attacks Evil aligned. Lasts 1 minute.	Complete Champion
Fire Devotion		1/day as Swift action, sheathe your body in flames. Grants light like a torch and adds +1+1/3 levels Fire damage to your attacks. Any foe injured ignites and burns for 1d4 damage per round.	Complete Champion
Good Devotion		1/day as Immediate action, grant self and allies DR (1+1/5 levels) /evil and make your attacks Good aligned. Lasts 1 minute.	Complete Champion
Healing Devotion		1/day as Immediate action gain or give fast healing 1+1/5 levels for 1 minute. Activates automatically when you reach 0 hp if you have a use left	Complete Champion
Knowledge Devotion	Knowledge (any) 5+ ranks	Gain bonus vs opponent creature on successful Knowledge check	Complete Champion
Law Devotion		1/day as Swift action gain +3 sacred or profane bonus on attacks or your AC. Reallocate each round.	Complete Champion
Luck Devotion		1/day as Swift action, for 1 minute, increase any below-average damage roll to half maximum possible	Complete Champion
Magic Devotion		1/day as standard action, launch energy bolt ranged touch within 30 ft + 5 ft/2 levels. Deals 1d6/2 levels damage.	Complete Champion
Plant Devotion		1/day as Immediate action, force your body to take on plant characteristics; +2 Natural armor and light fortification (more at higher levels)	Complete Champion
Protection Devotion		1/day as Immediate action, activate protective aura for +2 sacred or profane bonus to AC for you and allies. Increase to max +7 at 20th level. Lasts 1 minute	Complete Champion
Strength Devotion		1/day as Swift action, bypass hardness with your melee attacks for 1 minute. Also gain Slam attack as natural weapon damage based on size and level.	Complete Champion

Feat Listing by Type

Domain

Sun Deotion	1/day as Swift action, cause one of your melee weapons to glow for 1 minute. Lights like torch but is true sunlight. Deals +1 point per level damage to Undead while glowing.	Complete Champion
Travel Devotion	1/day as Swift action, for 1 minute, gain ability to move up to your speed as a Swift action each round. No 5 ft step if you do so.	Complete Champion
Trickery Devotoin	You may project a simulacrum of yourself that can perform limited tasks. See text	Complete Champion
War Devotion	1/day, when fighting defensively, take penalty on all attack rolls for bonus on defense that stacks with Combat Expertise. Bonus rises and penalty reduces with level.	Complete Champion

Draconic

Name:	Requirements:	Description:	Reference Book:
Draconic Breath	Draconic Heritage	Turn spell slots into breath weapon	Complete Arcane
Draconic Claw	Draconic Heritage	You gain claws as a natural weapon	Complete Arcane
Draconic Flight	Draconic Heritage	Casting spells gives fly speed	Complete Arcane
Draconic Heritage	Sorcerer level 1	Gain class skill, save bonus vs sleep, paralysis, and spells/abilities with energy of your dragon forebear	Complete Arcane
Draconic Legacy	Any 4 Draconic Heritage feats	Gain additional spells known	Complete Arcane
Draconic Power	Draconic Heritage	+1 caster level and save DC of spells with energy of your dragon forebear	Complete Arcane
Draconic Presence	Draconic Heritage	Casting spells causes area-effect fear	Complete Arcane
Draconic Resistance	Draconic Heritage	Gain resistance to the energy type of your dragon forebear	Complete Arcane
Draconic Skin	Draconic Heritage	+1 Natural Armor	Complete Arcane

Eldritch

Name:	Requirements:	Description:	Reference Book:
Aid Spellcasting	Int 15+; Cha 15+; Ability to cast arcane spells	Make Concentration check to boost DC or Caster level of another's spell by +1	Book of Eldritch Might II: Songs and Souls of Power
Conjure Mastery	Cha 17+; Caster level 7+	Your summoned creatures are physically above average, with +2 Str, +2 Dex, and +2 Con	Book of Eldritch Might I
Deflection to Attraction	Dex 15+; Cha 19+; Magical Talent	1/level/day, you may empower an attack to convert the target's Deflection bonus to AC (if any) into a bonus on the attack	Book of Eldritch Might II: Songs and Souls of Power
Fuse with Item	Cha 19+; caster level 10+	You may absorb an item and gain its properties by paying XP cost	Book of Eldritch Might III: The Nexus
Item Image	Int 17+; Caster Level 7+	Create a magical tattoo that can store a magic item and grants bonus on its use	Book of Eldritch Might I
Lace Spell: Acid Energies	Int 17+; Caster level 5+	Add 1d6 acid damage to any single-target spell if it takes effect	Book of Eldritch Might I
Lace Spell: Chaotic	Int 17+; Caster level 5+	Add [Chaotic] descriptor to spells and +2 save DC for lawful creatures; cannot affect Lawful spells	Book of Eldritch Might I
Lace Spell: Cold Energies	Int 17+; Caster level 5+	Add 1d6 cold damage to any single-target spell if it takes effect	Book of Eldritch Might I
Lace Spell: Electricity Energies	Int 17+; Caster level 5+	Add 1d6 electricity damage to any single-target spell if it takes effect	Book of Eldritch Might I
Lace Spell: Enemy Bane	Int 17+; Caster level 5+	Spells do +20% damage against selected enemy	Book of Eldritch Might I
Lace Spell: Fire Energies	Int 17+; Caster level 5+	Add 1d6 fire damage to any single-target spell if it takes effect	Book of Eldritch Might I
Lace Spell: Holy	Int 17+; Caster level 5+	Add [Good] descriptor to spells and +2 save DC for evil creatures; Cannot affect Evil spells	Book of Eldritch Might I

Feat Listing by Type

Eldritch

Lace Spell: Lawful	Int 17+; Caster level 5+	Add [Lawful] descriptor to spells and +2 save DC for chaotic creatures; cannot affect Chaotic spells	Book of Eldritch Might I
Lace Spell: Resistant	Int 17+; Caster level 7+	Add +2 to the DC to dispel your spells	Book of Eldritch Might II: Songs and Souls of Power
Lace Spell: Sonic Energies	Int 17+; Caster level 5+	Add 1d6 sonic damage to any single-target spell if it takes effect	Book of Eldritch Might I
Lace Spell: Spellripper	Int 17+; Cha 21+; Caster level 17+; Magical Talent	Any spell you cast at an opponent also makes a dispel attempt against the highest level effect on the opponent	Book of Eldritch Might II: Songs and Souls of Power
Lace Spell: Unholy	Int 17+; Caster level 5+	Add [Evil] descriptor to spells and +2 save DC for good creatures; cannot affect Good spells	Book of Eldritch Might I
Lace Spell: Unravel	Int 17+; Cha 15+; Caster level 10+; Magical Talent	Any spell you cast at an opponent attempts to suppress any protection that would interfere with its success	Book of Eldritch Might II: Songs and Souls of Power
Mirror Sight	Charisma 19+; Spellcaster level 1+	1/day, you may look into a mirror and see the reflection of another person or place if it is in another mirror, or whatever is reflected in a specific mirror you know of	Book of Eldritch Might I
Subliminal Spellcasting	Cha 11+; Caster level 3+; Bluff 1+ ranks	Hide the casting and visible effects of a spell	Book of Eldritch Might III: The Nexus

Exalted

Name:	Requirements:	Description:	Reference Book:
Animal Friend	Cha 15+; Wild Empathy class feature	+4 exalted bonus on Wild Empathy checks	Book of Exalted Deeds
Celestial Familiar	Ability to acquire a new familiar; minimum level for the familiar in question	Additional familiar choices	Book of Exalted Deeds
Celestial Mount	Paladin level 4+	Mount gains Celestial creature template	Book of Exalted Deeds
Consecrate Spell Trigger	Craft wand or Craft Staff; Ability to turn undead	Use 1 turning attempt to add Good descriptor to triggered spell	Book of Exalted Deeds
Exalted Companion	Ability to acquire a new animal companion; minimum level requirement	Additional animal companion choices	Book of Exalted Deeds
Exalted Smite	Smite Evil class ability	Your weapon is considered Good aligned when smiting evil	Book of Exalted Deeds
Exalted Spell Resistance	Cha 15+; Spell resistance	+4 to spell resistance when resisting Evil spells and spell-like abilities of evil outsiders	Book of Exalted Deeds
Exalted Turning	Ability to turn undead	Turning does 3d6 damage to undead affected	Book of Exalted Deeds
Exalted Wild Shape	Wild Shape class ability; Wild shape class level 8+	Additional Wild Shape options	Book of Exalted Deeds
Favored of the Companions		+1 luck bonus on any 1 roll or check 1/day while performing Good act	Book of Exalted Deeds
Fist of the Heavens	Wis 15+; Sanctify Ki Strike; Stunning Fist	+2 to save DC of your Stunning Fist attacks against Evil creatures; Evil creatures are staggered for 1 round after being stunned	Book of Exalted Deeds
Gift of Faith	Wis 13+	+2 on saves vs fear effects	Book of Exalted Deeds
Gift of Grace	Divine Grace class ability	Transfer all or part of your Divine Grace benefit to others	Book of Exalted Deeds
Hands of a Healer	Cha 13+; Lay on Hands class ability	When determining how many hp you can heal, count your Charisma score as 2 higher	Book of Exalted Deeds
Holy Ki Strike	Cha 15+; Improved Unarmed Strike; Ki Strike (Lawful); Sanctify Ki Strike	Add 2d6 holy damage to your Ki Strike, and your Ki Strike is considered Holy (Good) for penetrating Damage Reduction	Book of Exalted Deeds
Holy Radiance	Cha 15+; Nimbus of Light	Increase the intensity of the holy light around you; harms undead and increases visual range	Book of Exalted Deeds

Feat Listing by Type

Exalted

Holy Subdual	Subduing Strike	When using a weapon to do nonlethal damage, transform extra damage from smite or holy effects into nonlethal damage as well	Book of Exalted Deeds
Intuitive Attack	BAB +1+	With a simple weapon for your size, or a natural weapon, substitute your Wis modifier for your Str modifier in the attack	Book of Exalted Deeds
Knight of Stars		Call upon your Eladrin patron for +1 luck bonus 1/day while performing Good act	Book of Exalted Deeds
Nimbus of Light		+2 Diplomacy with Good creatures; +2 Sense Motive with Good creatures; you glow like a candle	Book of Exalted Deeds
Nymph's Kiss		Fey creatures regard you well; +2 circumstance bonus on Cha-related checks and +1 save bonus on spells and spell-like abilities; +1 skill point per level starting this level	Book of Exalted Deeds
Purify Spell Trigger	Craft Wand or Craft Staff; Turn Undead class ability	Use a Turn attempt to give the spell the Purify Spell feat	Book of Exalted Deeds
Quell the Profane	Str 13+; Power Attack; Resounding Blow; BAB +8+	On a melee critical against an evil creature, it must save or take 1d4+1 Str damage in addition to weapon damage	Book of Exalted Deeds
Ranged Smite Evil	Smite Evil class ability	Channel your smite evil through a ranged weapon	Book of Exalted Deeds
Righteous Wrath	Rage class ability	When you first deal damage to an evil foe while raging, it must save or be shaken; you retain clarity of judgment while raging	Book of Exalted Deeds
Sacred Strike	Sneak attack class ability	Your sneak attack is considered a good-aligned weapon against evil creatures; use d8s instead of d6s for sneak attacks against Evil creatures	Book of Exalted Deeds
Sacred Vow		+2 perfection bonus on Diplomacy checks	Book of Exalted Deeds
Sanctify Ki Strike	Improved Unarmed Strike; Ki Strike (Lawful); Cha 15+	Your unarmed strikes deal +1 point of damage to Evil creatures or +1d4 to evil outsiders and undead; they are considered good-aligned for penetrating Damage Reduction	Book of Exalted Deeds
Sanctify Martial Strike	Cha 15+; Weapon Focus with [Weapon]	+1 damage to evil creatures, or +1d4 to evil outsiders and undead, with that weapon; weapon is considered good-aligned for penetrating Damage Reduction	Book of Exalted Deeds
Sanctify Natural Attack	One or more natural weapon attacks; BAB +5+	+1 damage to evil creatures, or +1d4 to evil outsiders and undead, with that weapon; weapon is considered good-aligned for penetrating Damage Reduction	Book of Exalted Deeds
Sanctify Weapon	Able to cast align weapon	When you cast align weapon, it also gains the ability to deal +1 damage to evil creatures or +1d4 to evil outsiders and undead; creatures with Corrupted template cannot heal this damage normally	Book of Exalted Deeds
Servant of the Heavens		Call upon archon patron for +1 luck bonus 1/day while performing a good act	Book of Exalted Deeds
Stigmata	Nimbus of Light	You can heal others by manifesting wounds to yourself (sacrificing Con points)	Book of Exalted Deeds
Touch of Golden Ice	Con 13+	Your touch inflicts the Golden Ice affliction on evil creatures	Book of Exalted Deeds
Vow of Abstinence	Sacred Vow	Abstaining from drugs (including alcohol, caffeine, etc.) gives you +4 bonus on saves vs drugs and poisons	Book of Exalted Deeds
Vow of Chastity	Sacred Vow	Abstaining from sexual intercourse and remaining unmarried grants +4 bonus to Will saves vs charm and phantasm effects	Book of Exalted Deeds

Feat Listing by Type

Exalted

Vow of Nonviolence	Sacred Vow	Abstaining from harming humanoids grants +4 boost to spell save DC, other benefits	Book of Exalted Deeds
Vow of Obedience	Sacred Vow	Unswerving obedience grants +4 to saves vs compulsions	Book of Exalted Deeds
Vow of Peace	Sacred Vow; Vow of Nonviolence	Many benefits from being totally nonviolent	Book of Exalted Deeds
Vow of Poverty	Sacred Vow	Eschewing material goods gives supernatural replacement effects	Book of Exalted Deeds
Vow of Purity	Sacred Vow	Avoiding contact with dead flesh grants +4 bonus on Fort saves to resist disease and death effects	Book of Exalted Deeds
Words of Creation	Int 15+; Cha 15+; base Will save bonus +5+	use Words of Creation to enhance bardic music effects or spellcasting	Book of Exalted Deeds

Fey

Name:	Requirements:	Description:	Reference Book:
Crossing Over	Base Will save +3+	Attempt to shorten the travel time through regions of the Faerie Lands	Faeries
Fey Sense		Sense presence of Fey creatures within 100 ft; limited visibility into Faerie lands	Faeries
Second Sight		See Fey doorways and disguised fey creatures	Faeries
Sixth Sense		Sense the presence and direction of a fey doorway in a half-mile radius	Faeries

General

Name:	Requirements:	Description:	Reference Book:
Aberration Banemagic		When you cast a spell that deals damage to an aberration, you deal an extra 2d6 points of damage	Lords of Madness: the Book of Aberrations
Aberration Trainer	Handle Animal 8 ranks	You are skilled at training a particular type of creature	Arms & Equipment Guide
Ability Focus	Special Attack	+2 to save DC on one special attack	Monster Manual
Able Sniper	Dex 13+; Hide 5+ ranks	+2 ranged attack rolls with a weapon against flat-footed targets that are at least 30 ft away. +4 bonus on Hide checks to hide again after making an attack roll while hiding	Races of the Wild
Accolade	Holy/noble blood	1/month, you may bestow on a creature the ability to call upon you 1/day to call upon your Holy/Noble power for +1 luck bonus to one attack, save, or check	Book of Hallowed Might
Accompaniment	Ability to cast spellsongs	Your spellsongs overcome magical silence, but to do so you must play an instrument with them	Book of Eldritch Might II: Songs and Souls of Power
Acheron Flurry	Dex 15+; Wis 15+; Improved Unarmed Strike; Knowledge (the planes) 4 ranks	Reduce a foe's effectiveness with mock attacks after actually injuring him	Planar Handbook
Acrobatic		+2 Jump; +2 Tumble	Players Handbook
Acrobatic Strike	Tumble 12 ranks	If you successfully use Tumble to avoid an AoO from an opponent, gain +4 on your attack on that opponent in the same round.	Players Handbook II
Active Shield Defense	Proficiency with Shields; Shield Specialization	No penalty on AoOs when fighting defensively and using a shield. When using total defense with a shield, you still threaten the area around you and make AoOs at -4.	Players Handbook II
Adaptable Flanker	Combat Reflexes; Vexing Flanker; Base Attack Bonus +4	Pick one opponent as a swift action. When adjacent, you may choose any other square you threaten to determine your flanking bonuses, as well as your current square.	Players Handbook II

Feat Listing by Type

General

Adoubement	Holy/Noble Blood; Accolade	1/month, you may bestow on a creature the ability to call upon you 1/day to smite your enemies (add your Cha bonus to attack and your level to damage)	Book of Hallowed Might
Aerial Reflexes		While flying, gain a bonus to your Reflex saves based on Maneuverability. Clumsy: +0, Poor: +1, Average: +2, Good: +3, Perfect: +4	Races of the Wild
Aerial Superiority		While flying, you gain a +1 Dodge bonus to Armor Class against opponents who cannot fly or who have a lower maneuverability than you	Races of the Wild
Agile		+2 Balance; +2 Escape Artist	Players Handbook
Agile Athlete	Climb 1+ ranks; Jump 1+ ranks	When making Climb or Jump checks, you may use your Dexterity modifier in place of your Strength modifier	Races of the Wild
Agile Rider	Dodge; Mounted Combat	While mounted, you and your steed share +2 dodge bonus vs specific foe. Each round, select foe and divide bonus as desired.	Cavalier's Handbook
Agile Shield Fighter	Proficiency with shields; Improved Shield Bash; Shield Specialization	When making a shield bash and an armed strike as part of a full attack, you take a -2 penalty on each attack instead of the normal two-weapon fighting penalties.	Players Handbook II
Alacritous Cogitation	Must prepare arcane spells	1/day, if you leave a slot open when preparing spells, you can use that slot to cast any arcane spell of that level or lower that you know.	Complete Mage
Alertness		+2 Spot; +2 Listen	Players Handbook
Alluire	Cha 13+	Initial attitude of NPCs attracted to your gender are improved 1 step. +2 on Bluff, Diplomacy, and Perform checks made to seduce appropriate NPC targets.	Cavalier's Handbook
Alternate Identity	Disguise 6+ ranks	You have an alternate identity, which shields you from your Reputation.	Noble's Handbook
Altitude Adaptation	Base Fort save +2+	+4 bonus on all Fort saves to avoid altitude effects; +2 on Survival checks in high altitude	Frostburn
Amphibious Endurance	Water-breathing race	Can survive out of water for 2 hours/point of Con before suffocation starts	Seafarer's Handbook
Amplify Song (Forte)	Ability to cast Spellsongs	Increase range of nonpersonal or nontouch spellsongs	Book of Eldritch Might II: Songs and Souls of Power
Ancestral Relic	Any Good alignment; Character level 3+	Create personal magic item	Book of Exalted Deeds
Ancestral Spirit	Region;	+2 Heal; +2 Knowledge (History)	Races of Faerun
Ancestral Weapon		You gain a magical weapon that is an heirloom of your family	Guide to the World of Urath
Angel of Mercy	Wis 15+ or Cha 13+	+2 Influence bonus on Bluff, Dipomacy, and Perform when tryin to convince someone to help another person in need (not you)	Dynasties & Demagogues
Animal Affinity		+2 Handle Animal; +2 Ride	Players Handbook
Animal Friend (Shaman)	Handle Animal 5+ ranks	Befriend animals like the animal friendship spell	Shaman's Handbook
Appraise Magic Value	Appraise 5+ ranks; Knowledge (arcana) 5+ ranks; Spellcraft 5+ ranks	Use Appraise to find properties of an item known to be magical	Complete Adventurer
Apprentice		Gain 2 new class skills and 2 bonus skill points to spend on them, plus a special benefit and the ability to call on Mentor for aid.	Dungeon Master's Guide II
Aquatic Armor Proficiency		Use aquatic versions of armor categories you already know	Seafarer's Handbook
Aquatic Shot	Point-blank Shot	You can employ ranged weapons underwater at a reduced range increment. The normal penalty is modified.	Stormwrack

Feat Listing by Type

General

Aquatic Spellcasting		You know how to cast spells that work equally well in and out of water.	Lords of Madness: the Book of Aberrations
Arachnid Rider	Drow Elf or Gray Dwarf	+2 Handle Animal and +2 Ride with Arachnids of Large or smaller size	Races of Faerun
Arcane Accompaniment	Perform 4 ranks; Arcane Flourish; arcane caster level 1st; bardic music	Expend a spell or a spell slot as a swift action to extend the duration of your bardic music by +1 round/spell level after you stop performing (in addition to the normal duration). Does not affect Instantaneous or Permanent abilities.	Players Handbook II
Arcane Consumption	Arcane Toughness; Toughness; arcane caster level 6th	Once per day as a swift action grant the next spell you cast a +4 bonus to its save DC. Take a -4 penalty to your Constitution for 12 hours and become fatigued.	Players Handbook II
Arcane Defense (Abjuration)	Spell Focus (Abjuration)	+3 to saves vs Abjuration spells	Complete Arcane
Arcane Defense (Conjuration)	Spell Focus (Conjuration)	+3 to saves vs Conjuration spells	Complete Arcane
Arcane Defense (Divination)	Spell Focus (Divination)	+3 to saves vs Divination spells	Complete Arcane
Arcane Defense (Enchantment)	Spell Focus (Enchantment)	+3 to saves vs Enchantment spells	Complete Arcane
Arcane Defense (Evocation)	Spell Focus (Evocation)	+3 to saves vs Evocation spells	Complete Arcane
Arcane Defense (Illusion)	Spell Focus (Illusion)	+3 to saves vs Illusion spells	Complete Arcane
Arcane Defense (Necromancy)	Spell Focus (Necromancy)	+3 to saves vs Necromancy spells	Complete Arcane
Arcane Defense (Transmutation)	Spell Focus (Transmutation)	+3 to saves vs Transmutation spells	Complete Arcane
Arcane Disciple	Knowledge (religion) 4 ranks; Spellcraft 4 ranks; able to cast arcane spells; alignment matches your deity	Add spells from 1 domain to your class spell list	Complete Divine
Arcane Flourish	Perform 4 ranks; arcane caster level 1st	As a swift action, you may expend a spell or spell slot to grant your next Perform check within 1 minute a competence bonus of 1 + the spell level.	Players Handbook II
Arcane Manipulation	Wizard level 1+	You may exchange up to 3 slots for a number of lesser spells whose total levels match the slot they are exchanged for	Lost Empires of Faerun
Arcane Mastery	Ability to use arcane spells or to use spell-like abilities	You may take 10 on Caster Level checks	Complete Arcane
Arcane Preparation	Ability to cast arcane spells without preparation	You may use your spell slots to prepare spells ahead of time	Complete Arcane
Arcane Strike	Ability to cast 3rd level arcane spells; BAB +4+	Use a spell slot to gain attack and damage bonus in melee for 1 round	Complete Warrior
Arcane Thesis	Knowledge (arcana) 9 ranks; ability to cast arcane spells	Choose one arcane spell that you can cast. When casting that spell, you do so at +2 caster levels. When you apply metamagic other than Heighten spell, the spell slot used is 1 lower than normal.	Players Handbook II
Arcane Toughness	Toughness; arcane caster level 3rd	You may expend a spell or spell slot as an immediate action when reduced to 0 or fewer hit points to heal 1 hp per spell level and stabilize. Cannot use this to reduce non-hit point effects. 0-level spells have no effect.	Players Handbook II
Arcane Transfiguration	Item Reprieve; Spell Reprieve; Specialist Wizard level 10+	You regain normal access to one school of magic that was previously forbidden to you. This school must be the same as the one for which you took Item Reprieve and Spell Reprieve. This feat may only be taken once.	Lost Empires of Faerun

Feat Listing by Type

General

Archivist of Nature	Dark Knowledge	You may use your Dark Knowledge on Giants and Fey. You use Knowledge (Nature) for Dark Knowledge checks regarding these two creature types.	Heroes of Horror
Arctic Priest	Access to Cold or Winter domain	Trade non-domain spells for select list of Frostfell survival spells	Frostburn
Area Attack	Str 19+; Huge size; Power Attack	Pick up heavy object and make sweeping attack that deals damage in half circle out to your reach	Savage Species
Armor Optimization	Character level 5+; Armor Proficiency (Heavy)	Reduce armor check penalties of armor by 1 per 5 levels. Stacks with reductions for Masterwork/magic.	Cavalier's Handbook
Armor Proficiency (Heavy)	Armor Proficiency (Medium); Armor Proficiency (Light)	Armor penalty applies only to certain skill checks	Players Handbook
Armor Proficiency (Light)		Armor penalty applies only to certain skill checks	Players Handbook
Armor Proficiency (Medium)	Armor Proficiency (Medium)	Armor penalty applies only to certain skill checks	Players Handbook
Armor Specialization	Proficiency with chosen armor type; base attack bonus +12	Choose one type of Medium or Heavy armor with which you are proficient. Gain DR 2/- with masterwork armor of that type. You lose this benefit when denied Dex bonus to AC.	Players Handbook II
Artisan	1 rank in each of 3 different Craft skills	+2 competence bonus to the 3 selected Craft skills	Hammer & Helm
Ascetic Hunter	Improved Unarmed Strike; favored enemy	When you use an unarmed strike against a favored enemy, add 1/2 your favored enemy bonus to the DC of your Stunning Fist; also, freely multi-class Monk and Ranger levels	Complete Adventurer
Ascetic Knight	Improved Unarmed Strike; Smite Evil ability	Paladin and Monk levels stack for determining unarmed strike or smite evil damage; freely multiclass between Paladin and Monk levels	Complete Adventurer
Ascetic Mage	Improved Unarmed Strike; Ability to spontaneously cast 2nd level arcane spells	Monk and Sorcerer levels stack for AC bonus (which becomes Charisma based); use spell slot to add to your unarmed strikes attack and damage for 1 round; multiclass freely between Monk and Sorcerer levels	Complete Adventurer
Ascetic Rogue	Improved Unarmed Strike; Sneak Attack	When using a sneak attack with unarmed strike to deliver Stunning Fist attack, add 2 to the DC; Monk and Rogue levels stack for unarmed strike damage; multiclass freely between Monk and Rogue levels	Complete Adventurer
Ascetic Stalker	Ki power; Ki strike (magic)	Your Monk and Ninja levels stack for purposes of the size of your ki pool (uses per day), your unarmed strike damage, and your ki strike class feature. You may multiclass Monk and Ninja in any order but must remain Lawful for advance as a Monk.	Complete Scoundrel
Assume Supernatural Ability	Wis 13+; Ability to assume a new form magically	Learn to use 1 supernatural ability of 1 creature whose form you change into	Savage Species
Athletic		+2 Climb; +2 Swim	Players Handbook
Augment Healing	Heal 4 ranks	+2 hp/spell level to Conjunction (Healing) spells	Complete Divine
Augment Summoning	Spell Focus (Conjunction)	+4 Str and +4 Con on Summoned creatures	Players Handbook
Awaken Ancestry	Planetouched	Gain access to the planar traits of your ancestors	Aasimar & Tiefling: Guidebook to the Planetouched
Awesome Blow	Str 25+; Large size; Improved Bull Rush; Power Attack	-4 to hit, sends creature flying 10 feet	Monster Manual
Axiomatic Strike	Ki Strike (lawful); Stunning Fist	Against Chaotic opponent, make unarmed strike with 2d6 extra damage	Complete Warrior
Azerblood	Dwarf	+4 on saves vs Fire; +1 Craft (armorsmithing), Craft (blacksmithing), and Craft (weaponsmithing)	Races of Faerun

Feat Listing by Type

General

Back-to-Back	BAB +1+	When adjacent to an ally with this feat, you cannot be flanked	Hammer & Helm
Ballista Proficiency		you do not take the normal -4 nonproficiency penalty for firing a ballista	Heroes of Battle
Bane Magic		When you cast a spell that deals damage against the selected creature type, gain +2d6 damage. Affects only damaging spells, never healing from them. An Aberration-specific version is in Lords of Madness	Heroes of Horror
Bar Room Brawler	Con 13+; Toughness	Gain +4 hit points for purposes of nonlethal damage	Seafarer's Handbook
Bat Rider	Region; Ride 1+ ranks	+2 Handle Animal and Ride when used with Dire Bats	Races of Faerun
Battle Blessing	Ability to cast Paladin spells	Cast most of your Paladin spells faster than normal. Standard action becomes Swift action, full round action becomes standard action. Other casting times are unaffected	Complete Champion
Battle Caster	Ability to ignore arcane spell failure chance from armor	You may wear armor one category heavier and still ignore the spell failure chance	Complete Arcane
Battle Casting	Dex 13+; Concentration 5+ ranks; Combat Casting	While casting a spell, you gain a +2 Dodge bonus to your Armor Class. The bonus lasts until the beginning of your next turn. You cannot make Attacks of Opportunity while claiming this bonus.	Races of the Wild
Battle Cry		Startle a selected opponent into becoming flat-footed against your next attack	Shaman's Handbook
Battle Dancer	Base Attack Bonus +2; bardic music	During a round in which you grant an ally a bonus on attack, damage, save rolls with your bardic music, gain a +2 morale bonus to your attack rolls if you move at least 1 square before attacking. This expires if you do not move or attack on your turn.	Players Handbook II
Battlefield Composure	Wis 13+	When targeted by a morale effect that does not normally allow a save, you get one anyway (DC 10 + user's level)	Noble's Handbook
Battlefield Inspiration	Cha 13+	Allies get +2 bonus on saves vs fear	Miniatures Handbook
Beckon the Frozen	Spell Focus (Conjuration); Augment Summoning	Summon a Cold subtype version of the usual creatures	Frostburn
Bind Vestige		You may bind a vestige. If you have or gain levels in a class that grants binding abilities, you lose the benefit of this feat.	Tome of Magic: Pact, Shadow, and Truename Magic
Bind Vestige, Improved	Bind Vestige	Your binding is done as if you were a 5th level binder.	Tome of Magic: Pact, Shadow, and Truename Magic
Black Market Bargain		When dealing on the Black Market, you are able to sell for +5% and buy for -5%	Noble's Handbook
Blazing Berserker	Ability to Rage	Gain the Fire subtype while raging	Sandstorm
Blessed by Tem-Et-Nu	Patron deity Tem-et-Nu; defeat a Hippopotamus in single combat	Gain protection from and ability to rebuke Hippopotami; Lawful aura; Cleric is a favored class for you	Sandstorm
Blind-Fight		Re-roll misses due to concealment (except Blink)	Players Handbook
Block Arrow	Dex 13+, Shield Proficiency	Once per round, you may use a readied shield to deflect an incoming ranged attack and take no damage. Spells are not affected, nor are large (siege engine) missiles.	Heroes of Battle
Blood Calls to Blood	Spontaneous arcane caster; descended from a fiend	Against the attacks, spells, and spell-like abilities of fiends and half-fiends, gain +2 bonus on saves.	Heroes of Horror
Blood of the Fey		+3 to saves vs Enchantment spells and spell-like abilities. +1 to save DC of your Enchantments	Faeries

Feat Listing by Type

General

Blood of the Warlord	Orc; Leadership score 10+	+2 Diplomacy and Intimidate with Orcs; Orc followers gain +1 morale bonus to attack and Will saves while you lead them	Races of Faerun
Bloodline (GR)		+1 Leadership; +2 Diplomacy	Noble's Handbook
Blowhard	Con 20+; Huge size; Power Attack	Blow creatures over with your breath	Savage Species
Boar's Charge	Str 13+	You do not need to move before attempting an overrun	Hammer & Helm
Bolster Resistance	Corpsecrawler	Undead you create have +4 Turn Resistance	Libris Mortis: The Book of Undead
Bonded Familiar	Familiar	As long as your familiar is within 30 ft, once each per day either of you can take damage that would put the other to 0 hp or less. This does not work for non-hit point effects.	Players Handbook II
Boost Spell Resistance	Any evil alignment	+2 to any innate Spell Resistance	Book of Vile Darkness
Boost Spell-like Ability		+2 to save DC of spell-like ability, each ability 3/day	Book of Vile Darkness
Bore Strike	Improved Sunder	When making a Sunder attack against a shield, use double your Strength modifier for damage	Aasimar & Tiefling: Guidebook to the Planetouched
Born Flyer	Dex 13+	You gain a +4 Competence bonus on saves or checks you make to maneuver in the air or to stay aloft. If you do not have a natural fly speed, this feat allows you to take feats that have a natural fly speed as a Prerequisite	Races of the Wild
Bounding Assault	Dex 13; Dodge; Mobility; Spring Attack; base attack bonus +12	When using Spring Attack, designate 2 foes rather than one from whom you do not provoke AoOs. Make a second attack at -5, both on the same foe or split.	Players Handbook II
Brachiation	Climb 4+ ranks; Jump 4+ ranks	Move through wooded areas at your base land speed while 20+ feet above the ground in a Medium or Dense Forest	Complete Adventurer
Breathing Link	base Will save +2+; Aquatic elf or Water genasi	Grant another creature within 5 ft of you the ability to breathe water as long as they remain within 5 ft of you	Stormwrack
Brothers in Arms	Cha 13+; Wis 13+; Membership in an army or hierarchical organization	You can make a single saving throw in place of one or more members of your unit who can see you; all abide by the result	Dynasties & Demagogues
Brutal Strike	Str 13; Power Attack; base attack bonus +6	1/round, Is you use Power Attack to increase damage with a bludgeoning weapon, you may attempt a brutal strike. Opponent must make Fort save vs DC 10 + Power Attack damage or be sickened for 1 round.	Players Handbook II
Brutal Throw		Add your Strength modifier instead of Dexterity modifier to attacks with hurled weapons	Complete Adventurer
Business Savvy	Negotiator	+2 bonus on Profit checks for your business, and +1 bonus on all attack rolls, saving throws, and checks made in business-related events.	Dungeon Master's Guide II
Canny		+2 Bluff; +2 Sense Motive	Witch's Handbook
Captivating Melody	Bardic music; ability to cast arcane spells	Swift action; Expend a use of bardic music to make Perform check vs DC 15+spell level to add +2 to save DC of Enchantment spell you cast in same round (same class spells only)	Complete Mage
Caravanner	Region	+2 Handle Animal; +2 Knowledge (Geography)	Races of Faerun
Careful Listener		+2 Sense Motive; +2 Gather Information	Crime & Punishment
Cast Iron Stomach	Con 13+	Can use spoiled food and polluted water to double the time before starvation/dehydration begin	Seafarer's Handbook
Catfolk Pounce	Catfolk; Dex 13+	If you use the charge action against a flat-footed opponent, you can make a full attack at the end of the charge.	Races of the Wild

Feat Listing by Type

General

Celestial Summoning Specialist	Nonevil alignment; Knowledge (the planes) 2 ranks; Knowledge (religion) 2 ranks; ability to cast any summon monster spell	Add 1 Good-aligned creature to each level of monster summoning spell	Planar Handbook
Centaur Trample	Centaur (possibly other Centaur-like races); Dex 15+	When you attempt to overrun an opponent, they may not choose to avoid the attack. You may make one hoof attack against any target you knock down.	Races of the Wild
Channel Charge	Use Magic Device 5+ ranks; ability to cast 4th level spells	When you use a spell-trigger item with charges, you may make a Use Magic Device check (DC 25 + item's caster level) to power the effect from one of your spell slots 1 level higher than the effect. Failure means both the slot and charge are expended.	Lost Empires of Faerun
Charge and Vault	Improved Bull Rush; Spirited Charge; Vault	Make a special charge attack. Your steed veers 90 degrees 10 ft from the target. You make DC 20 Jump check to Bull Rush the target with no AoO. If you succeed, make an immediate AoO of your own at +2 attack and damage.	Cavalier's Handbook
Charge Unbound	Spirited Charge	Mounted charge can move through friendly creatures safely and deviate 5 ft left or right to avoid obstacles.	Cavalier's Handbook
Child of the Sea	Aquatic race ancestor; 1st level only	Hold breath 1 hour/5 points of Con	Seafarer's Handbook
Chosen of Iborighu City Slicker	Patron Deity Iborighu	Gain a cold gaze attack Disguise, Forgery, Gather Information, and Knowledge (local) are always class skills for you	Frostburn Races of Destiny
Clanheart Magic	Spellcaster level 1+	The Clanheart spells are available to you to learn	Hammer & Helm
Cleave	Str 13+; Power Attack	Attack 1 other creature if you drop one	Players Handbook
Clever Wrestling	Small or Medium size; Improved Unarmed Strike	Gain bonus on grapple checks to escape grapple or pin when fighting Large or larger opponents	Stormwrack
Close-Quarter Fighting	BAB +3+	Make an AoO against creatures using Improved Grab	Races of Faerun
Close-Quarters Fighting	BAB +3+	Gain an AoO whenever an enemy attempts to grapple you, even if they have a feat or ability to negate such AoOs	Complete Warrior
Cloudy Conjuration	Spell Focus (conjuration) or Conjurer level 1st	When you cast a conjuration spell, you can cause a 5-ft cloud of sickening smoke to appear in a nearby space.	Complete Mage
Cold Endurance	Base Fort save +2+	Comfortable in temps from 0F to 90F; +2 to cold saves	Frostburn
Cold Focus		+1 to save DC of [cold] spells	Frostburn
Cold Spell Specialization	Con 13+; Snowcasting; Frozen Magic	In cold areas, gain +1 per die damage from cold spells, or +2 in extreme cold	Frostburn
Collegiate Wizard	Int 13+; Wizard level 1+	+1 Knowledge (arcana); Begin with and gain twice as many new spells per level as normal	Complete Arcane
Combat Acrobat	Balance 9 ranks; Tumble 9 ranks	Acrobatic Recovery: Make a DC 20 balance check to remain on your feet when knocked prone. Sure Footed Maneuver: Make DC 15 balance check to treat 4 squares of difficult terrain as clear.	Players Handbook II
Combat Awareness (UA)		Reduce penalties to Spot for flanking and rear by 5	Unearthed Arcana
Combat Casting		+4 on Concentration checks for spell casting in combat	Players Handbook
Combat Expertise	Int 13	Reduce attack by up to BAB for 1:1 AC bonus	Players Handbook
Combat Familiar	Arcane caster level 1st; Familiar	If your familiar holds the charge for a touch spell, it does not provoke an AoO for entering an opponent's square	Players Handbook II

Feat Listing by Type

General

Combat Intuition	BAB +5+; Sense Motive 4+ ranks	Use Sense Motive to measure the challenge of an opponent compared to your own level/Hit Dice; Gain +4 on such checks and narrow result to single category; Also, gain +1 insight bonus on melee attacks against foes you have already attacked	Complete Adventurer
Combat Reflexes		AoOs while flat-footed, and extra AoOs based up to Dex bonus	Players Handbook
Combat Tactician	Dex 13; Dodge; Base Attack Bonus +12	Designate one foe as the target as a free action; If neither of you threatens the other at the start of your turn, gain +2 bonus on melee damage against the target that turn	Players Handbook II
Combat Tinkering		Gain +4 bonus on Concentration checks while using Disable Device or Open Locks. Also gain +4 bonus when attempting to do it more quickly than usual.	Dungeonscape
Cometary Collision	Str 13; Improved Bull Rush; Power Attack	You may ready a standard action to charge a charging opponent (no matter who it charges) at +2 hit/+4 damage/-2 AC (instead of usual charge effects). Target loses charge bonuses but not penalties.	Players Handbook II
Commanding Voice	Cha 15+	+2 Reaction bonus to Bluff, Diplomacy, Intimidate, and Perform when speaking for a group of 5+ creatures. If you have Leadership, +2 bonus to Leadership score for recruiting Cohorts/Followers	Dynasties & Demagogues
Communicator		Use arcane mark, comprehend languages, and message 1/day as CL 1 spell-like abilities	Complete Arcane
Companion Spellbond	Animal Companion	You and your companion can share spells at a range of 30 ft. Can change a touch spell to Close if it targets only your companion.	Players Handbook II
Consecrate Spell-like Ability	Any Good alignment	Adds Good descriptor to spell-like ability	Book of Exalted Deeds
Consume Spell	Caster level 3+	When you counter a spell, you may absorb its energy and use it to power a spell up to 1 level lower	Book of Eldritch Might II: Songs and Souls of Power
Controlled Respiration	Time limit on how long you can remain out of water; Endurance	Double the amount of time you can remain out of water	Savage Species
Cool Head	Any two mental Skill Tricks	Learn up to 2 mental skill tricks at no cost and increase known skill tricks limit by 1.	Complete Scoundrel
Coordinated Shot	Point Blank Shot; Precise Shot	When making a ranged attack against foes who have cover from your allies, you ignore the AC bonus from that cover (only).	Heroes of Battle
Coordinated Strike	Handle Animal 5+ ranks; Animal Companion class feature or Special Mount class feature	During any round in which your animal companion or special mount makes a melee attack, you gain a +1 competence bonus to your attack rolls against the same target	Races of the Wild
Cormanthyr Moon Magic	Knowledge (history) 4+ ranks; ability to cast 3rd level spells	When you cast a spell under moonlight, your effective caster level is increased by 2. There is no benefit when the moon is not visible.	Lost Empires of Faerun
Corpsecrafter		+4 Str and +2 hp/Hit Die for undead you craft	Libris Mortis: The Book of Undead
Corrupt Spell Focus	Any nongood alignment	Add +1 to the DC for all saving throws against any spells you cast that have a corrupt component	Heroes of Horror
Corrupt Spell-like Ability	Any evil alignment	Adds Evil descriptor to spell-like abilities, and makes 1/2 damage Unholy; affects each ability 3/day	Book of Vile Darkness
Coup de Jarnoc	Dex 15+; Weapon Finesse	On a confirmed critical, forgo the damage to impose -10 penalty to opponent's land speed.	Cavalier's Handbook

Feat Listing by Type

General

Courageous Rally	Bardic music (inspire courage) class feature	When you activate your inspire courage ability, you may also make a free Rally check, adding the morale bonus of the inspire courage to the rally check.	Heroes of Battle
Crafty Improvisation	BAB +1+	Gain +1 to attack on first use of improvised weapon in a fight	CityWorks
Crossbow Sniper	Proficiency with hand, heavy, or light crossbow; Weapon focus with hand, heavy, or light crossbow; Base Attack Bonus +1	When using a crossbow for which you have Weapon Focus, gain a damage bonus of 1/2 your Dexterity bonus. Skirmish or Sneak Attack range increases to 60 ft. when using this crossbow.	Players Handbook II
Crush	Huge size	Gain Crush attack like a dragon	Savage Species
Crushing Strike	Proficiency, Focus, and Specialization with a bludgeoning weapon; Weapon Mastery (bludgeoning); Base Attack Bonus +14	When using a full attack action with a bludgeoning weapon, each hit gives cumulative +1 to hit on subsequent attacks that turn.	Players Handbook II
Cumbrous Dodge	Dodge; Tumble 4+ ranks	+2 to AC for current encounter; Fatigued after encounter	Savage Species
Cumbrous Fortitude	Great Fortitude	Gain +6 bonus to Fort save, but Staggered for rest of encounter	Savage Species
Cumbrous Reflexes	Lightning Reflexes	Gain +6 bonus to Reflex save, but dazed for remainder of encounter	Savage Species
Cumbrous Will	Iron Will	Gain +6 bonus to Will save, but Shaken for rest of encounter	Savage Species
Cunning Defense	Combat Expertise	When wearing Light or No armor, you may substitute your Int modifier for your Dex modifier	Noble's Handbook
Cunning Evasion	Hide 9 ranks; Evasion	If you are caught within an area attack and avoid all damage through Evasion, you may make 5-foot step and Hide as immediate action, if there is cover or you have Hide in Plain Sight.	Players Handbook II
Curling Wave Strike	Dex 13+; Improved Trip	If you trip an opponent in melee combat, you can immediately make another attempt against another foe within reach at the same total bonus, replacing the free attack you normally get. This works once per round,	Stormwrack
Dallah Thaur's Luck	Halfling; Cha 13+	Once per day, gain a +5 luck bonus on a single saving throw. All other saving throws suffer a -2 penalty until sunrise the next morning.	Races of the Wild
Dampen Spell	Improved Counterspell	If you identify the spell being cast by an enemy, you may use an immediate action to spend a spell or slot, reducing the save DC of the enemy's spell by the spell level.	Players Handbook II
Danger Sense	Improved Initiative	Reroll initiative once per day	Complete Adventurer
Daredevil Athlete		3/day, use an immediate action to gain +5 competence bonus on a single Balance, Climb, Escape Artist, Jump, Ride, Swim, or Tumble check	Complete Scoundrel
Daring Outlaw	Grace +1; Sneak Attack +2d6	Your Rogue and Swashbuckler levels stack for Reflex save bonus from Grace and Swashbuckler's dodge bonus to AC, and for sneak attack damage.	Complete Scoundrel
Daring Warrior	Weapon Specialization; Grace +1	Your Fighter and Swashbuckler levels stack for Reflex save bonus from Grace and Swashbuckler's dodge bonus to AC, and for feats that require a minimum Fighter level (such as Greater Weapon Focus)	Complete Scoundrel
Dark Sight	Outsider	You may see in any darkness, even magical	Aasimar & Tiefling: Guidebook to the Planetouched

Feat Listing by Type

General

Darkstalker		When you hide, creatures with blindsight, blindsense, scent, or tremorsense must make a Listen or Spot (whichever DC is higher) check to notice you.	Lords of Madness: the Book of Aberrations
Dash		Your speed is 5 ft faster in light or no armor	Complete Warrior
Daunting Presence	Cha 13+; BAB +1+	Make opponent Shaken for 10 minutes	Libris Mortis: The Book of Undead
Dazzling Illusion	Spell Focus (Illusion) or Illusionist level 1+	When you cast an Illusion spell, you can choose to make all enemies within 30 ft dazzled for 1 round. Blid creatures are immune. Illusionists may select as a Wizard bonus feat	Complete Mage
Deadeye Shot	Point Blank Shot; Precise Shot; Base Attack Bonus +4; Skirmish or Sneak Attack ability	If you ready a ranged attack to occur when an ally strikes a particular target, that target is denied its Dexterity bonus to AC against your attack.	Players Handbook II
Deadly Chill	Corpsecrafter	Corporeal undead you create do 1d6 cold damage with natural weapons	Libris Mortis: The Book of Undead
Deadly Defense		When fighting defensively, deal +1d6 damage with a light or finessable weapon. Must be unarmored or light armor, no shield. If you have Combat Expertise, gain same benefit if take at least -2 penalty.	Complete Scoundrel
Death Blow	BAB +2+; Improved Initiative	Peform coup-de-gras against a helpless opponent as a standard action instead of a full-round action	Complete Adventurer
Deceitful		+2 Disguise; +2 Forgery	Players Handbook
Deepening Darkness	Racial ability to create darkness	The darkness is treated as deeper darkness for purposes of dispelling and negation by [light] spells. Gain +2 uses per day.	Races of Faerun
Defending Spirit	Watchful Spirit class feature	If you use an initiative reroll from your Watchful Spirit, gain +2 dodge bonus to AC for the rest of that encounter. Also, gain 1 extra initiative reroll from your Watchful Spirit class feature.	Complete Mage
Defense Against the Supernatural	Knowledge (arcana) 2 ranks	Gain +2 insight bonus on saving throws against supernatural special attacks	Tome of Magic: Pact, Shadow, and Truename Magic
Defensive Archery	Point Blank Shot	Gain a +4 dodge bonus to AC against Attacks of Opportunity provoked when you make a ranged attack	Races of the Wild
Defensive Strike	Dex 13+; Int 13+; Combat Expertise; Dodge	When using total defense, if you are attacked and missed, you can strike that opponent at +4 next round (bonus only on 1st attack in multiple attacks)	Complete Warrior
Defensive Sweep	Base Attack Bonus +15	If an opponent begins his action adjacent to you and does not move, he provokes an AoO at the end of the round if you threaten that square.	Players Handbook II
Defensive Throw	Dex 13+; Combat Reflexes; Dodge; Improved Trip; Improved Unarmed Strike	If the opponent you are using Dodge against attacks you and misses, you gain a free trip attempt	Complete Warrior
Deflect Arrows	Dex 13+; Improved Unarmed Strike	Use 1 free hand to deflect a ranged missile	Players Handbook
Deft Hands		+2 Sleight of Hand; +2 Use Rope	Players Handbook
Deft Opportunist	Dex 15+; Combat Reflexes	+4 on attack rolls for AoO	Complete Adventurer
Deft Strike	Int 13+; Combat Expertise; Spot 10+ ranks; sneak attack	Use a standard action to check an enemy for vulnerable points (Spot, DC = enemy AC); if successful, ignore armor and natural armor bonuses to enemy AC on next attack in next round.	Complete Adventurer
Delay Potion	Knowledge (arcana) 1+ ranks	You can drink a potion and delay its effects for a number of hours equal to your Con bonus (minimum 1). Activate during that time as a Swift action. Must activate existing before choosing another.	Complete Mage

Feat Listing by Type

General

Demon Mastery		+2 bonus on Charisma checks made to resolve Planar Binding and similar spells. Plus, +1 caster level on spells used to summon demons.	Fiendish Codex I: Hordes of the Abyss
Destined for Greatness		+1 luck bonus on 2 saves of your choice; +1 Diplomacy; +1 Intimidate; +2 on Leadership score	Cavalier's Handbook
Destruction Retribution	Corpsecrifter	Undead you create hold a curse for their destroyer	Libris Mortis: The Book of Undead
Destructive Rage	Rage or Frenzy ability	While in Rage or Frenzy, +8 to Str for break doors or inanimate, immobile objects	Complete Warrior
Devoted Inquisitor	Smite evil; Sneak Attack	When you use both smite evil and sneak attack against a foe in the same attack, force Will save or opponent is dazed 1 round; multiclass freely between Paladin and Rogue	Complete Adventurer
Devoted Performer	Smite evil; Bardic Music	Paladin and Bard levels stack for smite evil damage and number of uses of bardic music per day; freely multiclass Paladin and Bard levels, but must remain LG to continue Paladin	Complete Adventurer
Devoted Tracker	Smite evil; Wild empathy; Track	Paladin and Ranger levels stack for smite evil damage and wild empathy bonus; if you have the special mount and animal companion class features, you may designate your mount as your animal companion; you may multiclass freely Paladin and Ranger levels	Complete Adventurer
Diehard	Endurance	Auto-stabilize; can act while at negative hp	Players Handbook
Diligent		+2 Appraise; +2 Decipher Script	Players Handbook
Disarming Demeanor	Inspire Complacency class ability	The morale penalty of your Inspire Complacency is increased by +2	Noble's Handbook
Discreet Reputation		Attempts to recognize you with Knowledge (nobility & royalty) suffer -5 penalty	Noble's Handbook
Disease Immunity	Con 13+	You are immune to one specific type of disease, such as the red ache or mummy rot. Also gain +2 bonus on saves vs other diseases. Recover points lost to ability damage from disease at double speed.	Heroes of Horror
Disguise Spell	Perform (any) 9+ ranks; Bardic music	You may slip a spell into a performance; prevents spellcraft ID of spell	Complete Adventurer
Distracting Attack	BAB +1+	Your attack gives +1 bonus to other creatures that attack the same target	Miniatures Handbook
Dive for Cover	Base Reflex save +4+	Reroll a Reflex save you just failed, but must use the second roll	Complete Adventurer
Diving Charge		When charging while flying, if you move at least 30 ft and descend at least 10 ft, gain a bonus on your damage roll based on your fly speed (not how far you moved). 30 ft or less: +1d6; 31 to 90 ft: +2d6; 91 or more: +3d6.	Races of the Wild
Dodge	Dex 13	+1 AC vs one opponent	Players Handbook
Domain Focus	Access to the domain	+1 caster level to your domain spells from the selected domain	Complete Divine
Double Hit	Combat Reflexes; Improved Two-Weapon Fighting; Two-Weapon Fighting	Gain off-hand attack when making AoO	Miniatures Handbook
Double Wand Wielder	Craft Wand; Two-Weapon Fighting	Use 2 wands at a time	Complete Arcane
Draconic Archivist	Dark Knowledge	Use your Dark Knowledge on Dragons and Constructs. Use Knowledge (arcana) for these checks.	Heroes of Horror
Dragon Magic	Int 13+; Cha 15+; Caster level 3+; Speak draconic	You may learn spells with the Dragon Magic feat component	Book of Eldritch Might III: The Nexus

Feat Listing by Type

General

Drawing the Damned	Evil Alignment	+2 caster levels on your summon spells when summoning a fiend	Aasimar & Tiefling: Guidebook to the Planetouched
Dreamspeaking	Wis 15+	You can immediately tell if a dream was message or not, and can attempt to interpret it	Book of Eldritch Might I
Dreamtelling		Use Knowledge (the planes) to interpret the basic symbolism of a dream.	Heroes of Horror
Drift Magic	Knowledge (local wasteland region) 4+ ranks; ability to cast spells	Gain enhanced effects from Earth and Dessication spells in wasteland areas	Sandstorm
Driving Attack	Proficiency, Focus, and Specialization with the selected piercing weapon; Weapon Mastery (piercing); Base Attack Bonus +14	If you use a full-round action to make a single melee attack with a piecing weapon and hit, you make a Bull Rush check using your damage modifier in place of your Strength modifier. You cannot advance, nor can you be Bull Rushed in return. (more)	Players Handbook II
Drow Eyes	Half Drow elf	Darkvision improves to 120 ft	Races of Faerun
Dual Strike	Improved Two-Weapon Fighting; Two-Weapon Fighting	Combine primary and secondary attacks into a single standard action with penalties	Complete Adventurer
Duergar Mindshaper	Gray Dwarf	+1 on save DCs and checks to penetrate spell resistance for your Enchantment spells and spell-like abilities	Races of Faerun
Eagle Claw Attack	Wis 13+; Improved Sunder; Improved Unarmed Strike	When making an unarmed strike against an object, add your Wisdom bonus to damage	Complete Warrior
Eagle's Fury	Dex 15+; proficiency with Eagle's Claws	Gain 1 extra attack per round while wielding Eagle's Claws in a full-attack action	Sandstorm
Earth Adept	Con 13+; Wis 13+; Earth sense	+1 on weapon damage if both you and opponent are on the ground	Races of Stone
Earth Harmonics	Bardic music or equivalent ability; Stonecunning; Perform 5+ ranks	+2 to DC to resist your bardic music when used against earth creatures; also affects Earth creatures normally immune to mind-affecting effects	Hammer & Helm
Earth Master	Con 13+; Wis 13+; Earth Adept; Earth Sense	+1 on attack rolls if both you and your opponent are on the ground	Races of Stone
Earth Sense	Con 13+; Wis 13+	As long as you are touching the ground you can take a move action to sense the number of creatures within 20 ft also touching the ground	Races of Stone
Earth Spell	Con 13+; Wis 13+; Earth Sense; Heighten Spell	When using Heighten spell while in contact with the earth, effect is enhanced	Races of Stone
Earth's Embrace	Str 15+; Improved Grapple or improved grab; Improved Unarmed Strike	Do 1d12 extra damage to pinned opponents	Complete Warrior
Efficient Defender	Heavy Armor proficiency	Gain +1 point of AC more than normal from Light or Medium Armor. Increase the check penalty by +1. Choose when donning armor whether it is in use.	Cityscape
Elegant		+2 Reaction bonus to Diplomacy and Perform when attending a formal event	Dynasties & Demagogues
Elemental Adept	Elemental Mastery class feature	Choose one spell of your chosen element. You may now cast that spell spontaneously by sacrificing a prepared spell of equal or higher level. You may change which spell this feat applies to each time you gain a new level.	Complete Mage
Elemental Bloodline	Base Fort save +4+; Genasi	+4 bonus on saves vs paralysis, poison, sleep, and stunning; 25% chance to turn critical hit or sneak attack against you into a normal attack (overlaps with Fortification armor)	Races of Faerun
Elemental Focus	Elemental Lore; Caster level 3+	+2 to spell save DC for selected Element	Guide to the World of Urath
Elemental Lore	Caster level 1+	+2 Spellcraft; +2 Knowledge (the planes)	Guide to the World of Urath
Elemental Spellcasting (Air)	Knowledge (the planes) 2 ranks	+1 caster level on Air spells	Planar Handbook

Feat Listing by Type

General

Elemental Spellcasting (Earth)	Knowledge (the planes) 2 ranks	+1 caster level on Earth spells	Planar Handbook
Elemental Spellcasting (Fire)	Knowledge (the planes) 2 ranks	+1 caster level on Fire spells	Planar Handbook
Elemental Spellcasting (Water)	Knowledge (the planes) 2 ranks	+1 caster level on Water spells	Planar Handbook
Elf Dilettante	Elf; Int 13+	Gain +1 bonus on all untrained skill checks; you may make untrained skill checks for trained-only skills. Skills with no checks (Speak Language) are unaffected	Races of the Wild
Elven Spell Lore	Int 17 OR Elf; Knowledge (arcana) 12 ranks	Gain +2 bonus on caster level checks with dispel magic and greater dispel magic. Select one spell in your spellbook; when preparing it, you may alter the energy type.	Players Handbook II
Empathic		+2 Diplomacy; +2 Sense Motive	Witch's Handbook
Empathic Link	Cha 13+; Animal Affinity	+4 Handle Animal and Ride with your mount; sense presence of mount up to 1 mile. If you already have such a link, this grows into speaking with the mount.	Cavalier's Handbook
Empower Spell-like Ability	Spell-like ability at CL6+	+50% of variable numeric effects	Monster Manual
Empower Supernatural Ability	6 HD; supernatural ability	Once per day, you may empower a supernatural ability. Each time you take this feat, gain one more use.	Tome of Magic: Pact, Shadow, and Truename Magic
Empower Turning	Ability to turn or rebuke undead	Multiply HD affected on turning attempts by 1.5	Libris Mortis: The Book of Undead
Endurance		Sleep in Light or Medium armor without fatigue; +4 bonus on various survival-type checks	Players Handbook
Endurance Swimmer	Str 13+; Endurance	Reduce penalty for armor and equipment by 3/4	Seafarer's Handbook
Enduring Ki	Ki power	Gain 1 extra daily use of your ki powers. Expend 1 extra use of ki power when you use one to make the effect last 1 round longer	Complete Scoundrel
Enduring Life		Delay effects of negative levels for a time, and gain +4 to Fort saves to remove them	Libris Mortis: The Book of Undead
Energy Abjuration	Spell Focus (abjuration) or Abjurer level 1+	When you cast an abjuration spell, you can choose to gain temporary Energy Resistance of spell level +1 x 5. Lasts until the abjuration spell expires or you are hit by ANY energy. Abjurers may take as Wizard bonus feat	Complete Mage
Enervative Healing	Fey'ri; Enervation as a spell-like ability	Use your enervation as a touch instead of a ray to gain 5 hp per negative level bestowed.	Races of Faerun
Enlarge Supernatural Ability	4 HD; supernatural ability	Once per day, you may increase the range of a supernatural ability by 100%. Each time you take this feat, gain 1 more use.	Tome of Magic: Pact, Shadow, and Truename Magic
Escape Plan	Total of 30 skill ranks among Bluff, Climb, Escape Artist, Hide, Jump, and Move Silently	Once per session, +10 bonus to one of the required skills while making an effort to avoid or escape capture	Dynasties & Demagogues
Eschew Materials		Cast spells without needing mundane material components	Players Handbook
Exceptional Leadership	Leadership	+3 to leadership score	Noble's Handbook
Exotic Armor Proficiency	Armor Proficiency of the appropriate sort	Use exotic armor without penalty	Races of Stone
Exotic Shield Proficiency	Shield Proficiency; BAB +1+	Use exotic shield without penalty	Races of Stone
Exotic Weapon Proficiency	BAB +1+; conditional Str 13+	Wield exotic weapon without -4 penalty	Players Handbook
Expanded Aura of Courage	Aura of Courage class feature	Your aura now affects allies within 60 feet of you	Heroes of Battle
Expanded Ki pool	Ki power	Gain 3 extra daily uses of ki power	Complete Scoundrel

Feat Listing by Type

General

Expeditious Dodge	Dex 13+	Move 40 ft or more in a single turn to gain +2 Dodge bonus to AC until next turn. May be counted as the Dodge feat for other Feat or PrC qualifications.	Races of the Wild
Expel Vestige	Soul binding	Once per day, you may attempt to expel a vestige to which you are bound.	Tome of Magic: Pact, Shadow, and Truename Magic
Expert	10 ranks in the skill chosen	+2 Influence bonus to Bluff, Diplomacy, Intimidate, and Perform when speaking about the area of expertise	Dynasties & Demagogues
Expert Siege Engineer	Profession (siege engineer) 8+ ranks	+2 competence bonus on attack and damage rolls with siege engines	Heroes of Battle
Expert Swimmer	Swim 4+ ranks; Endurance	You can hold your breath for 3 rounds per point of Constitution. You gain a +4 bonus on Con checks to keep holding your breath. On a successful Swim check you can move your land speed as a full-round action.	Stormwrack
Expert Tactician	Dex 13+; BAB +2+; Combat Reflexes	If you hit a creature with an AoO, you and allies gain +2 bonus on attacks against it for 1 round	Complete Adventurer
Extend Rage	Rage or Frenzy ability	Each use of Rage or Frenzy lasts 5 rounds longer than normal	Complete Warrior
Extend Supernatural Ability	4 HD; supernatural ability	Once per day, you may extend a supernatural ability with a duration by 100%. Each time you take this feat, gain 1 more use.	Tome of Magic: Pact, Shadow, and Truename Magic
Extra Contacts	Charisma 11+	Your maximum number of contacts increase by +4. Applies to Cityscape Contact rules, not Unearthed Arcana	Cityscape
Extra Domain Spell	Wis 15+; Access to one domain spell	Cast one domain spell an extra time	Miniatures Handbook
Extra Edge	Warmage level 4+	+1 bonus, +1 per additional 4 levels, to Warmage Edge	Complete Arcane
Extra Familiar	Familiar; Spellcaster level 5+	You gain an additional familiar; all feats that alter your familiar apply to all your familiars	Shaman's Handbook
Extra Invocation	Ability to use lesser Invocations	Learn an extra Invocation	Complete Arcane
Extra Music	Bardic music	Gain 4 more uses per day of Bardic Music	Complete Adventurer
Extra Rage	Rage or Frenzy ability	You may use Rage or Frenzy 2 more times per day	Complete Warrior
Extra Slot	Caster level 4+	Gain an extra spell slot of a level up to 1 below your current highest	Complete Arcane
Extra Smiting	Smite ability; BAB +4+	You may use your Smite ability 2 more times per day	Complete Warrior
Extra Spell	Caster level 3+	Learn an additional spell of a level up to 1 lower than the maximum you can currently use	Complete Arcane
Extra Spell Secret	Spell secret class ability; able to cast 2nd level spells	Select one spell that becomes affected by either Enlarge, Still, Silent, or Extend without changing level	Complete Arcane
Extra Stunning	Stunning Fist; BAB +2+	You may make 3 more stunning attacks per day	Complete Warrior
Extra Turning	Ability to turn/rebuke undead	+4 uses per day	Players Handbook
Extract Demonic Essence	Any two Item Creation feats; Demon Mastery	Whenever you need to expend experience points to craft a magic item or cast a spell with an XP component, you may use a captured demon to reduce the cost.	Fiendish Codex I: Hordes of the Abyss
Extraordinary Concentration	Concentration 15+ ranks	Make a Concentration check to maintain a spell as a Move action (or possibly a Swift) instead of a Standard action	Complete Adventurer
Extraordinary Spell Aim	Spellcraft 15+ ranks	Shape a spell's area to exclude 1 creature	Complete Adventurer
Eyes in the Back of your Head	Wis 13+; BAB +1+	Attackers do not gain the usual +2 bonus for flanking you	Complete Warrior
Eyes of Light	Aasimar; Celestial Bloodline	Searing Light 1/day (uses up your light or daylight ability)	Races of Faerun

Feat Listing by Type

General

Face in the Crowd	Disguise 1+ ranks; Cha 13+	Use the Disguise skill as a full-round action at a -5 penalty to your skill check	CityWorks
Fade Into Violence	Bluff 6 ranks; Hide 6 ranks	When you light or no armor and carry nothing, as an immediate action you may choose an opponent who threatens both you and an ally. It strikes your ally instead of you unless it succeeds on a Sense Motive vs your Bluff. Does not apply to AoOs or ranged.	Players Handbook II
Faith in the Frost	Ability to turn or rebuke creatures; access to Cold or Winter domains	On successful turn or rebuke, creature takes cold damage equal to your Charisma modifier	Frostburn
Familiar Concentration	Improved Familiar; caster level 9+	Your familiar can concentrate for you to maintain a spell.	Lost Empires of Faerun
Fanatic		+2 circumstance bonus to any roll that advances the chosen cause	Dynasties & Demagogues
Far Shot	Point Blank shot	Hurled weapon range increment +100%; projectile weapon +50%	Players Handbook
Faster Healing	Base Fort save +5+	Recover lost hit points and ability score points faster than normal	Complete Warrior
Favored	Membership in a guild, church, or other organization. If for a Church, must be a true member and not just a congregant	Gain +2 competence bonus with 1 skill of your organization's favored skills, +1 special benefit based on the organization.	Cityscape
Favored Enemy Critical Strike	Favored Enemy	When you score a critical hit against a favored enemy, add 1d10 damage (stacks with Favored Enemy Strike)	Book of Hallowed Might
Favored Enemy Strike	Favored Enemy	When you hit a favored enemy, add 1d6 to the damage	Book of Hallowed Might
Favored in Guild	Membership in a Guild	+2 competence bonus on one skill of your choice associated with your Guild, plus another ability based on the Guild type.	Dungeon Master's Guide II
Favored Magic Foe	6+ ranks in appropriate knowledge skill or favored enemy class feature	Choose one creature type. Gain +1 bonus on Caster level checks to penetrate SR. Creature of that type take -1 penalty on saves vs your spells and spell-like abilities.	Complete Mage
Favored Power Attack	Favored Enemy ability; Power Attack; BAB +4+	If you attack a favored foe, you get 2 hp damage per 1 attack bonus decreased; if you use 2 hands, get 3 hp/1 attack bonus	Complete Warrior
Favored Vestige	Soul binding	Your effective binder level increases by +1 when using the abilities of your favored vestige	Tome of Magic: Pact, Shadow, and Truename Magic
Favored Vestige Focus	Favored Vestige	DC of the abilities granted by your favored vestige increases by 1	Tome of Magic: Pact, Shadow, and Truename Magic
Fearsome Necromancy	Spell Focus (necromancy) or Necromancer level 1+	Any foe required to save vs your Necromancy spell is shaken for 1 round [Fear, Mind-Affecting] regardless of the save results. Does not stack with other fear effects. Necromancers may take as bonus Wizard feat	Complete Mage
Fiendish Bloodline	Fey'ri or Tanar'ruk or Tiefling; base Fort save +1+; Base Ref save +1+; base Will save +1+	protection from good 3/day and bane 1/day at caster level = character level	Races of Faerun
Fiendish Summoning Specialist	Nongood alignment; Knowledge (the planes) 2 ranks; Knowledge (religion) 2 ranks; ability to cast any summon monster spell	Add 1 Evil-aligned creature to each level of monster summoning spell	Planar Handbook
Fiery Fist	Dex 13; Wis 13; Improved Unarmed Strike; Stunning Fist; Base Attack Bonus +8	Expend one use of stunning fist as a swift action to envelop hands and feet in flame. Deal +1d6 fire damage on unarmed strikes for the rest of the turn. Monks with Stunning Fist may select as 2nd level feat even if not meeting other requirements.	Players Handbook II

Feat Listing by Type

General

Fiery Ki Defense	Dex 13; Wis 13; Fiery Fist; Improved Unarmed Strike; Stunning Fist; Base Attack Bonus +8	As a swift action, expend one use of Stunning Fist to envelop yourself in flames. Creatures striking you take 1d6 fire damage until your next turn. Monks with Stunning and Fiery Fist may select as 8th level bonus feat even if not meeting other reqs.	Players Handbook II
Fists of Iron	Improved Unarmed Strike; Stunning Fist; BAB +2+	Use a stunning fist attack to do +1d6 damage on unarmed strike	Complete Warrior
Flameborn Sorcery	Dwarf; Dex 13+	Use your Dex modifier rather than Cha modifier for all spell effects that use an ability score modifier; you may never learn Transmutation spells	Hammer & Helm
Flay	Str 13; Power Attack	Once per round per foe, when using Power Attack with a slashing or piercing weapon against a foe without armor bonus to AC, foe must make Fort save vs DC 10 + Power Attack damage or take -2 penalty to attacks for 1 round from pain.	Players Handbook II
Fleet of Foot	Dex 15+; Run	When running or charging, you may make a change of direction up to 90 degrees	Complete Warrior
Flick of the Wrist	Dex 17+; Sleight of Hand 5 ranks; Quick Draw	Quick draw of light weapon catches opponent flat-footed	Races of the Wild
Fling Ally	Str 19+; Rock hurling or racial ability to throw rocks; size Large or larger	Pick up and throw a smaller ally	Races of Stone
Fling Enemy	Str 19+; Rock hurling or racial ability to throw rocks; size Large or larger	When grappling, pick up and throw an enemy	Races of Stone
Flyby Attack	Fly speed	Creature can take standard action during move action	Monster Manual
Flying Fish Leap	Jump 8+ ranks; Swim 4+ ranks	When leaping out of the water with a high jump, you ignore the penalty. In addition, you can fling yourself over the surface of the water when you make a high jump.	Stormwrack
Flying Kick	Str 13+; Jump 4 ranks; Improved Unarmed Strike; Power Attack	When fighting unarmed and charging, deal extra 1d12 damage with unarmed attack	Complete Warrior
Focus Cone	Cone-shaped breath weapon	Convert cone to line at double length	Aasimar & Tiefling: Guidebook to the Planetouched
Focused Mind	Elf; Concentration 2+ ranks	When you Take 10 or Take 20 on Int check or Int-based skill check, gain +2 bonus	Races of the Wild
Foe Specialist (Aberration)	BAB +4+; Sneak attack +1d6+	+1d6 sneak attack damage against Aberrations	Miniatures Handbook
Foe Specialist (Animal)	BAB +4+; Sneak attack +1d6+	+1d6 sneak attack damage against Animals	Miniatures Handbook
Foe Specialist (Construct)	BAB +4+; Sneak attack +1d6+	+1d6 sneak attack damage against Constructs	Miniatures Handbook
Foe Specialist (Giant)	BAB +4+; Sneak attack +1d6+	+1d6 sneak attack damage against Giants	Miniatures Handbook
Foe Specialist (Humanoid)	BAB +4+; Sneak attack +1d6+	+1d6 sneak attack damage against Humanoids	Miniatures Handbook
Foe Specialist (Magical Beast)	BAB +4+; Sneak attack +1d6+	+1d6 sneak attack damage against Magical Beasts	Miniatures Handbook
Foe Specialist (Monstrous Humanoid)	BAB +4+; Sneak attack +1d6+	+1d6 sneak attack damage against Monstrous Humanoids	Miniatures Handbook
Foe Specialist (Vermin)	BAB +4+; Sneak attack +1d6+	+1d6 sneak attack damage against Vermin	Miniatures Handbook
Font of Life	Must be a living creature	When struck by an attack that drains energy or bestows negative levels, gain an immediate saving throw. (See text)	Heroes of Horror
Fool's Fortune		1/day, reroll any one attack, save, skill check, or ability check and use the better result	Cavalier's Handbook
Fool's Luck		Convert a failure to a success IF you can create an explanation	Seafarer's Handbook

Feat Listing by Type

General

Force of Personality	Cha 13+	Use your Charisma bonus instead of Wisdom for Will saves	Complete Adventurer
Freerunner	Any two movement skill tricks	You immediately learn up to 2 movement skill tricks at no cost, and your limit on known skill tricks increases by 1.	Complete Scoundrel
Freezing the Lifeblood	Wis 17+; Improved Unarmed Strike; Stunning Fist; BAB +10+	Use a stunning fist use to turn damage into paralysis on a humanoid target with an unarmed strike	Complete Warrior
Frightful Aura	Inspire Fear class ability	The morale penalty imposed is increased by +1	Noble's Handbook
Frostfell Prodigy	Con 13+; Snowcasting; Frozen Magic; Cold Focus	In cold areas, treat your spellcasting stat as 2 higher for purpose of extra spells; in extreme cold, 4 higher	Frostburn
Frozen Berserker	Ability to rage	While raging, you gain the cold subtype	Frostburn
Frozen Magic	Con 13+; Snowcasting	In cold areas, [cold] spells are cast at +1 caster level	Frostburn
Frozen Wild Shape	Base Fort save +6+; Ability to Wild Shape	Use Wild Shape to assume forms of Magical Beasts with Cold subtype	Frostburn
Gape of the Serpent	Swallow whole	You can swallow opponents up to your own size category	Savage Species
Genie Lore (Acid)	Region	+1 to spell save DCs of your Acid spells; stacks with Spell Focus	Races of Faerun
Genie Lore (Cold)	Region	+1 to spell save DCs of your Cold spells; stacks with Spell Focus	Races of Faerun
Genie Lore (Electricity)	Region	+1 to spell save DCs of your Electricity spells; stacks with Spell Focus	Races of Faerun
Genie Lore (Fire)	Region	+1 to spell save DCs of your Fire spells; stacks with Spell Focus	Races of Faerun
Ghost Scarred	Knowledge (religion) 8 ranks	+2 insight bonus to attack and damage rolls against incorporeal undead, as well as saves made against their abilities	Libris Mortis: The Book of Undead
Giantfoe	Dwarf; Dex 15+; Dodge	Your dodge bonus against giants increases to +8	Hammer & Helm
Gnoll Ferocity	Gnoll (optionally other animal-headed races); Rage or Frenzy ability	Gain bite attack when using Rage	Races of the Wild
Goad	Cha 13+; BAB +1+	Taunt an opponent into singling you out for its attacks	Complete Adventurer
Good Memory		When making a check to see if you remember something, and it is not covered by a Knowledge skill, gain +5 bonus	Book of Eldritch Might II: Songs and Souls of Power
Graft Flesh (Aboleth)	Aboleth; Heal 10 ranks	You may create and apply grafts to yourself and others	Libris Mortis: The Book of Undead
Graft Flesh (Beholder)	Heal 10 ranks	You may create and apply grafts to yourself and others	Libris Mortis: The Book of Undead
Graft Flesh (Fiend)	Fiend; Heal 10 ranks	You may create and apply grafts to yourself and others	Libris Mortis: The Book of Undead
Graft Flesh (Illithid)	Illithid; Heal 10 ranks	You may create and apply grafts to yourself and others	Libris Mortis: The Book of Undead
Graft Flesh (Undead)	Heal 10 ranks	You may create and apply grafts to yourself and others	Libris Mortis: The Book of Undead
Graft Flesh (Yuan-ti)	Yuan-ti; Heal 10 ranks	You may create and apply grafts to yourself and others	Libris Mortis: The Book of Undead
Great Captain	Profession (sailor) 7+ ranks; Knowledge (geography) 7+ ranks; Leadership	If you are in command of a vessel, you can use the Aid Another action to assist all other persons on board who are performing the same action in the current round. Commanding the vessel in combat is a move action for you.	Stormwrack
Great Cleave	Str 13+; Power Attack; Cleave; BAB +4+	Make additional attacks on felling foes	Players Handbook
Great Flyby Attack	Fly speed; Flyby attack	Your flyby attack targets a number of opponents up to your Dex modifier	Savage Species
Great Fortitude		+2 on Fortitude saves	Players Handbook
Great Lungs	Con 13+; Endurance	Hold breath for 4 rounds/point of Con	Seafarer's Handbook

Feat Listing by Type

General

Greater Cold Focus	Cold Focus	+1 to save DC on spells with [cold] descriptor	Frostburn
Greater Corrupt Spell Focus	Corrupt Spell Focus; nongood alignment	Gain an additional +1 to the DCs of all spells you cast with a corrupt component. Stacks with Corrupt Spell Focus for total +2.	Heroes of Horror
Greater Heavy Armor Optimization	Armor Proficiency (heavy); Heavy Armor Optimization; BAB +8+	When wearing heavy armor, reduce the check penalty by 2 and increase the armor bonus by 1; stacks with Heavy Armor Optimization	Races of Stone
Greater Kiai Shout	Cha 13+; Kiai Shout; BAB +9+	When you make a Kiai shout, opponents are panicked for 2d6 rounds unless Will save	Complete Warrior
Greater Powerful Charge	Medium or larger size; Powerful Charge; BAB +4+	Additional extra damage when you charge	Miniatures Handbook
Greater Resiliency	Damage reduction as class feature or innate ability	DR is 1 higher than normal	Complete Warrior
Greater Shield Focus	Shield Focus	Increase the bonus from a Light or Heavy shield by +1; retain bonuses when making Shield Bash attacks	Cavalier's Handbook
Greater Spell Focus	Spell Focus	+1 DC on saves vs selected spells	Players Handbook
Greater Spell Focus (Abjuration)	Spell Focus (Abjuration)	+1 save DC on Abjuration spells	Players Handbook
Greater Spell Focus (Conjuration)	Spell Focus (Conjuration)	+1 save DC on Conjuration spells	Players Handbook
Greater Spell Focus (Divination)	Spell Focus (Divination)	+1 save DC on Divination spells	Players Handbook
Greater Spell Focus (Enchantment)	Spell Focus (Enchantment)	+1 save DC on Enchantment spells	Players Handbook
Greater Spell Focus (Evocation)	Spell Focus (Evocation)	+1 save DC on Evocation spells	Players Handbook
Greater Spell Focus (Illusion)	Spell Focus (Illusion)	+1 save DC on Illusion spells	Players Handbook
Greater Spell Focus (Necromancy)	Spell Focus (Necromancy)	+1 save DC on Necromancy spells	Players Handbook
Greater Spell Focus (Transmutation)	Spell Focus (Transmutation)	+1 save DC on Transmutation spells	Players Handbook
Greater Spell Penetration	Spell Penetration	+2 on Caster level checks to penetrate SR	Players Handbook
Greater Two-Weapon Defense	Dex 19+; Improved Two-Weapon Defense; Two-Weapon Defense; Two-Weapon Fighting; BAB +11+	When wielding 2 weapons, gain +3 shield bonus to AC	Complete Warrior
Greater Two-Weapon Fighting	Dex 19; Improved Two-Weapon Fighting; Two-Weapon Fighting; BAB +11+	iterative 3rd attack with your off-hand weapon	Players Handbook
Greater Weapon Focus	Proficiency with [Weapon]; Weapon Focus ([Weapon]); Fighter Level 8+	+1 to attack rolls with [Weapon]	Players Handbook
Greater Weapon Specialization	Proficiency with [Weapon]; Weapon Focus ([Weapon]); Greater Weapon Focus ([Weapon]); Fighter Level 12+	+2 to damage rolls with [Weapon]	Players Handbook
Green Ear	Bardic Music; Perform (any) 10+ ranks	Your Bardic music affects plants, though they get a +5 bonus to any Will saves	Complete Adventurer
Greenbound Summoning	Ability to cast any summon nature's ally spell	All animals summoned with summon nature's ally acquire the greenbound template	Lost Empires of Faerun
Grenadier		+1 on attack rolls with splash weapons and +1 damage with the weapon (direct or splash).	Players Handbook II
Grim Visage	Region	+2 Intimidate; +2 Sense Motive	Races of Faerun
Guardian Spirit	Watchful spirit class ability	Allow re-rolling of Initiative 2/day	Complete Arcane
Guerilla Scout		+1 bonus on Initiative checks. Listen and Spot ranks cost 1 skill point, even if they are cross-class skills for you.	Heroes of Battle

Feat Listing by Type

General

Guerilla Warrior		When wearing Light or Medium armor, reduce the armor check penalty by 1 (minimum 0). Hide and Move Silently ranks cost 1 skill point for you, even if they are cross-class skills.	Heroes of Battle
Guildmaster	Favored in Guild; Leadership; At least 1 associated feat based on Guild Type; Followers and Cohorts must be able to join Guild; at least 1 Guild-related skill of yours must be class skill and at maximum ranks	+2 Competence bonus on each of the Guild's related skills; No longer pay Guild dues; 1/day, swap your Cohort for another from the Guild. Special requirements apply.	Dungeon Master's Guide II
Hammer Fist	Dwarf; Str 13+; Improved Unarmed Strike	Add one-and-a-half times your normal Str bonus to damage from your unarmed strike. Does not work if you use flurry of blows or hold something in one hand.	Races of Faerun
Hard to Fool	3+ ranks in any ones of Bluff, Disguise, or Sleight of Hand	+4 bonus on Spot or Sense Motive to oppose Bluff, Disguise, or Sleight of Hand	Crime & Punishment
Hardened Flesh	Corpsecrafter	Undead you create have +2 to natural armor class	Libris Mortis: The Book of Undead
Harem Trained	Region	+2 Diplomacy; +2 Perform	Races of Faerun
Hasty Spirit	Watchful spirit class feature	If you use an initiative reroll from your Watchful spirit, you may take an extra move action on one of your turns during that encounter. Also gain an extra initiative reroll from your Watchful spirit	Complete Mage
Haunting Melody	Bardic Music; Perform 9+ ranks	When you sing or use some other perform skill, you can inspire fear in enemies within 30 feet. Will save DC 10 + 1/2 Bard level + Cha modifier or they become Shaken. Uses 1 Bardic music use	Heroes of Horror
Headlong Rush	Orc or Half-Orc; BAB +4+	Charge deals double damage, but provokes AoOs from all who can reach the path (including target)	Races of Faerun
Healing Flames	Fire Genasi or Tanar'ruk; base Will save +3+	Use control flame to draw healing from open flames (Fine = 1 hp, Diminutive = 1d3; Tiny = 1d6; Small = 2d6; Medium = 3d6; Large = 4d6; Huge = 5d6; Gargantuan = 6d6; Colossal = 7d6) instead of other effects.	Races of Faerun
Healing Hand		+2 insight on Heal checks; long-term patients recover hp at 4x normal rate; all cure spells cure +1 hp/die	Aasimar & Tiefling: Guidebook to the Planetouched
Healing Trance	Wis 15+; Concentration 5+ ranks	Regain double hit points with 8 hours rest after Concentration check (DC 20)	Witch's Handbook
Hear the Unseen	Listen 5+ ranks; Blind Fight	Pinpoint location of all foes within 30 ft using a DC 25 Listen check	Complete Adventurer
Heat Endurance	Base Fortitude save +2	+2 bonus on saves vs Fire effects. Withstand temperatures up to 120F without needing to make Fort saves. Level 1 protection against heat.	Sandstorm
Heavy Armor Optimization	Armor Proficiency (heavy); BAB +4+	When wearing heavy armor, reduce the check penalty by 1 and increase the armor bonus by 1	Races of Stone
Heighten Spell-like Ability (1)	Spell-like ability at CL 6+	Increase the effective level of a spell-like ability up to 3/day	Complete Arcane
Heighten Spell-like Ability (2)	Spell-like ability at CL 6+	Increase the effective level of a spell-like ability up to 3/day	Complete Arcane
Heighten Spell-like Ability (3)	Spell-like ability at CL 6+	Increase the effective level of a spell-like ability up to 3/day	Complete Arcane
Heighten Turning	Cha 13+; Extra Turning	Boost turning check by subtracting from Turning Damage, up to your Cleric level	Libris Mortis: The Book of Undead
Heirloom		You inherit a weapon, armor, or shield that grows in power as you do.	Cavalier's Handbook
Heroic Effort	Iron Will	Raise one ability score by +2 for 1/round per character level; Fatigued when expires	Cavalier's Handbook

Feat Listing by Type

General

High Lord	Noble level 8+	+2 Diplomacy; +2 on all influence checks against nobility and royalty	Noble's Handbook
High Profile		Attempts to recognize you with Knowledge (nobility and royalty) are at +5	Noble's Handbook
Hindering Opportunist	Combat Reflexes; Base Attack Bonus +3	Whenever an opponent provokes an AoO, you may replace that with an Aid Another action targeting that opponent.	Players Handbook II
Hold the Line	Combat Reflexes; BAB +2+	Gain AoO against charging opponent who *enters* a square you threaten	Complete Warrior
Hover	Fly speed	Creature can stop movement and hover in place	Monster Manual
Hurling Charge	Quick Draw; BAB +6+	Throw a weapon as part of a charge	Miniatures Handbook
Ice Harmonics	Bardic music ability; Perform (sing) 6 ranks	Spend a bardic music use to shatter unattended ice objects	Frostburn
Icy Calling	Con 13+; Snowcasting	Summoned cold creatures in cold areas are enhanced	Frostburn
Ignore Special Requirements	Soul binding	You may ignore the special requirements of vestiges with which you make pacts	Tome of Magic: Pact, Shadow, and Truename Magic
Improved Assume Supernatural Ability	Wis 17+; Assume Supernatural Ability; ability to assume a new form magically	Negates -2 penalty on attacks and saves from Assume Supernatural Ability	Savage Species
Improved Binding	Soul binding; Intimidate 4 ranks	Your effective binder level is 2 higher than normal for purposes of determining the level of vestige you can bind	Tome of Magic: Pact, Shadow, and Truename Magic
Improved Buckler Defense	Shield Proficiency	When you attack with a weapon in your off hand, you may still use the Buckler's shield bonus	Complete Warrior
Improved Bull Rush	Str 13+; Power Attack	No AoO when attempting a Bull Rush; +4 to opposed roll for Bull Rush	Players Handbook
Improved Cold Endurance	Base Fort save +6+; Cold Endurance	Gain resistance to cold 5, or increase what you have by +5	Frostburn
Improved Combat Expertise	Int 13+; Combat Expertise; BAB +6+	You may use up to your BAB for Combat Expertise	Complete Warrior
Improved Counterspell		Use any spell of same school and equal or higher level to counterspell	Players Handbook
Improved Critical	Proficient with [Weapon]; Base Attack bonus +8+	Increase the threat range of a weapon by 100% of the original range	Players Handbook
Improved Critical (2)	Proficient with [Weapon]; Base Attack bonus +8+	Increase the threat range of a weapon by 100% of the original range	Players Handbook
Improved Disarm	Int 13+; Combat Expertise	No AoO when attempting a disarm; +4 to opposed roll for disarm	Players Handbook
Improved Dispelling	Con 13+; Spellcaster level 5+	+4 competence bonus on dispel checks	Hammer & Helm
Improved Diversion	Bluff 4+ ranks	Use Bluff to create a diversion for Hiding as a Move action with +4 on the check	Complete Adventurer
Improved Energy Resistance (Acid)	Natural resistance to Acid	Increase your resistance by 5	Races of Faerun
Improved Energy Resistance (Cold)	Natural resistance to Cold	Increase your resistance by 5	Races of Faerun
Improved Energy Resistance (Electricity)	Natural resistance to Electricity	Increase your resistance by 5	Races of Faerun
Improved Energy Resistance (Fire)	Natural resistance to Fire	Increase your resistance by 5	Races of Faerun
Improved Energy Resistance (Sonic)	Natural resistance to Sonic	Increase your resistance by 5	Races of Faerun
Improved Familiar		See lists in DM Guide, Complete Warrior, Complete Scoundrel	Dungeon Master's Guide
Improved Favored Enemy	Favored Enemy ability; BAB +5+	+3 damage to your favored enemies	Complete Warrior
Improved Feint	Int 13+; Combat Expertise	Use Bluff to feint in combat as a move action	Players Handbook
Improved Flight	Natural flight speed	Maneuverability class improves by 1 grade	Races of the Wild
Improved Flyby Attack	Fly Speed; Dodge; Flyby Attack; Mobility	Make flyby attacks without incurring AoOs for movement through threatened spaces	Savage Species
Improved Frosty Touch	Uldra	Frosty touch deals 2 cold damage	Frostburn

Feat Listing by Type

General

Improved Grapple	Dex 13+; Improved Unarmed Strike	No AoO when you start a grapple; +4 to grapple checks	Players Handbook
Improved Heat Endurance	Base Fortitude save +6; Heat Endurance	Gain Fire resistance 5, or increase existing Fire resistance by 5. Exist in temperatures up to 160F without making Fortitude saves. Level 3 protection from heat.	Sandstorm
Improved Initiative		+4 to Initiative	Players Handbook
Improved Levitation	Natural ability to levitate as a spell-like ability	Divide your levitate ability use into 10-minute increments	Races of Faerun
Improved Low Blow	BAB +4+; Dodge; Mobility; Low Blow	Make your Low Blow attack without provoking AoO	Races of Faerun
Improved Mite Fighter	Mite Fighter; BAB +8+	+2 on attack rolls vs creatures smaller than yourself	Faeries
Improved Mounted Archery	Ride 1 rank; Mounted Archery; Mounted Combat	No penalty to attack unless mount is Running, and that penalty is reduced. Take your attack at any point in the move	Complete Warrior
Improved Natural Armor	Natural Armor; Con 13	+1 Natural Armor	Monster Manual
Improved Natural Attack	Natural Weapon; BAB +4+	Damage die increased 1 size category	Monster Manual
Improved Oneiromancy	Dreamcasting; Oneiromancy; spellcaster	Your spell list expands to include a number of dream-related spells. See text. These become available, but not automatically known.	Heroes of Horror
Improved Overrun	Str 13+; Power Attack	Target may not avoid your Overrun; +4 on check	Players Handbook
Improved Positional Advantage	Swim 1 rank; BAB +4+	Gain advantage over 1 additional foe	Seafarer's Handbook
Improved Precise Shot	Dex 19+; Point Blank Shot; Precise Shot; BAB +11+	Ignore target's AC bonus from cover less than total and concealment miss from less than total concealment	Players Handbook
Improved Rapid Shot	Manyshot; Point Blank Shot; Rapid Shot	Ignore the -2 penalty on Rapid Shot use	Complete Warrior
Improved Retainer	Leadership	Followers may gain Retainer templates as described in the Cavalier's Handbook, Chapter 4	Cavalier's Handbook
Improved Rock Hurling	Str 23+; Rock Hurling or rock throwing racial ability; Size Large or larger	+1 on thrown rock attack rolls, 2d6 damage base	Races of Stone
Improved Scent	Scent ability	Ranges of scent effects increased	Savage Species
Improved Shield Bash	Shield Proficiency	Keep shield's AC bonus after Shield Bash	Players Handbook
Improved Shieldmate	Shieldmate; BAB +4+	Bonus from shieldmate increases by +1	Miniatures Handbook
Improved Skirmish	Skirmish +2d6/+1 AC	If you move at least 20 ft away from where you started your turn, gain +2d6 more Skirmish damage and +2 to your AC bonus.	Complete Scoundrel
Improved Smiting	Cha 13+; Smite ability	Overcome DR as if aligned, and deal extra damage to one alignment	Complete Divine
Improved Sunder	Str 13+; Power Attack	No AoO on Sunder attempt; +4 bonus on roll	Players Handbook
Improved Swimming	Swim 6+ ranks	Swim at half normal speed as a move action or full speed as a full round action (double normal rates)	Complete Adventurer
Improved Toughness	Base Fort save bonus +2+	Gain 1 hp/HD, and gain/lose 1 hp each time you gain/lose 1 HD	Libris Mortis: The Book of Undead
Improved Trample	Trample	When mount makes hoof attack against Overrun opponent, opponent must make DC 20 Reflex save or take additional damage	Cavalier's Handbook
Improved Trip	Int 13+; Combat Expertise	No AoO on Trip attack; +4 on roll	Players Handbook
Improved Turning	Ability to turn or rebuke creatures	Turn or rebuke as if 1 level higher in that class	Players Handbook
Improved Two-Weapon Defense	Dex 17+; Two-Weapon Defense; Two-Weapon Fighting; BAB +6+	When wielding 2 weapons, gain +2 shield bonus to AC	Complete Warrior
Improved Two-Weapon Fighting	Dex 17+; Two-Weapon Fighting; BAB +6+	iterative 2nd attack with off-hand weapon	Players Handbook
Improved Unarmed Strike		Hands count as weapons for most purposes	Players Handbook

Feat Listing by Type

General

Improved Weapon Familiarity	BAB +1+	Treat all Exotic weapons associated with your race as Martial	Complete Warrior
Indomitable		+3 to saves vs Compulsion effects, mind-altering effects, and any form of torture	Crime & Punishment
Indomitable Soul	Endurance; Iron Will	When you make a Will save vs. a mind-affecting or fear ability, you may roll 2d20 and use the higher of the two.	Players Handbook II
Infernal Bargainer	Outsider	+2 caster level on Commune, contact other plane, legend lore, and vision; +2 HD effect with planar binding and planar ally spells; -2 penalty to escape attempts of fiendish creatures in your planar binding traps	Races of Faerun
Information Network	Int 13+; Cha 13+	+2 competence bonus to Gather Information checks within your network's reach (see Dynasties & Demagogues for details)	Dynasties & Demagogues
Infuse Casting	Turn or rebuke undead ability; Spellcaster level 7+	Use a turn or rebuke attempt to boost effects of allied spellcaster's spells	Hammer & Helm
Innate Spell (1)	Quicken Spell; Silent Spell; Still Spell	Convert spell into spell-like ability usable 1/round; permanently lose 1 spell slot 8 levels higher to power it	Complete Arcane
Innate Spell (2)	Quicken Spell; Silent Spell; Still Spell	Convert spell into spell-like ability usable 1/round; permanently lose 1 spell slot 8 levels higher to power it	Complete Arcane
Innate Spell (3)	Quicken Spell; Silent Spell; Still Spell	Convert spell into spell-like ability usable 1/round; permanently lose 1 spell slot 8 levels higher to power it	Complete Arcane
Innate Spell (4)	Quicken Spell; Silent Spell; Still Spell	Convert spell into spell-like ability usable 1/round; permanently lose 1 spell slot 8 levels higher to power it	Complete Arcane
Innate Spell (5)	Quicken Spell; Silent Spell; Still Spell	Convert spell into spell-like ability usable 1/round; permanently lose 1 spell slot 8 levels higher to power it	Complete Arcane
Innocent Posture		If you are wearing light or no armor, and do not have a weapon other than a light weapon drawn at the start of the fight, make a Bluff check opposed by the opponent's Sense Motive to deny Dex bonus to AC on your attack,	CityWorks
Innocent Smile	Cha 13+	You may make a Bluff check opposed by the opponent's Sense Motive to cause them to overlook an item or action.	CityWorks
Inside Connection		Gain +4 bonus on Bluff, Diplomacy, Gather Information, Knowledge (local), and Sense Motive with selected organization	Races of Destiny
Insight of the Fey	Base Will save +3+	+3 bonus on saves vs Illusions; +1 to DC of saves vs your Illusions	Faeries
Insightful		Gain detect magic, detect secret doors, and read magic as spell-like abilities 1/day CL 1	Complete Arcane
Insightful Divination	Spell Focus (Divination) or Diviner level 1+	On casting a Divination, gain insight bonus of spell level+1 on initiative checks, and 1st save you make, in the next 24 hours. Both expire on making the save. Wizards may take as a bonus feat use your Intelligence modifier instead of your Dexterity modifier for Reflex saves	Complete Mage
Insightful Reflexes			Complete Adventurer
Inspire Frenzy	Cha 15+; Inspired Leader; either Rabble Rouser or Brothers in Arms	Make a Will save to inspire all allies within 10 ft/level with +2 attack, damage, and Will saves, but -2 AC.	Dynasties & Demagogues
Inspired Leader	Cha 13+; Leadership	+2 to Leadership for recruiting Followers and Cohorts. You may have 2 Cohorts	Dynasties & Demagogues
Instantaneous Rage	Rage or Frenzy ability	Your rage begins whenever you wish, even when not your turn	Complete Warrior
Instill Devotion	Leadership	All followers gain +2 on saves vs Enchantment spells that would cause them to work against you	Noble's Handbook

Feat Listing by Type

General

Instill Discipline	Leadership	All followers gain +2 bonus to saves vs Fear effects	Noble's Handbook
Instill Etiquette	Leadership	All followers gain +2 Diplomacy and +2 Knowledge (nobility & royalty)	Noble's Handbook
Instill Martial Training	Leadership	All followers gain proficiency in 1 Martial weapon of your choice	Noble's Handbook
Instinctive Siege Engine Use	Wis 13+; Profession (siege engineer) 7+ ranks	Use BAB + Wis bonus in place of Siege Engineer for attacks with siege engines	Hammer & Helm
Intensify Song (Crescendo)	Ability to cast spellsongs	Increase the damage inflicted by a damaging spellsong	Book of Eldritch Might II: Songs and Souls of Power
Intimidating Rage	Rage or Frenzy ability	While raging, select a single foe within 30 ft to attempt to demoralize	Complete Warrior
Intimidating Strike	Intimidate 4 ranks	As a standard action, make a single melee attack against a foe. You may subtract a number up to your BAB. If you hit, make an Intimidate check with a bonus equal to the number subtracted. On success, the foe is shaken for rest of encounter.	Players Handbook II
Inured to Acid	Resistance to Acid	Resistance increases to 10	Savage Species
Inured to Cold	Resistance to Cold	Resistance increases to 10	Savage Species
Inured to Electricity	Resistance to Electricity	Resistance increases to 10	Savage Species
Inured to Fire	Resistance to Fire	Resistance increases to 10	Savage Species
Inured to Sonic	Resistance to Sonic	Resistance increases to 10	Savage Species
Investigator		+2 Gather Information; +2 Search	Players Handbook
Involuntary Rage	Con 20+; Toughness	If you survive a massive damage Fort save, gain +4 Str, +4 Con, -2 AC for remainder of combat, after which you are Fatigued	Savage Species
Iron Concentration	Wis 13+; Concentration as class skill	Substitute Wis bonus for Con bonus on Concentration checks	Witch's Handbook
Iron Mind	Gray Dwarf; Wis 13+	+4 bonus on saves vs psionic effects; +1 bonus on Will saves	Races of Faerun
Iron Will		+2 on Will saves	Players Handbook
Item Reprieve	Spell Reprieve; Specialist Wizard 5th+	Choose 1 school of magic that was prohibited to you. You may now use spell-completion and spell-trigger items from that school normally. This school must be the one for which you have Spell Reprieve	Lost Empires of Faerun
Jack of All Trades	Int 13+	You may use any skill as if you had 1/2 rank in it, so that you may use "Trained only" skills untrained. Skills with no check are not affected	Complete Adventurer
Jergal's Pact	Knowledge (history) 4+ ranks; Great Fortitude	Gain +2 bonus on saves to resist or remove Negative levels. If a save is allowed, you may attempt it after only 1 hour instead of 24.	Lost Empires of Faerun
Jotunbrud	Region	When using a modifier based on your size in an opposed roll, count your size as one larger than normal	Races of Faerun
Judged by Aurifar	Patron deity Aurifar; Survive 3+ days in the waste without water	Gain +2 bonus on Con checks to avoid effects of thirst; +2 sacred bonus to AC vs undead vulnerable to sunlight. Cleric is a favored class for you.	Sandstorm
Jungle Stamina	Region	+2 Survival; +2 Fort saves vs disease	Races of Faerun
Karmic Strike	Dex 13+; Combat Expertise; Dodge	Take AC penalty to gain AoOs against opponent(s) that hit(s) you in the round	Complete Warrior
Keen-Eared Scout	Listen 6 ranks; Alertness or Skill Focus (Listen)	Learn information about creature you hear, based on each 5 points above the DC of your roll: 5 is size, speed, and direction; 10 is precise current position; 15 is type of armor and carried equipment; 20 is type and subtype; also, +5 on checks vs Invis.	Players Handbook II

Feat Listing by Type

General

Ki Blast	Dex 13; Wis 13; Fiery Fist; Improved Unarmed Strike; Stunning Fist; Base Attack Bonus +8	Gain additional use of Stunning Fist. Expend 2 uses of Stunning Fist as a move action to create orb of raw ki energy, throw as hurled range 60 ft damage 3d6 + Wis modifier. Monks can take with reduced requirements.	Players Handbook II
Kiai Shout	Cha 13+; BAB +1+	Opponents save or become shaken for 1d6 rounds	Complete Warrior
Killoren Ancient	Killoren	While you manifest the aspect of the ancient, you may commune with nature for 10 minutes regarding a specific question, after which you may make a Knowledge skill roll to see if you know the answer.	Races of the Wild
Killoren Destroyer	Killoren	While you are manifesting the aspect of the destroyer, any smite-eligible foe you hit with your smite attack must save or be dazed.	Races of the Wild
Killoren Hunter	Killoren	While manifesting the aspect of the hunter, you can take a move action to pinpoint the location of any living creature within 30 ft. Any creature you cannot see still has total concealment.	Races of the Wild
Knight of the White Hart	Character level 15+	Gain SR of your character level + Cha modifier against Enchantment spells; mount gains immunity to spells of Animal domain while you ride; Fast Healing 5 for a number of rounds/day equal to your Character level	Cavalier's Handbook
Knightly Order	Leadership; Character level 12+	Gain +4 bonus to Order's Strength rating	Cavalier's Handbook
Knightly Presence	Cha 15+; Armor Proficiency (heavy)	When wearing half or full plate, +4 bonus to Intimidate checks, and shaken condition lasts longer if you win	Cavalier's Handbook
Knockback	Improved Bull Rush; Power Attack; Size Large or larger	If you hit while using power attack, you may make an immediate Bull Rush using the same adjustment as your Power Attack as a bonus to your Bull Rush roll	Races of Stone
Landwalker	Aquatic Elf	You can survive out of water for 3 hours per point of Constitution. After this point you must make a Fortitude saving throw each hour (DC 15 + 1 for each previous check) or you begin to suffocate.	Stormwrack
Larger Familiar	Familiar; Spellcaster level 5+	You can select from a larger range of animals for your Familiar, including animals of larger sizes	Shaman's Handbook
Lasting Alliance	An prospect willing and able to make an alliance	+4 circumstance bonus to Diplomacy checks to influence or reach agreement with an Ally; +2 bonus on Bluff, Diplomacy, or Intimidate checks that advance both your interests and your allies', if you make that clear to the other party	Dynasties & Demagogues
Lasting Life	Endurance; Enduring Life	Attempt to remove a negative level from yourself with a Will save	Libris Mortis: The Book of Undead
Leadership	Character Level 6+	Recruit Cohort and/or Followers	Players Handbook
Leap Attack	Jump 8+ ranks; Power Attack	Combine a jump with a charge for +100% the bonus damage on a Power Attack	Complete Adventurer
Leap of the Heavens	Jump 4 ranks	When making a Jump check, the DC does not double if you cannot make a 20 ft running start. If you can make the 20 ft running start, you gain a +5 competence bonus to the check.	Players Handbook II
Liege's Sway	Leadership; any inspire class ability	Each use of inspire targets an extra 1d4 characters among your followers	Noble's Handbook
Light of Aurifar	Ability to turn or rebuke undead; access to either Fire or Sun domain	Undead that you successfully turn or rebuke immolate for 2d6 damage	Sandstorm

Feat Listing by Type

General

Light Sleeper	Alertness; Great Fortitude	You need only 4 hours sleep per day to be refreshed (or 2 hours trance for an elf). While sleeping, you may make Listen checks to detect the approach of a foe	Cavalier's Handbook
Light to Daylight	Ability to use light as a spell-like ability	Your light ability creates light as the daylight spell. The effect remains as light for purposes of dispelling and interaction with [darkness] spells. Also gain +2 uses per day.	Races of Faerun
Lightbringer	Region; able to cast divine spells; able to turn undead	Use 3 turn attempts to add positive energy to a spell for +2 save DC and +2 on penetrating spell resistance	Races of Faerun
Lightfeet	Elf; Dex 13+; Balance 2+ ranks; Move Silently 2+ ranks	You can walk leaving only faint marks of your passage; the survival DC to track you increases by 5 (or by 10 if you move at half speed and work to hide your trail); also ignore noisy terrain penalties to Move Silently.	Races of the Wild
Lightning Reflexes		+2 on Reflex saves	Players Handbook
Lingering Song	Bardic music	If you use inspire courage, inspire greatness, or inspire heroics, the effect lasts 1 minute after the subject stops hearing you play	Complete Adventurer
Linguist		Gain 4 skill points to spend on non-secret languages	Aasimar & Tiefling: Guidebook to the Planetouched
Lock Shields	Shield Wall	In formation with others with shields, gain cover from them	Hammer & Helm
Lookout		Each 5' of elevation triples "Spot penalty increment"	Seafarer's Handbook
Low Blow	BAB +4+; Dodge; Mobility	Enter your opponent's space and make a single melee attack, against which he is flat-footed, which draws an AoO, then return to the space you came from.	Races of Faerun
Low Profile		-3 to Reputation bonus	Unearthed Arcana
Low to the Ground	Str 13+	+4 bonus on rolls to resist Trip, Overrun, or Bull Rush attempts	Hammer & Helm
Lunar Magic	Ability to spontaneously cast arcane spells	Your arcane caster level varies with the moon's phase; reduced while new, enhanced while full	Witch's Handbook
Lunging Strike	Base Attack Bonus +6	As a full-round action, you may make a single strike with a 5-foot bonus to your attack's reach. This benefit applies to armed and unarmed attacks, including touch attacks to deliver spells.	Players Handbook II
Lurking Familiar	Combat Familiar; Arcane caster level 6th; Familiar	If your familiar occupies your square, it gains cover against all attacks. It may make Hide checks to avoid your foe's notice. If it leaves your space to attack an opponent, it gains the usual bonuses for attacking from Hiding.	Players Handbook II
Mad Foam Rager	Rage or Frenzy ability	Once per rage or frenzy, as an immediate action, you may choose to delay the effect of a single attack, spell, or ability used against you, until the end of your next turn. You must be in a Rage or Frenzy to use this ability.	Players Handbook II
Mage Slayer	Spellcraft 2 ranks; BAB +3+	+1 on Will saves; spellcasters you threaten cannot cast defensively	Complete Arcane
Magic Device Attunement	Use Magic Device 1+ ranks	On successful use of Use Magic Device, you may use a Swift action to attune to it. For next 24 hours, you do not need to make UMD checks to use that device. Only one device at a time.	Complete Mage
Magic of the Land	Concentration 5+ ranks; Knowledge (nature) 5+ ranks; Spellcraft 5+ ranks; Caster level 1+	Add healing power to some of your spells when cast in a natural setting	Races of the Wild
Magical Aptitude		+2 Spellcraft; +2 Use Magic Device	Players Handbook

Feat Listing by Type

General

Magical Artisan	Any Item Creation Feat	Material costs to craft those items reduced to 75%	Players Guide to Faerun
Magical Beast Trainer	Handle Animal 8 ranks	You are skilled at training a particular type of creature	Arms & Equipment Guide
Magical Talent		+2 Knowledge (arcana); +2 Spellcraft	Book of Eldritch Might I
Malign Spell Focus	Any evil alignment	+2 to save DCs of spells with Evil descriptor	Book of Vile Darkness
Man About Town	Cha 15+	You make many friends in town easily. After a week, when in any public place, make a Charisma check vs, DC 10. If you succeed, there are 1d3 acquaintances who will each do you one small favor that does not endanger them,	CityWorks
Manyshot	Dex 17+; Point Blank Shot; Rapid Shot; BAB +6+	Fire as many arrows as a single action as your BAB allows attacks	Players Handbook
Mark of Hleid	Patron deity Hleid	Gain benefits	Frostburn
Market Sense	Cha 13+	Gain 10% discount on all purchases of goods and services.	CityWorks
Martial Stalker	Proficiency with all Martial weapons; ki power	Your Fighter and Ninja levels stack for purposes of the size of your ki pool and AC bonus, and to qualify for feats that require a minimum Fighter level (such as Greater Weapon Focus)	Complete Scoundrel
Martial Throw	Dex 17+; Improved Unarmed Strike	Special grapple to switch places with enemy	Miniatures Handbook
Martial Weapon Proficiency		Make attack rolls with the selected weapon without penalty	Players Handbook
Master Artisan	Artisan	+1 Competence bonus on checks with 1 skill; also, produce double number of goods on a successful check	Hammer & Helm
Master Manipulator	Cha 13; Diplomacy 9 ranks	Gain 2 new uses for the Diplomacy skill. One lets you distract creatures, the other lets you force a creature that fails to Bluff you into revealing something useful about the lie.	Players Handbook II
Master of Knowledge		Gain +1 bonus to all Knowledge skill checks	Heroes of Horror
Master of Undeath	Knowledge (religion) 5+ ranks	Can treat control of 1 undead creature you created differently from the normal 2HD/level limit.	Complete Mage
Master Spellthief	Ability to cast 2nd level+ arcane spells; steal spell	Spellthief levels stack with other arcane caster classes for levels of spells you can cast and for caster level. You also do not incur an arcane spell failure chance with stolen spells if you are wearing light or no armor.	Complete Scoundrel
Maximize Spell-like Ability (1)	Spell-like ability at CL 6+	All numeric variable effects are at maximum up to 3/day	Complete Arcane
Maximize Spell-like Ability (2)	Spell-like ability at CL 6+	All numeric variable effects are at maximum up to 3/day	Complete Arcane
Maximize Spell-like Ability (3)	Spell-like ability at CL 6+	All numeric variable effects are at maximum up to 3/day	Complete Arcane
Melee Evasion	Dex 13; Int 13; Combat Expertise; Dodge	When attacked by the target of your Dodge feat, you may make an immediate action make a d20 roll modified by your highest attack bonus. Treat this as your normal and touch AC for this one attack. You cannot use this if denied your Dex bonus to AC.	Players Handbook II
Melee Weapon Mastery	Proficiency, Focus, and Specialization with the selected weapon; Base Attack Bonus +8	Choose the damage type of a weapon with which you have Focus and Specialization. When wielding any melee weapon that does this type of damage, gain +2 to hit and +2 damage.	Players Handbook II
Melodic Casting	Perform 4+ ranks; Spellcraft 4+ ranks; Bardic Music class feature	Make Perform check in place of Concentration check when casting spell or using spell-like ability. Also, cast spells and activate command word items while using bardic music.	Complete Mage

Feat Listing by Type

General

Mentor	Gain the services of an Apprentice	8 ranks in at least 2 of 4 skills for your Mentor type; Apprentice; must have been an Apprentice	Dungeon Master's Guide II
Merciless	Any non-good alignment	When you knock a foe back (as in Bull Rush) or down (as in Overrun or Trip), gain an AoO at +2	Cavalier's Handbook
Metallurgy	Dwarf region	+3 Craft (armorsmithing), +3 Craft (blacksmithing), +3 Craft (weaponsmithing)	Races of Faerun
Metamagic School Focus	Spell Focus (chosen school) or specialist Wizard in chosen school	3/day, reduce cost of metamagic in chosen school by 1. A Wizard can select this as a bonus Wizard feat.	Complete Mage
Metamagic Spell Trigger	Any metamagic feat; Use Magic Device or Spellcraft 15+ ranks	You may apply a metamagic feat you know to the effects of a spell-trigger item. Uses 1 extra charge per level adjustment of the metamagic feat. Modified spell level cannot exceed 9th.	Complete Mage
Might Makes Right	Str 13+; Leadership	Add your Strength modifier to your Leadership score for purposes of determining the number of followers.	Races of Faerun
Mighty Leaping	Str 21+; Dodge; Mobility; Jump 9+ ranks or a racial bonus to Jump checks	+10 on Jump checks; DC 15 Jump check reduces fall damage by 20 ft	Savage Species
Mind Over Matter	Wis 13+	Substitute Wis modifier for Con modifier in Fort saves	Witch's Handbook
Miracle Worker		+1 caster level on all cure spells (stacks with Healing domain granted power)	Aasimar & Tiefling: Guidebook to the Planetouched
Mobile Spell-casting	Concentration 8+ ranks	Make a Concentration check (DC 20 + spell level) to cast the spell while moving up to your speed as a standard action	Complete Adventurer
Mobility	Dex 13+; Dodge	+4 to AC vs AoOs for movement	Players Handbook
Monkey Grip	BAB +1+	Use Melee weapons 1 size larger than you with penalty	Complete Warrior
Mortalbane		Add +2d6 damage to spell-like abilities when used against living nonoutsiders, each ability 5/day	Book of Vile Darkness
Mother Cyst	Caster level 1st+; Knowledge (religion) 2 ranks	Grants access to cyst-related spells, which can be prepared/used without spellbook	Libris Mortis: The Book of Undead
Mountain Warrior	Survival 5 ranks; BAB +3+	When you make a melee attack from higher than your opponent, +1 on the damage; when you make a ranged attack from higher, +1 on the attack roll; +2 on Balance checks when moving on steep slopes	Races of Stone
Mountaineer		+2 Climb; +2 Survival	Frostburn
Mountain's Youth	Con 13+; Middle Age or younger	You stave off both the penalties and benefits of advancing into middle age	Hammer & Helm
Mounted Archery	Ride 1 rank; Mounted Combat	Penalty for ranged attack while mounted is halved	Players Handbook
Mounted Assault	Charge Unbound; Mounted Combat; Power Attack	When making mounted charge, attack bonus rises to +3 and gain +2 damage bonus	Cavalier's Handbook
Mounted Casting	Ride 1 rank; Mounted Combat	+10 to Concentration checks to cast while mounted	Miniatures Handbook
Mounted Combat	Ride 1 rank	Negate 1 hit each round against your mount in combat	Players Handbook
Mounted Massacre	BAB +12+; Great Cleave; Mounted Combat	While mounted, you and your mount may each Cleave an unlimited number of times. Mount may take 5 ft step between each of its Cleave attacks.	Cavalier's Handbook
Mounted Mobility	Mounted Combat; Ride 4+ ranks	If you are mounted, you and your mount gain a +4 dodge bonus to AC against AoOs caused by movement.	Heroes of Battle
Multiattack	3+ natural attacks	Secondary attacks are at -2 instead of -5	Monster Manual

Feat Listing by Type

General

Multilingual	Int 15+	You know any 3 more languages (except secret languages) than you normally would. Speak Languages is always a class skill for you. Gain +2 on Decipher Script checks.	Lost Empires of Faerun
Multiweapon Fighting	3+ hands, Dex 13+	Penalties uniform -4 on all attacks instead of -6/-10/-10/etc,	Monster Manual
Music of the Outer Spheres	Perform (any) 11+ ranks; Bard level 9+	Gain additional Bardic Music abilities affecting Aberrations: Lull Aberration (sp), Sicken Aberration (sp), Vitalize Aberration (sp)	Lords of Madness: the Book of Aberrations
Named		You may voluntarily lower your SR or fail a save	Guide to the World of Urath
Name-Debt	Outsider; Named	Force another to respond when summoned by your Truename	Guide to the World of Urath
Nameless		Your defenses cannot be lowered	Guide to the World of Urath
Namer	Divine Spellcaster level 1+; Named; Wis 13+	You can help a creature find its Truename	Guide to the World of Urath
Natural Bond	Animal Companion	Add 3 to your effective Druid level (up to your Hit Dice) for purposes of the bonuses to your animal companion. If you have more than one, this ability applies to only one.	Complete Adventurer
Natural Leader	Cha 13+	Gain a +4 bonus on Rally checks	Heroes of Battle
Natural Spell	Wis 13+; Wild Shape ability	Cast spells with verbal and somatic components while Wild Shaped	Players Handbook
Nature's Embrace	Base Will save +3+; Knowledge (nature) 1+ ranks	Heal at twice the usual rate in undeveloped natural surroundings	Faeries
Naval Heritage	1st level only	+2 to Charisma-based checks with others sharing heritage; +2 on naval-related skills	Seafarer's Handbook
Navigate Stormgate	Survival 4 ranks; Profession (Boater) or Profession (Sailor) 8 ranks; Teacher	When passing through a Stormgate, you only fail to reach your destination on a roll of 1	Guide to the World of Urath
Necromantic Might	Necromantic Presence	Undead you control who are within 60 ft of you gain +2 to attacks and saves	Libris Mortis: The Book of Undead
Necromantic Presence		Undead you control within 60 ft gain +4 to turn resistance	Libris Mortis: The Book of Undead
Necropolis Born		Gain cause fear, ghost sound, and touch of fatigue as spell-like abilities 1/day CL 1	Complete Arcane
Necropotent	Proficiency with weapon, weapon focus, weapon specialization, Fighter level 4+	+4 damage with the selected weapon against undead	Libris Mortis: The Book of Undead
Negotiator		+2 Diplomacy; +2 Sense Motive	Players Handbook
Neraph Charge	Wis 15+; Knowledge (the planes) 5 ranks	Deny dex bonus to foe once per encounter for melee attack	Planar Handbook
Neraph Throw	Dex 15+; Knowledge (the planes) 5 ranks	Deny dex bonus to foe once per encounter for thrown attack	Planar Handbook
Netherese Battle Curse	Knowledge (history) 4+ ranks; Power Attack; Arcane caster level 1+	By losing a spell or slot before making an attack roll, you may inflict a curse as a melee attack.	Lost Empires of Faerun
Night Haunt		Gain dancing lights, prestidigitation, and unseen servant as spell-like abilities 1/day CL 1	Complete Arcane
Nimble Bones	Corpsecrawler	Undead you create gains +4 initiative and +10 ft land speed	Libris Mortis: The Book of Undead
Nimble Fingers		+2 Disable Device; +2 Open Locks	Players Handbook
Noble House	Land and title	Create and run a noble house	Noble's Handbook
Nobody's Fool	Wis 13+	+2 Sense Motive; +2 Gather Information	Races of Faerun
Nonverbal spell		Cast spells with verbal components with alternate sounds	Planar Handbook
Obscure Lore	Bardic knowledge or lore class feature	+4 insight bonus on checks using Bardic knowledge or Lore	Complete Adventurer
Obtain Familiar	Knowledge (arcana) 4 ranks; arcane caster level 3+	Get a familiar as a Sorcerer or Wizard, all arcane caster levels stack for benefits	Complete Arcane

Feat Listing by Type

General

Old Salt	Profession (sailor) 5+ ranks	Gain a +1 bonus on Balance, Profession (sailor), and Use Rope checks. You may also use Profession (sailor) to predict the weather as described for the Survival skill.	Stormwrack
Oneiromancy	Dreamtelling; ability to cast spells of any sort	Grants various benefits relating to the dreamworld	Heroes of Horror
Open Minded		Gain 5 skill points	Complete Adventurer
Opportunistic Shot	Point Blank Shot; Precise Shot	When you ready an action to make a ranged attack at a target, you may either ignore half the bonus to its AC from cover, or gain +2 to your attack.	CityWorks
Oral History	Region	+2 Knowledge (history); +2 Perform	Races of Faerun
Ordered Chaos	NonChaotic alignment; Will Save bonus +4+	Your alignment is not affected by the Abyssal Heritor feats you possess. You are affected by spells and effects as if you were Chaotic as well as your actual alignment.	Fiendish Codex I: Hordes of the Abyss
Outsider Trainer	Handle Animal 8 ranks	You are skilled at training a particular type of creature	Arms & Equipment Guide
Outsider Wings	Aasimar or Tifling; base Fort save +2+; base Ref save +2+; base Will save +2+; Celestial Bloodline or Fiendish Bloodline	Gain wings and a fly speed equal to your normal land movement	Races of Faerun
Oversized Two-Weapon Fighting	Str 13+; Two-weapon fighting	Wield a one-handed weapon off-handed as if it were a Light weapon	Complete Adventurer
Overwhelming Assault	Base Attack Bonus +15	Select a specific foe. If he begins his turn adjacent to you, ends his turn adjacent to you, and does not attack, use a special ability, or cast a spell on you, gain a +4 to your melee attack rolls against him next turn.	Players Handbook II
Pain Mastery	Con 20+; Toughness	Each 50 points of damage taken grants +2 Str; Exhausted after combat	Savage Species
Pain Touch	Wis 15+; Stunning Fist; BAB +2+	Stunning attack causes opponent to be nauseated for 1 round	Complete Warrior
Paragon		+2 Influence bonus on Diplomacy and Perform (oratory) checks when dealing or speaking with characters that share your alignment. This feat is lost if you change alignment	Dynasties & Demagogues
Paramour	Cha 17+	While wearing token of a noble whose affections you have won, gain +1 deflection to AC plus SR vs Enchantments equal to your Character level + your Cha bonus + paramour's Cha bonus. Must continue courting the noble to keep these benefits	Cavalier's Handbook
Parry (Cav)	Combat Expertise	When taking total defense, make an attack roll at your best bonus. Attackers must beat this roll, or your normal AC, whichever is higher.	Cavalier's Handbook
Parry (SFH)	Dex 13+; Int 13+; Combat Expertise; BAB +3+	Hold one attack to use to block opponent's attack	Seafarer's Handbook
Parry Opportunist	BAB +5+; Combat Reflexes; Dodge	In a round where you use both Combat Expertise and Dodge, if your Dodge opponent attacks you and misses, you may counter-attack as an AoO	Noble's Handbook
Parrying Shield	Shield Proficiency	You gain your shield's bonus (and its enhancement bonus, if any) to your touch AC.	Lords of Madness: the Book of Aberrations
Parrying Weapon Patron	Two-Weapon Fighting	Use off-hand weapon as if it were a shield +1 luck bonus to saves and +1 luck bonus to AC while serving your patron	Seafarer's Handbook Cavalier's Handbook
Patronage		You may invoke this feat to gain +10 Influence bonus on Diplomacy, Intimidation, or Gather Information check. You may not use the feat again until you gain another character level.	Dynasties & Demagogues

Feat Listing by Type

General

Peak Hopper	Hill or Mountain terrain type	+2 Climb; +2 Balance	Savage Species
Peerless Trainer	Animal Affinity	When you use Handle Animal to train an animal, it learns 3 additional tricks.	Cavalier's Handbook
Penetrating Shot	Str 15; Point Blank Shot; Base Attack Bonus +10	When you make a ranged attack with a projectile weapon, you may choose to make a single attack that blasts through multiple opponents in a 60 ft line. Make separate attacks vs. each. Special damage applies only to the first target.	Players Handbook II
Personal Touchstone	Planar Touchstone; Knowledge (the planes) 8 ranks; portable object of at least 250 gp value native to a touchstone plane	Gain double uses of highest order Planar Touchstone ability	Planar Handbook
Persuasive		+2 Bluff; +2 Intimidate	Players Handbook
Phalanx Fighting	Proficiency with heavy shield; BAB +1+	While using a heavy shield and light weapon, gain +1 bonus to AC. Also can form Shield Wall	Complete Warrior
Pharaoh's Fist	Str 15+; Improved Unarmed Strike; Stunning Fist	Spend a Stunning Fist use to cause opponent struck by unarmed attack and adjacent creatures to save or be stunned for 1 round	Sandstorm
Pierce Magical Concealment	Con 13+; Blind Fight; Mage Slayer	Disregard miss chance from most spells and spell-like abilities; reduce your own caster level by 4	Complete Arcane
Pierce Magical Protection	Con 13+; Mage Slayer	Ignore spell-based armor bonuses on an attack, and dispel them if successful; reduce your caster level by 4	Complete Arcane
Piercing Blow	BAB +6+; Weapon Finesse	When using weapon finesse, add +1d6 damage on criticals after multiplying	Noble's Handbook
Piercing Evocation	Spell Focus (Invocation) or Evoker level 1st+	When you cast an evocation that deals energy damage, you can make 10 points of the damage untyped (not subject to resistance). Multiple types may be affected at your choice. This may be chosen as a Wizard bonus feat.	Complete Mage
Pin Shield	Two-Weapon Fighting; BAB +4+	Can use off-hand weapon to deny opponent shield bonus to AC	Complete Warrior
Pious Knight	Wis 13+; Cha 13+; Purity	You gain cure minor wounds, guidance, resistance, and virtue 1/day each as spell-like abilities. Cavalier, Paladin, and Holy Warrior levels do not count for XP penalties for multiclassing.	Cavalier's Handbook
Plague Resistant	Region	+4 on Fort saves vs disease and disease effects	Races of Faerun
Planar Familiar	Ability to acquire a new familiar; compatible alignment; sufficient arcane spellcaster level; Knowledge (the planes) 5 ranks	Gain a special familiar	Planar Handbook
Planar Touchstone	Portable object of at least 250 gp value native to Planar touchstone site; Knowledge (the planes) 8 ranks	Gain special abilities from visits to planar sites	Planar Handbook
Plunging Shot	Dex 13+; Point Blank Shot	+1d6 damage with thrown or projectile weapon if target is at least 30 ft below you	Heroes of Battle
Point Blank Shot		+1 on ranged attack rolls and damage rolls within 30 ft	Players Handbook
Poison Expert	Craft (poisonmaking) 4+ ranks; Poison use	For 1 type of poison (contact, ingested, inhaled, or injury), the DC to resist the effects is increased by 1 for poisons you craft and use.	Complete Scoundrel
Poison Healer	Great Fortitude; Con 13+	Any time you succeed on a Fort save against poison, you heal a number of hit points equal to your Constitution bonus.	Fiendish Codex I: Hordes of the Abyss
Poison Immunity		Character is immune to 1 poison; +1 to saves vs other poisons	Book of Vile Darkness

Feat Listing by Type

General

Poison Master	Poison Expert; Craft (poisonmaking) 8+ ranks; poison use	For 1 poison you already have Poison Expert for, add +1 per die of damage to the initial and secondary effects (or by 1 point if fixed damage) when you make and use the poison.	Complete Scoundrel
Polar Bear Skin		Take minimum nonlethal hypothermia damage from cold water	Seafarer's Handbook
Port Savvy		+4 Gather Information when in a seaside city	Seafarer's Handbook
Power Attack	Str 13+	Reduce attack bonus for increased damage	Players Handbook
Power Critical	Weapon Focus with [Weapon]; BAB +4+	Gain +4 bonus on threat confirmation rolls	Complete Warrior
Power Dive	Str 15+; Fly speed with average or better maneuverability	Dive at creature for additional damage	Savage Species
Power Throw	Str 13+; Brutal Throw; Power Attack	You can shift bonus amount from attack to damage with thrown weapons	Complete Adventurer
Powerful Charge	Medium or larger size; BAB +1+	Extra damage when you charge	Miniatures Handbook
Practiced Binder	Bind Vestige	When you bind a vestige through your Bind Vestige feat, you gain a second ability	Tome of Magic: Pact, Shadow, and Truename Magic
Practiced Spellcaster (1)	Spellcraft 4 ranks	Increase caster level of selected class by +4, up to limit of your Hit Dice	Complete Arcane
Practiced Spellcaster (2)	Spellcraft 4 ranks	Increase caster level of selected class by +4, up to limit of your Hit Dice	Complete Arcane
Practiced Spellcaster (3)	Spellcraft 4 ranks	Increase caster level of selected class by +4, up to limit of your Hit Dice	Complete Arcane
Precise Shot	Point Blank Shot	Shoot or throw ranged weapon at target in melee without -4 penalty	Players Handbook
Precocious Apprentice	Spellcasting ability (Int or Cha) 15+; arcane caster level 1+	+2 Spellcraft; +1 2nd level spell slot	Complete Arcane
Pressure Survival	Swim 1 rank	+4 on Fortitude saves vs pressure effects	Seafarer's Handbook
Priest of the Waste	Access to the Fire, Summer, Sun, Travel, or Water domain	Spontaneously swap a prepared non-Domain spell for one from a special list.	Sandstorm
Primary Contact	Favored	Select an existing contact to become your primary. Gain benefits based on the selected Contact's organization.	Cityscape
Primeval Wild Shape	Wild Shape ability	When Wild Shaping, can choose an ice-age appropriate version of the form	Frostburn
Primitive Caster		Add verbal, somatic, or material component to spell that does not have it for +1 caster level each	Frostburn
Prone Attack	Dex 15+; Lightning Reflexes; BAB +2+	Make an attack from prone at no penalty	Complete Warrior
Protected Archery	Back-to-Back; Point Blank Shot	Adjacent ally prevents AoOs when you use ranged weapon in melee	Hammer & Helm
Protected Casting	Back-to-Back; Combat Casting	Adjacent ally prevents AoOs when you cast a spell in melee	Hammer & Helm
Psithief	Manifester level 1st; steal spell	You can use your steal spell ability to siphon psionic energy instead of spell energy. See text for details	Complete Scoundrel
Pure Soul	Any non-evil alignment; no taint	You do not gain taint	Heroes of Horror
Purify Spell-like Ability	Any good alignment	Spell-like ability gains Good descriptor; does reduced damage to Neutral creatures, no damage to Good, and extra damage to Evil; each ability 3/day	Book of Exalted Deeds
Purity	Any good alignment	1/day, gain +1 deflection bonus to AC and +1 resistance bonus on all saves against the attacks, spells, and spell-like abilities of evil creatures. Lasts 1 round per pt of Cha modifier, min 1. +2 on all Sense Motive checks for hunches.	Cavalier's Handbook
Pushback	Str 17+; Improved Bull Rush; Power Attack	Push enemy back after melee attack	Miniatures Handbook
Quick Change	Dex 15+; Alternate form special ability	Reduced time to change forms	Savage Species
Quick Draw	BAB +1+	Draw weapon as free action	Players Handbook

Feat Listing by Type

General

Quick Reconnoiter	Listen 5+ ranks; Spot 5+ ranks	Make one Listen check and one Spot check per round as free action; +2 Initiative	Dungeonscape
Quick Recovery		When you begin your turn stunned or dazed, you may make a new saving throw attempt vs. the original DC to recover.	Lords of Madness: the Book of Aberrations
Quicken Spell-like Ability	Spell-like ability CL10+	Use as Swift action	Monster Manual
Quicken Turning	Ability to turn or rebuke undead	Turn or Rebuke as a free action	Libris Mortis: The Book of Undead
Rabble Rouser	Cha 13+	+2 Influence bonus to Bluff and Perform (oratory) when inciting a crowd of 10 or more to immediate action	Dynasties & Demagogues
Rampaging Bull Rush	Improved Bull Rush; rage ability; Size Large or larger	While raging, you may attempt to knock down any creature you successfully Bull Rush	Races of Stone
Ranged Disarm	Proficiency with [Weapon]; Dex 15+; Point Blank shot; Precise Shot; BAB +5+	Make disarm attempts with specific weapon at up to 30 ft	Complete Warrior
Ranged Pin	Dex 15+; Point Blank Shot; Precise Shot; BAB +5+	Can perform a ranged pin maneuver by pinning clothing to nearby surface	Complete Warrior
Ranged Recall	Spellcraft 4+ ranks; Point Blank Shot; Weapon Focus (ranged spell)	3/day, when you miss with a spell or spell-like ability ranged attack against a target within 30 ft, you may use a swift action to reroll with a -5 penalty.	Complete Mage
Ranged Spell Specialization	Weapon Focus (ranged spells); Caster level 4+	+2 hp damage on spells requiring ranged touch attack within 30 ft (1st attack only)	Complete Arcane
Ranged Sunder	Str 13+; Point Blank Shot; Precise Shot; BAB +5+	Slashing and Bludgeoning range weapons do full damage to objects; piercing does 1/2 damage; within 30 ft.	Complete Warrior
Ranged Weapon Mastery	Proficiency, Focus, and Specialization with a chosen weapon; Base Attack Bonus +8	Choose a damage type from a ranged weapon with which you have Focus and Specialization. When using any ranged weapon with this damage type, increase the range increment by 20 ft and gain +2 attack and +2 damage with it.	Players Handbook II
Rapid Blitz	Dex 13; Bounding Assault; Dodge; Mobility; Spring Attack; Base Attack Bonus +18	You may designate a 3rd target for your Spring Attack feat. In addition to the 2nd attack from Bounding Assault, you may make a 3rd attack at -10.	Players Handbook II
Rapid Metamagic	Spellcraft 12+ ranks; ability to spontaneously cast spells	When you apply a metamagic feat to a spontaneously cast spell, the spell takes only its normal casting time.	Complete Mage
Rapid Pact Making	Soul binding; Intimidate 8 ranks; Expel Vestige	Once per day, you can bind a vestige as a full-round action	Tome of Magic: Pact, Shadow, and Truename Magic
Rapid Recovery	Favored Vestige	You may activate the abilities from your favored vestige every 4 rounds instead of every 5.	Tome of Magic: Pact, Shadow, and Truename Magic
Rapid Reload	Proficiency with [Crossbow]	Reduced reload time for crossbow chosen	Players Handbook
Rapid Shot	Dex 13+; Point Blank Shot	Fire 1 extra arrow at max bonus per round, but all take -2 penalty	Players Handbook
Rapid Siege Engine Use	Profession (siege engineer) 5+ ranks; BAB +5+	Can use move action to count as part of crew instead of full-round action	Hammer & Helm
Rapid Stunning	Combat Reflexes; Stunning Fist; BAB +6+	You may use 1 additional stunning attack per round	Complete Warrior
Rapid Swimming	base Fort save +2+; natural swim speed	Increase your swim speed by 20 ft	Stormwrack
Rattlesnake Strike	Wis 15+; Improved Initiative; Improved Unarmed Strike; Stunning Fist	Spend a use of Stunning Fist to imbue next unarmed strike attack with ki energy that mimics rattlesnake venom	Sandstorm
Razing Strike	Sneak Attack; caster level 5+	Sacrifice a spell slot for a bonus to hit and bonus dice of damage against Constructs (Arcane) or Undead (Divine)	Complete Adventurer
Reactive Counterspell	Improved Counterspell; Improved Initiative	1/round, lose your next turn to counterspell without a readied action	Players Guide to Faerun

Feat Listing by Type

General

Ready Shot	Point Blank Shot	You can ready an action to fire a ranged weapon at any foe who charges you. You must wait until the target is within 15 feet. A hit scores +3d6 damage, unless the creature is immune to critical hits.	Heroes of Battle
Reckless Charge	BAB +1+	Charges get +4 on attack but -4 on AC	Miniatures Handbook
Reckless Offensive	BAB +2+; Power Attack	Gain +2 on attacks and -4 on AC for 1 full round (until your next action, like Power Attack)	Races of Faerun
Reckless Rage	Con 13+; Rage ability	When raging, take an additional -2 to AC for an additional +2 to Str and Con	Races of Stone
Reckless Wand Wielder	Use Magic Device 1 rank; Craft Wand	Expend 1 extra charge to increase wand's caster level by 2	Complete Arcane
Redeem	Cha 15+; Reform; good alignment	As Reform, but half the time required and the creature type does not affect the DC	Book of Hallowed Might
Reform	Cha 15+; good alignment	Over an extended period, you may persuade an evil creature to become good	Book of Hallowed Might
Renown		+3 to Reputation bonus	Unearthed Arcana
Reputation Broker	Cha 13+	You can change the attitudes of others toward someone else by praising or bad-mouthing him	Dynasties & Demagogues
Requiem	Bardic music class feature; Perform (any) 8 ranks	Mind-affecting Bardic music and virtuoso performance effects affect Undead, though at half duration	Libris Mortis: The Book of Undead
Resounding Blow	Str 13+; Power Attack; Intimidate 7 ranks+	When dealing a melee critical hit, opponent must save or be cowed	Book of Exalted Deeds
Resourceful Buyer		Treat any community as 1 size larger for maximum item value limits; does not stack with any other similar effects	Races of Destiny
Revelation	Wis 13+	1/week, make Wisdom check for a hint from the DM.	Cavalier's Handbook
Reverberation	Sonic special attack	+2 to save DC to your sonic attack	Savage Species
Ride-By Attack	Ride 1 rank; Mounted Combat	Your attack on a mounted charge occurs in mid-move	Players Handbook
Riposte	Dex 13+; Int 13+; Combat Expertise; Parry (SFH); BAB +6+	On a successful parry, you make a melee attack in return	Seafarer's Handbook
Robilar's Gambit	Combat Reflexes; Base Attack Bonus +12	Give your opponents a +4 bonus on their attack and damage rolls against you, but each provokes an AoO from you in return.	Players Handbook II
Rock Gnome Trickster	Rock Gnome	Add +1 to save DCs and penetrate SR checks with your Illusion (glamer) spells	Races of Faerun
Rock Hurling	Str 19+; Size Large or larger	Throw rocks as a giant	Races of Stone
Roll With It	Con 20+; Toughness	Gain or increase DR 2/-	Savage Species
Rope Climber	Dex 13+	+2 Balance and +2 Climb using ropes; also, reduced penalties if attacked while climbing ropes	Seafarer's Handbook
Roundabout Kick	Str 15+; Improved Unarmed Strike; Power Attack	On scoring a critical hit with an unarmed attack, you may immediately make an additional attack at the same bonus	Complete Warrior
Ruling Family		+1 Influence with subjects of your family	Noble's Handbook
Run		Move at up to 5 times normal speed; +4 on Jump checks with running start	Players Handbook
Runesmith	Craft (rune) 4+ ranks	Make rune-carved stones or metal that replace non-priced material component for specific spell. Using these runes gives -4 penalty to attempts to identify spell unless they have Runesmith as well	Races of Faerun
Sahuagin Flip	Swim Speed; Dex 13+; Dodge	After making a single melee attack, you can use the Withdraw action (moving up to twice your swim speed) as a move action. You can only use this feat while swimming.	Stormwrack

Feat Listing by Type

General

Sailor's Balance	Profession (sailor) 4+ ranks	You gain a +5 Competence bonus on Balance checks made while on the deck or in the rigging of a ship. You can move across a slippery deck at your normal land speed.	Stormwrack
Sand Camouflage	Hide 5+ ranks; Sandskimmer	Gain benefits to Hide when used in areas of loose soil/sand/ash; the more loose soil, the greater the benefit	Sandstorm
Sand Dancer	Wis 13+; Tumble 4+ ranks	If Tumbling through loose soil/sand/ash and making an attack in same round, opponent must save or be blinded for 1 round	Sandstorm
Sand Snare	Combat Expertise; Improved Trip	If you trip an opponent in an area of loose soil/sand/ash, s/he must spend a full-round action to get up or wait 1 round	Sandstorm
Sand Spinner	Wis 13+; Tumble 8+ ranks; Sand Dancer	if Tumbling through an area of loose soil/sand/ash, surrounding creatures must save or be blinded for 1 round	Sandstorm
Sandskimmer		Treat shallow sand as normal terrain and deep sand as shallow sand for movement. Move on sand crust as if normal terrain. Taken twice, all sand becomes normal terrain.	Sandstorm
Savvy Rogue	Rogue level 10+	Based on your Rogue special abilities, you gain one or more additional special benefits as described in text. You gain all abilities from this feat for all abilities you have whenever you gain them.	Complete Scoundrel
Scorpion's Grasp	Str 13+; Improved Unarmed Strike; Improved Grapple	Gain enhanced use of Grappling	Sandstorm
Scorpion's Instincts	Dex 13+; Hide 5+ ranks	Gain bonuses to Hide, and give opponents using Scent reduced ability to locate you, in the wasteland	Sandstorm
Scorpion's Resolve		Gain +4 bonus on saving throws vs. Mind-Affecting spells and abilities	Sandstorm
Scorpion's Sense	Scorpion's Resolve	Can determine location of unseen opponent on loose soil/sand/ash surface	Sandstorm
Scourge of the Seas	Cha 15+; Intimidate 5+ ranks	You can make an Intimidate check to daunt the captain of another ship	Stormwrack
Scramble	Dex 15+; Small or smaller size; Evasion ability	Make a Reflex save to avoid a killing blow in combat	Savage Species
Scurvy Dog	Con 13+	+4 on saves vs Disease	Seafarer's Handbook
Sea Brother		+4 on Charisma-based checks with 1 Aquatic race	Seafarer's Handbook
Sea Dog		+2 Use Rope; +2 Profession (sailor)	Seafarer's Handbook
Sea Legs		+2 Balance; +2 Tumble; +1 Initiative; only while on a ship	Frostburn
Seaborn Sorcery	Dwarf; Str 13+	Use Str modified in place of Cha modifier for Sorcerer/Bard spell effects; never learn spells from the Illusion school	Hammer & Helm
Second Wind		Heal hit points equal to Con modifier 1/day	Miniatures Handbook
Secret	Information Network	You have learned a secret about a character you wish to influence. You may use this 1/session to gain +4 Influence bonus on Diplomacy or Intimidate opposed by that character	Dynasties & Demagogues
Security Clearance	Information Network or Seniority ability; access to an organization that can provide information	Once per session, you can automatically succeed on one Gather Information check for information that your affiliated organization has access to	Dynasties & Demagogues
Self-Sufficient		+2 Heal; +2 Survival checks	Players Handbook
Sense Poison	Wis 13+; Alertness	You can Spot poisons in food or drink, in the air, or on weapons, etc (DC 10); you may also identify them (DC 20 C(Alchemy) or P(Herbalist))	Shaman's Handbook
Sense Spirits	Ability to rebuke spirits or turn undead	Use a turn/rebuke attempt for effects of detect spirits spell at your character level	Shaman's Handbook

Feat Listing by Type

General

Serpent Fang	Wis 13+; Improved Unarmed Strike; Stunning Fist	Spend a use to Stunning Fist to allow your unarmed strike to reach 5 feet out from your normal reach. Monks may use special Monk weapons as well as unarmed strikes.	Sandstorm
Servant of the Fallen	Cleric level 1+; dead or forgotten deity	You receive spells and may be raised or resurrected normally. You may also call upon the power of your patron once/day for +1 bonus to 1 die roll.	Lost Empires of Faerun
Shadow Magic Weave	Wis 15+ or Shar as patron deity	Enhanced use of Shadow Weave; inhibited use of normal magic	Players Guide to Faerun
Shanty Man	Perform 1 rank	+2 Perform for sailors/seamen; success grants +2 to Charisma-based checks, Bluff, and Diplomacy with audience	Seafarer's Handbook
Shared Fury	Handle Animal 4+ ranks; Animal Companion class feature; Rage class feature	When you rage, your animal companion gains the same benefits and penalties that you do, but only while within 5 ft of you	Races of the Wild
Sharp-Shooting	Point Blank Shot; Precise Shot; BAB +3+	Targets with cover receive only +2 bonus instead of +4	Complete Warrior
Shield Charge	Improved Shield Bash; BAB +3+	If you hit opponent with your shield on a charge, can trip in addition to the damage dealt	Complete Warrior
Shield Focus	Shield Proficiency	Any Light or Heavy shield you use confers additional +1 bonus.	Cavalier's Handbook
Shield Proficiency		Use shields normally	Players Handbook
Shield Slam	Improved Shield Bash; Shield Charge; BAB +6+	Attack with shield on charge or full-round action forces target to save or be dazed if hit	Complete Warrior
Shield Sling	Proficiency with Shields; Improved Shield Bash; Shield Specialization; Base Attack Bonus +9	Throw your Light or Heavy shield as a thrown weapon with a 20 ft range increment, doing damage based on size + your Str bonus. The shield also makes a Trip attack, but you cannot be tripped in return.	Players Handbook II
Shield Specialization	Proficiency with shields	Choose one type of shield from: Buckler, Heavy, or Light. When using that type of shield, increase the shield bonus to AC by +1.	Players Handbook II
Shield Wall	Shield Proficiency	When using a Small or larger shield, gain extra AC from adjacent shields	Hammer & Helm
Shield Wall (2)	Shield Proficiency	When you and an adjacent ally are both using shields, your shield bonus to AC increases by 2.	Heroes of Battle
Shield Ward	Proficiency with shields; Shield Specialization	Apply your shield bonus to your Touch AC, and to rolls to resist Bull Rush, Disarm, Grapple, Overrun, and Trip attacks against you.	Players Handbook II
Shielded Casting	Concentration 5 ranks; Combat Casting; Shield proficiency	As long as you have a light, heavy, or tower shield, you do not provoke AoOs while casting in combat	Races of Stone
Shielded Manifesting	Concentration 5 ranks; Combat Manifesting; Shield proficiency	As long as you have a light, heavy, or tower shield, you do not provoke AoOs while manifesting in combat	Races of Stone
Shieldmate	BAB +1+	Your shield grants shield bonus to adjacent allies	Miniatures Handbook
Ship's Mage	Profession (sailor) 2 ranks; Spellcraft 4 ranks	Cast your spells at +1 caster level while on a ship you are familiar with; also, such a ship takes no damage from your spells.	Stormwrack
Shore Walker	Aquatic race	Operate on land without penalties	Seafarer's Handbook
Short Haft	Proficiency with a reach weapon; Weapon Focus with a reach weapon; Base Attack Bonus +3	As a swift action, you can choose to lose the benefit of the reach weapon other than a whip or spiked chain. Instead, you may threaten and attack adjacent creatures with it. You may return to normal use with another swift action.	Players Handbook II
Shot on the Run	Dex 13+; Dodge; Mobility; Point Blank Shot; BAB +4+	Your ranged attack comes mid-move	Players Handbook

Feat Listing by Type

General

Sidestep	Dex 15+; Tumble 8 ranks; Dodge; Mobility	Gain 5-foot step after making AoO	Miniatures Handbook
Signature Spell	Spell Mastery with spell	Spell may now be spontaneously substituted just as a Cleric does with cure spells	Players Guide to Faerun
Simple Weapon Proficiency		Use all Simple weapons without penalty	Players Handbook
Skill Focus		+3 on [Skill]	Players Handbook
Skill Wisdom	Wis 13+; Class skill	Choose 1 skill that uses Int as its ability; you may use your Wis bonus in place of Int for that skill	Witch's Handbook
Skilled Pact Making	Soul binding; Base Will save +4	Gain a +4 bonus on binding checks	Tome of Magic: Pact, Shadow, and Truename Magic
Skilled Researcher	Gather Information 4+ ranks; literate	+2 ranks to any one Knowledge skill; +2 competence bonus on Gather Information checks using written documents (you must do this research yourself)	Dynasties & Demagogues
Skyborn Sorcery	Dwarf; Wis 13+	Use Wis instead of Cha modifier for Sorcerer/Bard spell effects; never learn Abjuration spells	Hammer & Helm
Slashing Flurry	Proficiency, Focus, and Specialization with a slashing weapon, Weapon Mastery (slashing); Base Attack Bonus +14	When you use a standard action to attack with any slashing weapon, you may make a second attack. The first is at a -5 penalty, and the second is at -10. On full attacks, gain an extra attack at max, but all take -5 penalty.	Players Handbook II
Slippery Tongue	3+ ranks in Bluff	+2 Bluff, and +2 to saves against any sort of magic that detects lies (such as discern lies, painful truth, zone of truth, etc.)	Crime & Punishment
Smatterings	Int 13+	You can learn enough of a language in 2d6 days to get by with simple requests and following simple directions	Races of Destiny
Smite Fiery Foe	Smite ability	Smite a fire-subtype creature with cold	Frostburn
Snatch	Size Huge+	Pick up smaller creatures	Monster Manual
Snatch Arrows	Dex 15+; Deflect Arrows; Improved Unarmed Strike	Catch and immediately return a missile	Players Handbook
Snowcasting	Con 13+	Add [cold] descriptor to spell	Frostburn
Snowflake Wardance	Bardic music ability; Perform (dance) 6 ranks	Spend 1 bardic music use to enhance combat ability	Frostburn
Snowrunner	Woodland stride ability	Move through loose snow at full speed	Frostburn
Somatic Weaponry	Concentration 5+ ranks; Spellcraft 5+ ranks	Use a weapon or similar-sized item to make somatic gestures required by spells.	Complete Mage
Soothsay		Use the augury spell 1/day as a spell-like ability at your character level	Witch's Handbook
Soul of the North		Gain chill touch, ray of frost, and resistance as spell-like abilities 1/day CL 1	Complete Arcane
Sow Rumors	Man About Town; Cha 15+	Once per week, you can cause a rumor of up to 50 words to become common knowledge around town. Lasts 1 week, then has run its course and is forgotten.	CityWorks
Spanning Reach	Influence class ability	+2 to Influence	Noble's Handbook
Special Dispensation	Favored	You may wear or carry equipment, weapons, and armor regardless of local laws, based on your standing within your organization.	Cityscape
Spectral Skirmisher	Base Attack Bonus +6	While invisible, you gain additional benefits. Creatures making Listen checks to pinpoint you do so at -5. Creatures attacking into your square provoke AoOs from you. If you hit, it automatically finds you in the square.	Players Handbook II
Spell Focus		+1 to save DC on all [School] spells	Players Handbook
Spell Focus (Abjuration)		+1 save DC on Abjuration spells	Players Handbook

Feat Listing by Type

General

Spell Focus (Chaos)	Chaotic alignment	+1 to save DC of [Chaos] spells	Complete Divine
Spell Focus (Conjuration)		+1 save DC on Conjuration spells	Players Handbook
Spell Focus (Divination)		+1 save DC on Divination spells	Players Handbook
Spell Focus (Enchantment)		+1 save DC on Enchantment spells	Players Handbook
Spell Focus (Evil)	Evil alignment	+1 to save DC of [Evil] spells	Complete Divine
Spell Focus (Evocation)		+1 save DC on Evocation spells	Players Handbook
Spell Focus (Good)	Good alignment	+1 to save DC of [Good] spells	Complete Divine
Spell Focus (Illusion)		+1 save DC on Illusion spells	Players Handbook
Spell Focus (Law)	Lawful alignment	+1 to save DC of [Law] spells	Complete Divine
Spell Focus (Necromancy)		+1 save DC on Necromancy spells	Players Handbook
Spell Focus (Transmutation)		+1 save DC on Transmutation spells	Players Handbook
Spell Hand		Gain mage hand, open/close, and tenses's floating disc as spell-like abilities 1/day CL 1	Complete Arcane
Spell Penetration		+2 bonus on Caster level checks to penetrate SR	Players Handbook
Spell Reprieve	Knowledge (history) 2+ ranks; Specialist Wizard 1st+	Choose a spell from one of your prohibited schools. You may now learn and prepare that spell normally.	Lost Empires of Faerun
Spell Thematics	Arcane spellcaster level 1+	1 spell/level is theme spell (+1 caster level); +4 to Spellcraft DC to identify the spells you cast	Players Guide to Faerun
Spellcasting Prodigy (Cha)		Treat your Cha score as 2 higher for purposes of extra spell slots	Players Guide to Faerun
Spellcasting Prodigy (Int)		Treat your Int score as 2 higher for purposes of extra spell slots	Players Guide to Faerun
Spellcasting Prodigy (Wis)		Treat your Wis score as 2 higher for purposes of extra spell slots	Players Guide to Faerun
Spell-Linked Familiar	Arcane caster level 9th; Familiar	Your familiar can cast spells that you grant it. It uses 1/2 your caster level as its caster level, and cannot cast spells that have XP, gp, or focus requirements. Schedule in full description.	Players Handbook II
Spirit Familiar	Familiar or Animal Companion; Character level 4+	Apply the Spirit template to your Familiar(s) or Animal Companion	Shaman's Handbook
Spirit Sense	Wis 12+; must have had a near-death experience (fallen below 0 hit points)	You can sense the spirits of creatures who have died within a number of minutes equal to your Wis bonus. Gain +4 to Listen and Spot checks made to detect Incorporeal creatures	Heroes of Horror
Spirited Charge	Ride 1 rank; Mounted Combat; Ride-By Attack	On a mounted charge, melee weapon damage +100% (lance +200%)	Players Handbook
Spontaneous Domains	Ability to cast 3rd level spells; access to two or more cleric domains	You may leave your domain spell slots open and choose the spells for them as needed.	Complete Champion
Spontaneous Healer	Knowledge (religion) 4 ranks; nonevil alignment; able to cast any cure wounds spell	Spontaneous trade spells for healing spells like a cleric	Complete Divine
Spontaneous Summoner	Wis 13+; Knowledge (nature) 4 ranks; any Neutral alignment; able to cast any summon nature's ally spell	Spontaneous trade for summon nature's ally spells like a druid	Complete Divine
Spontaneous Wounder	Wis 13+; Knowledge (religion) 4 ranks; nongood alignment; able to cast any inflict wounds spell	Spontaneous trade for inflict spells like a cleric	Complete Divine
Spring Attack	Dex 13+; Dodge; Mobility; BAB +4+	Melee attack comes mid-move	Players Handbook
Staggering Strike	BAB +6+; sneak attack ability	Unless it saves, your sneak attack Stagger an opponent for 1 round or until healed	Complete Adventurer

Feat Listing by Type

General

Stalward Defense	Combat Reflexes; Hindering Opportunist; Base Attack Bonus +9	When an opponent you threaten makes a melee attack against one of your allies, you may give up your AoO to make an Aid Another action that gives your ally a +2 bonus to AC. You may only interfere with a given opponent once per round.	Players Handbook II
Stalwart Planar Ally	Cha 13+; Spellcraft 5 ranks; Planar Touchstone	Creatures from the plane of your touchstone are enhanced and stay longer	Planar Handbook
Steadfast Determination	Endurance	You may use your Con modifier in place of your Wis modifier on Will saves. You do not automatically fail Fortitude saves on a natural 1.	Players Handbook II
Steady Concentration	Concentration 8 ranks	You can always take 10 on Concentration checks	Races of Stone
Steady Mountaineer	Goliath, or Climb 8 ranks and Jump 8 ranks	You can always take 10 on Climb and Jump checks	Races of Stone
Stealthy		+2 Hide; +2 Move Silently	Players Handbook
Steam Magic	Spellcraft 4 ranks	You do not need to make a spellcraft check to cast spells or use spell-like abilities with the Fire descriptor targeted on water.	Stormwrack
Steed Defense	Mounted Combat	When you take Total Defense action, the +4 AC bonus extends to your Steed as well. IT may continue to fight, though, gaining +2 attack and damage that round.	Cavalier's Handbook
Steed Focus ([Steed 2])	Ride 5+ ranks; Animal Affinity	Gain +2 bonus on Ride. When training such a mount, it learns 1 additional trick.	Cavalier's Handbook
Steed Focus ([Steed 3])	Ride 5+ ranks; Animal Affinity	Gain +2 bonus on Ride. When training such a mount, it learns 1 additional trick.	Cavalier's Handbook
Steed Focus ([Steed])	Ride 5+ ranks; Animal Affinity	Gain +2 bonus on Ride. When training such a mount, it learns 1 additional trick.	Cavalier's Handbook
Stipend		Earn 5 gp/level/week, collectable in any community in which you reside that has at least 1 aristocrat or noble.	Cavalier's Handbook
Stitched Flesh Familiar	Ability to acquire a new familiar; ability to cast 3 or more necromantic spells	You may choose a stitched flesh familiar	Libris Mortis: The Book of Undead
Stoic	Wis 13+	+3 Bluff vs Sense Motive; +1 Diplomacy with Dwarves and other reserved races	Hammer & Helm
Stone Colossus	Earth genasi; base Fort save +3+	Take a number off your attack bonus (up to your BAB or 5, whichever is lower) and add that number to your Natural Armor bonus. Lasts until your next turn.	Races of Faerun
Stone Rage	Con 13+; Wis 13+; Earth Sense; Rage ability	As long as you are touching the ground when you begin your rage, +1 natural armor bonus while raging	Races of Stone
Stone Slide	base Fort save +4+; earth genasi	Use your pass without trace to instead meld into stone as 5th level Druid. Uses your pass without trace for the day.	Races of Faerun
Stoneback	Shield Proficiency; Tunnel Fighting	If you have a shield and one side of your space is entirely in contact with a solid wall, you cannot be flanked	Races of Stone
Stoneborn Sorcery	Dwarf; Con 13+	Use Con modifier instead of Cha modifier for Sorcerer/Bard spell effects; never learn enchantment spells	Hammer & Helm
Stoneshaper	Region; Stonecunning	Gain +2 Craft (stonemasonry) and +2 Stonecunning checks	Races of Faerun
Storm Magic		Spells you cast while in a storm (natural or magical) are at +1 Caster Level	Stormwrack
Storm Sense		Can sense storms coming in next 3 hours	Seafarer's Handbook
Strong Stomach	Constitution 13+; Endurance	Reduce the effects of sickening and nausea by one step. You become sickened instead of nauseated, and effects that normally sicken have no effect.	Cityscape
Stunning Fist	Dex 13+; Wis 13+; Improved Unarmed Strike; BAB +8+	Unarmed attack stuns opponent	Players Handbook

Feat Listing by Type

General

Subduing Strike		Use any melee weapon to deal nonlethal damage without -4 penalty	Book of Exalted Deeds
Subsonics	Bardic music; Perform (any) 10+ ranks	Your bardic music is so subtle that opponents cannot tell you are doing it unless they see you do it	Complete Adventurer
Subtle Scrying		Increase the DC to detect the scrying sensor by 10	Book of Eldritch Might III: The Nexus
Sudden Ability Focus	Special Attack	Once per day, you may increase the DC of any special ability by 2. Each time you take this feat, gain an additional use	Tome of Magic: Pact, Shadow, and Truename Magic
Sugliin Mastery	BAB +5+; Exotic Weapon Proficiency (sugliin)	Enhanced use of sugliin as weapon	Frostburn
Sundering Charge	Improved Sunder	On a charge, instead of attacking the creature, make a Sunder attack with an additional +6 attack/+2 damage (over the charge bonus) and draw no AoO for the effort.	Cavalier's Handbook
Sunken Song	Bardic music class feature; Perform (sing) 4+ ranks	You can perform (sing) underwater even though you cannot breathe water. Words are not intelligible, but you can produce bardic music effects. Does not work on Perform (oratory) or Perform (woodwind)	Stormwrack
Supernatural Crusader	Knowledge (arcana) 2 ranks	You gain a +1 insight bonus on attack rolls and weapon damage against a creature with a supernatural ability	Tome of Magic: Pact, Shadow, and Truename Magic
Supernatural Opportunist	Supernatural Crusader	Whenever a creature you threaten uses a supernatural ability, you may make an attack of opportunity against that creature	Tome of Magic: Pact, Shadow, and Truename Magic
Supernatural Transformation	Innate spell-like ability	The ability selected become Supernatural rather than Spell-Like	Savage Species
Sure Hand	Any two manipulation skill tricks	You immediately learn two manipulation skill tricks at no cost and your limit for skill tricks known is increased by 1.	Complete Scoundrel
Surface Armor Proficiency	Aquatic race	Use surface armors of same category as those you know	Seafarer's Handbook
Sustain Song (Sostenuto)	Ability to cast spellsongs	Increase the duration of a noninstantaneous spellsong	Book of Eldritch Might II: Songs and Souls of Power
Swarm Shape	Wild Shape or the ability to cast polymorph	Become a swarm of Tiny or smaller creatures instead of single creature	Witch's Handbook
Swarmfighting	Small size; Dex 13+; BAB +1+	Small creatures occupy same square in melee without penalty, gain bonuses from others	Complete Warrior
Sweet Talker	Any 2 interaction skill tricks	You immediately learn up to 2 interaction skill tricks at no cost, and your limit on skills tricks known is increased by 1.	Complete Scoundrel
Sweet Voice of Reason	Int 13+	+2 Influence to Bluff, Diplomacy, and Perform checks when explaining your position using reason and logic (no matter how spurious that logic is)	Dynasties & Demagogues
Swift Ambusher	Skirmish +1d6/+1 AC; Sneak Attack +1d6	Your Rogue and Scout levels stack for purposes of the extra damage and AC bonus when skirmishing. You can qualify for Ambush feats as if your sneak attack damage were the sum of your skirmish and sneak attack damage dice.	Complete Scoundrel
Swift Call	Special Mount class feature	Call your special mount as a Swift action	Complete Champion
Swift Hunter	Favored Enemy; Skirmish +1d6/+1 AC	Your Ranger and Scout levels stack for purposes of determining your Skirmish damage and AC bonus, and for selecting additional favored enemies. Your skirmish damage applies to favored enemies even if normally immune to criticals or skirmish attacks.	Complete Scoundrel
Swift Tumbler	Tumble 7+ ranks	When tumbling, move at half base speed +10 ft.	Cityscape
Swim-by Attack	Swim speed	When swimming, you can make a move action and another standard action, such as an attack, at any point during the move action	Stormwrack

Feat Listing by Type

General

Swing-by Attack	Climb 1 rank; Rope Climber	Charge attack occurs mid-move when swinging on a rope	Seafarer's Handbook
Tactile Trapsmith		Use your Dexterity modifier instead of Intelligence for Search and Disable Device checks	Complete Adventurer
Tail Slam	Merfolk or tailed Half-Merrow	Use your tail to attack	Seafarer's Handbook
Tail Walking	Merfolk or tailed Half-Merrow	Land speed increases to 10 feet	Seafarer's Handbook
Tandem Fighting	Back-to-Back	You and ally with Tandem Fighting gain +1 attack and damage against enemies you both threaten	Hammer & Helm
Telling Blow	Skirmish or Sneak Attack ability	When you score a critical hit against a target, you deal your skirmish or sneak attack damage in addition to the critical damage. This affects both melee and ranged attacks.	Players Handbook II
Tempt	Cha 15+; evil alignment	Over an extended period, you lead a good creature to become evil	Book of Hallowed Might
Tenacious Magic	Shadow Weave Magic	Your spells are harder for normal magic wielders to dispel	Players Guide to Faerun
Terrify	Inspire Fear class ability	1/day, add 1/2 your character level to the morale penalty of your Inspire Fear	Noble's Handbook
Thin Blood	Level Adjustment +1+	Reduce LA by 1, but lose access to spell resistance and spell-like abilities	Aasimar & Tiefling: Guidebook to the Planetouched
Thrall Bred	Humanoid, Con 13+	Gain +1 morale bonus on damage rolls and saving throws when within 30 feet of someone you have designated your special charge. Take -2 penalty when farther away, or charge is dead/incapacitated.	Lords of Madness: the Book of Aberrations
Throw Anything	Dex 15+; Proficiency with weapon; BAB +2+	Throw a melee weapon you are familiar with as if it was a ranged weapon	Complete Warrior
Thunderclap	Str 30+; Improved Unarmed Strike; Power Attack	Clap 2 limbs to make area attack	Savage Species
Tomb-Born Fortitude	Non-good alignment; Tomb-Tainted Soul	Immune to death from massive damage; 25% chance to resist critical hits	Libris Mortis: The Book of Undead
Tomb-Born Resilience	Non-good alignment; Tomb-Tainted Soul	+2 bonus to saves vs mind-affecting effects, poisons, and disease	Libris Mortis: The Book of Undead
Tomb-Born Vitality	Non-good alignment; Tomb-Tainted Soul	You do not need to sleep, and are immune to magical sleep effects. You also do not need to eat	Libris Mortis: The Book of Undead
Tomb-Tainted Soul	Non-good alignment	You are healed by negative energy and harmed by positive energy like an Undead	Libris Mortis: The Book of Undead
Toothed Blow	Str 13+; Improved Unarmed Strike	When making unarmed strikes, your attacks count as piercing weapons as well as bludgeoning weapons, allowing you to avoid the penalty in using bludgeoning weapons underwater	Stormwrack
Totem	Cha 15+; Shaman level 1+	Gain access to an extra domain's spells	Shaman's Handbook
Touch Spell Specialization	Weapon Focus (touch spells); Caster level 4+	+2 hp damage from touch spells (1st attack only)	Complete Arcane
Touchstone	Knowledge (local) 8+ ranks for the Touchstone's location, and special gear	Forge a connection that allows you to channel power from a special site.	Sandstorm
Toughening Transmutation	Spell focus (Transmutation) or Transmuter level 1+	Whenever you cast a transmutation spell, you may choose to grant yourself or any one target of the spell DR 5/magic or +5 to any existing DR it may have, Transmuters may take this as a Wizard bonus feat.	Complete Mage
Toughness		+3 hit points	Players Handbook
Tourney Knight		Deal nonlethal damage with a melee weapon without taking attack penalty.	Cavalier's Handbook
Tower Shield Proficiency	Shield Proficiency	Use Tower Shield with only normal penalties	Players Handbook
Track		Follow a trail	Players Handbook

Feat Listing by Type

General

Tradition Trained	Region	Gain the arcane domain appropriate for the regional tradition in which you are trained.	Guide to the World of Urath
Trample	Ride 1 rank; Mounted Combat	Target of your mounted overrun attack cannot choose to avoid it; mount gets hoof attack against target	Players Handbook
Trap Engineer	Knowledge (architecture and engineering) 1 rank; Knowledge (dungeoneering) 4 ranks	After finding or setting off a trap in a dungeon, gain +2 bonus on future Search and Disable Device checks to find or disable traps in that same dungeon. Also +4 to Reflex saves to avoid traps and +4 dodge to AC against attacks from traps in that dungeon.	Dungeonscape
Trap Sensitivity	Elf, or Trapfinding class feature; Trap Sense +2	When you pass within 5 ft of a mechanical trap, you may make a Search check to notice the trap as if you were looking for it. You cannot sense magical or spell traps with this feat.	Dungeonscape
Trapmaster	Int 13+; Trap Sense +2	+4 bonus to Trap Sense; +2 bonus to Disable Device checks	Lost Empires of Faerun
Trophy Collector	Craft (taxidermy) 6 ranks	You may make trophies from corporeal, non-amorphous creatures that you have slain. These trophies grant various effects.	Players Handbook II
Truebond	Character level 6+; Completion of a bonding ritual	Gain a special ability from your bonded item, and can use locate object at will to locate the bonded item	Dungeon Master's Guide II
Tumbling Feint	Bluff 4 ranks; Tumble 4 ranks	As a swift action, designate an opponent at the start of your turn. If you use Tumble to avoid AoOs while moving around him, gain +5 on your Bluff next check against him to feint on or by the next turn.	Players Handbook II
Tunnel Fighting	BAB +1+	No penalty on attack rolls or AC while squeezing movement	Dungeonscape
Tunnel Riding	Mounted Combat; Tunnel Fighting	You and your mount do not take penalties for squeezing movement	Races of Stone
Two-Weapon Defense	Dex 15+; Two-Weapon Fighting	+1 shield bonus to AC when wielding 2 weapons	Players Handbook
Two-Weapon Fighting	Dex 15+	Reduced penalties on using 2 weapons at once	Players Handbook
Two-Weapon Pounce	Dex 15; Two-Weapon Fighting; Base Attack Bonus +6	If you charge with two weapons, you may attack with both. You lose the bonuses from charge, but keep the AC penalty.	Players Handbook II
Two-Weapon Rend	Dex 15; Two-Weapon Fighting; Base Attack Bonus +11	If you successfully hit an opponent with both weapons, you deal an extra 1d6 + 1 1/2 x Str bonus damage, of the same type as the off-hand weapon. This works once per round against a given opponent.	Players Handbook II
Uncanny Scent	Scent ability; Improved Scent	Pinpoint location of scent within 20 ft instead of 5	Savage Species
Undead Leadership	Character level 6+; non-good alignment; Knowledge (religion) 1 rank	Much like the Leadership feat, but followers and cohorts are undead	Libris Mortis: The Book of Undead
Underfoot Combat	Small or smaller size; Tumble 10+ ranks	You may enter the space of a creature at least 2 sizes bigger than you without provoking Attacks of Opportunity. While there, you gain the benefits of Soft Cover (+4 to AC) against all attacks	Races of the Wild
Unicorn Steed	Cha 17+; Purity; Character level 6+; any good alignment; Female; Elf, Half-elf, or Human	Attract a Unicorn to serve as your steed. If you already have a suitable steed from Leadership, take -2 to Leadership as well. If your class allows you special mount, you can make the unicorn your special mount.	Cavalier's Handbook
Unnatural Will	Charisma 12+; Iron Will	Add your Charisma modifier to all Will saves vs. Fear effects. Stacks with any Wisdom bonus you may have on Will saves.	Heroes of Horror

Feat Listing by Type

General

Unquenchable Flame of Life		+2 bonus on saves vs extraordinary and supernatural abilities of Undead; if undead are a favored enemy, the bonus is your favored enemy bonus instead	Libris Mortis: The Book of Undead
Unsettling Enchantment	Spell Focus (enchantment) or Enchanter level 1st+	Any foe required to save against an enchantment spell you cast takes a -2 penalty on attack rolls and to AC for 1 round, regardless of the result of the save. This is a mindaffecting effect. Enchanters may take as a Wizard bonus feat.	Complete Mage
Urban Stealth	Knowledge (local) 2+ranks	+3 Hide and Move Silently when outdoors in an urban environment	Races of Destiny
Urban Tracking		Use Gather Information to follow someone in a community	Cityscape
Vampire Hunter	Knowledge (religion) 6 ranks	Use a move action to detect vampires and vampire spawn; immune to controlling gaze of vampires	Libris Mortis: The Book of Undead
Vatic Gaze	Arcane spellcaster 9th	Use detect magic at will. Also, as a swift action, you can attempt to determine an opponent's spellcasting ability. Make a Sens Motive vs DC 5 + the opponent's caster level to determine the highest spell level s/he can cast. Spells only, not SLAs or SAs.	Players Handbook II
Vault	Str 13+; Armor Optimization	Mount and dismount a steed up to 1 size larger than yourself as a free action without needing a Ride check, and ignore armor check penalties on Jump checks	Cavalier's Handbook
Vengeful Spirit	Watchful Spirit class feature	If you use an initiative re-roll from your Watchful Spirit, the first creature to deal damage to you in that encounter immediately takes half the damage it dealt to you as untyped (so reductions do not apply). Also, gain 1 extra initiative re-roll use.	Complete Mage
Versatile Performer	Perform (any) 5+ ranks	Pick 1 perform type per Int bonus and treat them as having the same ranks as your highest Perform from then on; Also, +2 on highest Perform when combining forms	Complete Adventurer
Versatile Unarmed Strike	Improved Unarmed Strike	As a swift action, you may select slashing, piercing, or bludgeoning as the type of damage your unarmed strikes do. Lasts until you use another swift action to change.	Players Handbook II
Veteran Knowledge	BAB +2+; Knowledge (history) 1+ ranks	Gain +5 bonus on Knowledge checks made to gain strategic advantage.	Heroes of Battle
Vexing Flanker	Combat Reflexes	Gain +4 to your attack rolls when flanking, instead of the normal +2	Players Handbook II
Vicious Wound	Combat Expertise; Wounding special attack	Wounds caused with your wounding ability bleed +1 point per round	Savage Species
Violate Spell-like Ability		Add the Evil descriptor; 1/2 damage is Vile damage; uses a slot 1 level higher; each ability 2/day	Book of Vile Darkness
Vivify Song (Maestoso)	Ability to cast spellsongs	Increase the save DC of any spellsong you cast	Book of Eldritch Might II: Songs and Souls of Power
Wanderer's Diplomacy	Halfling or 4 ranks in Bluff, Diplomacy, and Sense Motive	Grants 3 separate abilities. Canny Merchant enables purchase of items normally too expensive for the current community. Intuitive Communication allows comm without language. Social Agility allows Bluff use like Diplomacy for attitude.	Players Handbook II
Wandstrike	Use magic device 4 ranks	Use wand as a weapon, dealing 1d6 damage for 1 charge	Complete Arcane
Water Adaptation	Aquatic Half-Elf	You can breathe water as well as air. Your swim speed improves to 20 feet.	Stormwrack

Feat Listing by Type

General

Water Splitting Stone	Dex 13; Wis 13; Improved Unarmed Strike; Stunning Fist; Base Attack Bonus +9	Gain +4 on attacks vs opponent whose DR is effective against your unarmed strike. Monk can take with BAB +9, other requirements not met.	Players Handbook II
Waterfront Native	Must come from a waterfront area	Swim is a class skill; 1 skill normally penalized underwater is not	Seafarer's Handbook
Weakening Touch	Wis 17+; Improved Unarmed Strike; Stunning Fist; BAB +2+	Use a stunning fist attack to do no damage but impose -6 penalty to target's Str	Complete Warrior
Weapon Finesse	BAB +1+	Use Dex instead of Str with selected Melee weapons	Players Handbook
Weapon Focus	Proficiency with [Weapon]; BAB +1+	+1 bonus to attack rolls with [Weapon]	Players Handbook
Weapon Focus (ranged spells)	BAB +1+	+1 to attack rolls for ranged spells	Players Handbook
Weapon Focus (touch spells)	BAB +1+	+1 to attack rolls for touch spells	Players Handbook
Weapon Specialization	Proficiency with [Weapon]; Weapon Focus ([Weapon]); Fighter level 4+	+2 bonus to damage rolls with [Weapon]	Players Handbook
Weapon Supremacy	Proficiency, Focus, Specialization, Greater Focus, Greater Specialization, and Weapon Mastery with selected weapon; Fighter level 18+	When using the weapon chosen, you gain: +4 bonus to resist being disarmed; wield in grapple without first making grapple check; +5 bonus to any single attack after your first in a full attack; Take 10 on attack; +1 bonus to AC.	Players Handbook II
Whirlwind Attack	Dex 13+; Int 13+; Combat Expertise; Dodge; Mobility; Spring Attack; BAB +4+	Replace Full-attack with 1 attack per opponent in reach	Players Handbook
Widen Supernatural Ability	8 HD; supernatural ability	One per day you may increase the area of a supernatural ability's effect by 100%. Each time you take this feat, gain 1 more use	Tome of Magic: Pact, Shadow, and Truename Magic
Wild Talent		Your latent talent for psionics awakens, making you a psionic character.	Lords of Madness: the Book of Aberrations
Windsinger	Bardic music class feature; Perform (sing or wind instruments) 5+ ranks	Expend a use of bardic music to control the winds around a ship.	Stormwrack
Wingover	Fly speed	1 tight turn/round (up to 180)	Monster Manual
Winter's Champion	Paladin level 1+	Add 1st, 2nd, 3rd, and 4th level spells from Cold and Winter domain to your spell list	Frostburn
Winter's Child	Cold terrain	Save DC for cold environment checks is reduced to 10; make a save every 1 minute to avoid hypothermia in cold water	Savage Species
Winter's Mount	Special Mount ability	Mount gains +2 Con, Cold subtype	Frostburn
Wisdom of Ages	Wis 13+; 200+ years old	+1 bonus on all Knowledge checks; pick 2 Knowledge skills to use untrained	Hammer & Helm
Wise Defense	Wis 13+	Use your Wis modifier instead of your Dex modifier for AC	Witch's Handbook
Wise Evasion	Wis 13+	Use your Wis modifier instead of your Dex modifier for Reflex saves	Witch's Handbook
Wise Precaution	Wis 13+	When fighting defensively, gain a dodge bonus to AC equal to your Wis modifier	Witch's Handbook
Yondalla's Sense	Halfing	Add your Wis bonus on Initiative checks	Races of the Wild
Zen Archery	Wis 13+; BAB +1+	Use Wis modifier instead of Dex when making ranged attack rolls	Complete Warrior

Heritage

Name:	Requirements:	Description:	Reference Book:
Air Heritage		Fly speed increases by 30 ft (if you have one); +2 Balance; +2 Jump	Planar Handbook
Anarchic Heritage	Nonlawful alignment	+4 bonus on saves vs Polymorph or Petrification; +1 on saves against spells or effects from Lawful creatures	Planar Handbook

Feat Listing by Type

Heritage

Axiomatic Heritage	Nonchaotic alignment	+4 Will save vs Enchantment (charm) spells and effects; +1 to saves vs spells or effects from Chaotic creatures	Planar Handbook
Celestial Heritage	Nonevil alignment	+4 Fort saves vs Disease; +1 to saves vs spells or effects from Evil creatures	Planar Handbook
Celestial Sorcerer Aura	Celestial Sorcerer Heritage; Sorcerer level 1st	Expend a spell slot to generate a righteous aura of menace affecting all creatures out to 20 ft., causing a -2 penalty on attack rolls, saves, and checks for 24 hours or until it hits you unless it makes a Will save vs DC 10 + spell level + Cha modifier.	Players Handbook II
Celestial Sorcerer Heritage	Sorcerer level 1st	Gain a bonus on saves vs electricity and petrification equal to the number of sorcerer heritage feats you possess. Also, add protection from evil to your known spells as a bonus spell.	Players Handbook II
Celestial Sorcerer Lance	Celestial Sorcerer Heritage; Sorcerer level 1st	As a standard action, expend a spell slot to create a 60 ft line of energy that deals 1d8/spell level damage only against creatures with an evil alignment. Reflex save vs DC 10 + Spell level + your Cha modifier for half.	Players Handbook II
Celestial Sorcerer Lore	Celestial Sorcerer Heritage; any two other celestrial sorcerer heritage feats; arcane caster level 1st	Add magic circle against evil, tongues, and teleport to your list of known spells as bonus spells when you gain access to spells of those levels.	Players Handbook II
Celestial Sorcerer Wings	Celestial Sorcerer Heritage; Sorcerer level 1st	Expend a spell slot as a standard action to gain the ability to fly equal to twice your land speed with good maneuverability. This lasts 1 round per level of the spell slot used.	Players Handbook II
Earth Heritage		+4 on checks to avoid Bull Rush or Trip while on the ground.; +1 on weapon damage if both you and your opponent are on the ground	Planar Handbook
Fey Heritage	Nonlawful alignment	Gain +3 bonus on Will saves against Enchantment effects	Complete Mage
Fey Legacy	Nonlawful alignment; Fey Heritage; Character level 9+	Gain spell-like abilities, each 1/day: confusion, dimension door, summon nature's ally V. Caster level = Character level	Complete Mage
Fey Power	Nonlawful Alignment; Fey Heritage	Your caster level and save DCs for enchantment spells and warlock invocations increase by 1	Complete Mage
Fey Presence	Nonlawful alignment; Fey Heritage; Character level 6+	Gain spell-like abilities, 1/day each: charm monster, deep slumber, disguise self. Caster level = Character level.	Complete Mage
Fey Skin	Nonlawful alignment; Fey Heritage	Gain DR 1+ [the number of feats you have with Fey Heritage as a requirement]/cold iron. Stacks with similar DR from race, type, subtype, or class, but not from other sources.	Complete Mage
Fiendish Heritage	Nongood alignment	+4 Fort saves vs Poison; +1 on saves vs spells or effects from Good creatures	Complete Mage
Fiendish Legacy	Non-good alignment; Fiendish Heritage; Character level 9+	Gain spell-like abilities, 1/day each: teleport (self + 50 lbs objects only), summon monster V (fiendish creatures only), unholy blight. Caster level = character level	Complete Mage
Fiendish Power	Non-good alignment; Fiendish Heritage	Your caster level and save DCs for [Evil] spells and warlock invocations increase by 1	Complete Mage
Fiendish Presence	Non-good alignment; Fiendish Heritage; Character level 6+	Gain spell-like abilities, 1/day each: cause fear, detect thoughts, suggestion. Caster level equals character level	Complete Mage

Feat Listing by Type

Heritage

Fiendish Resistance	Non-good alignment; Fiendish Heritage	Gain resistance to acid and fire equal to 3x the number of feats you have that list Fiendish Heritage as a requirement. Stacks with resistance from type, subtype, race, and class, but not other types.	Complete Mage
Fire Heritage		+1 on Initiative checks; +1 Fire damage on unarmed and natural attacks	Planar Handbook
Improved Air Elemental Heritage	Air Heritage	Electricity Resistance 5; +2 on saves vs Air spells	Planar Handbook
Improved Anarchic Heritage	Anarchic Heritage	Unarmed and natural attacks are treated as Chaotic-aligned	Planar Handbook
Improved Axiomatic Heritage	Axiomatic Heritage	Unarmed and natural attacks are treated as Lawful-aligned	Planar Handbook
Improved Celestial Heritage	Celestial Heritage	Unarmed and natural attacks are treated as Good-aligned	Planar Handbook
Improved Earth Elemental Heritage	Earth Heritage	Acid Resistance 5; +2 on saves vs Earth spells	Planar Handbook
Improved Fiendish Heritage	Fiendish Heritage	Unarmed and natural attacks are treated as Evil-aligned	Planar Handbook
Improved Fire Elemental Heritage	Fire Heritage	Fire Resistance 5; +2 on saves vs Fire spells	Planar Handbook
Improved Water Elemental Heritage	Water Heritage	Cold Resistance 5; +2 on saves vs Water spells	Planar Handbook
Infernal Sorcerer Eyes	Infernal Sorcerer Heritage; Sorcerer level 1st	As a swift action, expend a spell slot to gain the ability to see perfectly in darkness of any kind (natural or magical), out to the limits of your line of sight. Lasts 10 minutes per spell level.	Players Handbook II
Infernal Sorcerer Heritage	Sorcerer level 1st	You gain a bonus on saves vs fire and poison equal to the number of Infernal Sorcerer Heritage feats you possess. Also gain +2 caster level when you use a Conjunction (summoning) spell to summon an Evil outsider.	Players Handbook II
Infernal Sorcerer Howl	Infernal Sorcerer Heritage; sorcerer level 1st	Expend a spell slot to generate a 30 ft cone of sonic energy that deals 2d6 damage per spell level. Fortitude save vs DC 10 + spell level + Cha modifier for half.	Players Handbook II
Infernal Sorcerer Resistance	Infernal Sorcerer Heritage; sorcerer level 1st	Gain resistance to acid and resistance to cold equal to the total number of Infernal Sorcerer Heritage feats you possess	Players Handbook II
Natural Heavyweight		Carrying capacity is doubled; In normal gravity, +2 Climb, +2 Jump, -2 Balance, -2 Ride, -2 Swim; in Light gravity, +4/-4	Planar Handbook
Shadow Heritage		+3 Hide in darkness or shadows; +3 Move Silently in darkness or shadows	Planar Handbook
Water Heritage		Gain or increase your Swim speed 20 ft; +4 to Con checks to hold your breath	Planar Handbook

Item Creation

Name:	Requirements:	Description:	Reference Book:
Brew Potion	Caster level 3rd	Brew spells of 0 -3rd level into potions	Players Handbook
Craft Alchemical Item	Craft (Alchemy) 4 ranks	Make alchemical substances without being a spellcaster	Unearthed Arcana
Craft Charm	Spellcaster level 3+	Make charms (alternate form potions)	Shaman's Handbook
Craft Charms and Bracelets	Spellcaster level 7+; Craft Wondrous Item	Make Charm Bracelets	Faeries
Craft Construct	Craft Magic Arms and Armor; Craft Wondrous Item	You can create Constructs	Monster Manual
Craft Contingent Spell	Caster level 11+	Make contingent spell	Complete Arcane
Craft Fetish	Spellcaster level 1+	Make fetishes (alternate form scrolls)	Shaman's Handbook
Craft Fey Dusts	Spellcaster level 4+; Fey Magic	Make Fey Dusts	Faeries
Craft Magic Arms and Armor	Caster level 5+	Make magic weapons and armor	Players Handbook

Feat Listing by Type

Craft Masterwork Armor	Craft (Armorsmithing) 6 ranks
Craft Masterwork Ranged Weapon	Craft (Bowmaking) 6 ranks
Craft Masterwork Weapon	Craft (Weaponsmithing) 6 ranks
Craft Rod	Caster level 9+
Craft Rune Circle	Caster level 5th+
Craft Scepter	Knowledge (history) 4+ ranks; Caster level 9+
Craft Skull Talisman	Caster level 6+
Craft Staff	Caster level 12+
Craft Wand	Caster level 5+
Craft Wondrous Item	Caster level 3+
Create Manikin	Spellcaster level 12+
Create Soul Magic Spell	Knowledge (arcana) 10 ranks; Caster Level 9+
Enchant Tattoo	Craft (tattooing) 5+ ranks; any other Item Creation feat
Etch Object Rune	Caster level 5+
Forge Ring	Caster level 12+
Implant Gambit	Caster Level 12+; Any Item Creation feat
Inscribe Rune	Int 13+; appropriate Craft skill; Divine spellcaster level 3+
Life to the Inanimate	Caster level 10+
Manufacture Magical Poison	Caster level 5+
Portal Master	Craft Wondrous Item
Sanctify Relic	Any other Item Creation feat
Scribe Scroll	Caster level 1+
Talented Crafter	Any Item Creation feat
Weave Wards	Int 13+; Arcane spellcasting level 5+

Item Creation

Make masterwork armor	Unearthed Arcana
Make masterwork ranged weapons and ammunition	Unearthed Arcana
Make masterwork melee or thrown weapons	Unearthed Arcana
Make rods	Players Handbook
Create Rune Circles	Races of Stone
You may create a scepter	Lost Empires of Faerun
Make Skull talismans	Frostburn
Make staves	Players Handbook
Make wands	Players Handbook
Make misc. items	Players Handbook
Create focus allowing spell to affect target beyond normal range	Seafarer's Handbook
Create a Soul Magic spell	Book of Eldritch Might II: Songs and Souls of Power
Create mystic tattoos	Shaman's Handbook
Create and Etched Object Rune of a spell	Book of Eldritch Might I
Make rings	Players Handbook
You may place an extra "trick" into an item you create	Book of Eldritch Might III: The Nexus
Prepare your divine spells as Runes	Players Guide to Faerun
Add intelligence to any item you create	Book of Eldritch Might III: The Nexus
Create magical poisons	Book of Eldritch Might I
Pay 50% cost to create a Portal; can stabilize malfunctioning portals	Players Guide to Faerun
Create Relic	Complete Divine
Make scrolls	Players Handbook
+500 Craft Points	Unearthed Arcana
Create immobile zone of Abjuration and/or Divination spells	Spells & Spellcraft

Leader

Name:	Requirements:	Description:	Reference Book:
Extraordinary Followers	Cha 13+; Leadership	You can lead twice as many followers as your Leadership score indicates.	Heroes of Battle
Improved Cohort	Cha 15+; Leadership	The maximum level of the Cohort you gain from Leadership is 1 lower than your character level.	Heroes of Battle
Inspirational Leadership	Cha 17+; Leadership	As long as their normal morale is at least normal, your Cohort and Followers begin each combat Heartened. Also, you gain +5 on rally checks for your Cohort and Followers.	Heroes of Battle
Practiced Cohort	Cha 15+; Leadership	Your Cohort gains any Teamwork Benefit for which you qualify, even if s/he does not, and does not count against the team member limit of 8.	Heroes of Battle

Legacy

Name:	Requirements:	Description:	Reference Book:
Channel Legacy	Least Legacy; Legacy ability with a daily use limit	Expend all uses of one ability for a bonus on attacks, saves, and checks until your next turn. Ability must have all uses available.	Weapons of Legacy
Curative Legacy	Least Legacy; legacy ability with a daily use limit; ability to cast cure light wounds	Select one ability with a daily use limit; each time you use that ability, heal 5, 10, or 25 points as if cured.	Weapons of Legacy

Feat Listing by Type

Legacy

Empower Legacy	Least Legacy; spell-like or command activated legacy ability	Pick one spell-like or command activated legacy ability. Three times per day, you can increase the variable numeric effects by 50% (like Empower Spell)	Weapons of Legacy
Greater Legacy	Least Legacy; Lesser Legacy; character level 17+; learn and perform Greater Legacy Ritual	Gain access to the Greater Legacy abilities of a Legacy item	Weapons of Legacy
Least Legacy	Character level 5+; learn and perform the least legacy ritual for the item	Gain access to the Least Legacy abilities of a Legacy item	Weapons of Legacy
Legacy Focus	Least Legacy	Add +1 to the DC of all saves against the abilities of your Legacy Item	Weapons of Legacy
Lesser Legacy	Least Legacy; Character level 11+; learn and perform the lesser legacy ritual associated with the item	Gain access to the Lesser Legacy abilities of an item	Weapons of Legacy
Master Legacy	Channel Legacy; Least Legacy; Use Magic Device 4+ ranks	Once per day, treat your level as 1 higher for purposes of access to Legacy abilities for 1 hour or until you use an ability with a daily use limit.	Weapons of Legacy
Quicken Legacy	Least Legacy; Spell-like or command activated Legacy ability	Choose one spell-like or command-activated legacy ability. 3x per day, you may use it as a Swift action.	Weapons of Legacy
Transfer Legacy	Least Legacy; legacy ability with a daily use limit	Once per day, transfer all remaining uses of an ability to another magic item. If you have Lesser Legacy, use 2x per day with 1 ability each time. If you have Greater Legacy, use 3x per day with 1 ability each time.	Weapons of Legacy

Luck

Name:	Requirements:	Description:	Reference Book:
Advantaegous Avoidance	Character level 3+; Any other Luck feat	Gain 1 luck re-roll per day. Expend 1 Luck re-roll as an Immediate action to force an opponent to re-roll a Critical confirmation. Expend 2 luck re-rolls to force an opponent to reroll a successful attack roll against you.	Complete Scoundrel
Better Lucky than Good	Character level 6+; Any two Luck feats	1/day, if you roll a natural 1 when making an attack roll, expend 1 Luck re-roll to treat it as a natural 20. Gain 1 luck re-roll per day.	Complete Scoundrel
Dumb Luck	Character level 6+; any 2 Luck feats	1/day, if you roll a natural 1 on a saving throw, expend 1 luck re-roll as an immediate action to treat it as a natural 20. Gain +1 luck re-roll per day.	Complete Scoundrel
Fortuitous Strike	Character level 6+; any Luck feat	Expend 1 luck re-roll as Swift action to reroll a weapon damage roll. Expend 2 luck rerolls as a swift action to reroll an attack roll. Gain 1 luck re-roll per day.	Complete Scoundrel
Good Karma	Character level 3+	Gain 1 luck re-roll per day. You may expend 1 luck re-roll as an immeidate action to redirect and attack made against an adjacent ally to direct it at you instead. Attacker must be able to reach you. You take +50% damage if the attack succeeds.	Complete Scoundrel
Healer's Luck		Gain 1 luck re-roll per day. Expend 1 luck re-roll as swift action to re-roll number of points cured by conjuration (healing) spell you have just cast on same turn.	Complete Scoundrel
Lucky Break		Gain 1 luck re-roll per day. Expend 1 luck re-roll as a swift action to reroll a Strength check made to break an item or burst open a door.	Complete Scoundrel
Lucky Catch		Gain 1 luck re-roll per day. Expend one luck re-roll as an immediate action to reroll a Balance, Climb, or Jump check.	Complete Scoundrel

Feat Listing by Type

Luck

Lucky Fingers		Gain one luck re-roll per day. Expend one luck re-roll as an immediate action to reroll a Disable Device, Open Lock, or Sleight of Hand check	Complete Scoundrel
Lucky Start		Gain 1 luck re-roll per day. Expend one luck re-roll as an immediate action to reroll an Initiative check.	Complete Scoundrel
Magical Fortune	Caster level 3+; any luck feat	Gain 1 luck re-roll per day. Expend 1 luck re-roll as a Swift action to reroll the damage dealt by a spell you have just cast. Expend 2 luck re-rolls to as a swift action to reroll a caster level check	Complete Scoundrel
Make Your Own Luck	Character level 6+; any Luck feat	Gain 1 luck re-roll per day. Expend 1 luck re-roll as an immediate action to reroll a skill check as long as you have at least 1 rank in that skill.	Complete Scoundrel
Miser's Fortune		Gain 1 luck re-roll per day. As an immediate action, expend 1 luck re-roll to force an opponent to reroll a Str check made to damage an object or a sunder attack. Also, while you have 1 reroll left, your possessions have +5 on saves.	Complete Scoundrel
Psychic Luck	Manifester level 3rd+; any Luck feat	Expend 1 Luck re-roll as a Swift action to reroll the damage dealt by a psionic power you have just manifested. Expend 2 rerolls as a swift action to reroll a manifester level check. Gain 1 Luck re-roll per day.	Complete Scoundrel
Sly Fortune		Gain 1 luck re-roll per day. Expend 1 luck re-roll as an immediate action to reroll a Hide, Move Silently, or Tumble check.	Complete Scoundrel
Survivor's Luck	Character level 9+; any luck feat	Gain 1 Luck re-roll per day. Expend 1 luck re-roll as an immediate action to reroll a saving throw you just failed.	Complete Scoundrel
Tempting Fate	Character level 6+; Any Luck feat	Gain 1 Luck re-roll per day. Expend 1 Luck re-roll to re-roll a stabilization check. 1/day, when you have 1+ hp left and are dealt enough damage to kil you, expend 1 reroll to stabilize at -9 instead. Requires no action.	Complete Scoundrel
Third Time's the Charm	Character level 3+; any luck feat; access to the Luck domain	Gain 1 Luck re-roll per day. Expend 1 Luck re-roll as an immediate action to use the granted power of the Luck domain an additional time per day immediately after using the Luck Domain's granted power (a 3rd roll, in effect)	Complete Scoundrel
Unbelievable Luck	Any luck feat	Gain +2 luck bonus on your save with lowest base bonus as long as you have at least 1 Luck re-roll remaining. Gain 2 luck re-rolls per day. If the lowest changes, the bonus applies to the new lowest; your choice in case of tie.	Complete Scoundrel
Victor's Luck		Gain 1 luck re-roll per day. Expend 1 luck re-roll as a Swft action to reroll a critical threat confirmation roll.	Complete Scoundrel

Metamagic

Name:	Requirements:	Description:	Reference Book:
Battle Spell	Spellcraft 7 ranks; any other Metamagic feat	Expand targets or areas to encompass units on the battlefield; costs and time are increased	Guide to the World of Urath
Black Lore of Moil	Spell Focus (Necromancy); caster level 7+	You may add +1d6 negative energy damage per 2 spell levels	Complete Arcane
Blistering Spell		Applies only to a spell with the Fire descriptor. Deals +2 points of damage per level and victims take -2 to attack and damage until your next turn. Uses slot one level higher than normal	Players Handbook II

Feat Listing by Type

Metamagic

Born of the Three Thunders	Knowledge (Nature) 4 ranks; Energy Substitution (electricity)	[sonic] or [electricity] spell become half-and-half [sonic, electricity] and may stun	Complete Arcane
Chain Spell	Any metamagic feat	Alter a spell with range to affect additional targets; uses a slot 3 levels higher than normal	Complete Arcane
City Magic	Caster level 3+	Modify any damaging spell you cast to incorporate the urban environment. Half the energy damage is changed to non-typed as urban detritus is swept up into the spell effect. Uses a slot of the same level.	Cityscape
Concentrate Spell		Reduce the area of effect of an area spell to 25% in order to double damage. Uses a slot 3 higher than normal	Faeries
Consecrate Spell	Any good alignment	Spell gains [Good] descriptor; half damage is divine and not resisted	Complete Divine
Cooperative Spell	Any metamagic feat	Add +2 to save DC and +1 to caster level per additional caster	Complete Arcane
Corrupt Spell	Any evil alignment	Spell gains [Evil] descriptor; half damage is divine and not resisted	Complete Divine
Deceptive Spell		Your spell seems to come from any direction you choose. Cannot gain a bonus to hit or get around cover, flank, or otherwise influence rolls to hit. This disguises the source of the spell only. Cannot be used on self or touch spells. +1 spell level slot	Cityscape
Delay Spell	Any metamagic feat	Delay the spell from taking effect for 1 to 5 rounds; uses a slot 3 levels higher	Complete Arcane
Dilute Spell		Double the area of effect but reduce damage to 25% normal. Uses a slot 1 level higher than normal	Faeries
Earthbound Spell		Place a spell into a spot of earth, as a magical trap (see full description). Uses a slot 2 higher than normal	Players Handbook II
Empower Spell		All variable numeric effects +50%; slot 2 levels higher used	Players Handbook
Energize Spell	Nonevil alignment; no ability to rebuke undead	Add positive energy to spells for +50% damage to undead, but -50% to non-undead. Requires a slot 1 level higher than usual.	Libris Mortis: The Book of Undead
Energy Admixture (acid)	Knowledge (arcana) 5 ranks; Any metamagic feat; Energy Substitution (acid)	Add equal amount of acid energy damage to a spell with energy	Complete Arcane
Energy Admixture (cold)	Knowledge (arcana) 5 ranks; Any metamagic feat; Energy Substitution (cold)	Add equal amount of cold energy damage to a spell with energy	Complete Arcane
Energy Admixture (electricity)	Knowledge (arcana) 5 ranks; Any metamagic feat; Energy Substitution (electricity)	Add equal amount of electricity energy damage to a spell with energy	Complete Arcane
Energy Admixture (fire)	Knowledge (arcana) 5 ranks; Any metamagic feat; Energy Substitution (fire)	Add equal amount of fire energy damage to a spell with energy	Complete Arcane
Energy Substitution (acid)	Knowledge (arcana) 5 ranks; Any metamagic feat	Change spell with another type of energy to acid	Complete Arcane
Energy Substitution (cold)	Knowledge (arcana) 5 ranks; Any metamagic feat	Change spell with another type of energy to cold	Complete Arcane
Energy Substitution (electricity)	Knowledge (arcana) 5 ranks; Any metamagic feat	Change spell with another type of energy to electricity	Complete Arcane
Energy Substitution (fire)	Knowledge (arcana) 5 ranks; Any metamagic feat	Change spell with another type of energy to fire	Complete Arcane
Enervate Spell	Nongood alignment; no ability to turn undead	Add negative energy to spells for +50% damage to living foes, but -50% to non-living. Requires a slot 2 level higher than usual.	Libris Mortis: The Book of Undead
Enlarge Spell		Double range of Close, Medium or Long range spells; slot 1 level higher required	Players Handbook

Feat Listing by Type

Metamagic

Explosive Spell		Alter an area-effect spell with a Reflex save to throw subjects out of area; uses a slot 2 levels higher	Complete Arcane
Extend Spell		+100% duration of spells with durations not Instantaneous, Permanent, or Concentration; slot 1 level higher required	Players Handbook
Fell Animate		Alter a spell so that foes slain by it rise as zombies, up to 2 HD/level; uses a slot 3 levels higher than usual	Libris Mortis: The Book of Undead
Fell Drain		Alter a spell so that foes damaged by it also gain a negative level; uses a slot 2 levels higher than usual	Libris Mortis: The Book of Undead
Fell Frighten		Alter a spell so that any foe damaged by it who is also subject to fear effects is shaken for 1 minute; uses a slot 2 levels higher than usual	Libris Mortis: The Book of Undead
Fell Weaken		Alter a spell so that living enemies who take damage from it also suffer -4 penalty to Str (non-stacking); uses a slot 1 level higher than usual	Libris Mortis: The Book of Undead
Fey Magic	Fey Spell Mastery	Substitute Magic Sand for normal material components; spell power is boosted but includes random side-effect. Uses a slot 1 level higher	Faeries
Fiery Spell		Fire spells deal +1 point per die. Uses a slot 1 level higher	Sandstorm
Flash Frost Spell		Applicable only to spells with the Cold descriptor and which affect an area. Such spells leave a slick icy surface after them, requiring Balance checks to move through. Uses a slot 1 higher than normal.	Players Handbook II
Fortify Spell		Use a higher-level slot to give a spell bonus to penetrate resistance	Complete Arcane
Heighten Spell		Increase the effective level of a spell (higher level slot required)	Players Handbook
Hypnotizing Magic	Fey Magic	Adds hypnotism effect to a spell, affecting target creature and 2d4 HD additional creatures; uses a slot 3 levels higher	Faeries
Imbued Healing	Ability to cast Conjunction (healing) spells; access to one or more domains	Add special ability gift to someone you heal	Complete Champion
Imbued Summoning	Augment Summoning; Spell Focus (Conjunction)	When you use a summoning spell, you can choose to grant the creature the benefit of any spell you know of 3rd level or less with a range of Touch. Cast that spell as part of the summoning. Uses a slot 1 level higher than normal	Players Handbook II
Insidious Magic	Shadow Weave Magic	Hides your spells from normal magic wielders divinations	Players Guide to Faerun
Invisible Spell	Any metamagic feat	Modify a spell so that it has no visual manifestation. All other effects and requirements remain the same. Uses a slot of the same level	Cityscape
Lord of the Uttercold	Knowledge (the planes) 9 ranks; Energy Substitution (cold); ability to cast spell with cold descriptor; Knowledge (arcana) 5 ranks; Any metamagic feat	Convert half of cold spell damage to negative energy	Complete Arcane
Maximize Spell		All variable, numeric effects are at maximum; requires a slot 3 levels higher than normal	Players Handbook
Muffled Spell		Your spell is much harder to hear. Creatures more than 30 feet away must make a DC 20 Listen check to hear any sound your spell makes. Uses a slot 1 higher than normal	CityWorks
Nonlethal Substitution (acid)	Knowledge (arcana) 5 ranks; Any metamagic feat	Convert acid damage to nonlethal damage; uses a slot 1 level higher	Complete Arcane

Feat Listing by Type

Metamagic

Nonlethal Substitution (cold)	Knowledge (arcana) 5 ranks; Any metamagic feat	Convert cold damage to nonlethal damage; uses a slot 1 level higher	Complete Arcane
Nonlethal Substitution (electricity)	Knowledge (arcana) 5 ranks; Any metamagic feat	Convert electricity damage to nonlethal damage; uses a slot 1 level higher	Complete Arcane
Nonlethal Substitution (fire)	Knowledge (arcana) 5 ranks; Any metamagic feat	Convert fire damage to nonlethal damage; uses a slot 1 level higher	Complete Arcane
Ocular Spell	Knowledge (dungeoneering) 4+ ranks; 2+ eyes.	Use a slot 2 levels higher to store a spell in your eye for up to 8 hours. Release it as a ray as a full round action.	Lords of Madness: the Book of Aberrations
Pernicious Magic	Shadow Weave Magic	+4 to penetrate SR of normal magic wielder	Players Guide to Faerun
Persistent Spell	Extend Spell	Convert a fixed or personal range spell to last 24 hours; uses a slot 6 levels higher	Complete Arcane
Piercing Cold		Make [cold] spells so cold they hurt Cold creatures; uses slot 1 level higher	Frostburn
Precise Touch		Convert an area evocation into an instantaneous touch-range single-target spell; uses a slot 1 level lower than normal	Book of Eldritch Might III: The Nexus
Purify Spell	Any good alignment	Spell gains Good descriptor; does reduced damage to Neutral creatures, no damage to Good, and extra damage to Evil; uses a slot 1 level higher	Book of Exalted Deeds
Quicken Spell		Cast spell as a Swift action; requires a slot 4 higher than normal	Players Handbook
Rapid Spell		Shorten a spell's casting time; uses a slot 1 higher	Complete Divine
Reach Spell		Cast touch spells at up to 30 ft range; uses a slot 2 levels higher	Complete Divine
Remote Casting	Stonecunning; Survival 10+ ranks; Spellcraft 10+ ranks	Cast spells where you do not have normal line of effect with a Spellcraft check	Hammer & Helm
Repeat Spell	Any metamagic feat	Spell effect re-occurs 1 round later; uses slot 3 levels higher	Complete Arcane
Retributive Spell		You can cast a spell that will hold for 24 hours. During that time, if struck for damage, you may make an immediate action to deliver the held spell to your attacker, Limits apply	Complete Mage
Sacrificing Spell		You or a willing subject pay ability damage in place of additional slots for metamagic	Witch's Handbook
Sanctum Spell	Any metamagic feat	Spell's effective level +1 in designated location, -1 elsewhere	Complete Arcane
Sculpt Spell	Any metamagic feat	Alter spell's area to cover same volume in different shape; uses slot 1 higher	Cityscape
Searing Spell		Fire spells penetrates Fire resistance and partially Fire immunity; Cold creatures take double damage. Uses a slot 1 level higher	Sandstorm
Silent Spell		Remove Verbal component from spell; requires slot 1 higher than normal	Players Handbook
Smiting Spell	Base Attack Bonus +1; caster level 1st	Place a touch spell into your weapon (or a piece of ammunition for ranged weapons). A successful attack deals weapon damage + the spell's effect. Uses a slot 1 higher than normal.	Players Handbook II
Spell Trap		Cast a spell as a trap	Witch's Handbook
Split Ray	Any metamagic feat	Add one extra ray to a ray spell; uses a slot 2 levels higher	Complete Arcane
Still Spell		Remove Somatic component from spell; requires slot 1 higher than normal	Players Handbook
Sudden Empower	Any metamagic feat	1/day use Empower Spell without penalty or prior preparation	Complete Arcane
Sudden Enlarge		1/day use Enlarge Spell without penalty or prior preparation	Miniatures Handbook
Sudden Extend		1/day use Extend Spell without penalty or prior preparation	Complete Arcane

Feat Listing by Type

Metamagic

Sudden Maximize	Any metamagic feat	1/day use Maximize Spell without penalty or prior preparation	Complete Arcane
Sudden Quicken	Quicken spell; Sudden Empower; Sudden Extend; Sudden Maximize; Sudden Silent; Sudden Still	1/day use Quicken Spell without penalty or prior preparation	Complete Arcane
Sudden Silent		1/day use Silent Spell without penalty or prior preparation	Complete Arcane
Sudden Still		1/day use Still Spell without penalty or prior preparation	Complete Arcane
Sudden Widen		1/day use Widen Spell without penalty or prior preparation	Complete Arcane
Sympathetic Spell		Use a personal item to allow spell to have effect over any distance; uses a slot 3 higher than usual	Witch's Handbook
Transdimensional Spell		Spell has full effects on incorporeal creatures or those in extradimensional spaces or on Ethereal or Shadow planes	Complete Arcane
Twin Spell	Any metamagic feat	Spell affects same area or target twice; uses slot 4 levels higher	Complete Arcane
Violate Spell	Any Evil alignment	Add the Evil descriptor to the chosen spell; 1/2 damage is Vile damage; uses a slot 1 level higher	Book of Vile Darkness
Widen Spell		Increase numeric range of Burst, Emanation, Line, or Spread spells by 100%; uses a slot 3 levels higher	Players Handbook
Wounding Spell	Knowledge (history) 4+ ranks; Empower Spell	Your spells inflict bleeding wounds that do not heal normally. You cannot use this feat on a spell that does not deal damage.	Lost Empires of Faerun

Monstrous

Name:	Requirements:	Description:	Reference Book:
Baleful Moan	Undead type; Incorporeal subtype; Daunting Presence	Gain a moan area fear effect	Libris Mortis: The Book of Undead
Bonus Breath	Breath Weapon with limited uses/day; Extend Spell or Extend Spell-like Effect	+1 use of breath weapon/day, 1 hour interval between	Savage Species
Contagious Paralysis	Paralysis as extraordinary or supernatural ability	Creatures touching a creature you paralyzed can become paralyzed	Libris Mortis: The Book of Undead
Corrupted Wildshape	Undead type; Wild Shape class ability	Undead may use Wild Shape	Libris Mortis: The Book of Undead
Deadly Poison	Con 19+; Poison attack that deals ability damage as secondary; Virulent Poison	Double normal secondary effect	Savage Species
Death Master	Cha 13+; Undead type; Daunting Presence; BAB +1+	Foes are shaken by your critical hits	Libris Mortis: The Book of Undead
Detach	Con 19+; regeneration	Break off and hurl one natural weapon (paw, tail, etc) for normal physical attack and damage	Savage Species
Dust Cloud	Dex 19+; Int 19+; Huge size; Combat Reflexes; Wings or Tail	Stir up cloud of dust to incapacitate attackers and provide concealment	Savage Species
Empowered Ability Damage	Cha 11+; Undead type; Incorporeal subtype; supernatural ability to drain or damage an ability score	All variable numeric effects increase 50%	Libris Mortis: The Book of Undead
Endure Sunlight	Sunlight powerlessness or sunlight-related weakness	Resist all dangerous effects of sunlight for Cha modifier +1 rounds	Libris Mortis: The Book of Undead
Eviscerator	Cha 13+; Undead type; Death Master; Daunting Presence; Improved Critical; BAB +1+	Scoring a melee critical hit against a living foe, all allies of that foe are shaken for 1 minute	Libris Mortis: The Book of Undead
Extended Reach	Small or larger size; non-rigid appendage	Add +5 ft to reach	Savage Species
Extra Item Space	Multiple limbs or heads	Use additional limbs or heads to wear more magic items	Savage Species
Final Strike	Acid, air, cold, earth, electricity, fire, or water subtype	On death, your body explodes to deal damage in the area	Savage Species
Ghostly Grasp	Cha 15+; Incorporeal subtype	Wear, wield, and use objects that are not ghost-touch objects	Libris Mortis: The Book of Undead

Feat Listing by Type

Monstrous

Greater Mighty Roar	Animal or Magical Beast; Large size; Mighty Roar	As Mighty Roar, but opponents panicked 2d6 rounds	Savage Species
Greater Multigrab	Str 19+; Dex 15+; improved Grab; Multigrab	Negates penalty for using only grabbing body part to maintain hold	Savage Species
Greater Multiweapon Fighting	Dex 19+; 3+ arms; BAB +15+; Improved Multiweapon Fighting; Multiweapon Fighting	Make up to 3 iterative attacks with each off-hand weapon	Savage Species
Improved Energy Drain	Cha 15+; Energy Drain supernatural ability	Gain +1 to skill checks, attacks, saves, and ability checks for 1 hour when you drain a negative level	Libris Mortis: The Book of Undead
Improved Multiattack	3+ natural weapons; Multiattack	Negates -5 penalty for secondary natural attacks	Savage Species
Improved Multiweapon Fighting	Dex 15+; 3+ arms; BAB +9+; Multiweapon Fighting	Gain second iterative attack with each off-hand weapon	Savage Species
Improved Paralysis	Undead type; Paralysis special ability; Ability Focus (paralysis)	Add +4 to the save DC of your paralyzing attacks	Libris Mortis: The Book of Undead
Improved Turn Resistance	Undead type	Add +4 to your effective HD for turn/rebuke/bolster/command checks	Libris Mortis: The Book of Undead
Improved Web	Able to create webs as an extraordinary ability at least 2/day	+2 to DCs to escape/burst your webs; use a full-round action to attack targets up to your Dex bonus	Savage Species
Irresistible Gaze	Gaze attack	+2 to save DC of gaze attack	Savage Species
Life Drain	Cha 13+; Energy Drain supernatural ability	Add your Charisma bonus to hps lost from negative level; gain the same number as temporary hp yourself	Libris Mortis: The Book of Undead
Lifebond	Cha 11+; Undead type	Gain +4 turn resistance and +2 to all saves when bonded living creature is present	Libris Mortis: The Book of Undead
Lifesense	Cha 13+; Con -	You can see lifeforce as a light	Libris Mortis: The Book of Undead
Mighty Roar	Animal or Magical Beast; Large size	Roar 1/day to make opponents Shaken for 1d6 rounds	Savage Species
Multigrab	Str 17+; Improved Grab	Reduce penalty to -10 for using only part of your body to maintain a hold	Savage Species
Multitasking	Dex 15+; Int 15+; 4+ arms; Improved Multiweapon Fighting; Multiattack; Multiweapon Fighting	Each pair of arms can perform an action indepently and simultaneously	Savage Species
Multivoice	Dex 15+; Int 15+; 2+ heads; Improved Two-weapon fighting; Multiattack; Quicken Spell; Two-weapon Fighting	Cast an additional spell or use an additional spell-like ability or head-based ability each round	Savage Species
Narrowed Gaze	Int 13+; Gaze attack	Limit your gaze attack to an active gaze	Savage Species
Necrotic Reserve	Cha 13+; supernatural ability to drain or damage an ability score or energy	On days when you drain something, you are not destroyed when reduced to 0 hp	Libris Mortis: The Book of Undead
Pervasive Gaze	Int 13+; Gaze attack	Averting eyes only has 25% chance to avoid your gaze instead of 50%	Savage Species
Piercing Gaze	Cha 15+; Int 13+; Gaze attack; Irresistible Gaze	Add 30 ft to the range of your gaze	Savage Species
Poison Resistance	Poison special attack	+2 on Fort saves to resist poisons	Savage Species
Positive Energy Resistance	Undead type	Gain resistance 10 to positive energy effects, including cure spells	Libris Mortis: The Book of Undead
Prehensile Tail	Str 13+; Tail attack; Two-Weapon fighting	Use tail as an extra "hand"	Savage Species
Quicken Manifestation	Ability to manifest from Ethereal to Material	Once per round, manifesting is a free action	Libris Mortis: The Book of Undead
Rapid Breath	Breath Weapon; Quicken Spell or Quicken Spell-like Ability	Rest interval between breaths reduced by 1 round	Savage Species
Rending Constriction	Str 19+; Dex 15+; constrict; improved grab; Greater Multigrab; Multigrab; Two constricting limbs	If you maintain a hold with 2 constricting limbs, add a rend attack to the constrict	Savage Species
Spell Drain	Cha 15+; Energy Drain supernatural ability; Improved Energy Drain; Caster Level 5th+	If you bestow a negative level, and the target loses the ability to cast a spell, you gain it as if prepared	Libris Mortis: The Book of Undead
Stamp	Huge size; feet; Trample attack	Powerful stamp knocks opponents off their feet and may damage surroundings	Savage Species

Feat Listing by Type

Monstrous

Surrogate Spellcasting	Wis 13+; nonhumanoid or nonhumanlike form	Substitute for Verbal and Somatic components appropriate to your form	Savage Species
Thick-Skinned	Damage reduction	DR increases by +2	Savage Species
Touch of Taint	Natural attack that deals ability damage (including poison), ability drain, or energy drain	Choose one attack form. That form now increases the target's Depravity or Corruption by +1.	Heroes of Horror
Virulent Poison	Poison attack	+2 to save DC vs your poison	Savage Species
Wingstorm	Str 13+; Fly speed 20+; Large size; Hover; Power Attack	Hover and create a cylindrical region with high winds	Savage Species

Oath

Name:	Requirements:	Description:	Reference Book:
Oath of Combat	Wis 15+; Swear an Oath	Swear an oath to accomplish something and gain an extra attack at full bonus for actions that help fulfill the oath.	Book of Hallowed Might
Oath of Fealty	Swear an Oath	Swear an oath to serve someone and gain +4 circumstance bonus to Bluff, Diplomacy, Gather Information, and Intimidate checks with those who serve or fear your lord	Book of Hallowed Might
Swear an Oath	Wis 15+	Swear an oath to do something and gain +1 luck bonus on saves and checks to fulfill it	Book of Hallowed Might

Psionic

Name:	Requirements:	Description:	Reference Book:
Deep Vision	Darkvision	While psionically focused, Darkvision increases by 30 ft	Races of Stone
Deflective Armor	Heavy Armor Optimization	While psionically focused and wearing heavy armor, the armor bonus to AC applies against touch attacks	Races of Stone
Earth Power	Con 13+; Wis 13+; Earth Sense	As long as you are psionically focused and on stone or unworked earth, you save 1 power point by drawing power from earth	Races of Stone
Energize Armor	Proficiency with armor worn; Invest Armor	Expend your psionic focus to invest your armor with psychic energy for resistance 10 vs next energy attack that hits you	Races of Stone
Focused Shield	Shield proficiency	Increase the shield bonus by +1 when psionically focused and using a ready shield	Races of Stone
Invest Armor	Proficiency with armor worn	Expend psionic focus to increase the armor bonus of your armor by +3	Races of Stone

Racial

Name:	Requirements:	Description:	Reference Book:
Able Learner	Human or Doppelganger	All skill ranks cost 1 skill point	Races of Destiny
Ancestral Knowledge	Dwarf; Wis 15+	Make knowledge checks untrained, and use Wis in place of Int for them	Races of Stone
Auspicious Markings	Goliath	+2 bonus on Cha based skills when dealing with other Goliaths	Races of Stone
Battle Hardened	Dwarf; BAB +4+	+4 bonus to saves vs fear; +2 Initiative	Races of Stone
Bright Sigil	Illumian	Increase light from your sigils to provide light like a daylight spell while you concentrate	Races of Destiny
Burrow Friend	Gnome; Cha 13+	+2 bonus on Handle Animal and Wild Empathy checks with burrowing mammals; if you have speak with burrowing animals, use +1 time per day	Races of Stone
Celestial Bloodline	Aasimar; Base Fort save +1+; Base Ref save +1+; Base Will save +1+	Use protection from evil 3/day and bless 1/day, Caster level = character level	Races of Faerun
Channeled Rage	Half-Orc; Ability to Rage	Spend one Rage use to add your Str bonus to a Will save	Races of Destiny

Feat Listing by Type

Racial

Clan Prestige	Dwarf; Cha 13+	+4 on all Charisma-based checks with Dwarves of your own Clan	Races of Stone
Complementary Insight	Half-Elf	Synergy bonuses increase from +2 to +3	Races of Destiny
Diverse Background	Half human	Select an additional Favored Class	Races of Destiny
Dwarven Armor Proficiency	Dwarf; Armor Proficiency (heavy)	You are proficient with interlocking plate	Races of Stone
Earth Fist	Dwarf, Gnome, or Goliath; Con 13+; Wis 13+; Earth Sense; Improved Unarmed Strike	Your unarmed strikes are treated as cold iron while you are touching the ground	Races of Stone
Enhanced Power Sigils	Illumian; two power sigils	The bonuses granted by your power sigils increase by 1	Races of Destiny
Extra Silence	Whisper Gnome	Use silence ability 3+Charisma bonus additional time2 per day	Races of Stone
Fearless Destiny	Human or Half-human; Heroic Destiny; Character level 6+	1/day, any effect that would reduce you to -10 hp or lower leaves you stable at -9; disintegrate and other effects that kill outright work normally	Races of Destiny
Gnome Foe Killer	Gnome	+2 racial bonus on weapon damage against kobolds and goblinoids	Races of Stone
Heavy Lithoderms	Goliath	+1 natural armor bonus	Races of Stone
Heroic Destiny	Human or Half-human	1/day, before making an attack roll, skill check, saving throw, or caster level check, you may add 1d6 to the roll	Races of Destiny
Human Heritage	Half-human race or human-descended race	You are treated as a Humanoid (Human) for adjudicating all effects. Keep your existing sub-type(s) and racial characteristics. Gain 4 additional skill points at 1st level	Races of Destiny
Improved Sigil (AESH)	Illumian; Aesh power sigil	Your aesh sigil grants you +1 per sigil damage on any weapon with which you have Weapon Focus	Races of Destiny
Improved Sigil (HOON)	Illumian; Hoon power sigil	Your hoon sigil grants you +1 per sigil bonus on saves vs death effects, death from massive damage, and saves vs hot or cold environmental damage	Races of Destiny
Improved Sigil (KRAU)	Illumian; Krau power sigil	Your krau sigil grants you	Races of Destiny
Improved Sigil (NAEN)	Illumian; Naen power sigil	Your naen sigil grants you	Races of Destiny
Improved Sigil (UUR)	Illumian; Uur power sigil	Your uur sigil grants you	Races of Destiny
Improved Sigil (VAUL)	Illumian; Vaul power sigil	Your vaul sigil grants you	Races of Destiny
Markings of the Blessed	Goliath; Auspicious Markings	Up to 3 times per day, roll a second d20 and use the better for your saving throw	Races of Stone
Markings of the Hunter	Goliath; Auspicious Markings	Up to 3 times per day, roll a second d20 and use the better for your initiative check	Races of Stone
Markings of the Magi	Goliath; Auspicious Markings	Up to 3 times per day, roll a second d20 and use the better for your caster level check	Races of Stone
Markings of the Maker	Goliath; Auspicious Markings	Up to 3 times per day, roll a second d20 and use the better for your skill check	Races of Stone
Markings of the Warrior	Goliath; Auspicious Markings	Up to 3 times per day, roll a second d20 and use the better for your attack roll	Races of Stone
Menacing Demeanor	Orc blood or Orc subtype	+4 to Intimidate	Races of Destiny
Moradin's Smile	Dwarf	+2 to all Charisma-based skill checks	Races of Stone
Natural Trickster (disguise self)	Gnome; Cha 13+	Gain disguise self as a spell-like ability 1/day, CL 1	Races of Stone
Natural Trickster (silent image)	Gnome; Cha 13+	Gain silent image as a spell-like ability 1/day, CL 1	Races of Stone
Natural Trickster (ventriloquism image)	Gnome; Cha 13+	Gain ventriloquism as a spell-like ability 1/day, CL 1	Races of Stone
Piercing Sight	Gnome	+4 bonus on saves to disbelieve illusions	Races of Stone
Protected Destiny	Human or half-human; Heroic destiny; Character level 3+	1/day, reroll natural 1 on a saving throw	Races of Destiny
Silencing Strike	Whisper Gnome; sneak attack ability	Use a silence use to force it on the victim of a sneak attack	Races of Stone
Sociable Personality	Half-Elf; Cha 13+	You may reroll any Diplomacy or Gather Information checks, but you must use the new roll even if it is worse	Races of Destiny

Feat Listing by Type

Racial

Subtle Sigil	Illumian	You may make your sigils vanish or reappear as a free action; you retain the bonuses while they are hidden	Races of Destiny
Titan Fighting	Dodge; Racial dodge bonus to AC against Giants	When you designate a creature of larger size as your Dodge enemy, apply your racial bonuses to AC for giants as well	Races of Stone
Trivial Knowledge	Gnome; Int 13+	When you make a knowledge or Bardic Knowledge check, roll twice and use the better result	Races of Stone

Regional

Name:	Requirements:	Description:	Reference Book:
Arcane Schooling	from [Region]	Choose 1 arcane spellcasting class; you can activate spell trigger items as if you had 1 level in that class	Players Guide to Faerun
Artist	from [Region]	+2 on Perform and 1 Craft skill that involves art	Players Guide to Faerun
Axethrower	from [Region]	Use Str instead of Dex for thrown weapons	Players Guide to Faerun
Blooded	from [Region]	+2 Initiative; +2 Spot	Players Guide to Faerun
Bloodline of Fire	from [Region]	+4 on Saves vs Fire effects; Cast fire spells at +2 caster level	Players Guide to Faerun
Bullheaded	from [Region]	+2 on all Will saves; cannot become Shaken	Players Guide to Faerun
Cosmopolitan	from [Region]	+2 Bluff; +2 Gather Information; +2 Sense Motive	Players Guide to Faerun
Dauntless	from [Region]	+5 hit points	Players Guide to Faerun
Daylight Adaptation	from [Region]	Negate racial dazzling or blinding weakness in bright light	Players Guide to Faerun
Discipline	from [Region]	+2 on Will saves; +2 Concentration	Players Guide to Faerun
Dreadful Wrath	from [Region]	On charge, full attack, or cast a spell that targets 1+ enemies, gain Frightful Presence for 1 round	Players Guide to Faerun
Education	from [Region]	All Knowledge skills are Class skills for all your classes; +2 on all Knowledge skill checks (still cannot use untrained)	Players Guide to Faerun
Ethran	from [Region]	+2 Handle Animal; +2 Survival; +2 on Cha-based checks with Rashemi; may participate in Circle Magic	Players Guide to Faerun
Fearless	from [Region]	Immune to fear, magical or not	Players Guide to Faerun
Foe Hunter	from [Region]	Gain Favored Enemy as the Ranger ability against traditional foe of your homeland	Players Guide to Faerun
Forester	from [Region]	+1 Hide; +1 Listen; +1 Move Silently; +1 Spot; bonuses rise to +3 in forests	Players Guide to Faerun
Forgeheart	from [Region]	Gain resistance 5 to fire	Players Guide to Faerun
Furious Charge	from [Region]	Charge attack bonus rises from +2 to +4	Players Guide to Faerun
Godsight	Cha 13+; Mulhorandi (aasimar, human [Mulan], or tiefling); Mulhorand region	3/day each: detect evil, detect magic, detect poison, detect undead, read magic at Caster Level = Character Level. You may substitute detect chaos, good, or law for detect evil when you first take this feat.	Lost Empires of Faerun
Horse Nomad	from [Region]	Gain Proficiency with Composite shortbow, light lance, and Scimitar; +3 Ride	Players Guide to Faerun
Knifefighter	from [Region]	Use a light weapon without penalty while grappling	Players Guide to Faerun
Luck of Heroes	from [Region]	+1 luck bonus to all saving throws and Armor Class	Players Guide to Faerun
Magic in the Blood	from [Region]	Use racial spell-like abilities 3/day instead of 1/day	Players Guide to Faerun
Magical Training	from [Region]; Int 10+ or Cha 10+	3 0-level arcane spell slots/day, which you may cast 1/day as a Wizard (Int) or Sorcerer (Cha)	Players Guide to Faerun

Feat Listing by Type

Regional

Mercantile Background	from [Region]	+300 gp at character creation; Sell recovered goods at 75% instead of 50%; 1/month buy 1 item at 75%	Players Guide to Faerun
Militia	from [Region]	Proficiency with all Martial weapons	Players Guide to Faerun
Mind Over Body	from [Region]	At 1st level, use Int or Cha in place of Con for bonus hp; gain 1 hp per Item Creation feat taken; if you are an arcane spellcaster, gain +1 insight bonus to AC	Players Guide to Faerun
Otherworldly	from [Region]	You are Outsider (Native) type instead of Humanoid; Darkvision 60 ft; +2 Diplomacy	Players Guide to Faerun
Resist Poison	from [Region]	+4 on Fort saves vs Poison	Players Guide to Faerun
Saddleback	from [Region]	Take 10 on Ride even when hurried or threatened; Substitute a Ride check for a failed Reflex save by you or your mount	Players Guide to Faerun
Silver Palm	from [Region]	+2 Appraise; +2 Bluff; +2 Sense Motive	Players Guide to Faerun
Smooth Talk	from [Region]	Reduce penalty for Diplomacy as 1-round action to -5 from -10	Players Guide to Faerun
Snake Blood	from [Region]	+2 Reflex saves; +2 on Fort saves against poison	Players Guide to Faerun
Spellwise	from [Region]	+2 Knowledge (arcana); +2 Spellcraft; +2 on saves vs Illusions	Players Guide to Faerun
Stormheart	from [Region]	+2 Balance; +2 Profession (sailor); +1 AC while fighting on ships; ignore penalties for unsure footing on ships	Players Guide to Faerun
Street Smart	from [Region]	+2 Gather Information; +2 Sense Motive; +2 Intimidate	Players Guide to Faerun
Strong Soul	from [Region]	+1 Fort; +1 Will; against Death, Energy Drain, or Ability Drain effects, bonuses rise to +3	Players Guide to Faerun
Surefooted	from [Region]	+2 Climb; +2 Jump; ignore hampered effects for ice or steep slopes; reduce penalty for combination	Players Guide to Faerun
Survivor	from [Region]	+2 Fort; +2 Survival	Players Guide to Faerun
Swift and Silent	from [Region]	Move up to normal speed while using Hide and Move Silently	Players Guide to Faerun
Tattoo Focus	from [Region]; Specialized in school of magic	+1 to spell save DCs from your school; +1 to penetrate SR with spells of that school; participate in Red Wizard circle magic	Players Guide to Faerun
Thug	from [Region]	+2 Initiative; +2 Appraise; +2 Intimidate	Players Guide to Faerun
Thunder Twin	from [Region]	+2 Diplomacy; +2 Intimidate; sense direction to twin while on same plane	Players Guide to Faerun
Tireless	from [Region]	Reduce effects of Fatigue and Exhaustion 1 step; you cannot become Exhausted, and Fatigue effects are negated	Players Guide to Faerun
Treetopper	from [Region]	+2 Balance; +2 Climb; no penalties for fighting while climbing	Players Guide to Faerun
Twin Sword Style	from [Region]	While using 2 weapons, select a melee opponent and gain +2 AC bonus against that opponent	Players Guide to Faerun

Reserve

Name:	Requirements:	Description:	Reference Book:
Acidic Splatter	Ability to cast 2nd level spells	While you have the ability to cast an [Acid] spell of 2nd level or higher, you may throw a ball of acid 5 ft/level of that spell as a ranged touch attack dealing 1d6 acid/level of that spell. Also, +1 competence bonus to caster level with Acid spells	Complete Mage
Aquatic Breath	Ability to cast 3rd level spells	As long as you have a [water] spell of 3rd level or higher available to cast, you can breathe normally both in and out of water. Also, +1 competence bonus to Caster Level with [Water] spells	Complete Mage

Feat Listing by Type

Reserve

Feat Name	Prerequisite	Description	Benefit
Blade of Force	Ability to cast 3rd level spells	As long as you have a 3rd level or higher [force] spell available, you can surround a melee weapon or single piece of ammunition with force. Also, +1 competence bonus to Caster Level when casting [Force] spells	Complete Mage
Borne Aloft	Ability to cast 5th level spells	As long as you have an [Air] spell of 5th level or higher available to cast, you can fly up to 30 ft (perfect maneuverability) as a move action once/round. You must begin and end solidly supported. No or Light Enc only. Also, +1 competence to CL with [Air]	Complete Mage
Charnel Miasma	Access to the Death domain	While you have a 2nd level or higher Death domain spell or slot available to cast, you can force a Will save on enemy within 30 ft or be shaken for 1min. Also gain +1 caster level with Death spells.	Complete Champion
Clap of Thunder	Ability to cast 3rd level spells	As long as you have a [Sonic] spell of 3rd level or higher available, you can deliver a melee touch attack doing 1d6/level of the spell damage and deafening opponent. Also, +1 competence bonus on [Sonic] spells	Complete Mage
Clutch of Earth	Ability to cast 2nd level spells	As long as you have an [Earth] spell of 2nd level or higher available, you can use an action to reduce the speed of a foe within 30 ft by 5 feet/spell level. Also, +1 competence bonus to caster level with [Earth] spells.	Complete Mage
Dimensional Jaunt	Ability to cast 4th level spells	As long as you have a teleportation spell of 4th+ level available to cast, you may use a Std. action to teleport yourself and carried objects 5 ft/spell level of highest teleportation spell available. Also, gain +1 caster level when casting teleportations	Complete Mage
Dimensional Reach	Ability to cast 3rd level spells	As long as you have a Conjuration (summoning) spell of 3rd+ level available, you can transport small, unattended items in your line-of-sight directly into your hand as a Std. action, at range 5 ft/spell level. Also +1 caster level on Conj (summoning)	Complete Mage
Face-Changer	Ability to cast 3rd+ level spells	As long as you have a glamer spell of 3rd+ level available, you may alter your appearance as disguise self for 1 minute/level of the spell. This takes a full-round to do. Also, +1 caster level when casting glamer spells.	Complete Mage
Fiery Burst	Ability to cast 2nd level spells	As long as you have a [Fire] of 2nd level or higher available, spend a std action to create a 5-ft radius burst of fire at up to 30 ft range. Reflex half; 1d6/highest spell level damage. Also, +1 competence bonus on caster level for [Fire] spells	Complete Mage
Fragile Construct	Access to the Destruction domain	As long as you have a 3rd level or higher Destruction spell prepared or slot, reduce the hardness or DR of a target by touching it. Also gain +1 on Sunder attempts.	Complete Champion
Holy Warrior	Ability to cast 4th level spells; acces to War domain	As long as you have a 4th level or higher War domain spell or slot available, gain bonus on weapon damage equal to highest level such available. Also +1 caster level when casting Force spells.	Complete Champion

Feat Listing by Type

Reserve

Hurricane Breath	Ability to cast 2nd level spells	As long as you have an [Air] spell of 2nd+ level available, use a std action to push an opponent back with a blast of wind (as bull rush, using spell level instead of Str modifier). Also, +1 caster level with [Air] spells.	Complete Mage
Invisible Needle	Ability to cast 3rd level spells	As long as you have a [Force] spell of 3rd+ level available, use std action to hurl tiny needle of force; ranged attack, range 5 ft/spell level, 1d4/spell level damage if it hits. Also, gain +1 caster level when casting [Force] spells	Complete Mage
Magic Disruption	Ability to cast 3rd level spells	As long as you have an abjuration spell of 3rd+ level available, can use Immediate action to try to disrupt another character within 30ft's spellcasting (Concentration DC 15 + your highest available abj spell level) or save DC and caster level -2.	Complete Mage
Magic Sensitive	Ability to cast 3rd level spells	As long as you have a divination spell of 3rd+ level available, can sense magical auras within 5 ft/spell level as if using detect magic as a Std action. Also, +1 caster level when casting Divination spells	Complete Mage
Minor Shapeshift	Ability to cast 4th level spells	As long as you have a polymorph spell of 4th+ level available, you can use a swift action to make a minor change to yourself for a small benefit (+5 ft speed; others). Also, +1 caster level when casting polymorph spells	Complete Mage
Mitigate Suffering	Ability to cast 2nd level spells	As long as you have any restoration or other Conjunction (healing) spell that cures ability damage available, confer temp ability points on self or ally as standard action. Also gain +1 caster level when casting Conjunction (healing) spells	Complete Champion
Mystic Backlash	Ability to cast 5th level spells	As long as you have a 5th+ level abjuration spell available, you can make another creature's spellcasting harmful to it. Also, +1 caster level when casting abjuration spells	Complete Mage
Protective Ward	Access to the Protection domain	As long as you have an abjuration spell or slot available, use standard action to provide sacred or profane bonus to AC equal to highest such spell level to self or one ally within 30 ft. Also gain +1 caster level bonus when casting abjuration spells	Complete Champion
Shadow Veil	Ability to cast 2nd+ level spells	As long as you have at least one [Darkness] spell of 2nd+ level available, you can obscure the vision of a subject within 30 ft as a standard action (Will negates). Also, +1 to caster level with Darkness spells.	Complete Mage
Sickening Grasp	Ability to cast 3rd+ level spells	As long as you have a Necromancy spell of 3rd+ level available, any creature you strike with a melee touch attack becomes sickened for 1 round/spell level (Fort reduces to 1 round). Also +1 caster level with Necromancy spells.	Complete Mage
Storm Bolt	Ability to cast 3rd+ level spells	As long as you have an electricity spell of 3rd+ level available, you can fire a 20 ft line of electricity (1d6 damage/spell level) as a standard action. Also, +1 caster level when casting electricity spells.	Complete Mage

Feat Listing by Type

Reserve

Summon Elemental	Ability to cast 4th+ level spells	As long as you have a summoning spell of 4th+ level available, you can summon a Small elemental (you choice of element) within 30 ft for 1 round/spell level. 6th level spell = Medium elemental; 8th=Large. Also, +1 caster level with summoning spells.	Complete Mage
Sunlight Eyes	Ability to cast 2nd+ level spells	As long as you have a [Light] spell of 2nd+ level available, you can take a Swift action to give yourself the ability to see in any lighthing conditions. Also, +1 caster level with Light spells.	Complete Mage
Touch of Distraction	Ability to cast 3rd+ level spells	As long as you have an enchantment spell of 3rd+ level available, you can cloud the mind of a creature within 30 ft as a standard action. Also, +1 to caster level with enchantment spells.	Complete Mage
Touch of Healing	Ability to cast 2nd level spells	As long as you have a Conjuraction (healing) spell or slot of 2nd level or higher available, you may spend a standard action to deliver 3 hp per highest such spell up to half creature's normal hp in healing. Also +1 caster level with Conjuraction (healing)	Complete Champion
Umbral Shroud	Ability to cast 3rd level spells	As long as you have a 3rd level or higher Darkness spell or slot available, as standard action use shadows or darkness to obscure vision of one enemy within 30 ft. Also gain Darkvision to 10 ft.	Complete Champion
Wind-Guided Arrows	Ability to cast 3rd level spells	As long as you have an [Air] spell of 3rd level or higher available, you can spend an immediate action to alter the course of a ranged weapon in flight, applying +/- 2 to the attack roll. Also, +1 to caster level with Air spells.	Complete Mage
Winter's Blast	Ability to cast 2nd level spells	As long as you have a [Cold] spell of 2nd level or above available, you can create a 15 ft cone-shaped blast of cold for 1d4/spell level damage. Also, +1 caster level with Cold spells.	Complete Mage

Reverve



Name:	Requirements:	Description:	Reference Book:
Drowning Glance	Ability to cast 4th level spells	As long as you have a [Water] spell of 4th+ level available, use a standard action to turn air into water in one enemy's lungs (30 ft range). Subject is exhausted or fatigued for 1 round (For save). Also, +1 caster level on Water spells	Complete Mage

Special

Name:	Requirements:	Description:	Reference Book:
Fey Spell Mastery	Fey race, Blood of the Fey, or Fey-Touched Prestige Class level 1+	Forego using spell components of less than 5 gp value	Faeries
Spell Mastery	Wizard level 1+	Prepare [list] spells without spellbook	Players Handbook
Swift Rebuke	Cha 13+; Ability to rebuke spirits; Extra Turning	Rebuke as a free action, but at -4 penalty to attempt and effect	Shaman's Handbook

Spell Channeling

Name:	Requirements:	Description:	Reference Book:
Mystic Endurance	Toughness; Spellcaster level 5+	Channel a Transmutation spell for Con boost equal to spell's level and poison immunity if level 4+ spell	Hammer & Helm
Mystic Force	Str 13+; Spellcaster level 5+	Channel an evocation spell for boost to spell penetration check equal to the spell's level	Hammer & Helm

Feat Listing by Type

Mystic Presence	Cha 13+; Spellcaster level 5+
Mystic Resistance	Con 13+; Spellcaster level 5+
Mystic Sight	Wis 13+; Spellcaster level 3+
Mystic Stealth	Dex 13+; Spellcaster level 5+
Mystic Summoning	Spell Focus (Conjuration); Spellcaster level 5+
Mystic Turning	Ability to turn or rebuke undead; Spellcaster level 5+

Channel an enchantment spell for Charisma boost equal to spell's level, and bonus Intimidate check if spell was level 4+
Channel an abjuration spell for resistance to 1 energy type of 3/spell level, 2 types if spell was level 4+
Channel a divination spell for +2 Spot/level of spell; if spell was level 4+, also gain or increase low-light vision
Channel an illusion spell to use Hide skill while being observed by up to 1 creature/spell level
Channel a conjuration spell to advance the next creature you summon by HD equal to the spell's level
Channel a necromancy spell for a bonus to turn rolls and damage equal to the spell's level

Hammer & Helm
Hammer & Helm
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Hammer & Helm

Spell Channeling

Name:	Requirements:
Powerful Rebuke	Ability to turn or rebuke spirits or undead as a 5th level character
Smite Spirit	Cha 13+; Ability to rebuke spirits
Spirit Strike	Ability to rebuke spirits
Spirit Ward	Cha 13+; Ability to rebuke spirits; Spirit Strike

Spirit

Description:	Reference Book:
+4 on Turn/Rebuke attempts	Shaman's Handbook
Use 1 rebuke attempt to add Cha bonus to attack roll and rebuke level to damage against spirit	Shaman's Handbook
Use 1 rebuke attempt to make your attacks function as ghost touch	Shaman's Handbook
Use 1 rebuke attempt to give allies within 60 ft burst protections	Shaman's Handbook

Name:	Requirements:
Armored Steed	Ride 5+ ranks; Animal Affinity
Fast Steed	Ride 5+ ranks; Animal Affinity
Improved Steed	Ride 5+ ranks; Animal Affinity
Steed Specialization	Steed Focus

Steed

Description:	Reference Book:
A steed you ride counts its armor as 1 category lighter for movement effects. It must still abide by Encumbrance limits.	Cavalier's Handbook
+10 speed to any mount you ride; mount can run at x5; spur for another +10 speed with damage delayed until 3rd round	Cavalier's Handbook
Any steed you have personally trained for Combat Riding and Fighting tricks gains +1 hp/die and +1 on attack rolls	Cavalier's Handbook
Mounts of the selected type gain DR 1/- while you ride	Cavalier's Handbook

Name:	Requirements:
Anvil of Thunder	Str 13+; Improved Sunder; Power Attack; Two-Weapon Fighting; Weapon Focus (Warhammer or light hammer); Weapon Focus (battleaxe, handaxe, or Dwarven waraxe)
Axespike	Proficiency with armor spikes; Proficiency with greataxe; Armor Proficiency (heavy); Weapon Focus (armor spikes)
Bear Fang	Str 15+; Power Attack; Two-Weapon Fighting; Weapon Focus (dagger); Weapon Focus (battleaxe, handaxe, or Dwarven waraxe);

Style

Description:	Reference Book:
If you hit a foe with both weapons in 1 round, must save or be dazed	Complete Warrior
When making a full attack with axe, can also make attack with spikes at -5	Races of Stone
If you hit a foe with both weapons in the same round, can immediate grapple attempt	Complete Warrior

Feat Listing by Type

Style

Crescent Moon	Improved Disarm; Improved Two-Weapon Fighting; Two-Weapon Fighting; Weapon Focus (dagger); Weapon Focus (bastard sword, longsword, scimitar, or short sword)	If you hit the same target with both sword and dagger in the same round, you gain immediate disarm attempt	Complete Warrior
Hammer and Piton	Strength 15+; Climb 3+ ranks	When wielding a bludgeoning weapon in one hand a spike or piton in the other, you may drive the spike or piton into your Large or bigger opponent for 1d4+Str bonus damage. You may also Climb Check to enter the oppoent's space.	Dungeonscape
Hammer's Edge	Str 15+; Improved Bull Rush; Two-Weapon Fighting; Weapon Focus (bastard sword, longsword, or scimitar); Weapon Focus (warhammer or light hammer)	If you hit the same creature with both weapons in the same round, it must save or fall prone	Complete Warrior
High Sword Low Axe	Improved Trip; Two-Weapon Fighting; Weapon Focus (bastard sword, longsword, scimitar, or shortsword); Weapon Focus (battleaxe, handaxe, or Dwarven waraxe)	If you hit the same creature with both weapons in the same round, you gain a free trip attempt against it	Complete Warrior
Lightning Mace	Combat Reflexes; Two-Weapon Fighting; Weapon Focus (light mace)	Whenever you roll a threat while using a light mace in each hand, gain an extra attack at same bonus	Complete Warrior
Net and Trident	Dex 15+; Exotic Weapon Proficiency (net); Two-Weapon Fighting; Weapon Focus (trident)	Use full-round action to entangle opponent with net and take full attack with trident	Complete Warrior
Quick Staff	Combat Expertise; Dodge; Two-Weapon Fighting; Weapon Focus (quarterstaff)	When using Combat Expertise with Quarterstaff, gain +2 to the bonus	Complete Warrior
Shielded Axe	Proficiency with Dwarven waraxe; proficiency with handaxe, Shield proficiency, Two-weapon fighting	When making a full attack with Dwarven waraxe and handaxe, you can still use a buckler's shield bonus	Races of Stone
Spellrazor	Concentration 5 ranks; Combat Casting; Exotic Weapon Proficiency (gnome quickrazor);Two-Weapon Fighting	As a full-round action you may cast a melee touch attack spell, attack with the spell, and make an off-hand quickrazor attack	Races of Stone
Spinning Halberd	Combat Reflexes; Two-Weapon Fighting; Weapon Focus (halberd)	When making full attack with halberd, gain +1 dodge bonus to AC and additional special attack at -5 penalty to hit, deals 1d6 + 1/2 Str bonus damage	Complete Warrior
Three Mountains	Str 13+; Cleave; Improved Bull Rush; Power Attack; Weapon Focus (heavy mace, morningstar, or great club)	if you hit the same creature twice in 1 round, it must save or be nauseated 1 round	Complete Warrior
Turtle Dart	Exotic armor proficiency (Battle plate or Mountain plate); Exotic Shield proficiency (Extreme shield) or Tower shield proficiency; Weapon Focus (shortsword)	While wearing exotic heavy armor and using exotic heavy shield or tower shield, you do not provoke AoOs for moving away from an opponent you struck this round	Races of Stone
Weapon and Torch		While fighting with a one-handed melee weapon and holding a lit torch (or lantern, sunrod, or everburning torch) in the other, you can make a special attack as a full round action. If you hit with the weapon, you may also sweep the light for special eff.	Dungeonscape

Tactical

Name:	Requirements:	Description:	Reference Book:
Awesome Smite	Power Attack; BAB +6+; Smite ability	Allows the use of three special maneuvers with a smite attack: Demolishing Smite, Overwhelming Smite, and Seeking Smite	Complete Champion
Battlecaster Defense	Combat Casting; BAB +1; Caster Level 1st+	Allows use of 3 tactics: Defensive Targeting, Practiced Defense, and Safe Retreat	Complete Mage

Feat Listing by Type

Tactical

Battlecaster Offense	Combat Casting or Warmage Edge; BAB +1; Spellcraft 4+ ranks	Allows two tactics: Spell and Sword, and Sword and Spell	Complete Mage
Bestial Charge	BAB +4+; Wild Shape class feature	Allows use of three special maneuvers with Wild Shape: Pouncing Charge; Striking Charge; and Twisting Charge	Complete Champion
Blood Spiked Charger	Str 13; Proficiency with spiked armor and spiked shields; Power Attack; Weapon Focus (Spiked Shield); Base Attack Bonus +6	Gain access to three special maneuvers: Spiked Avalanche, Spiked Rebuke, and Spiked Slam	Players Handbook II
Cavalry Charger	Mounted Combat; Spirited Charge; Trample; BAB +6+	Gain use of Unhorse, Leaping Charge, and Fell Trample maneuvers	Complete Warrior
Combat Brute	Improved Sunder; Power Attack; BAB +6+	Gain use of Advancing Blows, Sundering Cleave, and Momentum Swing maneuvers	Complete Warrior
Combat Cloak Expert	Dex 15; Int 13; Combat Expertise; Dodge; Base Attack Bonus +6	Enables three new combat maneuvers: Cloak Defense, Cloaked Strike, Whirling Cloak	Players Handbook II
Combat Panache	Bluff 8 ranks; Intimidate 8 ranks; Perform 8 ranks	Enables three new combat maneuvers: Fortuitous Tumble, Play Dead, and Sneering Glower	Players Handbook II
Confound the Big Folk	Small or smaller size; Tumble 10+ ranks; Underfoot Combat	Allows use of three maneuvers: Knee Strike, Underfoot Defense, and Unsteady Footing	Races of the Wild
Crowd Tactics	Hide 5+ ranks; Dodge	Gain the use of three maneuvers: Moving with the Flow, One with the Crowd, Master of the Mob	Races of Destiny
Einhander	Tumble 6 ranks; Base Attack Bonus +6	Enables three new combat maneuvers: Narrow Profile, Off-hand Balance, Off-hand Swap	Players Handbook II
Elusive Target	Dodge; Mobility; BAB +6+	Gain use of Negate Power Attack, Diverting Defense, and Cause Overreach maneuvers	Complete Warrior
Energy Gestalt	Spell focus (evocation), caster level 3rd+	Enables 3 tactical maneuvers: Acrid fumes (acid then fire); Brittle Blast (cold then sonic); and Improved Conduction (cold then electricity)	Complete Mage
Formation Expert	BAB +6+	Gain use of Lock Shields, Step Into the Breach, and Wall of Polearms maneuvers	Complete Warrior
Giantbane	Medium or smaller size; Tumble 5 ranks; BAB +6+	Gain use of Duck Underneath, Death from Below, and Climb Aboard maneuvers	Complete Warrior
Gnome Tunnel Acrobatics	Gnome or BAB +4+; Knowledge (dungeoneering) 2 ranks; Tumble 9 ranks	Perform three special maneuvers: Combat Puppeteer; Tunnel Scrambler; Wall Leaper	Dungeonscape
Holy Potency	BAB +4+; Ability to spontaneously cast cure or inflict spells; ability to turn or rebuke undead	Enables use of 2 out of 4 maneuvers: Balance of Life or Conduit of life if you channel positive energy; Conduit of Death or Touch of Death if you channel negative.	Complete Champion
Mad Alchemist	Craft (alchemy) 6 ranks; Grenadier	Enables three new combat maneuvers: Distracting Blast, Fiery Blaze, Tanglefoot Defense	Players Handbook II
Metamagic Vigor	Two or more metamagic feats	Enables two tactical maneuvers: Metamagic Intensity and Metamagic Versatility. Metamagic rods do not count for this feat.	Complete Mage
Raptor School	Wis 13+; Jump 5 ranks; BAB +6+	Gain use of Eagle's Swoop, Falcon's Feathers, and Hawk's Eye maneuvers	Complete Warrior
Residual Magic	Spellcraft 12+ ranks; any metamagic feat	This feat enables two maneuvers: Enduring Potency and Lingering Metamagic.	Complete Mage
Roof-Jumper	Balance 7+ ranks; Jump 7+ ranks; Dodge; Mobility; Roofwalker	Enables 2 special maneuvers: Death from Above; Urban Acrobatics;	Cityscape
Roofwalker	Balance 5+ ranks; Jump 5+ ranks; Dodge; Mobility	Gain the use of three maneuvers: Fleet of Feet, Graceful Drop, Master of the Roof	Dungeonscape
Shadow Striker	Hide 12 ranks; Move Silently 12 ranks	Enables three new combat maneuvers: Evade Notice, Fade Away, and Ghost Strike	Players Handbook II

Feat Listing by Type

Tactical

Shock Trooper	Improved Bull Rush; Power Attack; BAB +6+	Gain use of Directed Bull Rush, Domino Rush, and Heedless Charge maneuvers	Complete Warrior
Sun School	Flurry of Blows ability; BAB +4+	Gain use of Inexorable Progress of Dawn, Blinding Sun of Noon, and Flash of Sunset maneuvers	Complete Warrior
Undermountain Tactics	Dwarf or Gnome; or BAB +6+ and Knowledge (dungeoneering) 2 ranks	Enables the use of three special maneuvers: Stair King; Tunnel Fighter; Door Sentinel	Dungeonscape
Winged Warrior	Hover; must have wings; BAB +4+	Allows the use of three maneuvers: Dustup, Flying Leap, and Shroud of Feathers	Races of the Wild
Wolfpack	Dex 15+; Dodge; Mobility; Spring Attack; BAB +6+	Allows the use of three new maneuvers: Distract Foe, Drive Back, and Gang Dodge	Races of the Wild
Woodland Archer	Point Blank Shot; BAB +6+	Allows the use of three new maneuvers: Adjust for Range, Pierce the Foliage, and Moving Sniper	Races of the Wild

Tainted

Name:	Requirements:	Description:	Reference Book:
Corrupt Arcana	Spontaneous Arcane or Divine caster; Mild Depravity	If you have access to a Corrupt spell on a scroll or in a tome, you can prepare it as a Wizard or Cleric would. Does not count against your spells known.	Heroes of Horror
Debilitating Spell	Surge of Malevolence; moderate taint	This feat adds the Evil descriptor to a spell. If the spell does physical damage, add 2 points of Con or 4 points of Wis damage (see full text)	Heroes of Horror
Debilitating Strike	Surge of Malevolence; moderate taint	This feat makes your unarmed or melee attacks Evil for overcoming DR. If you damage a creature while using this feat, add either 2 Con or 4 Wis damage (see full text).	Heroes of Horror
Eldritch Corruption	Any one metamagic feat; moderate depravity	You may enlarge, extend, heighten, or widen a spell as though you had the appropriate metamagic feat without spell level increase. Instead, one of your allies takes 2 points of Con damage per spell level increase.	Heroes of Horror
Forbidden Lore	Bardic Knowledge or Lore, mild depravity	When you make a Bardic Knowledge or Lore check, add a bonus if the topic is "forbidden". Bonus varies with depravity.	Heroes of Horror
Lunatic Insight	Mild depravity	You are considered trained in all knowledge skills even if you have no ranks in them. +2 morale bonus on Initiative rolls and to resist mind-affecting spells and abilities.	Heroes of Horror
Mad Faith	Ability to cast 1st level divine spells; mild depravity	You gain a +1 bonus 1st level divine spell per day. If you have Moderate depravity, then you also gain a 2nd level spell per day. If you have severe depravity, also gain a 3rd level spell per day. Takes twice as long to pray for spells per day.	Heroes of Horror
Surge of Malevolence	Mild Taint	Once per day; add a bonus based on your corruption level to any single attack, save, or check.	Heroes of Horror
Tainted Fury	Con 13+; moderate corruption	Draw on your corruption to enter a state of fury. Gain extra hit points and make one tainted smite attack.	Heroes of Horror

Vile

Name:	Requirements:	Description:	Reference Book:
Abyss-Bound Soul	Evil Brand; Thrall to Demon	Your evil brand incorporates the personal symbol of your demon lord patron. Gain +2 bonus on saving throws against spells with the [Good] descriptor. Also gain an additional benefit based on your patron.	Fiendish Codex I: Hordes of the Abyss

Feat Listing by Type

Vile

Blood War Conscript	Evil Brand	Against Lawful or Good enemies you gain a +1 bonus on attack or damage rolls.	Fiendish Codex I:Hordes of the Abyss
Dark Speech	Int 15+; Cha 15+; base Will save bonus +5+	Use Dark Speech to enhance spellcasting and weaken physical objects; gain +4 bonus on saves when someone uses the Dark Speech against you.	Fiendish Codex I:Hordes of the Abyss
Deformity (Clawed Hands)	Willing Deformity	Hands become claws dealing 1d6 points of damage, unarmed attacks are treated as weapons	Book of Vile Darkness
Deformity (Eyes)	Willing Deformity	Use see invisibility for 1 minute/day; -2 Search; -2 Spot	Book of Vile Darkness
Deformity (Face)	Willing Deformity	+2 Intimidate; +2 Diplomacy with evil creatures of other types	Book of Vile Darkness
Deformity (Gaunt)	Willing Deformity	+2 Dex; -2 Con; +2 Escape Artist; +2 Intimidate	Book of Vile Darkness
Deformity (Obese)	Willing Deformity	+2 Con; -2 Dex; +2 Intimidate; +2 on saves vs poison	Book of Vile Darkness
Deformity (Skin)	Evil alignment; Willing Deformity	Gain +1 natural armor bonus	Heroes of Horror
Deformity (Tall)	Evil Alignment; Willing Deformity; Medium size	Gain 5 feet to your reach. Take -1 penalty to AC and -2 to Hide checks	Heroes of Horror
Deformity (Teeth)	Evil alignment; Willing Deformity	Gain a bite attack as a natural weapon, damage 1d4+Str mod. Use your bite as a secondary weapon ith -5 penalty and 1d4+ half Str bonus damage. Gain +1 bonus to Intimidate checks	Heroes of Horror
Deformity (Tongue)	Evil alignment; Willing Deformity	Gain the ability to sense your surroundings by taste. Gain blindsense to 3 feet range.	Heroes of Horror
Demonic Conduit	Evil Brand	The save DC for any spell you cast against a Lawful or Good creature increases by 1. Against Lawful Good targets, the save DC increases by 2.	Fiendish Codex I:Hordes of the Abyss
Disciple of Darkness		Call upon diabolic patron for +1 luck bonus 1/day while performing Evil action	Book of Vile Darkness
Evil Brand		+2 Diplomacy with Evil creatures; +2 Intimidate with Evil creatures	Fiendish Codex I:Hordes of the Abyss
Lichloved	Evil Brand	Mindless undead see the character as undead; +1 bonus on saves vs poison, mind-affecting effects, sleep, paralysis, stunning, and disease	Book of Vile Darkness
Sacrificial Mastery	Wis 15+	+4 bonus on Knowledge (religion) checks made for performing a sacrifice	Book of Vile Darkness
Thrall to Demon	Chaotic evil alignment	Call upon demonic patron for +1 luck bonus on an attack roll, saving throw, ability check, skill check, or level check 1/day while performing an evil act	Fiendish Codex I:Hordes of the Abyss
Verminfriend	Cha 15+	Vermin refuse to attack a character for 24 hours after successful Cha check (DC 20)	Book of Vile Darkness
Vile Ki Strike	Cha 15+; Improved Unarmed Strike	Each time the character does damage with unarmed strikes, add 1 point of Vile damage	Book of Vile Darkness
Vile Martial Strike	Cha 15+; Weapon focus with [Weapon]	Each time the character hits with the weapon, add 1 point of Vile damage	Book of Vile Darkness
Vile Natural Attack	Natural attack that deals at least 1d8 points of damage; BAB +5+	Each time the creature hits with a natural attack, add 1 point of Vile damage	Book of Vile Darkness
Willing Deformity		+2 deformity bonus on Intimidate checks	Book of Vile Darkness

Wild

Name:	Requirements:	Description:	Reference Book:
Blindsense	Wild shape; Listen 4+ ranks	Use 1 use of Wild shape to get blind sense for 1 minute/Hit Die	Complete Adventurer
Boar's Ferocity	Ability to Wild Shape	Spend 1 Wild Shape use to continue acting at 0 hp or less	Complete Divine

Feat Listing by Type

Wild

Cheetah's Speed	Ability to Wild Shape	Spend 1 Wild Shape use to gain speed bonuses for 1 hour	Complete Divine
Climb like an Ape	Wild shape	Use 1 use of Wild shape to gain climb speed equal to land speed for 10 minutes/Hit Die and +8 racial bonus on climb checks	Complete Adventurer
Cougar's Vision	Wild shape; Spot 2+ ranks	Use 1 use of Wild shape to gain Low-light vision for 1 hour/Hit Die and +4 on Spot	Complete Adventurer
Eagle's Wings	Ability to Wild Shape	Use 1 Wild Shape use to grow wings for 1 hour	Complete Divine
Elemental Essence	Any other Wild feat; Wild Shape class feature	Choose one type of energy. Use 1 use of Wild Shape to gain aura of that energy and add +1d6 damage of that type to your melee attacks. Also gain 5 resistance to that energy type. Lasts 1 minute	Complete Champion
Elephant's Hide	Ability to Wild Shape into a Large creature	Spend a Wild Shape use to gain Natural Armor 7 for 10 minutes	Complete Divine
Extra Wild Shape	Ability to Wild Shape	Gain 2 additional uses	Complete Divine
Fast Wild Shape	Dex 13+; Ability to use Wild Shape	Wild Shape as a move action	Complete Divine
Great and Small	Wild Shape class feature; ability to assume form of Large creature using Wild Shape	Spend 1 use of Wild Shape to either grow or shrink 1 size category.	Complete Champion
Grizzly's Claws	Ability to Wild Shape	Spend 1 Wild Shape use to gain claws for 1 hour	Complete Divine
Hawk's Vision	Wild shape; Spot 4+ ranks	Use 1 use of Wild shape to gain +8 to Spot checks, and half-penalties for Spot distance and range increments, for 1 hour/Hit Die	Complete Adventurer
Lion's Pounce	Ability to Wild Shape	Spend 1 Wild Shape to make a full attack at the end of a charge	Complete Divine
Oaken Resilience	Ability to Wild Shape into a plant	Spend 1 Wild Shape use to gain bonuses and immunities for 10 minutes	Complete Divine
Powerful Wild Shape	Wild Shape; Powerful Build racial feature	One/day, your wild shape form is a powerful build version (counts as 1 size larger for damage and other effects)	Races of Stone
Savage Grapple	Wild shape, Sneak attack	While wild shaped, if you deal damage in a grapple, you may add your sneak attack damage as a bonus	Complete Adventurer
Scent	Wild shape	Use 1 use of Wild shape to gain the Scent ability for 1 hour/Hit Die	Complete Adventurer
Serpent's Venom	Ability to Wild Shape	Spend 1 Wild Shape use to gain a poisonous bite attack	Complete Divine
Stone Form	Con 13+; Wild Shape ability	Use a wild shape use to assume a stony and rocklike form. Gain bonuses from it.	Races of Stone
Swift Wild Shape	Dex 13+; Fast Wild Shape; Wild Shape class feature	Activate your Wild Shape ability as a Swift action	Complete Champion
Swim Like a Fish	Ability to Wild Shape	Spend 1 Wild Shape use to grow gills and webbing, gain 40 ft swim speed for 1 hour	Complete Divine
Venom's Gift	Any two Wild feats; Wild Shape class feature; ability to assume plant form using wild shape	As standard action, expend 1 use of Wild Shape to envenom your natural attacks for 1 round/caster level.	Complete Champion
Wolverine's Rage	Ability to Wild Shape	If damaged in previous round, spend 1 Wild Shape use to become enraged for 5 rounds	Complete Divine