

Feats	Bk	Pg	Description
Aberrant Dragonmark	EBCS	47	Although you are not a recognized member of one of the dragonmarked families, you have manifested a dragonmark.
Aberrant Dragonmark Gift	PGtE	49	Your aberrant dragonmark is especially potent.
Aberrant Dragonmark Mystery	PGtE	49	You can use the power of your aberrant mark to enhance your magical abilities.
Aberrant Dragonmark Vigor	PGtE	49	You can channel the energy of your aberrant mark to enhance your health.
Aberration Banemagic	LoM	178	You can cast spells that do additional damage to aberrations.
Aberration Blood	LoM	178	One of your ancestors was an aberration and has passed the taint of its aberrant physiology down through the generations to you.
Aberration Wild Shape	LoM	178	Thanks to your heritage, you have learned to channel your inhuman bloodline into your shapeshifting power.
Ability Focus	MM 1	303	Choose one of the creature's special attacks. This attack becomes more potent than normal.
Able Learner	RoD	150	You have great aptitude for learning.
Able Sniper	RotW	148	You are accomplished at remaining unseen when you're sniping with a ranged weapon.
Abyss-Bound Soul [Vile]	FC 1	83	You have pledged your immortal soul to a particular demon lord in return for a gift that aids your evil works in life.
Accelerate Metamagic	RotD	98	You can apply a selected metamagic feat to your spells more quickly than normal.
Accurate Jaunt	UA	92	You have an instinctive sense of interplanar travel.
Acheron Flurry	PIHB	37	You master the secret technique developed by Acheron-native special forces of limiting a foe's options in hand-to-hand combat.
Acidic Splatter	CM	37	You can channel magical energy into orbs of acid.
Acrobatic	PHB	89	+2 bonus on Jump & Tumble checks
Acrobatic Strike	PHB 2	71	Your dexterous maneuvers and skilled acrobatics allow you to slip past a foe's defenses and deliver an accurate strike against him.
Action Boost	EBCS	47	You have the ability to alter your luck drastically in dire circumstances.
Action Healing	FoE	145	You can spend an action point to enhance your healing power.
Action Surge	EBCS	50	By spending 2 action points, you can perform an additional action in a round.
Active Shield Defense	PHB 2	71	Your expert use of your shield allows you to strike at vulnerable foes even when you forgo your own attacks in favor of defense.
Adamantine Body	MM 3	192	At the cost of mobility, a warforged character's body can be crafted with a layer of adamantine that provides formidable protective armor and some damage reduction.
Adaptable Flanker	PHB 2	71	When you and an ally team up against a foe, you know how to maximize the threat your ally poses to ruin your target's defenses.
Adaptive Style	ToB	28	With just a short period of meditation, you can change your maneuvers and tactics to meet the threat you currently face.
Additional Magic Item Space	ELH	50	You can wear more magic items.
Adroit Flyby Attack	Draco	67	You can make flyby attacks and get out of reach quickly.
Advantageous Avoidance [Luck]	CSc	73	You have a knack for ducking at just the right moment.
Aerenal Arcanist	PGtE	20	Your family has studied wizardry for thousands of years.
Aerenal Beastmaster	RoE	105	As an elf of Aerenal, you consider baboons sacred animals and they serve you obediently.
Aerenal Half-Life	PGtE	20	The Priests of Transition have guided you through strange rituals that left you poised between the world of the living and the dead.
Aereni Focus	PGtE	20	From childhood you have studied one particular path, and these decades of devotion result in remarkable skill.
Aerial Reflexes	RotW	148	Your aerial agility allows you to avoid dangerous effects while airborne.
Aerial Superiority	RotW	148	You can use your flying ability to gain an advantage against landbound foes or airborne foes that you can outmaneuver.
Aftersight	RoF	160	You have a trace of the Sight in your blood, which enables you to pick up echoes of the past, both wondrous and terrible.
Aggressive Mind	CP	60	The psionic entity you host gives you access to psi-like abilities capable of disrupting the mind of your enemy.
Agile	PHB	89	+2 bonus on Balance & Escape Artist checks
Agile Athlete	RotW	148	You rely on your agility to perform athletic feats, rather than brute strength.
Agile Shield Fighter	PHB 2	74	You are skilled in combining your shield bash attack with an armed strike. When you use your shield in unison with a weapon, your training allows you to score telling blows with both.
Agile Tyrant	LoM	44	A creature with this feat develops longer, more flexible eyestalks than its kin. This extra flexibility allows it to bring additional eye rays to bear against its foes.
Agony Touch	GW	28	Choose one physical ability score. When you touch a creature, you can deal damage to this ability score.
Air Heritage	PIHB	37	You are descended from creatures native to the Elemental Plane of Air.
Alacritous Cogitation	CM	37	You can leave a prepared spell slot open to spontaneously cast a spell.
Alertness	PHB	89	+2 bonus on Listen & Spot checks
Aligned Attack	EPH	41	Your melee or ranged attack overcomes your opponent's alignment-based damage reduction and deals additional damage.
Allied Defense	ShSo	19	You are good at protecting nearby allies.
Alluring	S&S	38	+2 bonus on Diplomacy checks & your mind affecting spells DC

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Altitude Adaptation	FB	45	Your body adapts quickly to changes in altitude, preventing you from suffering as much from altitude sickness.
Anarchic Heritage	PIHB	38	You are descended from creatures native to the planes of chaos.
Ancestral Guidance	RoE	105	The spirit of your patron ancestor guides your hands and thoughts in times of trouble.
Ancestral Knowledge	RoS	136	You have a strong connection to the ancestors of your clan, giving you understanding and knowledge beyond the mortal realms.
Ancestral Relic	BoED	39	Create personal magic item
Ancestral Spirit	RoF	161	You have ties to the long-dead spirit of one of your clan's ancestors, who whispers ancient words of wisdom into your mind in times of need.
Ancestral Whispers	FoE	145	Through intense focus and divine energies, you can hear the advice of past ancestors.
Animal Affinity	PHB	89	+2 bonus on Handle Animal & Ride checks
Animal Control	MotW	20	Rebuke or command animals as an evil cleric rebukes undead
Animal Defiance	MotW	20	Turn (but not destroy) animals as a good cleric turns undead
Animal Friends	RoF	161	Your ability to <i>speak with animals</i> has allowed you to befriend an animal as a permanent ally.
Ankheg Tribe Ambush	ShSo	19	You have learned how to hide and spring to attack, much like the ankhegs that roam the plains where you hunt.
Antagonist	CP	60	The psionic entity you host seeks to cause damage and mayhem, and you have powers to further that end.
Antipsionic Magic	EPH	41	Your spells are more potent when used against psionic characters and creatures.
Anvil of Thunder	CW	112	You have mastered the style of fighting with hammer and axes at the same time, and have learned to deal thunderous blows with this unique pairing of weapons.
Appraise Magic Value	CAd	103	Your ability to determine an item's worth and your knowledge of magic allow you to determine the exact properties of a magic item without the use of the <i>identify</i> spell or similar magic.
Apprentice	DMG 2	176	A character with this feat has apprenticed himself to a master in order to speed his learning and bolster his skills.
Aquatic Breath [Reserve]	CM	39	Your reservoir of magic allows you to breathe normally even underwater.
Aquatic Shot	SW	90	You have developed the technique of firing a ranged weapon into or through the water with better accuracy than normal, striking at just the right angle to allow it to slice through the obstruction with precision.
Aquatic Spellcasting	LoM	178	You know how to cast spells that work equally well in or out of water.
Arachnid Rider	RoF	161	You are trained in the art of employing spiders as steeds.
Arcane Accompaniment	PHB 2	74	You infuse your performance with magical energy, allowing its effects to continue even as you attend to other tasks.
Arcane Consumption	PHB 2	74	You can sacrifice your physical health to strengthen a spell. This process leaves you wracked with pain, but the enhanced energy you draw from the spell might provide the margin between victory and defeat.
Arcane Defense	CAr	73	Choose a school of magic, such as illusion. You can resist spells from that school better than normal.
Arcane Disciple	CD	79	Choose a deity, and then select a domain available to clerics of that deity. You can learn to cast spells associated with that domain as arcane spells.
Arcane Flourish	PHB 2	74	You use your magical abilities to improve your performance talents.
Arcane Insight	RoD	154	By immersing yourself in the teachings of Boccob, you have unearthed magical secrets and gained special insight into arcane spellcasting.
Arcane Manipulation	LEoF	6	You are learned in the arcane ways of Netheril, where masters of magic once molded and shaped arcane energy to their own will.
Arcane Mastery	CAr	73	You are quick and certain in your efforts to defeat the arcane defenses and spells of others.
Arcane Preparation	CAr	73	You can prepare an arcane spell ahead of time, just as a wizard does.
Arcane Schooling	PGtF	33	In your homeland, all who show some skill at the Art may receive training as arcane spellcasters.
Arcane Strike	CW	96	You can channel arcane energy into your melee attacks.
Arcane Thesis	PHB 2	74	You have studied a single spell in-depth.
Arcane Toughness	PHB 2	75	You draw upon the power of your magic to sustain yourself, allowing you to continue fighting long after your physical body has failed you.
Arcane Transfiguration	LEoF	6	Drawing upon forgotten lore, you broaden your arcane studies and master a school of magic previously prohibited to you.
Archivist of Nature	HoH	119	In addition to your studies of the darkness, you have spent time studying giants and fey.
Arctic Adaptation	RoF	161	You have adapted to the snowbound environment of the arctic reaches of Faerun.
Area Attack	SaS	30	You can wield improvised weapons to attack several spaces at once.
Armor of Scales [Ceremony]	DM	15	You imbue a target with the protection of a dragon's blade.
Armor Proficiency (L, M, or H)	PHB	89	No armor check penalty on attack rolls
Armor Skin	CW	151	Your skin becomes like armor.
Armor Specialization	PHB 2	75	Through long wear and hours of combat, you have trained your body to believe in its armor.
Art of Fascination	OA	60	You claim descent from Kakita Wayozu, whose art was so great it is said that she helped create an alternate world.
Arterial Strike	CW	96	Your sneak attacks target large blood vessels, leaving wounds that cause massive blood loss.
Artic Priest	FB	46	You can swap out prepared spells to cast spell to aid in exploring and surviving in frostfell areas.
Artist	PGtF	33	Your people are renowned for their skill at story and song.

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Ascetic Hunter	CAAd	105	You have gone beyond the bounds of your monastic training to incorporate new modes of bringing the unlawful to justice.
Ascetic Knight	CAAd	105	You belong to a special order of religious monks that teaches its adherents that self-enlightenment and honorable service grow from the same well of purity.
Ascetic Magic	CAAd	105	You practice an unusual martial art that mixes self-taught spellcasting and melee attacks to great effect.
Ascetic Psion	SoS	115	You are a practitioner of one of the many style comprising the kalashtar path of shadows, such as the Tashalatora. Mixing meditation, discipline, and movement have taught you to become psionically focused more easily while distracted.
Ascetic Rogue	CAAd	106	You have gone beyond the bounds of your monastic training to incorporate new modes of stealthy combat.
Ascetic Stalker	CSc	73	You have practiced a secret technique that combines your considerable talents in unarmed combat with a greater understanding of your inner <i>ki</i> .
Ashbound	EBCS	50	You have been trained in the druidic traditions of the Ashbound, seeing yourself as one of nature's avengers.
Ashbound Mark	Drag	135	As a member of the Ashbound sect, you use the power of your dragonark to rid the world of those who practice arcane magic.
Assume Supernatural Ability	SaS	30	You learn to use a supernatural ability of an assumed form.
Athletic	PHB	89	+2 bonus on Climb & Swim checks
Attention to Detail	OA	61	You are descended from Akodo's advisor Ikoma -- a historian, judge, and storyteller.
Attune Gem	MaoF	21	Store arcane spell in a gem
Attune Magic Weapon	EBCS	50	Through your study of magic weapons, you have become adept at eking every advantage out of their enhanced qualities.
Augment Elemental	MoE	46	Your knowledge of planar magic allows you to imbue your summoned elementals with extraordinary combat prowess and durability.
Augment Healing	CD	79	You can increase your healing ability.
Augment Summoning	PHB	89	Summoned creatures gain +4 Str, +4 Con
Augmented Alchemy	CAAd	191	You can create alchemical items and substances that are much more powerful than normal.
Auspicious Marking	RoS	136	Your [goliath] skin patterns indicate that fate has marked you for greatness, and the patterns shift slowly to take new forms.
Automatic Quicken Spell	CAr	191	You can cast any of your lesser spells with a moment's thought.
Automatic Silent Spell	CAr	191	You can cast any of your lesser spells silently.
Automatic Still Spell	CAr	191	You can cast any of your lesser spells without gestures.
Autonomous	EPH	41	You have a knack for psionic self-sufficiency.
Avenging Strike	ToB	28	Your strength of will and strong sense of justice allow you to smite your foes.
Awaken Frightful Presence	Draco	67	You gain frightful presence.
Awaken Spell Resistance	Draco	67	You gain spell resistance.
Awesome Blow	MM 1	303	The creature can choose to deliver blows that send its smaller opponents flying like bowling pins.
Axeshield	Und	24	You know how to defend yourself with a battleaxe.
Axespikes	RoS	137	You have mastered the art of fighting in spiked armor while wielding a greataxe. You blend greataxe blows and armor spike attacks into one constant, deadly attack form.
Axethrower	PGtF	33	You have learned how to hurl weapons to deadly effect.
Axiomatic Heritage	PIHB	38	You are descended from creatures native to the planes of law.
Axiomatic Strike	CW	96	You can turn your fist into an instrument of law.
Azerblood	RoF	161	You are descended from the shield dwarves of Clan Azerkyn, who once ruled the Adamant Kingdom of Xothaerin beneath western Amn. The blood of the azer runs thick in your veins.
Azure Enmity	Mol	34	You can channel incarnum to enhance your ability to deal damage to your favored enemies.
Azure Talent	Mol	34	The soul energy of incarnum increases your mental capacity.
Azure Touch	Mol	34	You can channel incarnum to enhance your ability to heal.
Azure Toughness	Mol	35	You can use incarnum to boost your physical vigor.
Azure Turning	Mol	35	You can blast the dead with incarnum-purified positive energy.
Azure Wild Shape	Mol	35	You can channel incarnum to enhance your combat prowess while wild shaped.
Baleful Moan	LM	24	Your hollow cry strikes fear into the hearts of the living.
Ballista Proficiency	HoB	96	You have trained in ballista operation.
Bane Magic	HoH	119	Your spells deal extra damage to a particular type of creature.
Bane of Argonnessen	Drag	135	Your Siberys dragonmark swirls as you battle dragons, empowering your weapons to deal greater harm.
Bane of Enemies	ELH	51	Your attacks deal great damage to your favored enemies.
Bane of Infidels	PoF	53	In a church locked in eternal conflict with followers of another faith, you have learned to fight effectively against the infidels. You know their ways and how to beat them.
Bane of the Unclean	LoM	44	A creature with this feat hates aberrant beholders so strongly that it gains bonuses when fighting them.
Barbed Stinger	SK	144	Your stinger is unusually difficult to dislodge.

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Batrider	RoF	161	You are highly skilled in the art of flying dire bats, a common form of transportation among the shield dwarves of the Far Hills.
Battle Caster	CAR	75	Building on your existing training allows you to avoid the chance of arcane spell failure when you wear armor heavier than normal.
Battle Casting	RotW	148	You have a knack for staying out of harm's way when casting spells.
Battle Dancer	PHB 2	75	You strike at your foes in time with the music you sing or in cadence with an oration you deliver.
Battle Hardened	RoS	137	Your extensive battle experience has left you incredibly calm and composed, even in the heat of battle.
Battle Jump	UE	42	You know how to launch a devastating attack from above by dropping onto your opponent.
Battlebred	PGtE	122	Due to traumatic experiences in past battles, the plane of Shavarath with its endless war seems never far from you.
Battlecaster Defense [Tactical]	CM	39	You have mastered techniques for taking full advantage of spells in melee while remaining unharmed.
Battlecaster Offense [Tactical]	CM	40	You cunningly mix melee combat and spellcasting to increase the potency of both.
Battlefield Inspiration	MH	25	You inspire courage in your allies.
Battleshifter Training	RoE	116	Your shifter fighting instincts grant you a sophisticated blend of defensive techniques and controlled attacks.
Bear Fang	CW	112	You have mastered the fierce style of fighting with axe and dagger at the same time.
Beast Companion	ELH	51	You can befriend a beast.
Beast Shape	EBCS	50	You call upon the power of your beast totem to physically change your form.
Beast Totem	EBCS	51	In the druidic custom of your people, you have claimed a kind of magical beast as your totem -- a patron, protector, and source of strength.
Beast Wild Shape	ELH	51	You can wild shape into magical beast form.
Beasthide Elite	EBCS	51	Your shifter trait improves.
Beckon the Frozen	FB	47	Creatures you summon are infused with cold energy and have the cold subtype.
Bestial Hide	LoM	179	Your skin is thicker, scaliier, or furrrier than normal.
Better Lucky Than Good [Luck]	CSc	74	You can succeed where others would surely fail.
Bind Elemental	EBCS	51	You can craft magic items that use bound elementals for special effects, including weapons, armor, airships, and elemental galleons.
Bind Vestige	ToM	72	You know how to make pacts with otherworldly spirits called vestiges.
Bind Vestige, Improved	ToM	73	You can bind a wider range of vestiges.
Binding Brand	PGtE	36	You carry the brand of the binding flame, marking you as a warrior of the Ghaash'kala clans.
Black Dragon Lineage [Draconic]	DM	15	You have attuned yourself to your black dragon ancestry and can poison foes with your touch.
Black Lore of Moil	CAR	75	Your study of the sinister knowledge and spellcasting techniques of the long-dead Nightlords of Moil makes your necromancy spells especially potent.
Blackwater Invocation	SW	91	You can call upon negative energy to infuse normal water around you, transforming it into the dark, cold water found at the bottom of the deepest ocean trenches.
Blade Meditation	ToB	28	You have learned a meditation that grants you insight into the martial disciplines you have studied.
Blade of Force [Reserve]	CM	40	You can surround a weapon with a short-lived aura of force.
Bladebearer of the Valenar	RoE	107	Your extensive training makes you especially adept with the curved blades of the Valenar.
Bladeproof Skin	UA	92	Your skin has a degree of protection from even the sharpest edge.
Blazing Berserker	SS	49	When you enter your rage, your body becomes infused with fire.
Blessed by Tem-Et-Nu	SS	49	Tem-Et-Nu has marked you as having an important destiny in her temple.
Blessed of the Seven Sisters	PGtF	176	As a result of a personal connection to one of the Seven Sisters, you have a taste of Mystra's special favor.
Blessed of Vulkoor [Racial]	SoX	134	A scorpion-shaped birthmark denotes you as one of the chosen of Vulkoor.
Blind-Fight	PHB	89	Reroll miss chance for concealment
Blinding Speed	ELH	51	You can trigger short bursts of great speed.
Blindsense	CAd	114	You can sense creatures that you cannot see.
Blindsight	MotW	21	Function in surroundings using sound/vibrations instead of vision
Blindsight, 5-Foot Radius	D&D	49	The deity senses opponents in the darkness.
Blistering Spell	PHB 2	91	Your fire spells sear the flesh from your enemies' bones, leaving them wracked with pain.
Block Arrow	HoB	96	You can block incoming arrows with your shield.
Blood Calls to Blood	HoH	120	Exploring the latent potential in your blood due to your fiendish descent, you learn how to better adapt to the mystical attacks of your forebears.
Blood of the Warlord	RoF	161	You can influence a large number of orcs.
Blood Sorcerer	OA	61	You are descended from Yogo, the Scorpion shugenja who was the first guardian of the Black Scrolls of Fu Leng.
Blood War Conscript [Vile]	FC 1	83	Your evil brand indicates your rank in the armies of the Blood War and infuses you with fury.

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Blooded	PGtF	35	You know what it means to fight for your life, and you understand the value of quick wits and quicker reactions when blades are bared and deadly spells are chanted.
Bloodline of Fire	PGtF	35	You are descended from the efreet who ruled Calimshan long ago.
Bloodsoaked Intimidate	CoR	17	Your bloody and vicious approach to combat makes you a fearsome foe.
Blood-Spiked Charger	PHB 2	92	You throw yourself into the fray, using your spiked armor and spiked shield to tear your opponents to pieces.
Blowhard	SaS	31	You can blow targets over with your breath.
Blue Dragon Lineage [Draconic]	DM	15	You have learned to harness the power of your blue dragon ancestry and can hurl orbs of lightning.
Boar's Ferocity	CD	79	You can continue fighting even at the brink of death.
Body Fuel	EPH	41	You can expand your power point total at the expense of your health.
Body Pouch	SK	144	You can open a cavity in your body without harm to yourself and use it to carry or conceal items or creatures.
Bolster Resistance	LM	25	Undead you raise or create are more resistant to turning than normal.
Bonded Familiar	PHB 2	75	You enjoy a stronger than normal magical bond with your familiar, granting you access to two special abilities.
Bonus Breath	SaS	31	You can use your breath weapons one more time per day than you normally could.
Bonus Domain	CD	89	You have access to one additional domain of spells.
Bonus Essentia	Mol	35	You are better able to harness your personal store of incarnum.
Boomerang Daze	RoE	108	You can daze the targets of your boomerang attacks.
Boomerang Ricochet	RoE	108	You can strike up to two foes with a single boomerang throw.
Boost Construct	EPH	43	Your astral constructs have more abilities.
Boost Spell Resistance	BoVD	47	+2 to existing innate spell resistance
Boost Spell-Like Ability	BoVD	47	+2 DC on one spell-like ability 3 times a day
Born Duelist	OA	61	You claim descent from Mirumoto, one of the first two samurai to join Togashi in his meditative retreat.
Born Flyer	RotW	148	You can fly as though born to do it.
Born of the Three Thunders	CAr	76	You have learned to marry the power of lightning and thunder in your electricity and sonic spells.
Borne Aloft [Reserve]	CM	40	You can channel the magic of the winds to briefly grant you flight.
Bounding Assault	PHB 2	75	You can move and attack with superior speed and power.
Bowslinger	Und	24	You can ready ranged weapons surprisingly quickly.
Brachiation	CAd	106	You can swing through trees like a monkey.
Brand of the Nine Hells	FC 2	81	You gain an infernal brand, a symbol proclaiming you as the property of an archdevil. This brand might be a physical symbol, or it could be a strange change in your body's structure.
Brass Dragon Lineage [Draconic]	DM	16	You have unlocked the power of your brass dragon ancestry and can put foes to sleep with ease.
Breadth of Knowledge	UA	92	Your time spent plumbing the depths of magic knowledge has resulted in a treasure trove of obscure facts.
Breath Control	SoS	115	You have mastered your body's need for air.
Breath of Siberys	Drag	135	Your breath weapon becomes even more deadly.
Breath of Unlife [Metabreath]	DoF	47	Your breath weapon contains the chill of undeath.
Breathing Link	SW	92	You can allow a person adjacent to you to breathe water.
Brew Potion	PHB	89	Create magic potions
Bright Sigil	RoD	150	You have established a greater degree of control over your sigils. When you concentrate, you can emit strong illumination from the glowing symbols that surround your head.
Broken One's Sacrifice	CoV	28	Your dedication to Ilmater's philosophy has given you the power to take attacks directed at others.
Bronze Dragon Lineage [Draconic]	DM	16	You have tapped into your bronze dragon blood and can channel arcane energy to repel foes.
Brutal Strike	PHB 2	76	You can batter foes senseless with your mace, morningstar, quarterstaff, or flail.
Brutal Throw	CAd	106	You have learned how to hurl weapons to deadly effect.
Brute Fighting	RoE	116	Your extensive training with two-handed weapons is revealed through brutally effective tactics.
Bullheaded	PGtF	37	The stubbornness and determination of your kind are legendary.
Bulwark of Defense	ELH	51	Your defensive stance bonuses increase.
Burrow Friend	RoS	137	Your natural rapport with burrowing mammals improves.
Burrowing Power	EPH	43	Your powers sometimes bypass barriers.
Calishite Elementalist	RoF	161	You are a student of the Calishite tradition of elemental magic and have mastered its mysterious lore. You may choose to specialize in air magic or fire magic.
Call of the Undying	RoE	108	You call upon the power of the Undying Court to instantly recall a previously cast spell.

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Cannith Forgecraft	Drag	135	You have a gift for repairing warforged and other constructs.
Captivating Melody	CM	40	You can expend some of your musical abilities to increase the potency of your enchantment or illusion spells.
Caravanner	RoF	162	You are skilled at leading caravans along established trade routes.
Carmendine Monk	CoV	28	You have learned that study is just as important as insight to finding enlightenment.
Catfolk Pounce	RotW	148	You can rush unaware foes and deliver several attacks before they have a chance to respond.
Caustic Adaptation	Und	24	Long have your ancestors hunted and been hunted in the depths. Natural selection has given your blood an unpalatable, acidic quality.
Cavalry Charger	CW	108	Fighting from the back of a steed is second nature to you.
Caver	Und	24	You are knowledgeable about the secrets of the subterranean world and wise in its ways.
Celestial Bloodline	RoF	162	Some of your latent abilities have matured.
Celestial Familiar	BoED	41	Additional familiar choices
Celestial Heritage	PIHB	38	You are descended from creatures native to the Upper Planes
Celestial Mount	BoED	42	Mount gains celestial creature template
Celestial Sorcerer Aura	PHB	2 90	The power of your sorcerous heritage shines through, allowing you to infuse the area around you with a menacing aura.
Celestial Sorcerer Heritage	PHB	2 90	Your ancestry manifests in the form of several special abilities.
Celestial Sorcerer Lance	PHB	2 90	You can channel your arcane energy into a bolt of power that is baneful to evil creatures.
Celestial Sorcerer Lore	PHB	2 90	The power of your ancestry grants you access to a variety of new spells.
Celestial Sorcerer Wings	PHB	2 91	You channel your inborn magical abilities to spawn a pair of spectral, magical wings that glow with majestic power.
Celestial Summoning Specialist	PIHB	38	You can select from a larger number of options when summoning good creatures.
Centaur Trample	RotW	148	You have trained to use your large body and unique physiology against your foes. You have learned how to knock down opponents and ride over them in combat.
Ceremonial Empowerment	FoE	145	Your divine might increases on your patron's holy days.
Cerulean Fortitude	Mol	35	You can use incarnum to boost your ability to resist effects that would adversely affect your health.
Cerulean Reflexes	Mol	35	You can use incarnum to boost your ability to avoid harm.
Cerulean Will	Mol	35	You can use incarnum to boost your willpower.
Chain Power	EPH	44	You can manifest powers that arc to hit other targets in addition to the primary target.
Chain Spell	CAr	76	You can cast spells that arc to other targets in addition to your primary target.
Chakram Ricochet	CoR	17	You can hurl a chakram so that it strikes two enemies instead of one.
Chameleon Hide	SK	144	You can alter the hue of your scales to match the surrounding terrain.
Channel Charge	LEoF	7	You can power a charged magic item with your own magical ability.
Channel Legacy	WoL	13	You can call upon the hidden strength within your legacy item to empower yourself for a single spectacular effort.
Channeled Rage	RoD	150	You can focus your rage to counter charms and compulsions.
Chant of Fortitude	CAAd	113	You can channel the power of your bardic music to sustain your allies, allowing them to function even after receiving wounds that would cause others to falter.
Chant of the Long Road [Bardic Music]	CSc	74	You can channel the power of your bardic music to encourage your allies to pick up the pace on a long walk.
Chaotic Mind	EPH	44	The turbulence of your thoughts prevents others from gaining insight into your actions.
Chaotic Rage	ELH	51	Your rage is particularly damaging to lawful creatures.
Chaotic Spell Recall [Abyssal Heritor]	FC	1 84	A few choice spells never stray far from your mind.
Chariot Archery	S&F	78	You are skilled at using ranged weapons from a chariot.
Chariot Charge	S&F	79	You are skilled at charging with your chariot.
Chariot Combat	S&F	78	You are skilled in chariot combat.
Chariot Sideswipe	S&F	79	You are skilled at using your chariot's scythe blades against foes.
Chariot Trample	S&F	78	You are trained in using your chariot to knock down opponents.
Charlatan	S&S	38	+2 bonus on Bluff and Disguise checks
Charm Immunity	SK	145	You are immune to <i>charm</i> effects.
Charm Resistance	SK	145	You can resist charm effects better than you otherwise could.
Cheetah Tribe Sprint	ShSo	19	You have learned the secret of lightning-fast running from the cheetah that roams the plains where you live.
Cheetah's Speed	CD	79	You can run with the speed of the cheetah.
Child of the Swamps	PGtE	119	You can find food and shelter in the deep swamps, and you can move more freely through the difficult terrain.

Feats	Bk	Pg	Description
Child of Winter	EBCS	51	You are trained in the druidic traditions of the Children of Winter, an Eldeen Reaches sect that embraces death and decay.
Chink in the Armor	S&S	38	Standard action to studdy an opponent to ignor half of his armor bonus
Choke Hold	OA	61	You have learned the correct way to apply pressure to render an opponent unconscious.
Chondathan Missionary	RoF	162	Your training has emphasized spells that help you spread the word of your faith.
Chord of Distraction [Bardic Music]	CSc	75	You can channel the power of your bardic music to make a sudden sound or gesture that momentarily distracts an opponent.
Chosen of Iborighu	FB	47	You gain features that identify you as an ally to the church of Iborighu and grant you supernatural qualities.
Chosen of the Deathless	PGtE	122	You carry with you an intimate familiarity with the positive energy that suffuses the City of the Dead.
Chosen Weapon Specialization	PGtF	135	You deal more damage than normal when wielding your deity's chosen weapon.
Circle Kick	S&F	5	Kick multiple opponents with the same attack action
Circle Magic	GW	29	You know how to use your connection to Galaedros the Wood God to channel magical power to another spellcaster of your faith.
City Magic [Metamagic]	CS	59	You can use the city itself to shap and enhance your spellcasting.
City Slicker	RoD	150	You are very familiar with city life and the inner workings of your hometown.
Clan Prestige	RoS	137	Your actions have brought you some measure of fame and respect from your clan, whether from battle prowess or years of service to the clan.
Clap of Thunder [Reserve]	CM	40	You can deliver a thunderous roar with a touch.
Clarion Commander	ToB	34	On the battlefield, you are a natural leader.
Claws of the Beast [Abyssal Heritor]	FC 1	84	Your hands are twisted like claws. This deformity allows you to deal more damage than usual with your unarmed strikes and sneak attacks.
Cleave	PHB	92	Extra melee attack after dropping target
Clever Wrestling	CW	97	You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.
Cliffwalk Elite	RoE	113	Your cliffwalk shifter trait improves.
Climb Like an Ape	CAd	114	You can improve your climbing ability.
Clinging Breath	Draco	67	Your breath weapon clings to creatures and continues to affect them in the round after you breath.
Cloak Dance	EPH	44	You are skilled at using optical tricks to make yourself seem to be where you are not.
Cloak of the Obyrith [Abyssal Heritor]	FC 1	85	The chaos of the Abyss suffuses your being, as it does the ancient obyryths.
Closed Mind	EPH	44	Your mind is better able to resist psionics than normal.
Close-Quarters Fighting	CW	97	You are skilled at fighting at close range and resisting grapple attempts.
Cloudy Conjuraton	CM	40	Your conjured creations and summoned beings appear in a puff of sickening black smoke, and you vanish in a cloud of the same when you teleport.
Clutch of Earth [Reserve]	CM	40	You briefly increase the earth's pull on the target creature.
Cobalt Charge	MoI	35	You can channel incarnum to deal devastating strikes when charging.
Cobalt Critical	MoI	35	You can focus your spirit into your melee weapon attacks, dealing more damage with successful critical strikes.
Cobalt Expertise	MoI	35	By channeling the soul energy of weapon masters past, present, and future, you become more adept at maneuvers of skill and expertise.
Cobalt Power	MoI	37	By channeling the soul energy of brutal warriors past, present, and future, you become more capable of overcoming your enemies through sheer strength.
Cobalt Precision	MoI	37	You can focus your soul energy into your ranged attacks, dealing more damage with successful critical hits.
Cobalt Rage	MoI	37	You can channel incarnum to enhance your rage. When you do so, your eyes turn deep blue in color.
Cobra Head	SK	145	You can extend the skin of your neck into a cobra hood.
Cold Endurance	FB	47	You can exist with ease in low-temperature environments.
Cold Focus	FB	47	Your cold spells are more potent than normal.
Cold Iron Tracery	RoE	119	Cold-forged iron that runs through your body allows you to overcome the supernatural defenses of certain creatures and protecting against some magical attacks.
Cold Spell Specialization	FB	47	You do additional damage with cold spells.
Collegiate Wizard	CAr	181	You have undergone extensive training in a formal school for wizards.
Colossal Wild Shape	ELH	52	You can wild shape into animals of Colossal size.
Combat Acrobat	PHB 2	76	Your acrobatics and agility in combat allow you to maneuver across the battlefield with ease.
Combat Archery	CW	151	You can fire a bow in melee safely.
Combat Awareness	PHB 2	86	When you maintain your combat focus, you have an uncanny ability to sense the ebb and flow of your opponents' vitality.
Combat Brute	CW	110	You employ strength and leverage to great effect in battle.
Combat Casting	PHB	92	+4 bonus on Concentration checks for defensive casting
Combat Cloak Expert	PHB 2	93	You are adept at turning your cloak into a vital part of your combat repertoire.

Feats	Bk Pg	Description
Combat Defense	PHB 2 87	The state of keen focus and mental discipline you attain in combat allows you to shift the focus of your defense from one opponent to another with careful, precise maneuvers.
Combat Expertise	PHB 92	Trade attack bonus for AC (max 5 points)
Combat Familiar	PHB 2 76	Your familiar is skilled in delivering attack spells against your foes.
Combat Focus	PHB 2 87	The way of the warrior requires more than simple, brute strength.
Combat Insight	CW 151	Your keen intellect allows you to place melee attacks where they will deal the most damage.
Combat Intuition	CAAd 106	Your keen understanding of your opponent's moves and your instinctive feel for the flow of combat enable you to shrewdly assess your opponent's combat capabilities.
Combat Manifestation	EPH 44	You are adept at manifesting powers in combat.
Combat Panache	PHB 2 93	Your glowing personality and sharp performance abilities allow you to navigate the battlefield on sheer chutzpah alone.
Combat Reflexes	PHB 92	Additional AoO
Combat Stability	PHB 2 87	When you maintain your combat focus, you become difficult to dislodge.
Combat Strike	PHB 2 87	Your intense, focused state allows you to see the one critical moment in a battle when you hang suspended between victory and defeat.
Combat Tactician	PHB 2 77	You excel at approaching an opponent from an unexpected direction to deliver deadly attacks.
Combat Tinkering	DuS 44	You can disarm traps or pick locks quickly and efficiently, even under the pressure of combat.
Combat Vigor	PHB 2 88	When you maintain your combat focus, your clarity of purpose and relentless drive allow you to overcome your body's frailties.
Cometary Collision	PHB 2 77	You are a thunderbolt of destruction on the battlefield.
Communicator	CAr 76	You possess a magical understanding of the essence of language.
Companion Spellbond	PHB 2 77	You form a special magical link with your animal companion, allowing you to share spells with it over a greater distance.
Complementary Insight	RoD 150	You get more out of having skills that work well together.
Concussion Attack [Ambush]	CSc 75	Your attacks can damage your opponent's ability to think clearly.
Conductivity	UA 92	You have crude control over electricity effects near you.
Confound the Big Folk	RotW 153	You excel when battling foes bigger than you are.
Consecrate Spell	CD 79	You can imbue your spells with the raw energy of good.
Consecrate Spell Trigger	BoED 42	Use turning ability to add good descriptor to triggered spell
Consecrate Spell-Like Ability	BoED 42	Adds good descriptor to spell-like ability
Construct Grafter [Item Creation]	FoE 145	You can apply construct grafts to other living creatures or to yourself.
Construct Lock	RoE 119	Your knowledge of construct nature allows you to deal extra damage to or even immobilize such foes.
Contagious Paralysis	LM 25	Your paralyzing attack is contagious.
Control Visage	GW 29	Your ghost body is shaped as if you were alive and unharmed, and you can control what your ghost body appears to wear.
Controlled Immolation	UA 92	If you catch on fire, the flames don't hurt you.
Controlled Respiration	SaS 31	You can stay out of water longer than you otherwise could.
Cool Head	CSc 75	Your mental acuity serves you better than most.
Cooperative Spell	CAr 76	You can cast spells to greater effect in conjunction with the same spell cast by another individual.
Coordinated Shot	HoB 96	You are extraordinarily talented at making ranged attacks past your allies.
Coordinated Strike	RotW 149	You and your animal companion or special mount can coordinate your melee attacks to gain an advantage in combat.
Copper Dragon Lineage [Draconic]	DM 16	You have learned to channel the powers of your copper dragon ancestry to hinder your enemies' mobility.
Cormanthyran Moon Magic	LEoF 7	You have mastered the ancient elven techniques of drawing power from Sehanine Moonbow's light.
Cornered Rat	DLCS 85	You can go from piteous groveling to a murderous fury in the blink of an eye.
Corpse Malevolence	GW 29	You can possess and animate dead bodies.
Corpsecrafter	LM 25	Undead you raise or create are tougher than normal.
Corrupt Arcana	HoH 120	You can prepare and cast corrupt spells.
Corrupt Arcane Studies	GW 29	You have dabbled in strange magic that has increased your power but adversely affected your mind.
Corrupt Spell	CD 79	You can transform one of your spells into an evil version of itself.
Corrupt Spell Focus	HoH 120	All spells you cast that have a corrupt component (such as call forth the beast, master's lament, or chain of sorrow) are more potent than normal.
Corrupt Spell-Like Ability	BoVD 48	Half of spell-like abilities damage is considered unholy
Corrupted Wild Shape	LM 25	You have learned to use the necromantic energy that powers your undead form to overcome the inability of undead creatures to wild shape.
Corrupting Touch	GW 29	Your touch can damage creatures.

Feats	Bk	Pg	Description
Cosmopolitan	PGtF	37	You've been lied to more times than you can count.
Cougar's Vision	CAd	114	You can see in the dark like a cat.
Courageous Rally	HoB	97	You can rally demoralized foes with your bardic music.
Courteous Magocracy	FRCS	34	+2 bonus on Diplomacy & Spellcraft checks
Cover Your Tracks	ShSo	20	You are good at masking your route, making it difficult for others to track you.
Craft Aboleth Glyph	LoM	22	An aboleth with this feat can create magic glyphs that store spells or have specialized effects of their own.
Craft Alchemical Item	UA	99	You are capable of creating alchemical items and substances.
Craft Cognizance Crystal	EPH	44	You can create psionic <i>cognizance crystals</i> that store power points.
Craft Construct	MM 1	303	The creature can create golems and other magic automatons that obey its orders.
Craft Construct [Item Creation]	MM 4	202	A creature with this feat can create golems and other magic automatons that obey its orders.
Craft Contingent Spell	CAR	77	You know how to attach semipermanent spells to a creature and set them to activate under certain conditions.
Craft Crystal Weapon	OA	61	You can create magic weapons from Kuni crystal, which is deadly to creatures of the Shadowlands.
Craft Dorje	EPH	44	You can create slender crystal wands called dorjes that manifest powers when charges are expended.
Craft Epic Magic Arms and Armor	ELH	52	You can craft magic arms and armor of epic power.
Craft Epic Rod	ELH	52	You can craft magic rods of epic power.
Craft Epic Staff	ELH	52	You can craft magic staffs of epic power.
Craft Epic Wondrous Item	ELH	52	You can craft wondrous items of epic power.
Craft Magic Arms & Armor	PHB	92	Create magic weapons, armor, & shields
Craft Masterwork Armor	UA	99	You are trained in the creation of fine armor and shields.
Craft Masterwork Ranged Weapon	UA	99	You are trained in the creation of fine ranged weapons and ammunition.
Craft Masterwork Weapon	UA	99	You are trained in the creation of fine melee and thrown weapons.
Craft Psicrown	EPH	44	You can create psicrowns, which have multiple psionic effects.
Craft Psionic Arms and Armor	EPH	44	You can create psionic weapons, armor, and shields.
Craft Psionic Construct	EPH	45	You can create golems and other psionic automatons that obey your orders.
Craft Psionic Seal	LoM	69	A creature with this feat can create psionic glyphs or symbols that hold spells or psionic powers until triggered.
Craft Rod	PHB	92	Create magic rods
Craft Rune Circle	RoS	137	You can create rune circles, stationary magic items that hold a variety of spells and effects.
Craft Scepter	LEoF	8	You know the ancient Netherese secret of creating magic scepters.
Craft Skull Talisman	FB	47	You can create skull talismans, which carry spells within themselves.
Craft Staff	PHB	92	Create magic staffs
Craft Talisman	OA	61	You can create magic fetishes, single-use magic items that hold spells until triggered.
Craft Universal Item	EPH	45	You can create universal psionic items.
Craft Wand	PHB	92	Create magic wands
Craft Wonderous Item	PHB	92	Create magic wonderous items
Craven	CoR	17	Like most sly rogues, you are a dangerous coward. However, your sneak attacks deal more damage than normal.
Create Infusion	MotW	22	Store divine spell within specially prepared herb
Create Portal	FRCS	34	Ability to craft a portal
Creature Type] Trainer	A&EG	73	You are skilled at training a particular type of creature.
Crescent Moon	CW	113	You have mastered the style of fighting with sword and dagger.
Crossbow Sniper	PHB 2	77	You are skilled in lining up accurate, deadly shots with your crossbow.
Crowd Tactics	RoD	156	You are adept at moving through and fighting in crowds.
Crush	SaS	31	Like a dragon, you can hurl your body onto opponents to deal tremendous damage.
Crushing Strike	PHB 2	78	You wield a bludgeoning weapon with superior power, allowing you to batter aside an opponent's defenses.
Cull Wand Essence	MoE	46	You can focus the raw magical energy of a wand or staff into a beam of energy.
Cumbrous Dodge	SaS	31	You have a chance to dodge attacks that hit you, but at a cost.
Cumbrous Fortitude	SaS	31	You have a greater chance than normal to resist attacks against your vitality, but at a cost.

Feats	Bk	Pg	Description
Cumbrous Reflexes	SaS	31	You have a greater chance to resist attacks against your agility, but at a cost.
Cumbrous Will	SaS	31	You have a greater chance to resist attacks against your willpower, but at a cost.
Cunning Evasion	PHB	2 78	When an area attack detonates around you, you use the chaos and flash of energy to duck out of sight.
Cunning Sidestep	Draco	103	Avoid a bull rush or trip attack more easily
Curative Legacy	WoL	14	Your item's legacy is so linked with your aura that it restores your health each time it is activated.
Curling Wave Strike	SW	92	Mimicking the forceful power of the wave, you can trip multiple foes as part of the same strike.
Dallah Thaum's Luck	RotW	149	You can rely on a good dose of luck to get you through almost any scrape.
Damage Reduction	CW	151	You can shrug off some damage from attacks.
Dampen Spell	PHB	2 78	From the lowliest prestidigitator to the most august hierophant, spellcasters both arcane and divine recognize the power of counterspelling.
Dancing Blade	GW	30	You have an energetic fighting style modeled after traditional Salkirian dancing.
Dancing with Shadows	RoE	117	You have studied <i>shesan talarash dasyannah</i> , the martial dance of the kalashtar.
Danger Sense	CAd	106	You are one twitchy individual.
Daredevil Athlete	CSc	76	You are capable of pulling off amazing stunts.
Darguun Mauler	RoE	108	The memory of your people's lost glory drives your brutal mastery of the weapons of Darguun.
Daring Outlaw	CSc	76	You combine grace and stealth to deadly effect.
Daring Warrior	CSc	76	You combine agility and extraordinary combat prowess to great effect.
Dark Speech	BoVD	48	Speak Dark Speech & cause effects to self/others (see pg 32-33)
Dark Speech [Vile]	FC	1 85	You learn a smattering of the language of truly dark power.
Darkstalker	LoM	179	You have learned how to stalk and surprise creatures whose senses are very different from those of a humanoid.
Dash	CW	97	You can move faster than normal.
Daunting Presence	LM	25	You are skilled at inducing fear in your opponents.
Dauntless	PGtF	37	You can stand up to greater punishment than most and still keep going.
Daylight Adaptation	PGtF	37	You have accustomed yourself to the painful sunlight of the surface world.
Dazzling Energy	CP	49	Your facility with energy is such that enemies are shaken by your prowess.
Dazzling Illusion	CM	41	Casting illusions causes the air about you to be filled with flashing colors that dazzle your foes.
Deadeye Shot	PHB	2 78	You carefully line up a ranged attack, timing it precisely so that you hit your opponent when his guard is down.
Deadly Chill	LM	25	Undead you raise or create deal more damage than normal.
Deadly Defense	CSc	76	You are at your most dangerous when forced to protect yourself.
Deadly Poison	SK	145	Your poison attack deals more damage than normal.
Deadly Precision	EPH	45	You empty your mind of all distracting emotion, becoming an instrument of deadly precision.
Deadly Spittle	SK	145	You can use your spit attack against multiple opponents.
Deafening Song	ELH	52	Your bardic music deafens those nearby.
Deafening Strike [Ambush]	CSc	76	Your stealthy attack leaves your foe's head ringing.
Death Blow	CAd	106	You waste no time in dealing with downed foes.
Death Frenzy	LoM	22	When an aboleth takes this feat, its sense of immortality rebels against the very concept of death.
Death Master	LM	26	Foes are especially afraid of your critical hits.
Death of Enemies	ELH	52	You can instantly slay your favored enemies with a single strike.
Deathless Fleshgraft	MoE	46	You can grow and graft the tissues and body parts of deathless creatures onto others, granting the recipients of your grafts new, potent abilities.
Debilitating Spell	HoH	120	By calling upon the taint within, you add a malign power to your offensive spells.
Debilitating Strike	HoH	120	By calling upon the taint within, you add a malign power to your melee attacks.
Deceitful	PHB	93	+2 bonus on Disguise & Forgery checks
Deceptive Spell [Metamagic]	CS	60	You can cast spells that seem to come from somewhere other than where they should.
Deep Denizen	SaS	32	You are adapted to a subterranean environment.
Deep Impact	EPH	45	You can strike your foe with a melee weapon as if making a touch attack.
Deep Vision	CP	49	Your mental focus helps you see farther with darkvision
Deepening Darkness	RoF	162	Your inherent ability to create darkness is more powerful than normal.

Feats	Bk	Pg	Description
Deepspawn	LoM	179	Your body undergoes a shocking degeneration into something that is strikingly inhuman.
Defender of the Homeland	CoV	28	You have sworn a sacred oath to protect your country from evil.
Defending Spirit	CM	41	Your watchful spirit helps keep you safe in combat.
Defense against the Supernatural	ToM	73	Your in-depth knowledge of supernatural forces grants you greater ability to resist their effects.
Defensive Archery	RotW	150	You can avoid attacks of opportunity when making ranged attacks while threatened.
Defensive Shell	CP	60	The psionic entity living in your mind enables you to better resist attacks.
Defensive Strike	CW	97	You can turn a strong defense into a powerful offense.
Defensive Sweep	PHB 2	78	You sweep your weapon through the area you threaten, warding away opponents and forcing them to move away or suffer a fearsome blow.
Defensive Throw	CW	97	You can use your opponent's weight, strength, and momentum against her, deflecting her attack and throwing her to the ground.
Deflect Arrows	PHB	93	Deflect one ranged attack per round
Deflective Armor	RoS	137	Your armor shields you from touch attacks as well as regular blows.
Deformity (clawed hands)	BoVD	48	Gain clawed hands that deal 1d6 dmg
Deformity (eyes)	BoVD	48	Gain altered eye that can see invisibility 1/min a day
Deformity (face)	BoVD	48	+2 bonus on Intimidate & Diplomacy checks
Deformity (gaunt)	BoVD	48	1/2 normal weight gaining +2 Dex/Escape Artist/Intimidate & -2 Con
Deformity (obese)	BoVD	48	Triple normal weight gaining +2 Con/Intimidate/poison saves & -2 Dex
Deformity (Skin)	HoH	121	Due to a regimen of deliberate abuse, you have roughened your skin until it has grown as coarse and tough as rhino hide.
Deformity (Tall)	HoH	121	Through long and painful stints on the rack, bolstered by the surgical implantation of various splints and struts, you have stretched yourself to well over 7 feet in height.
Deformity (Teeth)	HoH	121	By filing your teeth to points and brutalizing your gums, you gain a hideous smile full of razor-sharp teeth that enable you to make a grisly bite attack.
Deformity (Tongue)	HoH	121	Through protracted self-mutilation that involves frequently piercing your tongue and dipping it in acid, your tongue becomes hideous to behold but oddly sensitive to the environment.
Deft Hands	PHB	93	+2 bonus on Sleight of Hand & Use Rope checks
Deft Opportunist	CAd	106	You are prepared for the unexpected.
Deft Strike	CAd	106	You can place attacks at weak points in your opponent's defenses.
Delay Potion	CM	41	You can drink a potion and postpone its effects.
Delay Power	EPH	45	You can manifest powers that go off up to 5 rounds later.
Delay Spell	CAr	77	You can cast spells that take effect after a short delay of your choosing.
Demon Mastery	FC 1	85	You are particularly skilled at summoning demons and convincing them to serve you.
Demonic Conduit [Vile]	FC 1	85	Your evil brand incorporates blasphemous runes and sigils that augment magical attacks you make against lawful and/or good targets.
Demonic Skin [Abyssal Heritor]	FC 1	85	Your skin has rough, scaly patches that enhance your natural armor.
Demonic Sneak Attack [Abyssal Heritor]	FC 1	85	You know exactly how to twist the blade to get the most out of your sneak attacks.
Demonsworn Knight	CoR	22	A scornful champion of the demon princes, you detest and oppose devils and other creatures that refuse to heed the call of chaos.
Desert Dweller	SaS	32	You are adapted to a desert environment.
Desert Fire	ToB	29	The power of the Desert Wind surges through you, and you find power in the motion of the hot winds and shifting sands that you can channel into your Desert Wind strikes.
Desert Wind Dodge	ToB	29	Your training in the Desert Wind discipline allows you to dance across the battlefield like a blistering sirocco.
Destruction Retribution	LM	26	Undead you raise or create harbor a retributive curse that is unleashed if they are destroyed.
Destructive Rage	CW	97	You can shatter barriers and objects when enraged.
Detach	SaS	32	You can remove a part of your body and use it as a ranged weapon.
Detect Shadow Weave User	CoV	28	You can determine if a magic item or spellcaster is using the Weave or the Shadow Weave.
Devastating Critical	Draco	68	Choose one type of melee weapon, such as a claw or bite. With that weapon, you are capable of killing any creature with a single strike.
Devil's Aura [Devil-Touched]	FC 2	81	Your close association with diabolic powers stains your soul. By focusing your power, you can cause other creatures to become unsettled and nervous in your presence.
Devil's Favor [Devil-Touched]	FC 2	81	You have entered into an infernal pact with a dark power. In return for an indelible stain on your soul, and possibly an eternity of torment in Hell, you gain the ability to call upon the powers of Hell to aid your efforts.
Devil's Flesh [Devil-Touched]	FC 2	82	Your skin thickens and assumes a scaled, leathery texture that turns aside blows but serves as a clear mark of your taint.
Devil's Sight [Devil-Touched]	FC 2	83	Your eyes glow with infernal energy, allowing you to pierce magical darkness.
Devil's Stamina [Devil-Touched]	FC 2	83	Your body is infused with the toughness and fortitude of a devil. You can shrug off attacks that would slay a lesser creature.
Devil's Tongue [Devil-Touched]	FC 2	83	You gain a devil's talent for trickery and deceit. Your words form a verbal maze that clouds your opponent's mind. As a physical mark of this ability, your tongue becomes forked like a serpent's.
Devoted Bulwark	ToB	29	Because of your staunch devotion to your cause and your Devoted Spirit training, you can stand your ground even in the face of an enemy's resounding attack.

Feats	Bk	Pg	Description
Devoted Inquisitor	CAd	107	Your faithful service to your patron deity involves training and methods that many paladins consider questionable.
Devoted Performer	CAd	107	You have foregone the pursuit of frivolous musical talents, instead entering religious training in service of honor and justice.
Devoted Tracker	CAd	108	You have found a balance between your woodland training and your devotion to religious training, blending these two aspects into one seamless whole.
Dexterous Fortitude	ELH	53	You are able to resist physical attacks with exceptional agility.
Dexterous Will	ELH	53	You are able to resist compelling effects with exceptional agility.
Diehard	PHB	93	Remain conscious at -1 to -9 hp
Dilate Aura	FC 2	83	You can extend the range of your aura.
Diligent	PHB	93	+2 bonus on Appraise & Decipher Script checks
Dimensional Jaunt	CM	41	With a single step, you can cross an entire room.
Dimensional Reach [Reserve]	CM	41	You can transport small objects to you with an act of will.
Diminutive Wild Shape	ELH	53	You can wild shape into animals of Diminutive size.
Dinosaur Hunter	RoE	108	Your extraordinary knowledge of dinosaurs grants you a special aptitude for tracking and hunting them.
Dinosaur Wrangler	RoE	108	You are attuned to dinosaurs and possess a special bond with them.
Dire Charge	Draco	68	You can make a full attack as part of a charge.
Dire Flail Mind Blade	CP	49	When you reshape your mind blade, you can change it into an exotic weapon: a dire flail.
Dire Flail Smash	CoR	17	You have mastered the style of fighting with the dire flail and have learned to deal thunderous blows with the weapon.
Dire Stun	CP	49	When you choose to stun your foe with your lurk augment ability, your foe might be stunned for a long time.
Dirty Fighting	S&F	6	Inflict an additional 1d4 points of damage
Dirty Rat	CoR	20	You are quite adept at slipping under a foe's guard while he's distracted.
Disciple of Darkness	CoR	23	You formally supplicate yourself to an archdevil. In return for this obedience, you gain a small measure of the archdevil's power.
Disciple of the Sun	CD	80	You can destroy undead instead of merely turning them.
Discipline	PGtF	38	Your people are admired for their single-minded determination and clarity of purpose.
Disease Immunity	HoH	121	Whether due to prolonged exposure or natural hardiness, you have grown immune to some diseases and resistant to all others.
Disemboweling Strike [Ambush]	CSc	76	You can slash open your opponent to devastating effect.
Disentangler	RoF	162	Thanks to the teachings of Thard Harr, you have practiced evading the attacks of jungle plants.
Disguise Spell	CAd	108	You can cast spells without observers noticing.
Disintegration Finesse	LoM	44	A creature with this feat can use disintegrate effects to affect smaller, more exacting areas.
Disjunction Ray	LoM	45	A beholder with this feat can narrow its antimagic cone down to an eye ray that disjoins magic.
Disrupting Spell [Metamagic]	FC 2	83	You can cast spells that disrupt other caster's magical capabilities.
Distant Horizon	ToB	34	An initiate of the Setting Sun sometimes learns a set of combat maneuvers to create the Distant Horizon fighting form.
Distant Shot	ELH	53	You can target a thing you can see with a ranged weapon.
Disturbing Visage	RoE	117	You can change your features to chilling effect.
Dive for Cover	CAd	108	You can dive behind cover or drop to the ground quickly enough to avoid many area effects.
Diverse Background	RoD	156	You have a wide and diverse background, giving you a greater understanding of different occupations.
Divine Accuracy	LM	26	You can channel positive energy to give your allies' melee attacks another chance to strike true against incorporeal creatures.
Divine Alacrity [Divine]	FoE	145	You can channel divine energies into your own body, increasing your speed.
Divine Armor	PHB 2	88	You call upon your deity to protect you in your hour of need by wreathing you in divine power that wards off your enemies' attacks.
Divine Censure [Divine]	FC 2	83	You can channel divine energy to instill fear in evil outsiders.
Divine Cleansing	CW	106	You can channel energy to improve your allies' ability to resist attacks against their vitality and health.
Divine Countermagic [Divine]	FoE	146	You channel divine energies to counter spells.
Divine Damage Reduction	RoS	137	You can channel energy to give yourself a small amount of protection from weapons.
Divine Defiance [Divine]	FC 2	83	You can channel divine energy to counter spells without readying an action in advance.
Divine Energy Focus	GW	30	You have a gift for channeling positive or negative energy.
Divine Fortune	PHB 2	88	With a quick prayer, you channel divine energy to help resist a spell, poison, or other deadly effect.
Divine Justice	PHB 2	88	You can channel divine energy to turn your foe's strength against him, striking him with the same force that he used against you.
Divine Justice [Divine]	FC 2	83	You can channel divine energy to deal extra melee damage to evil outsiders.

Feats	Bk	Pg	Description
Divine Metamagic	CD	80	You can channel energy into some of your divine spells to make them more powerful.
Divine Might	CW	106	You can channel energy to increase the damage you deal in combat.
Divine Resistance	CW	106	You can channel energy to temporarily reduce damage you and your allies take from some sources.
Divine Shield	CW	106	You can channel energy to make your shield more effective for either offense or defense.
Divine Soultouch	MoI	37	You can channel positive or negative energy to imbue yourself with incarnum.
Divine Spell Penetration	PGtF	135	Choose one component of your alignment. Any divine spells of that alignment that you cast are more capable of defeating spell resistance than normal.
Divine Spell Power	CD	80	You can channel positive or negative energy to enhance your divine spellcasting ability.
Divine Spellshield	RoS	137	You can channel energy to help your allies resist spells and spell-like effects.
Divine Spirit [Divine]	ToB	29	The fervor and dedication of the Devoted Spirit discipline, combined with your fanatical adherence to a divine power, turns you into a font of spiritual energy.
Divine Vengeance	D&D	50	The deity can channel energy to do additional damage in combat against undead.
Divine Vigor	CW	108	You can channel energy to increase your speed and durability.
Divine Ward	PHB 2	88	You create a channel of divine energy between yourself and a willing ally.
Divine Warrior [Divine]	FoE	146	Through divine power, you wield your deity's favored weapon to devastating effect.
Diving Charge	RotW	150	You can dive down at a target to deal a devastating strike.
Dodge	PHB	93	+1 dodge bonus to AC against selected target
Domain Focus	CD	80	You have mastered the subtle intricacies of the divine power you've devoted yourself to.
Domain Spontaneity	CD	80	You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.
Domain Spontaneity [Divine]	FoE	147	You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.
Don Mantle	CP	49	You gain the granted ability of a mantle you have tapped.
Doomspeak	CoR	20	You can demoralize an enemy with horrible condemnations and grim portents of impending doom.
Dorje Mastery	CP	59	Psionic dorjes are more potent in your hands.
Double Chakra	MoI	38	One of your chakras becomes capable of holding more incarnum than it is normally capable of containing.
Double Draconic Aura	DM	16	You can project two draconic auras simultaneously.
Double Hit	MH	25	You can react with your off hand to make an additional attack along with an attack of opportunity.
Double Steel Strike	EBCS	52	Through monastic weapon training, you have mastered a fighting style that makes use of an unusual monk weapon: the two-bladed sword.
Double Wand Wielder	CAr	77	You can activate two wands at the same time.
Draconian Breath Weapon	DLCS	85	You have harnessed your draconic heritage and can attack with a dragonlike breath weapon.
Draconic Arcane Grace	RotD	102	You can convert some of your arcane spell energy into a saving throw bonus.
Draconic Archivist	HoH	122	In addition to your studies of the darkness, you have spent time studying dragons and constructs.
Draconic Armor [Draconic]	DM	16	You learn to block damage from successful attacks, lessening the blows with spell energy.
Draconic Aura	DM	16	You can tap into the raw power of dragons to create a variety of potent auras around you.
Draconic Breath	CAr	77	You can convert your arcane spells into a breath weapon.
Draconic Claw	CAr	77	You develop the natural weapons of your draconic ancestors.
Draconic Flight	CAr	77	The secret of draconic flight is revealed to you, granting you the ability to fly occasionally.
Draconic Heritage	CAr	77	You have greater connection with your distant draconic bloodline.
Draconic Knowledge [Draconic]	DM	17	Your draconic blood lets you access ancient draconic knowledge.
Draconic Legacy	CAr	78	You have realized greater arcane power through your draconic heritage.
Draconic Persuasion	RotD	104	Your arcane talents lend you a great deal of allure.
Draconic Power	CAr	78	You have greater power manipulating the energies of your heritage.
Draconic Presence	CAr	78	When you use your magic, your mere presence can terrify those around you.
Draconic Resistance	CAr	78	Your bloodline hardens your body against the energy type of your progenitor.
Draconic Senses [Draconic]	DM	17	Your draconic blood grants you great sensory powers.
Draconic Skin	CAr	78	Your skin takes on the sheen, luster, and hardness of your draconic parentage.
Draconic Toughness	RotD	105	Your draconic nature reinforces your body as you embrace your heritage.
Draconic Vigor [Draconic]	DM	17	You gain some of the vitality of your draconic ancestry when casting spells.
Dragon Breath	RotD	98	You can use your breath weapon as often as a normal dragon.

Feats	Bk	Pg	Description
Dragon Cohort	Draco	104	Gain the service of a loyal dragon ally
Dragon Familiar	Draco	104	Choose wyrmling dragon as new familiar
Dragon Hunter	Draco	104	+2 saves/attacks/special abilities/opposed checks vs dragons
Dragon Hunter Bravery	Draco	104	Allies in 30-ft gain +4 HD & Will save vs dragon's frightful presence
Dragon Hunter Defense	Draco	104	Gain evasion vs breath weapon & half-lvl save bonus vs dragons' magic
Dragon Prophecier	MoE	46	Like the dragons, you seek to untangle and perceive the record of everything that has been, and more important, what will be.
Dragon Rage	EBCS	52	You call upon the power of your dragon totem to enhance your barbarian rage.
Dragon Steed	Draco	105	Dragonnel serves as loyal mount for you
Dragon Tail	RotD	98	Your draconic ancestry manifests as a muscular tail you can use in combat.
Dragon Totem	EBCS	52	As a proud warrior of the barbarian tribes of Argonnessen and Seren, you have claimed one of the true dragon types as your totem -- a patron, protector, and source of strength.
Dragon Totem Focus	MoE	46	Your focus allows you to enjoy the benefit of a dragon totem ritual longer than normal.
Dragon Totem Lorekeeper	MoE	47	You have been instructed in how to perform the rituals of dragon totem magic.
Dragon Totem Scion	MoE	47	You are naturally attuned to the magic of the dragon totem ritual.
Dragon Trainer	RotD	98	Your draconic nature gives you special insight into training dragons and draconic creatures.
Dragon Ward	EotLQ	11	Your dragonmark gives you protection against dragons and their kin.
Dragon Wild Shape	Draco	105	You can take the form of a dragon
Dragon Wings	RotD	100	Your draconic ancestry manifests as a pair of wings that aid your jumps and allow you to glide.
Dragonbane	Draco	105	+4 attack bonus & extra 2d6 dmg vs dragons
Dragoncrafter	Draco	105	You can create dragoncraft items
Dragondoom	Draco	105	Weapons critical multiplier improves vs dragons
Dragonfire Assault [Draconic]	DM	17	You can augment your most powerful melee attacks with draconic power.
Dragonfire Channeling [Draconic]	DM	17	You channel draconic fire through your holy symbol.
Dragonfire Inspiration [Draconic]	DM	17	You can channel the power of your draconic ancestry into the attacks of your allies.
Dragonfire Strike [Draconic]	DM	18	You can call upon your innate draconic powers to augment certain weapon attacks.
Dragonfoe	Draco	105	+2 attack, +2 caster lvl checks vs dragons SR, dragons take -2 penalties
Dragonfriend	Draco	105	+4 bonus on Diplomacy & Ride checks vs dragons
Dragonmark Adept	Drag	138	Your lesser dragonmark gives you access to a new spell-like ability.
Dragonmark Battlestrike	Drag	138	You use the power of your mark to deal devastating blows to other dragonmarked scions.
Dragonmark Fist	Drag	138	The power of your dragonmark lets you deal devastating unarmed strikes.
Dragonmark Luck	EotLQ	11	You can draw upon the power of your dragonmark to increase your chance of success.
Dragonmark Mastery	Drag	138	You can quickly and instinctively call upon the power of your dragonmark.
Dragonmark Prodigy	Drag	138	Your least dragonmark gives you access to a new spell-like ability.
Dragonmark Rage	Drag	138	In combat, your dragonmark fuels the fury of your rage.
Dragonmark Smite	Drag	139	Your dragonmark strengthens your smite ability.
Dragonmark Spellturning	Drag	139	With a flesh of power from your dragonmark, you turn a spell directed at you back upon its caster.
Dragonmark Visionary	Drag	139	Your greater dragonmark gives you access to a new spell-like ability.
Dragonmarked Summoner	Drag	139	Your summoned creatures bear glowing marks, resembling your dragonmark, that help deflect attacks made against them.
Dragon's Insight	PGtE	48	You can call on the power of your dragonmark to enhance your natural abilities.
Dragon's Toughness	MotW	22	+12 hit points
Dragonsong	Draco	105	+2 bonus on Perform checks & bardic music save throws
Dragonthrall	Draco	105	+4 bonus on Bluff & Ride checks & frightful presence of evil dragons
Dragonouched [Draconic]	DM	18	You have a trace of draconic power, a result of dragons in your ancestry or a spiritual connection between you and the forces of dragonkind.
Dragonwrought	RotD	100	You were born a dragonwrought kobold, proof of your race's innate connection to dragons.
Draw from the Land	UE	43	You can draw strength and sustenance from the land itself.
Dread Tyranny	RoD	154	A devoted student of Hextor's militant teachings, you are skilled at intimidating and dominating weaker beings.
Dreadful Wrath	PGtF	38	You are terrible to behold in battle, and few foes have the heart to face you without quailing

Feats	Bk	Pg	Description
Dream of Contact [Dreamtouched]	SoS	115	The dreamspace threads through you and those you know, allowing your thoughts to touch in dreams.
Dream of Insight [Dreamtouched]	SoS	116	Your connection to the dreamspace grants you insightful visions.
Dream of Perception [Dreamtouched]	SoS	116	Your senses are sharpened where the dreamspace unfolds around you.
Dream of Strength [Dreamtouched]	SoS	116	Your connection to the dreamspace floods you with grim intensity and determination.
Dream of the Moment [Dreamtouched]	SoS	116	The voices of the dreamspace give you whispered glimpses of the actions unfolding around you.
Dream Scion [Dreamtouched]	SoS	116	Your knowledge and study allows you to tap into an otherworldly source of mystical energy -- the dreamspace.
Dreamsight Elite	RoE	113	Your dreamsight shifter trait improves.
Dreamtelling	HoH	122	You can use your Knowledge (the planes) skill to interpret your dreams or the dreams of others, thus glean useful information and insights.
Drift Magic	SS	49	You can tap the power of drift magic.
Driving Attack	PHB	2 78	When you strike an opponent with a piercing weapon, the brutal impact of your strike sends him sprawling.
Dromite Barrier	CP	49	You can convert uses of your <i>energy ray</i> psi-like ability into walls of energy.
Dromite Ray	CP	49	You can use your <i>energy ray</i> psi-like ability more often.
Drow Eyes	RoF	162	You have trained your eyes to see in the dark as well as your full drow ancestors.
Drow Scorpion Warrior [Racial, Tactical]	SoX	134	Your study of the ways of the scorpion grants you special tactics.
Drow Skirmisher	RoE	109	Your experience with the guerrilla-style combat of the deep jungle grants you mastery of the weapons of the drow.
Drowning Gance [Reserve]	CM	41	With a look, you create a small but incapacitating amount of water in the subject's lungs.
Druuth Slayer	CoV	29	You have studied the lore of the druuth (a cabal of doppelgangers led by a mind flayer) and know how to recognize and resist their powers.
Dual Dorje	CP	59	You can fight with two dorjes at the same time.
Dual Strike	CAd	108	You are an expert skirmisher skilled at fighting with two weapons.
Duergar Expansion	CP	49	You can use your <i>expansion</i> psi-like ability more often.
Duergar Invisibility	CP	49	You can use your <i>invisibility</i> psi-like ability more often.
Duergar Mindshaper	RoF	162	You are accomplished at using the power of your mind to overcome weaker personalities.
Duerran Metaform Training	CoV	29	Your studies have shown you the way to link your psionics and your enlarge person spell-like ability.
Duerran Stealth Training	CoV	29	Your studies have shown you the way to link your psionics and your invisibility spell-like ability.
Dumb Luck [Luck]	CSc	77	You can survive situations that should kill you.
Dungeoneer's Intuition	CoS	144	You can sense when things don't feel right, and you have a knack for avoiding deadly traps and ambushes.
Durable Form	LoM	180	You are much more resilient than the fragile humanoids that do not share your aberrant heritage.
Dust Cloud	SaS	33	You can sweep dust into the air to hide from opponents.
Du'ulora Ancestor	PGtE	83	The tsucora are the most common of the quori, but they are not the only spirits in Dal Quor.
Dwarfs Toughness	MotW	22	+6 hit points
Dwarven Armor Proficiency	RoS	138	You are familiar with exotic armor of dwarven manufacture and understand how to use it properly.
Dwarven Urgrosh Mind Blade	CP	49	When you reshape your mind blade, you can change it into an exotic weapon: a dwarven urgrosh.
Eagle Claw Attack	CW	97	Your superior insight allows you to strike objects with impressive force.
Eagle Tribe Vision	ShSo	20	You have keen eyesight reminiscent of the giant eagles that fly over your tribal lands.
Eagle's Fury	SS	49	You know how to wield the eagle's claw with deadly speed.
Eagle's Wings	CD	80	You can take wing and fly with the grace of an eagle.
Earth Adept	RoS	138	You are in tune with the ground at your feet, making you more dangerous in the shifting conditions of combat.
Earth Fist	RoS	138	Your bond with the earth and martial training has imbued your fists with the qualities of cold iron.
Earth Heritage	PIHB	38	You are descended from creatures native to the Elemental Plane of Earth.
Earth Master	RoS	138	You are in tune with the ground at your feet, helping you anticipate your opponent's movements in combat.
Earth Power	RoS	138	You draw psionic energy from raw stone.
Earth Sense	RoS	138	You are in tune with the earth beneath you.
Earth Spell	RoS	138	You draw magical power from the earth beneath your feet.
Earthbound Spell	PHB	2 91	You bind a spell into the rock and soil, leaving it there until an opponent stumbles across it.
Earthquake Stomp	SoX	134	Your thunderous steps allow you to knock smaller enemies off their feet.
Earth's Embrace	CW	97	You can crush opponents when you grapple them.

Feats	Bk	Pg	Description
Earth's Warding	RoS	139	You can channel energy to infuse your skin with the strength of the earth.
Ecclesiarch	EBCS	52	You command a degree of respect in your church's hierarchy.
Echoing Spell [Metamagic]	SoX	134	Your spells return after you cast them, although with lessened effects.
Ectopic Form	CP	50	This feat allows you to create astral constructs with distinct appearances and specialties.
Ectoplasm	GW	30	You can create ectoplasm, a gooey physical manifestation of base supernatural spiritual energy.
Edgewalker Sentinel	SoS	117	The techniques and training of the Edgewalker rangers help you battle creatures from other worlds.
Education	PGtF	38	You hail from a land where the pen is held in higher regard than the sword.
Efficient Defender	CS	60	You have learned to use new techniques and modifications to your armor to increase its protective ability.
Efficient Item Creation	ELH	53	Select an item creation feat. You can create magic items using that feat much more quickly than normal.
Einhander	PHB	2 94	You excel at wielding a one-handed weapon while carrying nothing in your off hand.
Elan Repletion	CP	52	As an elan, you can sustain yourself with repletion longer than other members of your race.
Elan Resilience	CP	52	As an elan, you can prevent greater amounts of damage than other members of your race.
Elan Resistance, Enhanced	CP	52	As an elan, you can resist harmful effects more readily than other members of your race.
Elan Retainment	CP	52	You can use your psionic metabolism to aid your ability to retain your psionic focus when you would otherwise expend it.
Eldeen Plantgraft	MoE	47	You can create and apply plant grafts onto others, granting the recipients of your grafts new, potent abilities.
Elder Giant Magic	SoX	135	You have learned a technique developed by ancient giant spellcasters, allowing you to channel additional power in your spells.
Eldritch Corruption	HoH	122	You can add power to your spells or spell-like abilities at the expense of your companions' health.
Eldritch Dragonbane	Drag	139	Your eldritch blasts deal more damage to dragons and their ilk.
Eldritch Erosion [Ambush]	CSc	77	Your attack can weaken your foe's resistance to magic.
Eldritch Linguist	RoF	162	You have a deep understanding of how words themselves have their own kind of magic, and a mastery of the secret syntax of power.
Eldritch Mark	Drag	139	You channel the power of your dragonmark into your eldritch blast.
Elemental Adept	CM	42	You can spontaneously cast a spell of the element you have mastered.
Elemental Bloodline	RoF	163	You have taken on some of the aspects of the type of element that infuses your flesh.
Elemental Envoy	CP	52	This feat allows you to acquire an elemental steward.
Elemental Graft	MoE	47	You can create and apply elemental grafts onto others, granting the recipients of your grafts new, potent abilities.
Elemental Healing	CD	80	You can channel elemental energy to heal creatures of a specific elemental subtype.
Elemental Helmsman	MoE	47	You are more capable of piloting an elemental vessel.
Elemental Smite	MoE	47	You can channel the energy associated with one of your elemental grafts into your melee attacks.
Elemental Smiting	CD	81	You can channel elemental energy to deal extra damage to creatures tied to a specific element.
Elemental Spellcasting	PIHB	39	Choose an element. You cast spells with that descriptor more effectively than normal.
Elephant's Hide	CD	81	You can thicken your skin to the toughness of an elephant's.
Elf Dilettante	RotW	150	Throughout the long years of your life, you have developed a talent for doing just about anything.
Elfhunter	Und	25	Because of your cultural hatred for elves, you have had specific training in how best to fight them.
Elusive Target	CW	110	Trying to land a blow against you can be a maddening experience.
Elven Spell Lore	PHB	2 78	You have studied the mighty arcane traditions of the elven, granting you insight into the intricate workings of magic and the theoretical structures behind spells.
Embed Spell Focus	Draco	69	You can embed focus components required for your spells into your body.
Empower Legacy	WoL	14	You can use one of your item's legacy abilities to greater effect.
Empower Mystery	ToM	136	You can cast mysteries to greater effect.
Empower Power	EPH	46	You can manifest powers to greater effect.
Empower Spell	PHB	93	Increase spell's variable, numeric effects by 50%
Empower Spell-Like Ability	MM	1 303	The creature can use a spell-like ability with greater effect than normal.
Empower Supernatural Ability	ToM	73	You can use a supernatural ability with greater effect than normal.
Empower Turning	CD	81	You can turn or rebuke more undead with a single turning attempt.
Empower Utterance	ToM	228	Your utterances have more powerful effects.
Empowered Ability Damage	LM	26	Your ability damage (or ability drain) special attack is more potent than normal.
Empty Hand Mastery	OA	80	You have mastered the martial arts style of "Empty Hand" -- a hard form emphasizing strikes with the hand.

Feats	Bk	Pg	Description
Enchanting Song	RoS	139	You can channel the power of your bardic music to temporarily increase the power of your enchantment spells.
Endurance	PHB	93	+4 bonus on checks or saves to resist nonlethal dmg
Endure Blows	Draco	70	You are adept at lessening the effects of blows.
Endure Sunlight	LM	26	Your vulnerability to sunlight is reduced.
Enduring Ki	CSc	77	You can channel inner energy to make your <i>ki</i> powers last longer.
Enduring Life	LM	26	You can ignore the effect of negative levels for a short time.
Energize Armor	CP	53	You can charge your armor with psionic energy, making it resistant to energy damage.
Energize Spell	LM	26	Your spells channel positive energy to deal extra damage to undead creatures, but are less effective against other opponents.
Energy Abjuration	CM	42	Casting an abjuration spell grants you protection from energy damage.
Energy Admixture	CAr	78	You can modify a spell that uses one type of energy to add an equal amount of another energy type.
Energy Affinity	MH	25	You can modify a spell that uses one type of energy to use another type of energy.
Energy Gestalt [Tactical]	CM	42	You have learned to combine multiple energy effects to great advantage.
Energy Resistance	ELH	53	You can resist the effects of a chosen type of energy.
Energy Substitution	CAr	79	You can modify an energy-based spell to use another type of energy instead.
Enervate Spell	LM	26	Your spells channel negative energy to deal extra damage to undead creatures, but are less effective against unliving opponents.
Enervating Touch	GW	31	Your touch can bestow negative levels upon creatures.
Enervation Endurance	CP	53	When facing the aftermath of a wild surge, enervation doesn't sap your power points.
Enervative Healing	RoF	163	You can use the life energy of an opponent to heal yourself.
Enhance Effect	PGtF	135	You can change the characteristics of a persistent spell effect that is already in place.
Enhance Item	ELH	114	You can increase the minimum DC for saving throws of magic items that you
Enhance Spell	CAr	191	You can increase the power limit of your damage-dealing spells.
Enhanced Adhesive	Und	25	The natural adhesive you secrete becomes stickier.
Enhanced Beneficence	CP	53	Your psychic aura is larger than normal, reflecting your devotion to your deity.
Enhanced Power Sigils	RoD	152	Your illumian power sigils are more powerful than normal.
Enlarge Breathe	Draco	70	Your breath weapon is larger than normal.
Enlarge Mucus Cloud	LoM	22	An aboleth with this feat can extend its mucus cloud into a wider area.
Enlarge Mystery	ToM	136	You can cast mysteries farther than normal.
Enlarge Power	EPH	46	You can manifest powers farther than normal.
Enlarge Spell	PHB	94	Double spell's range
Enlarge Supernatural Ability	ToM	73	You can increase the range of a supernatural attack.
Enlarge Utterance	ToM	229	You can project the power of an utterance to a greater distance.
Entangling Exhalation	RotD	101	You can use your breath weapon to create an entangling mesh of energy.
Entangling Spell	CoR	20	Your spell releases residual eldritch power that entangles your enemies.
Envoy Cognizance	CP	53	When your elemental envoy is nearby, its associated energy enhances your ability to manifest energy powers.
Epic Combat Expertise	CW	151	You have extraordinary talent at using your combat skill for defense.
Epic Counterspell	PGtF	135	You can counterspell any number of spells each round.
Epic Devotion	CD	89	Choose an alignment component different from your own alignment. You are particularly resistant to spells of that alignment.
Epic Dodge	CAd	191	You are able to evade attacks with exceptional agility.
Epic Endurance	ELH	54	You are capable of legendary feats of stamina.
Epic Expanded Knowledge	EPH	34	You learn another power.
Epic Fortitude	Draco	70	You have tremendously high fortitude.
Epic Inspiration	ELH	54	Your bardic music provides greater inspiration than normally possible.
Epic Leadership	ELH	54	You attract more powerful cohorts and followers than normally possible.
Epic of the Lost King [Bardic Music]	CSc	77	You can channel the power of your bardic music to reinvigorate your allies.
Epic Prowess	CW	151	You have great skill in combat.
Epic Psionic Focus	EPH	34	You can expend your psionic focus to greater effect.

Feats	Bk	Pg	Description
Epic Reflexes	Draco	70	You have tremendously fast reflexes.
Epic Reputation	CAd	191	Your reputation provides great bonuses on interactions with others.
Epic Skill Focus	CAd	191	Choose a skill, such as Move Silently. You have a legendary knack with that skill.
Epic Speed	ELH	54	You can move much more quickly than a normal person.
Epic Spell Focus	CAr	192	Choose a school of magic, such as illusion. Your spells of that school are for more potent than normal.
Epic Spell Penetration	CAr	192	Your spells are tremendously potent, breaking through spell resistance with ease.
Epic Spellcasting	ELH	55	You can create and cast spells that transcend the most powerful existing spells.
Epic Spellfire Wielder	PGtF	136	You can store more spellfire energy levels than normal.
Epic Sunder	CW	151	You are preternaturally tough.
Epic Toughness	CW	151	You are specially good at using one chosen type of weapon.
Epic Weapon Focus	CW	151	You deal extra damage when attacking objects.
Epic Weapon Specialization	ELH	55	Choose one type of weapon, such as a greataxe. You deal extraordinary damage wielding this weapon.
Epic Will	Draco	70	You have tremendously strong willpower.
Eschew Materials	PHB	94	Cast spells without material components
Etch Schema	MoE	47	You can create a minor schema.
Eternal Strength	RoD	155	You have taken Kord's fighting ways to heart. Throwing yourself into every brawl, you draw upon your mighty deity's strength.
Ethereal Sidestep	GW	31	You can teleport yourself a short distance.
Ethran	PGtF	38	You have been initiated into the secrets of the Witches of Rashemen as a member of the Ethran, the "untrained."
Ettercap Berserker	UE	43	The intense physical training required to join your lodge has made you tougher.
Euphoric Reduction	CP	53	Channel your euphoric surge into a boost for one of your skills.
Evasive Reflexes	ToB	30	When an opponent gives you an opening in combat, you know exactly what to do: slip away.
Evil Brand	CoR	23	You are physically marked forever as a servant of an evil power or as a villain.
Evil Brand [Vile]	FC 1	85	You are physically marked forever as the servant of an evil power greater than yourself -- in this case, a demon lord. The symbol is unquestionable in its perversity, depicting a depravity so unthinkable that all who see it know beyond a doubt that you serve the lords of the Abyss.
Evil Embraced	CoR	23	You embrace the power of your fiendish patron and call upon that power in moments of great need.
Eviscerator	LM	26	The allies of your foes are especially afraid of your critical hits.
Evokers Mark	Drag	140	You can use your dragonmark to empower your more destructive spells.
Exalted Companion	BoED	42	Additional animal companion choices
Exalted Smite	BoED	42	Weapon good-aligned when smiting evil
Exalted Spell Resistance	BoED	42	+4 to SR vs evil spells & spell-like abilities of evil outsiders
Exalted Turning	BoED	42	Extra 3d6 points of dmg when turning
Exalted Wild Shape	BoED	42	Additional wild shape options
Exceptional Artisan	EBCS	52	You are an expert at creating magic items faster than usual.
Exceptional Deflection	ELH	55	You can deflect any type of ranged attack.
Exhaled Barrier	RotD	101	You can use your breath weapon to create a wall of energy.
Exhaled Immunity	RotD	102	You can use your breath weapon to grant a willing creature immunity to energy.
Exotic Armor Proficiency	RoS	139	Choose a type of exotic armor. You understand how to wear that type of exotic armor properly.
Exotic Shield Proficiency	RoS	139	Choose an exotic shield. You are proficient with that type of exotic shield.
Exotic Weapon Proficiency	PHB	94	No penalty on attacks with specific exotic weapon
Expanded Aura of Courage	HoB	97	Your aura of courage protects more allies than normal.
Expanded Ki Pool	CSc	77	You know the secret mantras that grant you greater understanding of your <i>ki</i> .
Expanded Knowledge	EPH	46	You learn another power.
Expanded Possession	GW	31	You can ride or possess an additional type of creature.
Expanded Soulmeld Capacity	Mol	38	Your soul's tie to incarnum allows you to maintain more essentia in a single soulmeld.
Expeditious Dodge	RotW	150	You're good at avoiding attacks while moving quickly.
Expel Vestige	ToM	73	You can expel a vestige to which you are bound before the duration of its pact with you has expired.
Expert Siege Engineer	HoB	97	You are particularly skilled at operating siege weapons, such as catapults and battering rams.

Feats	Bk	Pg	Description
Expert Swimmer	SW	92	You swim like a fish. You can stay underwater far longer than others of your race, and you are at home in the water.
Expert Tactician	CAd	109	Your tactical skills work to your advantage.
Explosive Spell	CAr	79	You can cast spells that blast creatures off their feet.
Extend Mystery	ToM	136	You can cast mysteries that last longer than normal.
Extend Power	EPH	46	You can manifest powers that last longer than normal.
Extend Rage	CW	97	You are able to maintain your rage longer than most.
Extend Spell	PHB	94	Double spell's duration
Extend Spreading Breath	Draco	70	You can convert your breath weapon into a spread effect that can be used at range.
Extend Supernatural Ability	ToM	73	You can cause a supernatural ability with a duration to last longer than normal.
Extend Utterance	ToM	229	Your utterances have a more lasting effect on the universe.
Extended Life Span	ELH	56	You are exceptionally long-lived.
Extended Rage	UE	43	Your rage lasts longer than it normally would.
Extended Reach	SaS	34	Your flexible body allows you to reach farther than normal.
Extra Aura	CP	54	You gain the aura ability of a mantle you have donned.
Extra Contacts	CS	61	You make connections and alliances easily.
Extra Domain Spell	MH	26	You have chosen to be more specialized in a particular domain.
Extra Edge	CAr	79	Your ability to deal spell damage is particularly striking.
Extra Exhalation	RotD	102	You can use your breath weapon one more time per day than normal.
Extra Favored Enemy	MotW	22	Gain an additional favored enemy
Extra Followers	HoB	97	Your charismatic magnetism attracts even more followers to your banner.
Extra Granted Maneuver	ToB	30	You are especially devout or insightful, and you have more control over which of your martial maneuvers are currently granted than other crusaders.
Extra Invocation	CAr	79	You learn an additional invocation.
Extra Item Space	SaS	34	You can wear more magic items than are normally allowed.
Extra Music	CAd	109	You can use your bardic music more often than you otherwise could.
Extra Rage	CW	98	You may rage more frequently than normal.
Extra Readied Maneuver	ToB	30	You are an unusually perspicacious student of the Sublime Way, and you find it easy to keep a large number of maneuvers ready for use.
Extra Rings	EBCS	53	Your familiarity with forging magic rings allows you to make use of more rings than normal.
Extra Shifter Trait	MM 3	150	You manifest a second shifter trait while shifting.
Extra Silence	RoS	139	You can generate a field of silence more often than other whisper gnomes can.
Extra Slot	CAr	79	You can cast an additional spell.
Extra Smiting	CW	98	You can make more smite attacks.
Extra Spell	CAr	79	You learn an additional spell.
Extra Spell Secret	CAr	80	You learn an additional spell secret.
Extra Stunning	CW	98	You gain extra stunning attacks.
Extra Turning	PHB	94	Can turn or rebuke 4 more times per day
Extra Wild Shape	CD	81	You can use wild shape more frequently than you normally could.
Extract Demonic Essence	FC 1	86	You can draw upon the living essence of a willing or captured demon to fuel the creation of items or the casting of potent spells.
Extraordinary Artisan	EBCS	53	You are an expert at creating magic items at a lower cost than usual.
Extraordinary Concentration	CAd	109	Your mind is so focused that you can cast spells even while concentrating on another spell.
Extraordinary Spell Aim	CAd	109	You can shape a spell's area to exclude one creature from its effects.
Extraordinary Trapsmith	RotD	100	You are an expert at constructing mechanical traps.
Eye of Medani	Drag	140	The power of your dragonmark sharpens your senses.
Eyes in the Back of Your Head	CW	98	Your superior battle sense helps minimize the threat of flanking.
Eyes of Light	RoF	163	You can focus the holy power within you to create a beam of destructive light energy.
Eyes of the Abyss [Abyssal Heritor]	FC 1	86	Your eyes glow with an inner fire of some unusual color. This glow increases your perception and allows you to see in the dark.
Eyes to the Sky	UA	93	You have an instinctive sense of when someone is magically watching you.

Feats	Bk	Pg	Description
Face-Changer [Reserve]	CM	42	Your mastery of illusions allows you to subtly alter your appearance at whim.
Fade	GW	32	You can make your ghost body more diaphanous and difficult to detect.
Fade into Violence	PHB	2 79	While the chaos of battle swirls around you, you rely on your ability to slip into the background to avoid your enemy's notice.
Faith in the Frost	FB	48	You channel frozen energies from your deity when you turn or rebuke creatures.
Faith Unswerving	ToB	34	The initiate of the Devoted Spirit knows that his fanaticism and devotion to a cause are enough to carry him through almost anything.
Falling Far Strike	OA	62	You have mastered the art of striking a nerve that blinds a humanoid opponent.
Falling Sun Attack	ToB	31	The discipline of the Setting Sun teaches you how to turn an opponent's strengths into weaknesses.
False Pretenses	UA	93	Those who try to charm you get an unpleasant surprise.
Familiar Concentration	LEoF	8	In the tradition of Narfell's ancient summoners, your familiar can concentrate to maintain spells for you.
Familiar Spell	Und	25	You are so well acquainted with the spells you have mastered that you can store the prepared spells in the mind of your familiar.
Far Horizons	RoD	155	By dedicating yourself to the philosophies of Fharlanghn, you have become a more world-wise and capable traveler.
Far Shot	PHB	94	Increase range increment by 50% or 100%
Fast Healing	Draco	70	You heal your wounds very quickly.
Fast Wild Shape	CD	81	You assume your wild shape faster and more easily than you otherwise could.
Faster Healing	CW	98	You recover faster than normal.
Favored	CS	61	You are an active and valued member of your guild, church, or other organization.
Favored Critical	MotW	23	Critical hit threat range is doubled vs 1 favored enemy
Favored in House	EBCS	53	You are a member of one of the dragonmarked mercantile houses and wield some influence in that house.
Favored Magic Foe	CM	42	Through study, you have learned how best to defend yourself against your favored enemies' spells and how to best affect them with your own.
Favored Mystery	ToM	136	The mystery you choose becomes easier to cast.
Favored of the Companions	BoED	43	+1 luck bonus on any one roll or check
Favored of the Zulkirs	PGtF	176	Through your position of prestige among the Red Wizards, you have gained access to secrets of evil magic known to few outside the zulkirs themselves.
Favored Power Attack	CW	98	You are able to deal more damage against your favored enemies.
Favored Vestige	ToM	74	Choose one vestige to which you have access. You establish a close, mystical affinity with that spirit.
Favored Vestige Focus	ToM	74	The supernatural abilities of your favored vestige are more potent than normal.
Fearless	PGtF	38	You are a stranger to fear.
Fearless Destiny	RoD	152	Your grand destiny allows you to avoid death.
Fearsome and Fearless	OA	62	You claim descent from the first Akodo, the paragon of samurai virtue.
Fearsome Necromancy	CM	42	Creatures subjected to your necromantic spells feel the chill of fear.
Feign Weakness	S&F	6	Use Bluff to lure foe into thinking you're unarmed so he attempts an AoO
Fell Animate	LM	26	Living foes slain by your spell may rise as zombies.
Fell Drain	LM	27	Living foes damaged by your spell also gain a negative level.
Fell Frighten	LM	27	Living foes damaged by your spell are also shaken.
Fell Shot	EPH	46	You can strike your foe with a ranged weapon as if making a touch attack.
Fell Weaken	LM	27	Living foes damaged by your spell are also weakened.
Feral Animal Companion	CoR	20	You can enslave a feral animal and adopt it as your animal companion.
Feral Mark	Drag	140	Your dragonmark becomes more jagged and angular. As it grows in power, so do your ties to the animal world.
Fey Heritage [Heritage]	CM	43	You are descended from creatures native to the fey realms. You are naturally resistant to the most common effects produced by
Fey Legacy [Heritage]	CM	43	The magical powers of your ancestors manifest in you.
Fey Power [Heritage]	CM	43	Your fey heritage augments the power of certain types of magic.
Fey Presence [Heritage]	CM	43	You share your ancestor's knack for playing tricks on the minds of others.
Fey Skin [Heritage]	CM	43	Your fey heritage guards you against all weapons except those crafted from the dreaded cold iron.
Fiendish Bloodline	RoF	163	Some of your latent abilities, inherited from an unusually powerful fiendish ancestor, have matured.
Fiendish Heritage	PIHB	39	You are descended from creatures native to the Lower Planes.
Fiendish Legacy [Heritage]	CM	43	The magical powers of your ancestors manifest in you.
Fiendish Power [Heritage]	CM	43	Your fiendish heritage augments the power of certain types of magic.

Feats	Bk	Pg	Description
Fiendish Presence [Heritage]	CM	43	You share your ancestors' ability to tamper with the minds of weak-minded fools.
Fiendish Resistance [Heritage]	CM	43	Your bloodline inures you against corrosion and fire.
Fiendish Summoning Specialist	PIHB	39	You can select from a larger number of options when summoning evil creatures.
Fiery Burst [Reserve]	CM	43	You channel your magical talent into a blast of fire.
Fiery Fist	PHB 2	79	By channeling your <i>ki</i> energy, you sheathe your limbs in magical fire.
Fiery Ki/Defense	PHB 2	79	You channel your <i>ki</i> energy into a cloak of flame that injures any who attempt to strike you.
Fiery Spell	SS	49	Your fire magic is bolstered, further scorching your enemies.
Filth Eater	SCoT	157	You are highly resistant to the effects of disease and can usually eat spoiled food without suffering ill effects.
Final Strike	SaS	34	Your death throes are destructive.
Fine Wild Shape	ELH	56	You can wild shape into animals of Fine size.
Fire Heritage	PIHB	39	You are descended from creatures native to the Elemental Plane of Fire.
Fist of the Heavens	BoED	43	+2 to Stunning Fist DC
Fists of Iron	CW	99	You have learned the secrets of imbuing your unarmed attacks with extra force.
Flash Frost Spell	PHB 2	91	Your spells that use cold and ice to damage your foes leave behind a thin layer of slippery frost.
Flay	PHB 2	79	When fighting unarmored opponents, you excel at twisting your weapon just before impact.
Flay Foe	CoR	20	You are skilled at flaying the flesh from your enemy's bones.
Fleet of Foot	CW	99	You run nimbly, able to turn corners without losing momentum.
Flensing Strike	EBCS	53	You have studied a martial style practiced by monks devoted to the Mockery, which has taught you to cut your opponent's skin in a very painful way.
Flick of the Wrist	CW	99	With a single motion, you can draw a light weapon and make a devastating attack.
Fling Ally	RoS	139	You can launch your comrades into the air as if they were thrown weapons.
Fling Enemy	RoS	140	When you're wrestling a foe, you can lift him into the air and hurl him.
Flyby Attack	MM 1	303	The creature can attack on the wing.
Flyby Breath	DLCS	85	You can employ your breath weapon in a high-speed attack pass.
Flying Fish Leap	SW	92	You can hurl yourself out of the water with ease.
Flying Kick	CW	99	You literally leap into battle, dealing devastating damage.
Flying Tiger [Style]	SoS	117	You have mastered the style of fighting with two hook swords at the same time, and you can perform astounding maneuvers with them.
Focused Antimagic	LoM	45	A beholder with this feat can focus the antimagic of its central eye to target a single person or object.
Focused Lexicon	ToM	229	Your utterances have greater effect against a certain type of creature.
Focused Mind	RotW	151	When you have the opportunity to concentrate on a task, you usually do very well at it.
Focused Perception	CP	54	When you concentrate your faculties, your power of sight pierces the darkness.
Focused Shield	CP	54	Your mental focus makes you more adept at using your shield.
Focused Skill User	CP	54	You can take advantage of your psionic focus in new ways.
Focused Sunder	EPH	46	You can sense the stress points on others' weapons.
Foe Hunter	PGtF	38	In a land threatened by fierce raiders, you have learned to fight effectively against certain foes.
Foe Specialist	MH	26	You are trained at how to damage a particular type of foe.
Follower of the Scaly Way	DoF	57	You are an adherent of Sammaster's teachings.
Font of Life	HoH	122	Your life-force is strong enough to make you highly resistant to all forms of energy drain and level loss.
Foot and Fist Mastery	OA	80	You have mastered the martial arts style of "Foot and Fist" -- a hard form emphasizing strikes with the hands and feet.
Forbidden Lore	HoH	123	You gain hideous insights into subjects not meant to be understood by mortal minds.
Force of Personality	CAd	109	You have cultivated an unshakable belief in your self-worth.
Force of Will	EPH	46	You are able to resist psionic attacks with extreme force of will.
Forceful Staff Style	GW	32	You can stun people with your quarterstaff and push them around after you stun them.
Forest Gnome Phantasist	RoF	163	You can protect your forest home with a variety of phantasms and patterns to befuddle your foes.
Forester	PGtF	39	You are one with Faerun's mighty forests.
Forge Epic Ring	ELH	56	You can craft magic rings of epic power.
Forge Ring	PHB	94	Create magic rings

Feats	Bk	Pg	Description
Forgeheart	PGtF	39	Because you are inured to the hellish heat of your homeland, you are resistant to blasts of fire that would damage other creatures.
Forked Tongue	SK	145	You speak with a honeyed voice that bends listeners to your will.
Formation Expert	CW	110	You are trained at fighting in ranks and files.
Fortify Spell	CAr	80	You cast spells that more easily penetrate spell resistance.
Fortuitous Strike [Luck]	CSc	77	You can hit a foe in just the right place.
Frantic Rage	FoE	147	Your divine madness allows you to channel your fury into frenetic agility rather than might.
Freerunner	CSc	77	You can move in more baffling ways than others.
Freezing the Lifeblood	CW	99	You can paralyze a humanoid opponent with an unarmed attack.
Freezing Touch	GW	33	Your touch is supernaturally cold.
Friends of the Tribes	PGtE	75	You are deeply familiar with the tribes of the Talenta Plains.
Frightful Moan	GW	33	You can unleash a moan that panics creatures near you.
Frightful Presence	Draco	106	Lower lvl enemies become shaken 1d6+Cha mod/rnds, DC Will saves
From Smite to Song	CoV	29	You can channel your destructive holy energy into powerful song magic for the glory of Milil.
Frostfell Prodigy	FB	48	You gain additional bonus spells in cold regions.
Frozen Berserker	FB	48	When you enter your barbarian rage, your body becomes infused with cold energy.
Frozen Magic	FB	48	Your cold spells are more powerful when you cast them in a cold region.
Frozen Wild Shape	FB	48	You can assume the form of magical beasts with the cold subtype.
Full Manifestation	GW	33	You can manifest fully when you would otherwise be forced to be incorporeal.
Furious Charge	PGtF	39	Your people are known for their love of battle, and they rarely waste time in meeting a foe blade-to-blade.
Furious Inhalation	RotD	102	While raging, you can use your breath weapon to deal energy damage with your bite attacks.
Galifaran Scholar	PGtE	77	You have made an exhaustive study of the history of Galifar, from the earliest roots of the Five Nations, through the formation of the united Kingdom of Galifar, and on to the Last War and the dissolution of the kingdom.
Gap of the Serpent	SK	146	Like a snake, you can stretch your mouth to an outlandish extent to accommodate immense prey.
Gargantuan Wild Shape	ELH	56	You can wild shape into animals of Gargantuan size.
Gatekeeper Initiate	EBCS	54	You have been trained in the ancient druidic tradition of the Gatekeepers, founded originally to ward off an extraplanar assault by aberrations.
Gatekeepers Mark	Drag	140	As a member of the Gatekeepers sect, you have learned how to use the power of your dragonmark to better fight and fend off aberrations.
Genie Lore	RoF	163	You have studied centuries of Calishite lore regarding geniekind.
Gestalt Anchor	CP	54	You have a strong bond to the psionic entity you host.
Gestalt Might [Host, Psionic]	SoS	117	You call on your inner spirit to provide you with a burst of adrenaline.
Ghost Attack	EPH	46	Your deadly strikes against incorporeal foes always hit their mark.
Ghost Flight	GW	33	Your fully manifested ghost body can fly.
Ghost Glide	GW	33	Your fully manifested ghost body can slowly fly.
Ghost Hand	GW	33	You can move small objects in a limited manner when you are a ghost.
Ghost Healing	GW	33	You can transfer some of your own ectoplasm to another ghost to heal it.
Ghost Ride	GW	33	You can hide within the physical body of a living creature, perceiving the world through its senses, but without the ability to control the host.
Ghost Scarred	LM	27	You are adept at fighting incorporeal undead.
Ghost Smiting	GW	34	You can use your smite ability to smite ghosts.
Ghostly Grasp	LM	27	You can handle corporeal objects even while corporeal.
Ghost-Touch Spell	GW	34	You know how to tune your damaging spells to affect ghosts without harming other creatures.
Giant Banemagic	SoX	135	You can cast spells that deal additional damage to giants.
Giantbane	CW	111	You are trained in fighting foes larger than you are.
Giant's Toughness	MotW	23	+9 hit points
Gift of Discernment	PGtF	176	You can rely on your conscience to steer you away from evil deeds.
Gift of Faith	BoED	43	+2 bonus on saving throws to resist fear and despair effects
Gift of Grace	BoED	43	Share Cha saving throw bonus
Gift of Tongues	RoF	163	You have an intuitive talent for learning languages.
Gifted General	OA	62	Your ancestor Daidoji Yurei, an ancient daimyo of the Daidoji family, was a gifted general -- the first in Rokugan to use guerilla warfare.

Feats	Bk	Pg	Description
Githyanki Battlecaster	MM 4	202	A creature with this feat ignores arcane spell failure chances when wearing light armor.
Githyanki Charm	CP	54	You can leverage your <i>psionic daze</i> psi-like ability to gain greater control over subjects.
Githyanki Control	CP	54	You can leverage your <i>far hand</i> psi-like ability to gain greater control over objects.
Githyanki Dismissal	CP	54	You can leverage your <i>dimension door</i> psi-like ability to gain greater control over other creatures' locations.
Githyanki Dragonrider [Racial]	MM 4	202	A creature with this feat has a knack for getting along with red dragons.
Githyanki Ectoform	CP	54	You can leverage your <i>concealing amorph</i> psi-like ability to gain greater control over your own body.
Githzerai Burst	CP	54	You can leverage your <i>cat fall</i> psi-like ability to gain greater control over yourself in your environment.
Githzerai Feedback	CP	54	You can leverage your <i>inertial armor</i> psi-like ability to further insulate yourself from harm.
Githzerai Knock	CP	54	You can leverage your <i>concussion blast</i> psi-like ability to gain such fine control over manipulating force that you can open locks or sealed doors.
Githzerai Link	CP	55	You can leverage your <i>psionic daze</i> psi-like ability to forge direct mental contact with another creature.
Gloom Razor	ToB	35	The teachings of the Shadow Hand discipline allow you to confuse your enemies.
Glorious Weapons	CD	82	You can channel positive or negative energy to imbue your allies' weapons with an alignment.
Gnoll Ferocity	RotW	151	You embody the savage ferocity of your people. When you fly into a berserk rage, you can bite opponents with your powerful jaws.
Gnome Foe Killer	RoS	140	Your battle techniques against your racial foes improve.
Gnome Tunnel Acrobatics [Tactical]	DuS	44	Goblin raiding parties whisper of the crazed but effective tactics that gnome tunnel guards use to defend their homes. The gnomes excel at using acrobatics to penetrate enemy ranks or launch devastating attacks from above.
Goad	CAd	109	You are skilled at inducing opponents to attack you.
Godsight	LEoF	8	You enjoy the special blessing of a deity of the Mulhorandi pantheon, who has granted you unerring powers of perception.
Gold Dragon Lineage [Draconic]	DM	19	You can harness the legacy of your gold dragon ancestry to protect your allies.
Gold Dwarf Dweomersmith	RoF	163	You have learned the secrets of gold dwarf magic that creates or enhances weapons.
Good Karma [Luck]	CSc	77	You can use your luck to aid an ally -- at the risk of your own neck.
Gorebrute Elite	RoE	114	Your mighty charge attack can knock down foes.
Grace of Ghallanda	Drag	140	The power of your dragonmark fills you with social grace, and diplomacy becomes your shield.
Graft Flesh	LM	27	You can apply a certain type of graft to other living creatures or to yourself.
Graft Illithid Flesh	Und	25	You can apply illithid grafts to other living creatures or to yourself.
Graft Yuan-Ti Flesh	SK	146	You can apply yuan-ti grafts to other living creatures or to yourself.
Grand Malevolence	GW	34	You can possess multiple creatures and control their actions.
Grappling Block	OA	63	You can catch and pin an opponent's weapon with your bare hands.
Grass Trekker	SaS	35	You are adapted to a plains environment.
Great Bite	EBCS	54	You know how to hit where it hurts with your fangs.
Great Captain	SW	92	You are a master pilot and battle leader; your crew anticipates your every command and leaps to do your bidding.
Great Charisma	ELH	56	Your powers of persuasion and leadership are greater than normal.
Great Cleave	PHB	94	No limit to cleave attacks each round
Great Constitution	ELH	56	Your health and endurance are greater than normal.
Great Crafter	OA	63	Your ancestor, Kaiu, was the first and greatest blacksmith of the Crab clan.
Great Dexterity	ELH	56	Your agility and coordination are greater than normal.
Great Diplomat	OA	63	You are descended from Asako, one of the companions of the first Phoenix, a great healer, diplomat, and warrior.
Great Flyby Attack	SaS	35	You can make multiple flyby attacks in a round.
Great Fortitude	PHB	94	+2 bonus on Fortitude saves
Great Intelligence	ELH	56	Your powers of reason and learning are greater than normal.
Great Rend	EBCS	54	You know how to hit where it hurts with your claws.
Great Smiting	DMG	209	Your smite attacks are much more powerful than normal.
Great Stag Berserker	UE	43	Your fighting style employs aggressive charges in the manner of your lodge's totem animal.
Great Stamina	OA	63	Your ancestor, Daidoji Masashigi, gave his life defending the Kaiu Wall alongside the Crab at the Battle of the Landbridge.
Great Strength	ELH	57	Your muscle and physical power are greater than normal.
Great Teamwork	OA	63	You are a descendant of Hida Banuken, the Crab champion who oversaw the construction of the Kaiu Wall during the battle of the Cresting Wave.
Great Wisdom	ELH	57	Your willpower and insight are greater than normal.

Feats	Bk	Pg	Description
Greater Aberrant Dragonmark	Drag	140	As it increases in power, your aberrant dragonmark expands to cover much of your body.
Greater Cold Focus	FB	48	Your cold spells are now even more potent than before.
Greater Corrupt Spell Focus	HoH	123	Your corrupt spells are now even more potent than they were before.
Greater Dragonmark	EBCS	54	You have a greater dragonmark.
Greater Heavy Armor Optimization	RoS	141	You have mastered the use of heavy armor, maximizing its protective qualities while moving more easily in it.
Greater Kiai Shout	CW	99	You kiai shout can panic your opponents.
Greater Legacy	WoL	14	You awaken the most powerful abilities of a specific item of legacy.
Greater Manyshot	EPH	47	You are skilled at firing many arrows at once, even at different opponents.
Greater Mighty Roar	SaS	35	You unsettle opponents with a dreadful roar as you attack.
Greater Multigrab	SK	146	You can grapple enemies effortlessly with your natural weapons.
Greater Multiweapon Fighting	ELH	69	A creature with three or more hands can fight with a weapon in each hand.
Greater Path Focus	ToM	136	Choose a path of shadow magic to which you have already applied the Path Focus feat. Your mysteries of that path are now even more potent.
Greater Power Penetration	EPH	47	Your powers are especially potent at breaking through power resistance.
Greater Power Specialization	EPH	47	You deal more damage with your powers.
Greater Powerful Charge	EBCS	54	You can charge with extra force.
Greater Psionic Endowment	EPH	47	You can use meditation to focus your powers.
Greater Psionic Fist	EPH	47	You can charge your unarmed strike or natural weapon with additional damage potential.
Greater Psionic Shot	EPH	47	You can charge your ranged attacks with additional damage potential.
Greater Psionic Weapon	EPH	47	You can charge your melee weapon with additional damage potential.
Greater Resiliency	CW	99	Your extraordinary resilience to damage increases.
Greater Shifter Defense	EBCS	54	By delving deeper into your shifter heritage, you develop the ability to ignore some damage from every attack.
Greater Spell Focus	PHB	94	+1 on save DCs vs specific school of magic (stacks with spell focus)
Greater Spell Penetration	PHB	94	+4 to caster lvl checks to defeat spell resistance
Greater Two-Weapon Defense	CW	100	When fighting with two weapons, your defenses are extraordinarily strong.
Greater Two-Weapon Fighting	PHB	95	Gain third off-hand attack
Greater Weapon Focus	PHB	95	+2 bonus on attack rolls with selected weapon
Greater Weapon Specialization	PHB	95	+4 bonus on damage rolls with selected weapon
Greater Witchlight	GW	34	Your witchlight can last longer, become hotter, or give off more light.
Green Bond	GW	35	You have an empathic bond with one of the spirit trees around Manifest
Green Ear	CAd	110	Your bardic music can affect plant creatures.
Greenbound Summoning	LEoF	8	You are learned in a long-forgotten manner of summoning once practiced by Eaerlanni elves of the High Forest.
Greensinger Initiate	EBCS	54	You have embraced the druidic traditions of the Greensingers, a chaotic Eldeen Reaches sect with close ties to the fey.
Greensingers Mark	Drag	141	Your dragonmark increases the damage you deal to aberrations and evil outsiders while in a wild shape.
Grell Alchemy	LoM	114	A creature that has this feat has studied the alien and disturbing arcane lore of the grell, and understands the magical and physical laws by which their spells and devices function.
Grenadier	PHB 2	79	You are skilled in using grenadelike weapons.
Grim Visage	RoF	163	Your eyes have seen a lot, and now they show everyone that you aren't to be trifled with. Even glib people stammer in your presence.
Grizzly's Claws	CD	82	You can grow claws as sharp as those of a bear.
Group Inspiration	CAd	192	Your bardic powers can inspire more allies than normal.
Guardian Spirit	CAr	80	Your watchful spirit is more capable than normal.
Guerrilla Scout	HoB	97	You know how to use your senses to greater effect.
Guerrilla Warrior	HoB	97	You know how to move stealthily, even when armored.
Half-Giant Stomp	CP	55	You can use your <i>stomp</i> psi-like ability more often.
Half-Giant Thunderer	CP	55	You can use your <i>stomp</i> psi-like ability to far greater effect.
Halruuan Adept	ShSo	20	You have studied the old cooperative spellcasting traditions of Halruuaa, and you are well-versed in the rites and arcana of Halruuan magic.
Hammer and Piton [Style]	DuS	45	You can drive pitons into your foes, giving you a useful perch from which to strike.
Hammer Fist	RoF	164	You are trained in an unarmed fighting style that emphasizes a two-handed strike.

Feats	Bk	Pg	Description
Hammer's Edge	CW	113	You are a master of the style of fighting with a hammer and sword at the same time.
Hamstring	CW	100	You can wound your opponents' legs, hampering their movement.
Hand of Tyr	CoS	145	You have sacrificed your right hand to Tyr, the Maimed God, proving your resilience and strength of spirit.
Hands of a Healer	BoED	43	+2 bonus to Cha for lay on hand ability
Hardened Flesh	LM	27	Undead you raise or create can better handle themselves in a fight.
Harem Trained	RoF	164	You have been trained to serve as a jhasin (if male) or jhasina (if female) and are well versed in song, music, dance, art, the recitation of great literature, the art of massage, and other duties of the harem.
Hashalaq Ancestor	PGtE	83	The hashalaq quori essence within you allows you to sense the emotions of others.
Hasty Spirit	CM	44	Your watchful spirit lends you a burst of speed in times of great need.
Haunting Appearance	GW	35	You can make your ghost body assume a terrifying appearance that can frighten observers.
Haunting Melody	HoH	123	You can use your music to inspire fear.
Haunting Voice	GW	35	You can make your voice originate from another location.
Hawk's Vision	CAd	114	You can improve your visual acuity.
Hazing Strike	SoS	117	Your successful stunning attack clouds the mind as it hampers the body.
Head Shot [Ambush]	CSc	77	By striking at your opponent's head, you can temporarily disrupt his thought processes.
Headlong Rush	RoF	164	You charge your foes with immense force, heedless of your own safety.
Healer's Luck [Luck]	CSc	78	Your spells can heal more damage.
Healing Factor	MM	3 150	When your current period of shifting ends, you heal a limited amount of damage.
Healing Flames	RoF	164	You can draw energy from open flames to heal yourself.
Healing Soul	Mol	38	You can draw upon the soul energy of incarnum to heal your wounds.
Healing Strike	Drag	141	Your dragonmark allows you to heal and fight at the same time.
Hear the Unseen	CAd	110	Your sense of hearing is so acute that you can partially pinpoint an opponent's location by sound, allowing you to strike even if the opponent is concealed or displaced.
Heart of Dragons [Ceremony]	DM	19	You imbue your allies with draconic power.
Heart of Incarnum	Mol	38	You tap into the power of your heart chakra to gain resilience.
Heart of Siberys	Drag	141	You channel the power of your Siberys dragonmark to protect and heal any ally in combat.
Heart of the Nabassu	FC	1 86	Your ancestry traces back to a place where the Abyss meets the Negative Energy Plane.
Heat Endurance	SS	50	Either as a result of growing up in the waste, or by training your body and mind to ignore the effects of searing heat, you can exist with ease in high-temperature environments.
Heat Tolerance	ShSo	20	You are used to living in hot, humid conditions.
Heavy Armor Optimization	RoS	141	You have trained extensively in heavy armor, and you have learned to take advantage of the protection it offers.
Heavy Lithoderms	RoS	141	You have stony growths on your skin that afford you protection against attacks.
Heavyweight Wings	RotD	100	Your superior strength allows you to fly while heavily burdened.
Heighten Breath	Draco	70	Your breath weapon is even more deadly than normal.
Heighten Spell	PHB	95	Cast spells as higher lvl
Heighten Spell-Like Ability	CAr	80	You can use a spell-like ability as if it were a higher spell-level equivalent than it actually is.
Heighten Turning	LM	27	You can affect more powerful undead with your turning or rebuking attempts.
Hellbound Knight	CoR	23	A devoted disciple of the Nine Hells, you have sworn to strike down creatures that oppose law and threaten tyranny.
Heretic of the Faith	PoF	46	You stray significantly from the teachings of your faith.
Heroic Channeling [Divine]	FoE	147	You can call on your personal strength of will to channel positive or negative energy into divine feats.
Heroic Companion	MoE	48	Your luck extends to your companion creature.
Heroic Destiny	RoD	152	You have a destiny to fulfill.
Heroic Devotion [Divine]	FoE	147	Your devotion to your faith allows you to manipulate fate at the expense of some spellcasting ability.
Heroic Focus	MoE	48	Despite the dangers all around, you can quickly regain your psionic focus.
Heroic Metamagic	RoE	109	In times of great need, you can call upon a heroic reserve of power to strengthen your spells.
Heroic Spirit	EBCS	55	You have a larger reservoir of luck than the average hero.
High Sword Low Axe	CW	113	You have mastered the style of fighting with a sword and axe at the same time.
Highborn Drow	RoF	164	You have learned how to tap into the advanced magical abilities of your drow noble heritage.
Hin Wandermage	RoF	164	You have a natural affinity for spells that take you from place to place.

Feats	Bk	Pg	Description
Hindering Opportunist	PHB	2 79	When you have a chance to strike a distracted foe, you instead use that opportunity to aid or protect an ally against him.
Hindering Song	ELH	57	Your bardic music interferes with opposing spellcasters.
Hold the Line	CW	100	You are trained in defensive techniques against charging opponents.
Holy Ki Strike	BoED	44	+2d6 bonus on dmg rolls against evil creatures
Holy Radiance	BoED	44	Glow with light harmful to undead
Holy Strike	CD	89	Your attacks deal great damage to evil creatures.
Holy Subdual	BoED	44	Transform bonus & smite damage to nonlethal
Honest Merchant	OA	63	Your ancestor, Bayushi Tesaguri, was the son of Bayushi Junzen, Scorpion Clan Champion.
Honor-Bound	DLCS	86	Keeping your word and upholding your honor is of great importance to you.
Horrific Appearance	GW	35	You can blast creatures with your simple appearance.
Horse Nomad	PGtF	39	You have been raised in a culture that relies upon riding and shooting.
Host Focus	CP	60	You can use a psi-like ability granted by a host feat an extra time each day.
Hostile Mind	EPH	47	Your mind recoils violently against those who use psionics against you.
Hostile Mind, Improved	CP	59	You have mental defenses erected against telepathic attacks.
Hover	MM	1 304	The creature can come to a halt in midair.
Hulking Brute	DLCS	86	You possess a truly impressive stature.
Human Heritage	RoD	152	Your human heritage is more prominent than in others of your kind.
Hunters Mark	Drag	141	Your dragonmark makes it easier to hunt and kill your favored enemies.
Hurling Charge	MH	27	You are trained in using thrown weapons as part of a charge attack.
Hurricane Breath [Reserve]	CM	44	The power of elemental air you hold in your mind allows you to exhale the wind.
Hyena Tribe Hunter	ShSo	20	You have learned the secrets of hunting from the hyena that roams the lands where your tribe wanders.
Iaijutsu Master	OA	63	You are not only descended from Kakita, the greatest duelist ever to have lived, but you share a karmic tie to his spirit.
Ice Harmonics	FB	48	Your summon spells work better in the frostfell if you summon native creatures.
Ice Troll Berserker	UE	44	When raging, your skin becomes very thick and tough like the ice trolls that plague parts of your homeland.
Icy Calling	FB	48	You can use your voice to shatter ice.
Ignore Material Components	ELH	57	You need not use any material components in casting spells.
Ignore Special Requirements	ToM	74	The strange constraints that vestiges place on their summoning are meaningless to you.
Illithid Blast	CP	61	You can convert your pisonic energy into <i>amind blast</i> .
Illithid Compulsion	CP	61	You can call upon your heritage and enhance your ability to manipulate the minds of other creatures.
Illithid Enthusiast	CP	61	When you manipulate the minds of other creatures, you are heartened and emboldened by your success.
Illithid Extraction	CP	61	Your acceptance of your illithid heritage is so encompassing that you have learned how to extract the brain of a helpless victim.
Illithid Grapple	CP	61	You embrace more of your illithid heritage, and grow at least one long purplish tentacle that you can reveal and unfurl when you open your mouth.
Illithid Heritage	CP	62	Somewhere in the deeps of time, your bloodline was polluted with illithid influence.
Illithid Legacy	CP	62	You have realized greater psionic power through your illithid heritage.
Illithid Legacy, Greater	CP	62	Your knowledge of psionic power has grown even further due to your illithid heritage.
Illithid Skin	CP	62	Your skin takes on the glistening, rubbery, green-mauve consistency of your illithid parentage.
Imbued Summoning	PHB	2 92	Your summoning spells gain an element of surprise.
Impeding Attack [Ambush]	CSc	78	Your strikes render your target temporarily clumsy and awkward.
Imprint Stone	EPH	47	You can create power stones to store psionic powers.
Improve Bull Rush	PHB	95	You know how to push opponents back.
Improved Aid	OA	63	You are descended from Hida Tadaka, the great Crab daimyo who gave his life to avert a war between his clan and the Lion.
Improved Alignment-Based Casting	ELH	57	Your spells of a particular alignment are more powerful than normal.
Improved Arrow of Death	ELH	57	Your arrows of death are harder to resist.
Improved Assume Supernatural Ability	SaS	35	You gain skills using a supernatural ability of an assumed form.
Improved Aura of Courage	ELH	57	Your aura of courage is stronger than normal.
Improved Aura of Despair	ELH	57	Your aura of despair is wider than normal.

Feats	Bk	Pg	Description
Improved Binding	ToM	74	You are so adept at binding vestiges that you can contact powerful ones more easily than other soul binders can.
Improved Buckler Defense	CW	100	You can attack with an off-hand weapon while retaining a buckler's shield bonus to your Armor Class.
Improved Bull Rush	PHB	95	+4 bonus on bull rush attempts; no AoO
Improved Cohort	HoB	98	You attract a more powerful cohort than you normally would.
Improved Cold Endurance	FB	48	Your training and natural hardiness have improved your natural resistance to cold temperatures.
Improved Combat Casting	CAR	192	You heighten your ability to cast spells while threatened without fear of being attacked.
Improved Combat Expertise	CW	100	You have mastered the art of defense in combat.
Improved Combat Reflexes	ELH	57	You can respond to any number of opponents who let their defenses down.
Improved Control Visage	GW	35	You can change your ghost form's appearance.
Improved Cooperative Metamagic	PGtF	136	Your ability to enhance an ally's spell during casting is expanded.
Improved Counterspell	PHB	95	Counterspell with a spell of same school
Improved Critical	PHB	95	Double threat range of weapon
Improved Damage Reduction	EBCS	55	You gain damage reduction or improve your existing damage reduction.
Improved Darkvision	ELH	58	Your ability to see in the dark is greater than normal.
Improved Death Attack	ELH	58	Your death attack is harder to overcome.
Improved Deflection	GW	35	You are adept at deflecting things before they strike you.
Improved Disarm	PHB	95	+4 bonus on disarm attempts; no AoO
Improved Diversion	CAd	110	You can create a diversion to hide quickly and with less effort.
Improved Draconian Breath Weapon	DLCS	86	You have mastered your draconic heritage and improved on your innate breath weapon.
Improved Draconic Aura	Drag	141	You draw power from your dragonmark to enhance your draconic aura.
Improved Dragon Wings	RotD	100	Your draconic wings now grant you flight.
Improved Elemental Heritage	PIHB	40	You have manifested an even stronger tie to your elemental ancestor, resulting in a minor resistance to elemental effects.
Improved Elemental Wild Shape	DMG	209	You can take the form of a larger variety of elementals than normal.
Improved Energy Drain	LM	27	You draw extra power from your energy-drained victims.
Improved Energy Resistance	RoF	164	Choose one form of energy to which you have a natural (not spell- or item-generated) resistance. Your inherent resistance to this kind of energy is more effective than normal.
Improved Essentia Capacity	MoI	38	Your capability of investing essentia improves.
Improved Familiar	CSc	78	You can acquire a new familiar from a nonstandard list of creatures.
Improved Familiar	CW	100	This feat allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar.
Improved Familiar	FRCS	35	So long as you are able to acquire a new familiar, you may choose your new familiar from a nonstandard list.
Improved Familiar	PGtF	39	Refer to the Improved Familiar feat description on page 200 of the <i>Dungeon Master's Guide</i> .
Improved Familiar	SK	146	Refer to the Improved Familiar feat description in the <i>Dungeon Master's Guide</i> .
Improved Favored Enemy	CW	101	You know how to hit your favored enemies where it hurts.
Improved Feint	PHB	95	Feint in combat as move action
Improved Fiendish Servant	CoR	20	You gain the service of a powerful fiendish animal servitor.
Improved Flight	CAd	110	You gain greater maneuverability when flying than you would normally have.
Improved Flight Item (Item Creation)	SCoT	157	You have learned to make use of the manifest zone in Sharn to craft magic items that grant superior flight.
Improved Flyby Attack	ELH	70	The creature can attack on the wing with increased mobility.
Improved Fortification	MM 3	192	You improve your warforged fortification, gaining immunity to sneak attacks and extra damage from critical hits.
Improved Frosty Touch	FB	49	Your frosty touch causes more cold damage.
Improved Ghost Flight	GW	35	Your ghost body can fly rapidly.
Improved Grapple	PHB	95	+4 bonus on grapple checks; no AoO
Improved Heat Endurance	SS	50	You can survive even in the most extreme natural heat conditions.
Improved Heighten Spell	ELH	58	You can cast a spell at any level above its own.
Improved Homunculus	MoE	49	You are adept at improving and modifying your homunculus. Whenever you advance your homunculus's Hit Dice, you can also imbue it with special supernatural abilities.
Improved Initiative	PHB	96	+4 bonus on initiative checks
Improved <i>Ki</i> Strike	ELH	58	You can strike opponents with great damage reduction.

Feats	Bk	Pg	Description
Improved Levitation	RoF	165	You have learned to use part of your <i>levitate</i> spell-like ability at a time, allowing multiple uses with a shorter duration.
Improved Low Blow	RoF	165	You are especially good at using the Low Blow feat.
Improved Low-Light Vision	ELH	58	The range of your low-light vision is greater than normal.
Improved Maneuverability	Draco	70	Your maneuverability in flight improves.
Improved Manifestation	EPH	34	You increase your power point reserve.
Improved Manyshot	ELH	58	You can fire even more arrows as a single attack against a nearby target.
Improved Metamagic	DMG	210	You can cast spells using metamagic feats more easily than normal.
Improved Metapsionics	EPH	34	You can manifest powers using metapsionic feats more often than normal.
Improved Mounted Archery	CW	101	You can make ranged attacks from a mount almost as well as you can from the ground.
Improved Multiattack	Draco	70	You are particularly adept at using all your natural weapons at once.
Improved Multiweapon Fighting	ELH	70	A creature with three or more hands can fight with a weapon in each hand.
Improved Natural Armor	MM 1	304	The creature's natural armor is thicker and harder than that of other of its kind.
Improved Natural Attack	MM 1	304	The creature's natural attacks are more dangerous than its size and type would otherwise dictate.
Improved Oneiromancy	HoH	123	With the Improved Oneiromancy feat, you gain additional dream-related spellcasting abilities.
Improved Outer Planar Heritage	PIHB	40	Your ancestral tie to the Outer Planes manifests as an ability to deal damage with your natural attacks as if they matched the alignment of your ancestors.
Improved Overrun	PHB	96	+4 bonus on overrun attempts; no AoO
Improved Paralysis	LM	27	You are better at paralyzing your victims.
Improved Poltergeist Hand	GW	36	You can move a large object at a distance when you are a ghost.
Improved Precise Shot	PHB	96	Ignore less than total cover/concealment on ranged attacks
Improved Psicrystal	EPH	47	You can upgrade your psicrystal.
Improved Rapid Shot	CW	101	You are an expert at firing weapons with exceptional speed.
Improved Rapidstrike	Draco	70	You can make multiple attacks with a natural weapon.
Improved Resiliency	RoE	119	You gain a construct's resistance to nonlethal damage.
Improved Resist Dragonfear	DLCS	86	You are able to demonstrate great courage in the presence of dragons.
Improved Rock Hurling	RoS	141	Your accuracy and effectiveness with thrown rocks improves.
Improved Scent	SaS	36	You can detect and track creatures by smell at greater distances than normal.
Improved Shield Bash	PHB	96	Retain shield bonus to AC when shield bashing
Improved Shieldmate	MH	27	You have an outstanding ability to protect those near you with your shield.
Improved Sigil (Aesh)	RoD	152	You tap into your <i>aesh</i> power sigil to gain enhanced accuracy with your favored melee weapons.
Improved Sigil (Hoon)	RoD	152	You tap into your <i>hoon</i> power sigil to help survive deadly conditions.
Improved Sigil (Krau)	RoD	153	You tap into your <i>krau</i> power sigil to augment the energy of your magical utterances.
Improved Sigil (Naen)	RoD	153	You tap into your <i>naen</i> power sigil to see through illusions and resist language-based effects.
Improved Sigil (Uur)	RoD	153	You tap into your <i>uur</i> power sigil to gain enhanced accuracy with ranged weapons.
Improved Sigil (Vaul)	RoD	153	You tap into your <i>vaul</i> power sigil to resist mental effects.
Improved Skirmish	CAd	192	Your combat mobility improves.
Improved Smiting	CD	82	Your smite attacks deal more damage to specific foes, and can damage creature with alignment-based damage reduction.
Improved Snatch	Draco	71	You can make snatch attacks against bigger opponents than other creatures can.
Improved Snatch Spell	PGtF	136	When you take over a spell from another spellcaster, you gain more control over its effect.
Improved Sneak Attack	DMG	210	Your sneak attacks are more deadly than normal.
Improved Speed	Draco	71	You are faster than others of your kind.
Improved Spell Capacity	Draco	71	You can prepare spells that exceed the normal limits of spellcasting.
Improved Spell Resistance	ELH	60	Your innate resistance to magical effects increases.
Improved Spellpool Access	PGtF	136	You can use your spellpool access to call spells of greater than normal power.
Improved Spit	SK	146	You can spit farther than normal.
Improved Stunning Fist	DMG	210	Your stunning attack is more powerful.
Improved Sudden Strike	CAd	192	Your ability to strike unaware foes improves.

Feats	Bk	Pg	Description
Improved Sunder	PHB	96	+4 bonus on sunder attempts; no AoO
Improved Swimming	CAd	110	You can swim faster than you normally could.
Improved Toughness	CW	101	You are significantly tougher than normal.
Improved Trip	PHB	96	+4 bonus on trip attempts; no AoO
Improved Turn Resistance	LM	27	You have a better than normal chance to resist turning.
Improved Turning	PHB	96	+1 lvl for turning checks
Improved Two-Weapon Defense	CW	101	You gain a significant defensive advantage while fighting with two weapons.
Improved Two-Weapon Fighting	PHB	96	Gain second off-hand attack
Improved Unarmed Strike	PHB	96	Considered armed even when unarmed
Improved Weapon Familiarity	CW	101	You are familiar with all exotic weapons common to your people.
Improved Web	SaS	36	You gain additional utility from your webs.
Improved Whirlwind Attack	ELH	60	You become a blurry whirlwind of attacks, striking out at all enemies near your position.
Incarnum Resistance	Mol	38	Your body, untainted by incarnum, is not easily affected by the power of soul energy.
Incarnum Spellshaping	Mol	38	You gain the ability to invest incarnum into your spellcasting.
Incarnum-Fortified Body	Mol	38	The incarnum within you strengthens your body's toughness, enabling you to withstand greater injury.
Incite Rage	ELH	60	You can incite allies into a rage.
Incorporeal Form	GW	36	You can become incorporeal even when you would otherwise be forced to manifest fully.
Incorporeal Spell Targeting	GW	36	You know how to cast your spells so they're more likely to affect incorporeal creatures.
Incorporeal Target Fighting	GW	36	You know how to fight incorporeal creatures in melee.
Indigo Strike	Mol	38	You can channel incarnum to enhance your ability to deal damage with your skirmish attack, sneak attack or sudden strike.
Indomitable Discipline	PGtE	86	Your strict mental discipline allows you to resist attempts to manipulate your thoughts.
Indomitable Soul	PHB	2 80	Your physical toughness translates into greater mental resiliency.
Ineluctable Echo	UA	93	Those who use words of power around you hear the sound of their own voices.
Infernal Bargainer	RoF	165	You are comfortable making deals with powerful entities from the Lower Planes.
Infernal Sorcerer Eyes	PHB	2 91	Your eyes glow with infernal fire, allowing you to see through magical darkness.
Infernal Sorcerer Heritage	PHB	2 91	Your innate magic derives from infernal ancestors.
Infernal Sorcerer Howl	PHB	2 91	You channel the fury of your infernal ancestors into a thunderous roar that blasts your enemies with sonic power.
Infernal Sorcerer Resistance	PHB	2 91	You are as tough and resilient as an infernal monstrosity, allowing you to shrug off acid and cold damage.
Infinite Deflection	ELH	61	You can deflect an infinite number of projectiles.
Inhuman Reach	LoM	180	Your arms elongate, allowing you to touch the floor with your hands.
Inhuman Vision	LoM	180	You possess the inhuman eyes of some strange creature.
Initiate of Aasterinian [Initiate]	DM	20	You live for the moment, reveling in new experiences without fear of consequence.
Initiate of Amaunator	PoF	58	You have been initiated into the greatest secrets of Amaunator's faith.
Initiate of Anhur	CoV	30	You have been initiated into the greatest secrets of Anhur's church.
Initiate of Arvoreen	CoV	30	You have been initiated into the greatest secrets of Arvoreen's church.
Initiate of Astilabor [Initiate]	DM	20	You share your deity's desire to acquire and protect treasure, and she has recognized this by granting you an edge in achieving these goals.
Initiate of Bahamut [Initiate]	DM	20	The Platinum Dragon has entrusted you with great power in the battle against evil.
Initiate of Baravar Cloakshadow	CoV	30	You have been initiated into the greatest secrets of Baravar Cloakshadow's church.
Initiate of Eilistraee	CoV	30	You have been initiated into the greatest secrets of Eilistraee's church.
Initiate of Falazure [Initiate]	DM	20	Your celebration of death and decay has opened up new magical secrets involving the living and undead.
Initiate of Garyx [Initiate]	DM	20	You channel the cleansing fire of destruction, as wielded by your deity.
Initiate of Ghaunadaur	CoR	23	You have learned the dread secrets of the god of oozes, slimes, jellies, and outcasts.
Initiate of Gruumsh	CoR	24	The singular eye of the great orc god Gruumsh watches over you.
Initiate of Hlal [Initiate]	DM	21	Fueled by faith in your deity, your audacity and bravery truly know no bounds.
Initiate of Horus-Re	CoV	30	You have been initiated into the greatest secrets of Horus-Re's church.
Initiate of Io [Initiate]	DM	21	Your deity has entrusted you with the responsibility of tending to dragonkind.

Feats	Bk	Pg	Description
Initiate of Kossuth	CoR	24	You have faced the fierce elemental flame and unlocked some of the secrets of Kossuth's church.
Initiate of Lendys [Initiate]	DM	21	Your dedication to justice grants you the ability to ferret out and punish wrongdoers.
Initiate of Loviatar	CoR	24	With great pain comes great power. This and other secrets you have learned from the church of Loviatar.
Initiate of Milil	CoV	31	You have been initiated into the greatest secrets of Milil's church.
Initiate of Nobanion	CoV	31	You have been initiated into the greatest secrets of Nobanion's church.
Initiate of Shar	CoR	24	You have been initiated into the greatest secrets of Shar's church.
Initiate of Tamara [Initiate]	DM	21	You wield the twin powers of mercy and death in service to your draconic patron.
Initiate of Tchazzar	DoF	92	You have been initiated into the greatest mysteries of Tchazzar's church.
Initiate of the Holy Realm	CoV	30	You have been initiated into the greatest secrets of one of the faiths of the Holy Realm (Chauntea, Helm, Lathander, Selune, or Sune).
Initiate of Tiamat [Initiate]	DM	21	Your homage to the creator of evil dragonkind has been rewarded with physical and mental power.
Initiate of Torm	CoV	31	You have been initiated into the greatest secrets of Torm's church.
Initiate of Tymora	CoV	32	You have been initiated into the greatest secrets of Tymora's church.
Initiate of Varae	CoR	25	You fervently worship Varae, the serpentine goddess, and guard well the secrets of your faith.
Innate Spell	CAr	80	You have mastered a spell so thoroughly that you can now use it as a spell-like ability.
Inquisitor	EPH	48	You know when others lie.
Inscribe Epic Runes	PGtF	136	You can inscribe runes of epic power.
Inscribe Rune	PGtF	40	You can create magic runes that hold spells until triggered.
Inside Connection	RoD	153	Choose a specific organization. You have strong personal connections within that organization, as well as insight into its membership.
Insidious Magic	PGtF	40	You can use the Shadow Weave to make your spells harder for Weave users to dispel.
Insidious Terror [Psionic, Racial]	SoS	117	Your intuitive sense of your victim's fears enhances the effectiveness of your psionic powers.
Insightful	CAr	80	You possess a magical understanding of the workings of arcane detection.
Insightful Divination	CM	44	Casting a divination spell grants you an uncanny insight into danger.
Insightful Reflexes	CAd	110	Your keen intellect allows you an uncanny knack for evading dangerous effects.
Inspirational Leadership	HoB	98	Your cohort and followers are exceptionally faithful to your cause.
Inspire Excellence	ELH	61	You can improve the abilities of your comrades through your performance.
Inspire Spellpower	RoS	141	You can use your bardic music to increase the power of your allies' spells.
Instant Clarity [Psionic]	ToB	31	You have sharpened your concentration to the point that you can focus your psionic abilities with just an instant's thought.
Instant Reload	ELH	61	Choose one type of crossbow, such as heavy crossbow. You can fire that type of crossbow as fast as a bow.
Instantaneous Rage	CW	102	You activate your rage instantly.
Instinctive Consummator	CP	55	You always make good on your threats.
Intensify Spell	ELH	61	You can cast spells with exceptionally great effect.
Intimidating Rage	CW	102	Your rage engenders fear in your opponents.
Intimidating Strike	PHB	2 79	You make a display of your combat prowess designed to strike terror in your foe.
Intuitive Attack	BoED	44	Use Wis mod instead of Str on attacks with simple/natural weapons
Inured to Energy	SaS	36	You can resist energy attacks more efficiently than normal.
Invest Armor	CP	55	You can charge your armor with additional protective qualities.
Investigate	EBCS	55	You can use the Search skill to find and analyze clues at the scene of a crime or a mystery.
Investigator	PHB	97	+2 bonus on Gather Information & Search checks
Invisible Needle [Reserve]	CM	44	You can create tiny darts of force.
Invisible Spell [Metamagic]	CS	61	You can make your spell effects invisible.
Involuntary Rage	SaS	36	Extreme pain drives you berserk.
Iron Mind	RoF	165	You are descended from duergar who escaped enslavement by the illithids. The blood of these psionic-resistant former thralls runs thick in your veins.
Iron Will	PHB	97	+2 bonus on Will saves
Ironheart Aura	ToB	31	Your strength of spirit and martial training inspires those around you.
Ironskin Chant	CAd	113	You can channel the power of your bardic music to enable yourself to ignore minor injuries.
Ironwood Body	RoE	119	Your body is crafted with a layer of hard ironwood that cushions blows.

Feats	Bk	Pg	Description
Irresistible Gaze	SK	146	Your gaze attack is more potent than normal.
Item Reprieve	LEoF	8	You learn how to use items from a school of magic previously prohibited to you.
Jack of All Trades	CAd	110	You have picked up a smattering of even the most obscure skills.
Jaws of Death	RoE	119	Gnashing teeth and a powerful set of jaws allow you to bite foes.
Jergal's Pact	LEoF	8	You have made a bargain with Jergal, seneschal to the god of death.
Jester's Magic	CoS	145	You are a skilled master of magical jests, capable of inciting audiences to laughter or lulling them to sleep.
Jotunbrud	RoF	166	You are descended from the giants who ruled the mountain-spanning empire of Ostoria in ages past, and possess a truly impressive stature.
Judged by Aurifar	SS	50	Aurifar, the Caliph of the Sky, has judged you, and he shows you special favor.
Jungle Stamina	RoF	166	You are acclimated to the disease-ridden jungles of southwestern Faerun.
Jungle Veteran	SoX	135	You have a knack for surviving in harsh environments and avoiding the deadly ambushes of natives.
Kalashtar Mindlink [Psionic, Racial]	SoS	117	You are innately talented with your racial <i>mindlink</i> psi-like ability.
Kalashtar Thoughtshifter	RoE	118	You have learned to control your mind blade for maximum impact in battle.
Kami's Intuition	OA	63	You are descended from Shinjo, the first Unicorn, the kindest and most compassionate of the kami.
Karmic Strike	CW	102	You have learned to strike when your opponent is more vulnerable -- the same instant your opponent strikes you.
Karmic Twin	OA	64	You are descended from Bayushi, the first Scorpion, whos love for his daughter proved his final downfall.
Keen Intellect	OA	64	You are descended from Agasha, the founder of the original Dragon shugenja school, a shugenja known for her keen intellect and powers of observation.
Keen Strike	ELH	61	Your unarmed strikes become as sharp as blades.
Keen-Eared Scout	PHB	2 80	Your sharp sense of hearing allows you to determine much more about your surroundings.
Keeper of Forbidden Lore [Abyssal Heritor]	FC	1 86	A shred of demonic racial memory grants you knowledge of numerous ancient magical secrets.
Kiai Shout	CW	102	You can bellow forth a shout that strikes terror into your enemies.
KiBlast	PHB	2 80	You focus your <i>ki</i> into a ball of energy that you can hurl at an opponent.
Kihu-Sherem Guardian	GW	36	You are one of the Kihu-Sherem, magically altered in the womb to allow you to better protect the sorcerers of your homeland.
Killoren Ancient	RotW	151	You favor the killoren aspect of the ancient.
Killoren Destroyer	RotW	151	You favor the killoren aspect of the destroyer.
Killoren Hunter	RotW	151	You favor the killoren aspect of the hunter
Knifefighter	PGtF	40	You're an expert at using weapons in a grapple.
Knight of Stars	BoED	44	+1 luck bonus on any one roll or check
Knight of the Red Falcon	CoV	32	Your military order has a legendary ability to survive against overwhelming odds.
Knight of the Risen Scepter	CoV	32	Your military order is dedicated to fighting Set and his minions, and even death cannot stop you from this task.
Knight of Tyr's Holy Judgment	CoV	32	You can draw upon the power of Tyr to sense and understand the law and to locate devils.
Knight of Tyr's Merciful Sword	CoV	33	You can draw upon the power of Tyr to sense where you are needed.
Knight Training	EBCS	56	You are part of a knightly order that combines the divine calling of the paladin class with another form of training.
Knockback	RoS	142	By putting your bulk behind a blow, you can push your enemy backward.
Knock-Down	D&D	51	The deity's mighty blows can knock foes off their feet.
Knockdown Power	CP	62	You can manifest powers that knock creatures off their feet.
Kobold Endurance	RotD	101	Thanks to your race's determination, you are capable of amazing feats of strength and stamina.
Kobold Foe Strike	RotD	101	You are more effective in combat against your racial enemies.
Landlord	SBG	10	By knowing the right nobles, making contacts with masons and artisans, or performing great deeds for a liege-lord, you have resources that help you build and expand your stronghold.
Landwalker	SW	92	You can survive out of water for a longer period of time than most of your kind.
Large and In Charge	Draco	71	You can prevent opponents from closing inside your reach.
Lasting Inspiration	DMG	210	Your songs continue to inspire allies long after your words have faded.
Lasting Life	LM	28	You can shed negative levels with an act of will.
Law Inviolable	RoD	155	Your unshakable faith in St. Cuthbert allows you to better apprehend fugitives or overcome villains who transgress the law.
Leadership	PHB	97	Attract cohort & followers
Leap Attack	CAd	110	You can combine a powerful charge and a mighty leap into one devastating attack.
Leap of the Heavens	PHB	2 80	Your excellent athletic ability and superior conditioning allow you to make near-superhuman leaps.

Feats	Bk	Pg	Description
Least Dragonmark	EBCS	56	You have a least dragonmark.
Least Legacy	WoL	14	You awaken the basic abilities of a specific item of legacy.
Legacy Focus	WoL	15	Your item's legacy abilities are more potent than normal.
Legendary Acrobat	CAd	192	You can balance and tumble much more easily than a normal person.
Legendary Artisan	EBCS	56	You have mastered the method of creating magic items.
Legendary Climber	CAd	192	You can climb rapidly much more easily than a normal person.
Legendary Commander	ELH	62	You attract and lead great armies of followers through sheer force of personality.
Legendary Leaper	CAd	192	You can cover great distances with only a brief start.
Legendary Rider	CW	152	You can ride a mount in combat with ease, even bareback.
Legendary Tracker	CAd	192	You can track prey across or through the water, or even through the air.
Legendary Wrestler	ELH	62	You are exceptionally proficient at grappling.
Lesser Aberrant Dragonmark	Drag	141	Your aberrant dragonmark increases in size and becomes more powerful.
Lesser Dragonmark	EBCS	56	You have a lesser dragonmark.
Lesser Legacy	WoL	15	You awaken more powerful abilities of a specific item of legacy.
Lichloved	BoVD	49	+1 saves on mind effects/poison/sleep/paralysis/stunning/disease
Life Drain	LM	28	You drain additional life energy from your foes.
Life Leech	UA	93	You automatically try to steal the last bit of life energy from anyone nearby.
Lifebond	LM	28	Select a specific living creature that is friendly to you. You create a special bond with that creature.
Lifesense	LM	28	You see the light that all living creatures emit.
Light of Aurifar	SS	51	Undead that you turn or rebuke immolate.
Light to Daylight	RoF	166	Your inherent ability to create light is more powerful than normal.
Lightbringer	RoF	166	You can channel positive energy into your spells so that they glow with holy power.
Lightfeet	RotW	151	You have an incredibly soft step, making it difficult to track or hear you.
Lightning Fists	S&F	7	Make two extra attacks in a round at -5 penalty
Lightning Mace	CW	113	You are a master of fighting with two maces at the same time.
Lightning Reflexes	PHB	97	+2 bonus on Reflex saves
Line of Shadow	ToM	136	You can cast a mystery without line of sight or line of effect to the target.
Lingering Breath	Draco	71	Your breath weapon forms a lingering cloud.
Lingering Damage	ELH	62	Your sneak attacks continue to deal damage even after you strike.
Lingering Song	CAd	111	Your inspirational bardic music stays with the listeners long after the last note has died away.
Lingering Spell	CoR	20	Residual eldritch energy from your spell continues to harm your enemies after the spell's main effect has expired.
Linked Power	CP	62	You can link a power to the power you manifest in this round so that it goes off next round.
Lion Spy	OA	64	Your ancestor, Akodo Shinju, was the greatest spy of the Lion clan.
Lion Tribe Warrior	ShSo	20	You have learned how to pounce on your foes, like the lion that roams your lands.
Lion's Pounce	CD	82	You can deliver a terrible attack at the end of a charge.
Live My Nightmare	UA	94	Those who magically pry into your mind become privy to your most frightening dreams.
Lliira's Blessing	PGtF	176	Thanks to the favor of the goddess of freedom, you are difficult to restrain.
Lolth's Blessing	RoF	166	The Spider Queen has blessed you with additional magical abilities.
Lolth's Meat	Und	26	Like all drow raised in cities that are ruled by Lolth's priestesses, you know that you exist only to provide your goddess with food and pleasure. This knowledge lends you a certain bloodthirsty readiness.
Long Reach	UE	44	You know how to use your great stature to reach an opponent more than 5 feet away with a spearlike weapon.
Longstride Elite	RoE	114	Your longstride shifter trait improves.
Longtooth Elite	RoE	114	Your longtooth shifter trait improves.
Lord of the Uttercold	CAr	80	Through careful study of the Elemental Planes and their interactions with the Negative Energy Plane, you have learned to wield the uttercold.
Low Blow	RoF	166	You can get underfoot and attack creatures larger than you.
Low Profile	UA	182	You are less famous than others of your class and level, or you wish to maintain a less visible presence than others of your station.
Lucid Channeling	FoE	147	When you invite a celestial into your body, you open your mind completely to the divine spirit.

Feats	Bk	Pg	Description
Luck of Heroes	PGtF	40	Your land is known for producing heroes.
Lucky Break [Luck]	CSc	79	You can hit an object in just the right place.
Lucky Fingers [Luck]	CSc	79	Your good fortune can help prevent you from falling to your doom.
Lucky Start [Luck]	CSc	79	Sometimes your luck overcomes a slow natural reaction.
Lunar Magic	CoS	146	Your spells and spell-like abilities are tied to the phase of the moon, rising and falling with the strength of Selune.
Lunatic Insight	HoH	123	Your madness grants you insight and knowledge.
Lunging Strike	PHB 2	80	You make a single attack against a foe who stands just beyond your reach.
Lurk Augment, Extra	CP	55	You can use your lurk augment more often than normal.
Lurk Augment, Ranged	CP	55	You can use some of your lurk augments in conjunction with a ranged attack.
Lurk Master	CP	55	You are more skilled in augmenting your attack than your training would indicate.
Lurking Familiar	PHB 2	80	Your familiar hides within the folds of your robe or takes cover behind you as your opponents close in.
Lycanthropic Spell	F&P	214	You cast spells while in your lycanthropic animal form.
Lyric Spell	CAd	113	You can channel the power of your bardic music into your magic, allowing you to expend uses of your bardic music ability to cast spells.
Mad Alchemist	PHB 2	94	You are an expert at using alchemical items.
Mad Faith	HoH	123	Your depravity has twisted the connection between you and your patron deity. You suffer flashes of insight interrupted by flashes of madness.
Mad Foam Rager	PHB 2	80	You fight with the rage that only a rabid badger or a beer-addled dwarf can bring to bear.
Maenad Deafening Scream	CP	55	You can use your <i>energy ray</i> (sonic) psi-like ability to better effect.
Maenad Fury	CP	55	You can use your outburst racial trait more often.
Maenad Scream	CP	55	You can use your <i>energy ray</i> (sonic) psi-like ability more often.
Mage Slayer	CAr	81	You have studied the ways and weaknesses of spellcasters and can time your attacks and defenses against them expertly.
Magic Device Attunement	CM	44	You have a knack for activating familiar magic items.
Magic Disruption [Reserve]	CM	44	You can use your powers of abjuration to interfere with other casters' spells.
Magic in the Blood	PGtF	40	You have a knack for getting the most out of your innate magic abilities.
Magic of the Land	RotW	152	Your intimate understanding of the natural world allows you to imbue your spells with life-giving magical power from the land itself.
Magic Sensitive [Reserve]	CM	44	You literally see the emanations of magic around you.
Magical Aptitude	PHB	97	+2 bonus on Spellcraft & Use Magic Device checks
Magical Artisan	PGtF	41	You have mastered the method of creating a certain kind of magic item.
Magical Beast Wild Shape	CD	90	You can wild shape into magical beast form.
Magical Fortune [Luck]	CSc	79	Even you are sometimes surprised by how well your spells work.
Magical Training	PGtF	41	You come from a land where cantrips are taught to all who have the aptitude to learn magic.
Magistrate's Mind	OA	64	You claim descent from Soshi Saibankan, a great Scorpion judge who helped establish the Empire's institution of Emerald magistrates.
Make Your Own Luck [Luck]	CSc	79	Your hard work lets you exploit minor loopholes.
Malevolence	GW	36	You can possess a creature and control its actions.
Malign Spell Focus	CoR	20	Your evil spells are more potent than normal due to a deal forged with an evil power.
Manifest Druid	PGtE	122	You have a familiarity with the three manifest zones of the Eldeen Reaches and the powers of the planes to which they are linked.
Manifest Flight	SCoT	157	You have learned to make use of the manifest zone in Sharn to improve your natural ability to fly.
Manifest Leap	SCoT	157	You have learned to make use of the manifest zone in Sharn to increase your ability to jump and reduce the damage you take when you fall.
Manticores Sting	Drag	44	You are a master of the art of throwing numerous, sharp projectiles, such as daggers and darts.
Mantis Leap	S&F	7	Inflict normal dmg + Str mod x2 with jump-charge attack
Mantle Focus	CP	55	The powers from one of your mantles become more potent.
Many Masks	OA	64	You are descended from Shosuro Furuyari, an important Scorpion playwright.
Manyshot	PHB	97	Shoot two or more arrows simultaneously
Mark of Avernus	FC 2	84	Your unflinching allegiance to Bel gives you special strategic insights into the best ways to overcome your enemies. By examining your opponents, you can land telling blows.
Mark of Cania	FC 2	84	Behind Mephistopheles's mask of civility and quick wit burns the fire of frustration and hatred. You acquire this archdevil's temperament, and you can channel it to destroy your foes.
Mark of Deflection	Drag	142	Your dragonmark helps deflect attacks made against you.
Mark of Destiny	Drag	142	You can call upon the power of your Siberys mark to enhance your combat prowess.

Feats	Bk	Pg	Description
Mark of Dis	FC 2	84	The infernal attention of Dispater has made you paranoid and cautious, giving you decided advantages in combat. Your attention to detail in battle leaves few openings for your opponents to attack.
Mark of Hleid	FB	49	You bear a mark that identifies you as an ally of the church of Hleid and grants you supernatural qualities.
Mark of Madness	Drag	142	Your aberrant dragonmark causes momentary madness in creatures.
Mark of Maladomini	FC 2	84	Maladomini is a sinking mire of corruption and filth. Those who serve the Lord of Flies acquire some of his most unsavory characteristics. You exude stinking ichor like your master.
Mark of Malbolge	FC 2	84	Malbolge has transformed into a place of disturbing growth and decay. Glasya, the new mistress, has blessed you with the same essence that infects everything in her domain, enabling you to draw power from the remains of the Hag Countess.
Mark of Minauros	FC 2	84	Mammon is an expert at managing the various powers of Hell. From service to this archdevil, you know when to use explosive violence and when to beat a hasty retreat.
Mark of Nessus	FC 2	84	All bow before Asmodeus. The Lord of Nessus grants you a hint of his commanding nature.
Mark of Phlegethos	FC 2	85	The disturbing infatuation of physical pleasure and pain has indelibly touched your mind, enabling you to draw strength from your own suffering, as well as that of others.
Mark of Purity	Drag	142	Your dragonmark renders you immune to effects that would sicken or nauseate you, and gives you the power to rid others of similar debilitations.
Mark of Resilience	Drag	142	The power of your dragonmark gives you a survival edge.
Mark of Stars	Drag	142	If the stars are the eyes of dragons that have ascended to godhood, they are watching over you.
Mark of Stygia	FC 2	85	Levistus demands that his servants work endlessly to extract him from his icy tomb. From your time on the glacier, you have learned to use your environment to best advantage.
Mark of the Dauntless	Drag	142	Your dragonmark helps you shake off effects that would daze or stun a normal person, as well as help similarly affected creatures regain their senses.
Mark of the Recovery	Drag	142	You draw upon the power of your dragonmark to stay alive.
Mark of the Triad	CoV	33	You have been initiated into the greatest secrets of the Triad, the godly triumvirate of Tyr, Torm, and Ilmater.
Mark of the Wilderness	Drag	143	As a member of the Wardens of the Wood sect, you call upon the power of your dragonmark to help you defend the wilderness.
Mark of Truth	Drag	142	The power of your dragonmark aids your attacks against foes with aberrant marks.
Mark of Twelve Moons	Drag	142	Your dragonmark has mysterious ties to one of Eberrons twelve moons.
Mark of Vengeance	Drag	143	Your aberrant dragonmark strikes at the hearts of dragonmarked foes you attack.
Mark of Vermin	Drag	143	Your aberrant dragonmark gives you a natural affinity for vermin.
Mark of Xoriat	Drag	143	You are what the witches of Droaam call a byeshkalzah -- a scion of Khyber whose aberrant dragonmark has been warped by exposure to the lingering horrors of Xoriat.
Markings of the Blessed	RoS	142	Your skin markings shift into a pattern that resists a wide array of harmful effects in times of trouble.
Markings of the Hunter	RoS	142	Your skin markings shift into a pattern that makes you hard to get the drop on.
Markings of the Magi	RoS	142	Your skin markings shift into a pattern that denotes you as having strong magical talent.
Markings of the Maker	RoS	142	Your skin markings shift into a pattern that gives you fate's edge when using skills.
Markings of the Warrior	RoS	142	Your skin markings have shifted over time into a pattern that gives you fate's deadly accuracy in times of trouble.
Martial Stalker	CSc	79	You practice a powerful fighting style that focuses equally on martial skill and mystical dedication.
Martial Stance	ToB	31	You have mastered the fundamentals of a martial discipline, and you are now able to master one of its stances.
Martial Study	ToB	31	By studying the basics of a martial discipline, you learn to focus you <i>ki</i> and perfect the form needed to use a maneuver.
Martial Throw	MH	27	You can switch positions with an opponent you hit in melee by throwing that opponent.
Martial Weapon Proficiency	PHB	97	No penalty on attacks with specific martial weapon
Master Legacy	WoL	15	You temporarily gain access to legacy abilities beyond your normal reach.
Master Linguist	RoE	109	You have a broad knowledge of language.
Master Manipulator	PHB 2	80	Your words are your weapons.
Master of Knowledge	HoH	123	You have spent most of your life in study, and it comes naturally to you now.
Master of Undeath	CM	44	You can control an undead that you create . . . for a time.
Master of Wards	Drag	143	You use the power of your dragonmark to shield your allies.
Master Spellthief	CSc	79	Your arcane studies allow you to mingle arcane magic of different flavors for great effect.
Master Staff	CAr	192	You can activate a staff without using a charge.
Master Wand	CAr	192	You can activate a wand without using a charge.
Mastery of Chaos and Order	PGtE	125	You have learned to calculate the precise locations of Daanvi and Kythri at any given time, and to use that knowledge to imbue your spells with unusual regularity or striking unpredictability -- or both.
Mastery of Day and Night	PGtE	125	You have learned to calculate the precise locations of Irian and Mabarr at any given time, and to use that knowledge to enhance your manipulation of positive and negative energy.
Mastery of Dreams	PGtE	125	By physically exploring the realm of Dal Quor, you have learned to instill your spells with the stuff of dreams . . . and nightmares.
Mastery of Faerie Enchantment	PGtE	125	You have learned to calculate the precise location of Thelanis at any given time, and to use that knowledge to improve your ability to control the minds of other creatures.
Mastery of Ice and Fire	PGtE	126	You have learned to calculate the precise locations of Fernia and Risia at any given time, and to use that knowledge to enhance cold and fire spells that you use.
Mastery of Madness	PGtE	126	You have learned to reach magically to the ever-distant plane of Xoriat and draw some element of its madness into the world -- but these techniques come with some risk.

Feats	Bk	Pg	Description
Mastery of the Azure Sky	PGtE	125	You have learned to calculate the precise location of Syrania at any given time, and to use that knowledge to enhance spells you cast to grant flight.
Mastery of the Battleground	PGtE	125	You have learned to calculate the precise location of Shavarath at any given time, and to use that knowledge to enhance spells of battle that you cast.
Mastery of the Dead	PGtE	125	You have learned to calculate the precise location of Dolurrh at any given time, and to use that knowledge to capture the souls of creatures slain with your death spells.
Mastery of the Mists	PGtE	126	By learning of the intricate relationship between the Ethereal Plane and the Material Plane, you gain the ability to see and sometimes reach through the barrier between these two planes.
Mastery of the Silver Void	PGtE	126	You have gained a deeper understanding of the Astral Plane and its relationship to the other planes of the cosmos. You can use that knowledge to more quickly access that plane.
Mastery of Twilight Denizens	PGtE	126	You have learned to calculate the precise location of Lamannia at any given time, and to use that knowledge to summon more powerful creatures from that plane.
Mastery of Twisted Shadow	PGtE	126	You gain the ability to reach into the Plane of Shadow when casting an illusion, concealing yourself in the raw shadowstuff drawn forth.
Maximize Breath	Draco	71	You can take a full-round action to use your breath weapon to maximum effect.
Maximize Mystery	ToM	136	You can cast mysteries to maximum effect.
Maximize Power	EPH	48	You can manifest powers to maximum effect.
Maximize Spell	PHB	97	Maximize spell's variable, numeric effects
Maximize Spell-Like Ability	CAr	81	You can use a spell-like ability at its maximum effect.
Meditation of War Mastery	OA	81	You have mastered the martial arts style of "Meditation of War" -- a hard/soft form emphasizing weapon use and strikes to pressure points.
Melee Evasion	PHB	2 81	Your speed, agility, and talent for intelligent fighting allow you to avoid your opponent's blows.
Melee Weapon Mastery	PHB	2 81	You have mastered a wide range of weapons.
Melodic Casting	CM	44	You can weave your music and magic together into a single perfect voice.
Memory Eater	LoM	22	An aboleth with this feat is particularly adept at extracting memories and knowledge from the bodies of those it consumes.
Menacing Demeanor	RoD	155	You can tap into your savage heritage to improve your intimidation techniques.
Mental Juggernaut	CP	56	You are adroit at avoiding the mind blasting effects of certain psionic abilities and powers.
Mental Leap	EPH	48	You can make amazing jumps.
Mental Resistance	EPH	48	Your mind is armored against mental intrusion.
Mentor	DMG	2 176	A character who takes this feat has offered his knowledge and skill to a lower-level NPC and takes that NPC on as an apprentice.
Mercantile Background	PGtF	41	You come from a wealthy family with numerous contacts in the trading costers and craft guilds of Faerun's bustling cities.
Merciful Strike [Ambush]	CSc	79	You can strike a creature's vital areas without killing it.
Metallurgy	RoF	166	You are skilled in the act of metallurgy, creating metal alloys both for their appearance and their properties.
Metamagic School Focus	CM	45	You are unusually skilled at modifying the effects of a particular school of magic.
Metamagic Song	RoS	142	You can channel the power of your bardic music into your magic, allowing you to pay the cost of metamagic feats by spending uses of your bardic music ability.
Metamagic Spell Trigger	CM	45	You can apply metamagic feats you know to spell effects from magic items you activate with a spell trigger.
Metamagic Vigor [Tactical]	CM	45	The energy you pour into increasing the power of your spells feeds back upon itself in an ever-increasing cycle.
Metamorphic Transfer	EPH	48	You can gain a supernatural ability of a metamorphed form.
Metanode Spell	CoR	25	You cast metamagic spells to greater effect in nodes to which you are attuned than elsewhere.
Metapower	CP	63	You can permanently modify a psionic power you know with a metapsionic feat.
Metaray	LoM	45	A beholder with this feat can apply the effects of metamagic feats to its eye rays.
Midnight Augmentation	Mol	38	You can augment a psionic power with your personal soul energy rather than mental energy.
Midnight Dodge	Mol	39	You can channel incarnum to enhance your ability to avoid attacks against you.
Midnight Metamagic	Mol	39	You can channel incarnum to alter your prepared spells.
Might Makes Right	RoF	166	Your great strength draws more followers.
Mighty Dragonmark	Drag	143	Your dragonmark is particularly strong, and its powers are harder to resist and dispel.
Mighty Leaping	SaS	37	You have developed your leg muscles and trained yourself to make mighty leaps.
Mighty Rage	ELH	63	Your rage becomes even more powerful than normal.
Mighty Roar	SaS	37	You unsettle opponents with a dreadful roar as you attack.
Mighty Works Mastery I	OA	80	You have mastered the initial secrets of the "Mighty Works" martial arts style -- a hard/soft form emphasizing locks and hand strikes.
Mighty Works Mastery II	OA	80	You have mastered the deeper secrets of the "Mighty Works" martial arts style.
Militia	PGtF	41	Your people rely on a well-trained and well-armed militia to defend their land.
Mind Cleave	CP	56	When you lay low a foe, you drain off a portion of its excess mental energy into the conduit of your mind blade.
Mind Drain [Ambush]	CSc	79	Your attack can weaken your opponent's mental powers.

Feats	Bk	Pg	Description
Mind Empowerment	CP	56	When you lay low a foe, you drain off a portion of its excess mental energy into the conduit of your mind blade.
Mind Mask [Psionic]	SoS	117	Your mind conceals some of your traits.
Mind Over Body	EPH	48	Your ability damage heals more rapidly.
Mind Strike	CP	56	When you use your psychic strike ability, you deal more damage.
Mind Strike, Swift	CP	57	You possess a deadly speed when charging your mind blade with psychic energy.
Mindsight	LoM	126	A creature that has this feat possesses innate telepathic ability that allows it to precisely pinpoint other thinking beings within range of its telepathy.
Minor Malevolence	GW	37	You can possess a creature for a short while and control its actions.
Minor Shapeshift [Reserve]	CM	45	Your mastery of shapeshifting magic allows you to reshape your flesh in small but significant ways.
Minor Utterance of the Evolving Mind	ToM	229	Your mastery of Truespeech has led you to the understanding necessary to perform a simple utterance from the Lexicon of the Evolving Mind.
Miser's Fortune [Luck]	CSc	80	Items belonging to you and your allies are abnormally resistant to damage.
Misleading Song	RoS	142	You can channel the power of your bardic music to temporarily increase the power of your illusion spells.
Mithral Body	MM	3 192	A warforged character's body can be crafted with a layer of mithral that provides some protection without hindering speed or gracefulness.
Mithral Fluidity	MM	3 192	Your movements are smoother and more fluid than those of other warforged.
Mobile Defense	ELH	63	You can adjust your position while maintaining a defensive stance.
Mobile Spell-Casting	CAd	111	Your focused concentration allows you to move while casting a spell.
Mobility	PHB	98	+4 dodge bonus to AC against some AoO
Momentary Alteration	UA	94	You can briefly transform yourself into a second form, acquiring its physical qualities.
Monastic Training	EBCS	57	You are part of an order that combines the monastic discipline of the monk class with another form of training.
Monkey Grip	CW	103	You are able to use a larger weapon than other people your size.
Monk's Spade Mind Blade	SoS	118	When you reshape your mind blade, you can change it into an exotic weapon: a monk's spade.
Moradin's Smile	RoS	142	Through the favor of Moradin, you are skilled at interacting with others.
Mortalbane	BoVD	49	+2d6 spell-like ability dmg vs nonoutsiders, half dmg vs non-mortals
Mortifying Attack	CoR	20	Those who witness your brutal death attack are unnerved and jarred by the experience.
Mother Cyst	LM	28	You gain the ability to cast necrotic cyst spells by growing a cyst of your own.
Mountain Stance	SoS	118	You know how to stabilize yourself against unbalancing attacks.
Mountain Warrior	RoS	142	You are adept at fighting on the uneven ground of mountainous terrain.
Mountaineer	FB	49	You are a particularly gifted explorer and mountain climber.
Mounted Archery	PHB	98	Half penalty for ranged attacks while mounted
Mounted Combat	PHB	98	Negate hits on mount with Ride checks
Mounted Mobility	HoB	98	You are skilled at dodging past opponents while mounted.
Mounting Casting	MH	27	You are skilled at casting spells while riding a mount.
Mror Stalwart	RoE	109	You have been trained to make devastating strikes with the weapons of the dwarves of the Mror Holds.
Multiattack	MM	1 304	The creature is adept at using all its natural weapons at once.
Multicultural	S&S	40	+4 bonus on Cha checks made to alter attitude of a chosen race
Multidexterity	MM	2 18	The creature is adept at using all its hands in combat.
Multigrab	SK	146	You can grapple enemies more firmly than normal with your natural attacks.
Multilingual	LEoF	8	You have an uncanny knack for languages.
Multisnatch	Draco	72	You can grapple enemies more firmly with only one of your natural attacks.
Multispell	ELH	63	You can cast an additional quickened spell in a round.
Multitasking	SaS	37	You can perform different tasks with different limbs.
Multivoice	SaS	37	If you have two or more heads, you can cast more spells than usual in a round.
Multiweapon Fighting	MM	1 304	A creature with three or more hands can fight with a weapon in each hand.
Multiweapon Rend	ELH	63	You can rend opponents when fighting with more than two limbs.
Music of Growth	EBCS	57	Your music can enhance the power of animals and plant creatures.
Music of Making	EBCS	57	Echoing the music of creation, your own performance enhances any process of creation.
Music of the Gods	ELH	63	You can use your bardic music to influence creatures immune to mind-affecting effects.

Feats	Bk	Pg	Description
Music of the Outer Spheres	LoM	181	You can use your bardic music to create discordant, insane sounds.
Mutable Body	RoE	110	Your enhanced control over your shapechanging ability grants you extra power from transmutation spells.
Mutilator	CoR	20	After striking down your enemy in battle, you can skillfully mutilate the corpse to prevent others from raising it from the dead.
Mysterious Magic	SoX	135	Your study of unconventional magic gives your spells an odd appearance and makes them difficult to identify.
Mystic Backlash [Reserve]	CM	45	With a touch, your magic corrupts the spells of your enemy.
Narrow Mind	EPH	48	Your ability to concentrate is as keen as an arrowhead, allowing you to gain your psionic focus even in the most turbulent situations.
Narrowed Gaze	SK	146	Your gaze attack has a limited field of effect.
Natural Bond	CAd	111	Your bond with your animal companion is exceptionally strong.
Natural Bully	CoR	21	You easily terrify weaker adversaries.
Natural Heavyweight	PIHB	40	You are descended from creatures native to a plane of heavy gravity.
Natural Leader	HoB	98	You have a natural commanding presence.
Natural Scavenger	ShSo	21	You are particularly adept at finding food while on the move.
Natural Spell	PHB	98	Cast spells while in wilde shape
Natural Trickster	RoS	143	You have greater natural access to your race's powers of illusion.
Naturalized Denizen	UA	94	You are unusually anchored to your location.
Nauseating Touch	GW	37	When you touch a living creature, you can make it nauseated.
Necrocarum Acolyte	Mol	39	You have experienced the power of necrocarum, a dark and twisted form of incarnum.
Necromantic Might	LM	28	Undead you control gain benefits when they are near you.
Necromantic Presence	LM	28	Undead you control are harder to turn when they are near you.
Necropolis Born	CAr	81	You possess a magical understanding of the essence of mortal dread.
Necropotent	LM	29	Your special melee or ranged attack with one type of weapon is especially effective against undead.
Necrotic Reserve	LM	29	You are not immediately destroyed when your hit points fall to 0 or lower.
Negative Energy Burst	CD	90	You can use your rebuke/command undead ability to unleash a burst of negative energy.
Negotiator	PHB	98	+2 bonus on Diplomacy & Sense Motive checks
Nemesis	BoED	44	Detect presence of favored enemies
Neraph Charge	PIHB	40	You master the Limbo-native neraph martial art of motion camouflage when you charge your foe.
Neraph Throw	PIHB	40	You master the Limbo-native neraph martial art of motion camouflage for your thrown weapons.
Net and Trident	CW	114	You are a master of fighting with the net and the trident.
Netherese Battle Curse	LEoF	8	You can channel your own arcane energy into a powerful curse upon those who dare to face you in battle.
Night Haunt	CAr	81	You possess a magical understanding of the workings of the unseen.
Nightborn Dragonmark	Drag	143	You are more in tune with your dragonmark at night.
Nightbringer Initiate	FoE	147	You have been trained in the ways of the Nightbringers, a new offshoot of the Children of Winter.
Nimble Bones	LM	29	Undead you raise or create are faster and more nimble than normal.
Nimble Fingers	PHB	98	+2 bonus on Disable Device & Open Lock checks
Nimbus of Light	BoED	44	+2 bonus on Diplomacy & Sense Motive checks with good creatures
Nobody's Fool	RoF	166	You have an uncommon streak of skepticism and common sense, and have a knack for discerning falsehood from truth.
Nocturnal Caster	ToM	137	You are empowered by darkness, making your abilities stronger at night.
Node Defense	CoR	25	You can use the magical power of a node to defend yourself from harm.
Node Sensitive	CoR	25	You can perceive a node just by passing near it.
Node Spellcasting	CoR	25	You have discovered the secret of the magic of a particular type of node.
Node Store	CoR	26	You can store a prepared spell in a node to which you are attuned.
Nomadic Trekker	ShSo	21	You are particularly efficient at overland movement across the great grasslands.
Nonlethal Substitution	CAr	81	You can modify an energy spell to deal nonlethal damage.
Nonverbal Spell	PIHB	40	You can cast spells that have verbal components without actually verbalizing the words.
Nymph's Kiss	BoED	44	+2 bonus on Cha checks, +1 on save throws vs spells, +1 skill point/lvl
Oaken Resilience	CD	82	You can take on the sturdiness of the mighty oak.

Feats	Bk	Pg	Description
Obscure Lore	CAd	111	You are a treasure trove of little-known information.
Obscure Personal Truename	ToM	229	Truenames are notoriously difficult to pronounce, but yours is harder than most.
Obtain Familiar	CAr	81	You gain a familiar.
Ocular Spell	LoM	181	Your study of the terrible powers of the beholder has given you insight into new ways to prepare and cast spells.
Off-Hand Parry	S&F	7	Loss all off-hand attacks for the rnd for +2 dodge bonus to AC
Old Salt	SW	93	You are an old hand at shipboard life, having mastered the myriad skills that are required of the experience sailor. Additionally, you have an eye for the weather.
Omniscient Whispers	UA	94	A constant, barely audible muttering echoes in your ears, usually beyond your comprehension. But if you focus all your energy on listening, you sometimes catch a sentence or two that bears directly on your current situation.
Oneiromancy	HoH	123	You gain a number of abilities and advantages related to dreams and magic.
Oni's Bane	OA	64	Your ancestor, Isawa Akuma, was a Phoenix shugenja who sought to understand the mystery of identity.
Open Greater Chakra	Mol	39	You open up one of your body's centers of power, allowing you to bind a soulmeld or a magic item to that chakra.
Open Least Chakra	Mol	39	You open up one of your body's centers of power, allowing you to bind a soulmeld or a magic item to that chakra.
Open Lesser Chakra	Mol	40	You open up one of your body's centers of power, allowing you to bind a soulmeld or a magic item to that chakra.
Open Minded	CAd	111	You are naturally able to reroute your memory and skill expertise.
Opportunity Power	EPH	48	You can make power-enhanced attacks of opportunity.
Oral History	RoF	167	You are well versed in the art of storytelling and the oral history of your culture.
Orc Double Axe Mind Blade	CP	57	When you reshape your mind blade, you can change it into an exotic weapon: an orc double axe.
Ordered Chaos	FC	1 86	You are an unusually lawful Abyssal heritor.
Orien Battle Stride	Drag	143	Thanks to your dragonmark, you are more difficult to push around on the battlefield.
Otherworldly	PGtF	41	Your folk are known for their mystic power and seem to transcend their mortal forms.
Otherworldly Countenance [Abyssal Heritor]	FC	1 87	You are either stunningly beautiful or wretchedly hideous. Either way, your appearance can be terribly unsettling to others upon whom you focus your attentions.
Outsider Wings	RoF	167	You have sprouted wings appropriate to your heritage, revealing the power of your supernatural bloodline.
Overchannel	EPH	49	You burn your life force to strengthen your powers.
Overcome Shadow Weave	CoV	33	You understand the strengths and weaknesses of the Shadow Weave and are more resistant to its tricks.
Overcome Weakness	Draco	72	You can overcome an innate vulnerability through sheer willpower.
Overhead Thrust	Draco	106	Make AoO against foe attacking from above with bonus
Overload Metabolism	PGtE	151	You can heal damage at a cost to your other physical attributes.
Oversized Two-Weapon Fighting	CAd	111	You are adept at wielding larger than normal weapons in your off hand.
Overwhelming Assault	PHB	2 81	If you attack a foe who does nothing to turn aside your attack, you press forward with an indomitable strike.
Overwhelming Critical	Draco	72	Choose one type of melee weapon, such as a claw or bite. With that weapon, you deal more damage on a critical hit.
Owlbear Berserker	UE	44	Your fighting style emulates the owlbear, the totem beast of your berserker lodge.
Pacifist	CP	60	You host a psionic entity that dislikes combat and provides you psi-like abilities to help you avoid a fight.
Pain Mastery	SaS	37	Injuries send you into a fury, increasing your physical power.
Pain Touch	CW	103	You cause intense pain in an opponent with a successful stunning attack.
Paladin of the Noble Heart	CoV	33	You are tasked by Ilmater to eliminate cruelty from the world, particularly that of Loviatar.
Paraelemental Power	CP	63	When using a power that allows you to choose a type of energy, you have a wider range of possible choices owing to your ability to mix energy with matter.
Parrying Shield	LoM	181	You have studied advanced techniques for battling foes whose attacks normally bypass armor.
Path Focus	ToM	137	Choose a path of shadow magic, such as Touch of Twilight. Your mysteries of that path are more potent than normal.
Path of Shadows	RoE	110	You can use dancelike maneuvers to aid your defense.
Peak Hopper	SaS	37	You are adapted to a hilly or mountainous environment.
Penetrating Damage Reduction	ELH	63	You can bypass a creature's damage reduction.
Penetrating Shot	PHB	2 81	You send a powerful shot cleaving through your enemies.
Perfect Clarity of Mind and Body	ToB	35	Your mastery of the Diamond Mind discipline allows you to tap into reserves of spiritual and physical strength that other warriors cannot imagine using.
Perfect Health	ELH	63	You are immune to normal diseases and common poisons.
Perfect Multiweapon Fighting	ELH	63	A creature with three or more hands can fight with a weapon in each hand.
Perfect Reflection	PGtE	25	You are particularly skilled at mimicking the forms and mannerisms of others.
Perfect Two-Weapon Fighting	CW	152	You can attack with your off-hand weapon as frequently as with your primary weapon.

Feats	Bk	Pg	Description
Permanent Emanation	ELH	64	One of your personal emanation spells becomes permanent.
Pernicious Magic	PGtF	42	You can use the Shadow Weave to make your spells harder for Weave users to dispel.
Persistent Spell	T&B	41	Make one spell last all day
Persistent Attacker [Ambush]	CSc	80	Once you find a target's weak point, you can easily strike it again.
Persistent Refusal [Divine]	FC 2	85	You can channel divine energy to make a second save against an effect that specifically targets you.
Persistent Spell	CAr	81	You can make a spell last all day.
Persona Immersion	RoE	110	Your assumption of another's physical identity grants you defenses against mental intrusion.
Personal Touchstone	PIHB	41	You draw more power from one of the planar touchstone locations to which you have forged a link.
Personal Truename Backlash	ToM	229	Your personal truename is so charged with magic power that those who fail to speak it properly are warped by reality run amok.
Persuasive	PHB	98	+2 bonus on Bluff checks & Intimidate checks
Pervasive Gaze	SK	146	Your gaze attack is more effective than normal.
Petrification Immunity	SK	147	You are immune to petrification effects.
Petrification Resistance	SK	147	You can resist petrification effects better than you otherwise could.
Phalanx Fighting	CW	103	You are trained in fighting in close formation with your allies.
Pharaoh's Fist	SS	51	Your unarmed strikes echo with thunder, stunning your foe and those nearby.
Photosynthetic Skin	UA	94	Your skin toughens when it draws energy from the sun.
Phrenic Leech	CP	63	Psionic foes damaged by your power are also mentally drained.
Pierce Magical Concealment	CAr	81	You ignore the miss chance provided by certain magical effects.
Pierce Magical Protection	CAr	82	You can overcome the magical protections of your enemies.
Pierce the Darkness	RoS	143	You can channel positive energy to temporarily increase the range of your darkvision.
Piercing Cold	FB	49	Your cold spells are so cold that they can damage creatures normally resistant or immune to cold.
Piercing Evocation	CM	46	Your evocation spells ignore an amount of energy resistance.
Piercing Gaze	SK	147	Your gaze attack has a greater range than normal.
Piercing Sight	RoS	143	Your fundamental familiarity with illusion allows you to better recognize them.
Pin Shield	CW	103	You know how to get inside your opponent's guard by pinning his shield out of the way.
Pious Defense	CD	86	Your connection to a greater power sometimes gives you flashes of insight that keep you safe.
Pious Defiance [Divine]	FC 2	85	You can channel positive or negative energy to firm your resolve.
Pious Soul	CD	86	By adhering to the precepts of your religion or philosophy, you gain an extra edge when you need it most.
Pious Spellurge	CD	87	You can use the strength of your faith to augment a spell cast at a critical juncture.
Plague Resistant	RoF	167	You are descended from the handful of combatants who fought on the Fields of Nun and survived Chondath's Rotting War in 902 DR.
Planar Familiar	PIHB	41	When you are ready and able to acquire a new familiar, you may choose one of several nonstandard familiars.
Planar Touchstone	PIHB	41	Forge a link between you and power-rich planar locations, referred to as planar touchstones.
Planar Turning	DMG	210	You can turn or rebuke outsiders.
Planetouched Animal Affinity	RoF	167	You have a special affinity for a kind of animal associated with your deity ancestor.
Plant Control	D&D	51	The deity can channel the power of nature to gain mastery over plant creatures.
Plant Defiance	D&D	51	The deity can channel the power of nature to drive off or stop plant creatures.
Plant Wild Shape	ELH	65	You can wild shape into plant form.
Plunging Shot	HoB	99	You can use the force of gravity to make your ranged attacks deal extra damage if your target is below you.
Point Blank Shot	PHB	98	+1 bonus on ranged attack & damage within 30-ft
Poison Expert	CSc	80	Your skill at crafting and delivering toxins has made you a more deadly poisoner.
Poison Healer	FC 1	87	Poison isn't always bad for you.
Poison Immunity	SK	147	You can ignore the effects of poison.
Poison Master	CSc	80	The toxins you create and use are particularly virulent.
Poison Resistance	SK	147	You can resist poison better than you otherwise could.
Poison Talons [Abyssal Heritor]	FC 1	87	Your claws drip with poison.
Polar Chill	UA	94	You can call forth the cold of the arctic regions, making movement and fighting difficult for the unprepared.

Feats	Bk	Pg	Description
Pole Master	SoS	118	Your monastic training included extensive work with pole arms.
Poltergeist Hand	GW	37	You can move small objects in a limited manner at a distance when you are a ghost.
Poltergeist Rage	GW	37	You can throw heavy objects with the power of your mind.
Polyglot	CAd	192	You can speak, read, and write all languages.
Portal Master	PGtF	42	You are especially proficient at creating <i>portals</i> .
Portal Sensitive	Und	27	You can perceive a <i>portal</i> just by passing near it.
Positive Energy Aura	CD	90	You automatically turn (or even destroy) lesser undead.
Positive Energy Resistance	LM	29	You are resistant to the damage dealt by positive energy effects.
Postpone Enervation	CP	57	You can postpone the onset of your psychic enervation.
Power Attack	PHB	98	Trade attack bonus for damage (up to base attack bonus)
Power Attack - Iaijutsu	OA	64	Your ancestor, Kakita Rensei, was a renowned duelist whose strength was legendary.
Power Attack - Shadowlands	OA	65	You are descended from Kaiu Gineza, the engineer who not only helped construct the tomb of Iuchiban, but also remained in the tomb to set the last trap.
Power Climb	Draco	72	If you fly in a straight line, you can gain altitude in flight more easily than others.
Power Critical	CW	103	Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.
Power Dive	Draco	72	You can fall upon an opponent from the sky.
Power Knowledge	EPH	34	You add two additional powers to your list of powers known.
Power Lunge	GW	37	Your ferocious attack may catch an opponent unprepared.
Power Penetration	EPH	49	Your powers are especially potent at breaking through power resistance.
Power Specialization	EPH	49	You deal more damage with your powers.
Power Throw	CAd	111	You have learned how to hurl weapons to deadly effect.
Powerful Bite	LoM	23	An aboleth with this feat develops jaws that are much more muscular than normal, allowing it to bite more efficiently.
Powerful Charge	MM 3	207	A creature with this feat can charge with extra force.
Powerful Voice	OA	65	You are karmically linked to Utaku, Shinjo's most trusted lieutenant and devoted bodyguard.
Powerful Wild Shape	RoS	143	You retain your powerful build while in wild shape form.
Practical Metamagic	RotD	101	You can apply a selected metamagic feat to your spells more easily.
Practiced Binder	ToM	74	When you bind a vestige, you gain an additional power associated with it.
Practiced Cohort	HoB	99	Your cohort works well as part of your team.
Practiced Manifester	CP	57	Choose a manifesting class that you possess. The powers you manifest from that class are more powerful.
Practiced Spellcaster	CAr	82	Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.
Precise Shot	PHB	98	No -4 penalty for shooting into melee
Precise Swing	EBCS	58	You can ignore most obstacles when making a melee attack against an opponent.
Precocious Apprentice	CAr	181	Your master has shown you the basics of a spell beyond the normal limits of your experience and training.
Precognitive Visions [Abyssal Heritor]	FC 1	87	You periodically experience visions from the near future.
Prehensile Tail	SK	147	You can use your tail to manipulate objects.
Priest of the Waste	SS	51	You can swap out prepared spells for others that aid in exploring and surviving in wastelands.
Primary Contact	CS	61	Your rapport with one of your contacts is stronger than your relationship with the rest.
Primeval Wild Shape	FB	49	Your wild shape forms are stronger than normal.
Primitive Caster	FB	49	You use screeches, wild gesticulations, and extra material components to give your spells additional power.
Primordial Scion [Abyssal Heritor]	FC 1	87	The Abyss beckons. . .
Privileged Energy	CP	57	You favor one specific energy type over all others.
Profane Aura	PHB 2	89	You call upon the dark powers you worship to fill the area around you with a dreadful mist that obscures sight.
Profane Boost	CD	84	You can channel negative energy to increase the power of <i>inflict wounds</i> spells cast near you.
Profane Lifeleech	LM	29	You can channel negative energy to draw the life force from nearby living creatures.
Profane Outburst	CoR	21	With a horrendous release of divine energy, you steel your undead allies and minions against harm.
Profane Vigor	LM	29	You can channel negative energy to heal nearby undead allies of physical damage.
Prone Attack	CW	103	You can attack from a prone position without penalty.

Feats	Bk	Pg	Description
Prophecy's Artificer	MoE	50	Your perception of the draconic Prophecy gives you insights that allow you to transcend the normal limits of magic item use.
Prophecy's Explorer	MoE	50	Your perception of the draconic Prophecy imbues you with a preternatural sense of your surroundings, enabling you to move easily and quickly through dangerous areas.
Prophecy's Hero	MoE	50	Your perception of the draconic Prophecy charges you with the will to prevail, providing you with the opportunity to see a way to victory even when the odds are stacked against you.
Prophecy's Mind	MoE	50	You meld your perception of the draconic Prophecy with a mental focus that provides you with momentary warning when death is at hand.
Prophecy's Shaper	MoE	50	Your perception of the draconic Prophecy is such that you can disrupt reality and make your spells more powerful than reality would normally allow.
Prophecy's Shepherd	MoE	50	Your perception of the draconic Prophecy is such that you can alter the natural flow of the world by connecting your knowledge of life-force with the world around you.
Prophecy's Slayer	MoE	51	Your perception of the draconic Prophecy includes a keen appreciation of life. You recognize how fragile and tenuous life truly is when balanced against your lethal foreknowledge.
Prophet of the Divine	PoF	49	Your communications with the divine manifest in a public fashion.
Proportionate Wild Shape	MotW	24	Wild shape into animal of same size category
Protected Destiny	RoD	153	Your heroic destiny is guarded against the whims of misfortune.
Protective Mark	Drag	143	Your dragonmark makes you more resilient against certain weapon attacks.
Psicrystal Affinity	EPH	49	You have created a psicrystal.
Psicrystal Containment	EPH	49	Your psicrystal has advanced enough that it can hold a psionic focus that you store within it.
Psicrystal Power	EPH	34	Your psicrystal can manifest a power.
Psiforged Body	MoE	51	As a warforged, your body can be crafted using trace amounts of psionically resonant deep crystal, providing you with increased psionic power and the ability to store psionic energy in your body. If you take this feat, you will often be referred to as a psiforged.
Psionic Affinity	EPH	49	You have a knack for psionic endeavors.
Psionic Body	EPH	49	Your mind reinforces your body.
Psionic Charge	EPH	50	You can charge in crooked line.
Psionic Dodge	EPH	50	You are proficient at dodging blows.
Psionic Endowment	EPH	50	You can endow your manifestations with more concentrated focus.
Psionic Fist	EPH	50	You can charge your unarmed strike or natural weapon with additional damage potential.
Psionic Hole	EPH	50	You are anathema to psionic creatures and characters.
Psionic Luck	MoE	51	Your psionic focus improves your luck.
Psionic Mastery	CP	59	You are quick and certain in your efforts to defeat the psionic defenses and powers of others.
Psionic Meditation	EPH	50	You can focus your mind faster than normal, even under duress.
Psionic Shot	EPH	50	You can charge your ranged attacks with additional damage potential.
Psionic Talent	EPH	50	You gain additional power points to supplement those you already had.
Psionic Weapon	EPH	50	You can charge your melee weapon with additional damage potential.
Psithief	CSc	80	You can drain psychic energy and use it against others.
Psycarnum Blade	MoI	40	You can forge your mind blade from a mixture of mental and soul energy, enabling you to deal devastating strikes with the weapon.
Psycarnum Crystal	MoI	40	Your psycrystal taps into the natural ebb and flow of incarnum, turning it into a small reservoir of soul energy.
Psycarnum Infusion	MoI	40	You transform your mental focus into a brief burst of soul energy.
Psychic Luck [Luck]	CSc	80	Some psions claim that luck doesn't exist. You know better.
Psychic Renewal [Psionic]	ToB	32	Your mental strength and psionic abilities allow you to focus your mind on combat and use your most devastating maneuvers more frequently.
Psychic Rush	MoE	51	You can occasionally manifest a psionic power with less effort.
Psychic Warfare [Host, Tactical]	SoS	118	You have studied the telepathic combat techniques of the Inspired and the kalashtar, and can draw on your inner spirit to strengthen your attacks.
Psymbiot	CP	57	You gain benefits when you are near other psionic characters or creatures.
Puff Torso	SK	147	You can puff out your skin to appear larger and more threatening.
Pulverize Foe	CoR	21	You enjoy smashing your opponents into submission.
Pure Soul	HoH	124	Your faith or purity of mind overrides the evils within you. You are immune to taint.
Purify Spell	BoED	44	Spell turns good; neutral opp. take half dmg, good opp. take none
Purify Spell Trigger	BoED	45	Turn ability triggers wand/staff spell & uses Purify Spell feat ability
Purify Spell-Like Ability	BoED	45	Spell-like ability turns good; neutral opp. take half dmg, good opp. take none
Pursue	EBCS	58	You have the ability to follow in an opponent's wake.
Pushback	MH	27	You can knock opponents back when you hit them in melee.
Pyro	S&S	40	Flames do extra 1 pnt dmg/die, Ref save DC to put out flames raised +5

Feats	Bk	Pg	Description
Quell the Profane	BoED	45	Potential Str dmg to evil creature on critical hit
Quick Change	RoE	110	You can quickly alter your features and physiology.
Quick Draw	PHB	98	Draw weapon as free action
Quick Reconnoiter	CAd	112	You can learn a lot of information from just a quick scan of an area or object.
Quick Recovery	LoM	181	It's hard to keep you down for long. You have a talent for shaking off effects that leave others unable to act.
Quick Staff	CW	114	You have mastered the style of fighting with a quarterstaff.
Quicken Breath	Draco	73	You can loose your breath weapon with but a thought.
Quicken Dragonmark	Drag	143	You can use your dragonmark powers more quickly.
Quicken Legacy	WoL	15	You can activate one of your item's legacy abilities with a moment's thought.
Quicken Manifestation	LM	29	You can manifest from the Ethereal Plane with a moment's thought.
Quicken Mystery	ToM	137	You can cast a mystery with a moment's thought.
Quicken Power	EPH	50	You can manifest a power with a moment's thought.
Quicken Spell	PHB	98	Cast spells as free action
Quicken Spell-Like Ability	MM 1	304	The creature can employ a spell-like ability with a moment's thought.
Quicken Turning	CD	84	You can turn or rebuke undead with a moment's thought.
Quicken Utterance	ToM	231	You can speak an utterance with just a moment's thought.
Quicker Than the Eye	S&S	40	Use Bluff to make opponent look away while you take a partial action
Quickslime	LoM	23	The slime attack of an aboleth with this feat is particularly fast and difficult to resist.
Quill of Sivis	Drag	144	Your dragonmark makes you more adept at deciphering and using scrolls, as well as avoiding magic traps that involve glyphs, runes, and symbols.
Quori Dread [Psionic, Racial]	SoS	118	You can unsettle an enemy, filling his mind with whispers of nightmare drawn from Dal Quor.
Racial Emulation	RoE	110	You can emulate a humanoid more closely with your minor change shape ability.
Radiant Fire	RoD	155	Pelor has ignited your faith and conviction, making you better able to fight the creatures of darkness.
Ragewild Fighting	RoE	118	You have mastered a merciless form of combat that emphasizes using brute strength to shatter your foes.
Raging Luck	EBCS	58	When raging, you have a greater ability to alter your luck than most others do.
Rampaging Bull Rush	RoS	143	You can use brute force to slam into and knock down your enemies.
Ranged Disarm	CW	103	You can disarm a foe from a distance.
Ranged Inspiration	ELH	65	You can use your bardic music at a greater range than normal.
Ranged Pin	CW	104	You can perform a ranged grapple attempt against an opponent not adjacent to you.
Ranged Recall	CM	46	Your magical ranged attacks rarely miss.
Ranged Smite Evil	BoED	45	Smite evil with ranged attack
Ranged Spell Specialization	CAr	82	You deal more damage with ranged touch attack spells.
Ranged Sunder	CW	104	You can attack an opponent's weapon from a distance.
Ranged Weapon Mastery	PHB 2	82	You have mastered a wide range of weapons.
Rapid Assault	ToB	32	Your fighting style emphasizes taking foes down with quick, powerful blows.
Rapid Blitz	PHB 2	82	You charge across the battlefield, combining your speed and fighting ability to move and attack with unmatched skill.
Rapid Breath	SaS	39	You do not have to wait as long to reuse your breath weapons as you normally would.
Rapid Infusion	MoE	51	You can imbue an item with an infusion more quickly than normal.
Rapid Inspiration	ELH	66	You can inspire your allies with bardic music more quickly than normal.
Rapid Metabolism	EPH	50	Your wounds heal rapidly.
Rapid Metamagic	CM	46	You possess an uncanny mastery of your magic, enabling you to modify spells on the fly much faster than others can.
Rapid Pact Making	ToM	74	Your skill with pact magic lets you bind a vestige extremely quickly, even in the heat of combat.
Rapid Recovery	ToM	74	You can use the abilities of your favored vestige more frequently.
Rapid Regeneration	FC 2	85	You regenerate more rapidly.
Rapid Reload	PHB	99	Reload crossbow more quickly
Rapid Shot	PHB	99	One extra ranged attack each round
Rapid Spell	CD	84	You can cast spells with long casting times more quickly.

Feats	Bk	Pg	Description
Rapid Stunning	CW	104	You can use your stunning attacks in rapid succession.
Rapid Swimming	SW	93	You are one with the water.
Rapidstrike	Draco	73	You can attack more than once with a natural weapon.
Raptor School	CW	111	You know martial arts techniques inspired by hunting birds.
Rashemi Elemental Summoning	UE	45	You may summon Rashemen's native elementals in any situation where you could summon an air or earth elemental.
Rattlesnake Strike	SS	51	Having observed the ways of a desert viper, you have learned to use <i>ki</i> in a fashion similar to poison.
Razing Strike	CAAd	112	You have mastered the art of delivering precise strikes against nonliving creatures while channeling spell energy through your melee attacks.
Razorclaw Elite	RoE	114	Your razorclaw shifter trait improves.
Reach Bite	LoM	23	An aboleth with this feat can extend its jaws and esophagus out from its body to make attacks beyond its normal reach.
Reach Mystery	ToM	137	You can cast touch-range mysteries without touching the target.
Reach Spell	CD	84	You can cast touch spells without touching the spell recipient.
Reactive Counterspell	PGtF	42	You can react quickly to counter spells cast by opponents.
Reactive Shifting	RoE	115	You can shift with a mere thought.
Ready Shot	HoB	99	You can make devastating attacks with ranged weapons against charging opponents.
Reaping Spell	CoR	21	The dark energy of your spell devours the soul of any creature killed by it.
Reaping Talons	ToB	35	When fighting with the Tiger Claw discipline's preferred weapons, you can use a variety of combat options that maximize the benefits of wielding two weapons.
Recitation of Mindful State	ToM	232	This recitation narrows and focuses your perception so you can concentrate on a delicate task at hand.
Recitation of the Fortified State	ToM	231	This recitation allows you to stand unyielding against the blows of your enemies.
Recitation of the Meditative State	ToM	232	This recitation gives you an unparalleled sense of serene calm.
Recitation of the Sanguine State	ToM	232	This recitation purges all poisons from your body.
Recitation of Vital State	ToM	232	This recitation frees your body of disease and sickness.
Reckless Charge	MH	27	You can charge with wild abandon.
Reckless Offense	EPH	51	You can shift your focus from defense to offense.
Reckless Offensive	RoF	167	You lower your guard in order to make a telling attack.
Reckless Rage	RoS	143	You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others.
Reckless Wand Wielder	CAr	82	You can increase the effectiveness of spells cast from a wand.
Recognize Impostor	EBCS	58	You are extremely skilled at spotting imposters.
Recover Breath	Draco	73	You wait less time before being able to use your breath weapon again.
Red Dragon Lineage [Draconic]	DM	21	The fiery blood of red dragons runs within your veins, allowing you to produce flames from thin air.
Reflect Arrows	ELH	66	You reflect ranged attacks back upon the attacker.
Reinforced Wings	RotD	101	You have strengthened the muscles of your wings.
Relic Hunter	RoE	111	You possess great knowledge of the relics and crafts of the ancient cultures of Eberron.
Remain Conscious	OA	65	You have a tenacity of will that supports you even when you are disabled or dying.
Rend	Draco	73	You can rend opponents with your claws.
Rend Ghost	GW	37	Your touch can maul the ectoplasm of another ghost.
Rending Claws	SoX	135	Your expertise with scorpion claw gauntlets allows you to tear apart your opponents with deadly precision.
Rending Constriction	SK	147	You can pull grappled enemies apart.
Renown	UA	182	You have a better chance of being recognized.
Repeat Spell	CAr	82	You can cast a spell that repeats on the following round.
Repel Aberration	EBCS	58	Your Gatekeeper training allows you to keep aberrations at bay.
Repel Outsiders	SoS	118	Your study of Sarlona's manifest zones and planar breaches gives you a measure of control over the outsiders that lurk there.
Requiem	LM	29	Your bardic music affects undead creatures.
Research	EBCS	59	You can use your Knowledge skills to extract information from books, scrolls, and other repositories of facts and figures.
Reserves of Strength	DLCS	86	When you cast a spell, you can choose to increase its effective caster level at the cost of exhausting yourself.
Residual Magic [Tactical]	CM	46	You can use the lingering energy from a spell you cast to boost the effect of a later spell.
Residual Rebound	UA	94	Sometimes spells cast at you rebound on the caster instead.

Feats	Bk	Pg	Description
Resist Death	ELH	111	You are capable of withstanding tremendous amounts of damage without risk of instant death.
Resist Disease	ShSo	21	You have developed a natural resistance to diseases.
Resist Dragonfear	DLCS	86	You are able to show courage in the presence of dragons.
Resist Ghost	GW	37	You are resistant to the effects of ghost powers.
Resist Poison	PGtF	43	Your people have become inured to many deadly substances through controlled exposure or the simple hostility of your home environment.
Resist Taint	OA	65	You are descended from Kuni, the founder of the Kuni family, a scholar of -- and mighty warrior against -- the Shadowlands.
Resistance to Energy	MotW	25	Gain resist 5 vs one energy type
Resounding Blow	BoED	45	Potential cowering effect on critical hit
Resourceful Buyer	RoD	153	You know where to look in a community for anything you need.
Retributive Spell [Metamagic]	CM	47	You can keep a spell in reserve to use when a foe causes you harm.
Return Shot	EPH	51	You can return incoming arrows, as well as crossbow bolts, spears, and other projectile thrown weapons.
Reverberation	SaS	39	Your sonic attack is more potent than normal.
Rhinoceros Tribe Charge	ShSo	21	You use the power of the rhinoceros's charge in battle.
Ride-By Attack	PHB	99	Move before & after a mounted charge
Right of Counsel	EBCS	59	You have the legal and sacral right to seek advice from one of your ancestors, a deathless elf in Aerenal's City of the Dead.
Righteous Strike	ELH	66	Your unarmed strikes are particularly damaging to chaotic creatures.
Righteous Wrath	BoED	45	Potential shaken effect against evil creatures
Ritual Blessing	PHB	2 86	You call upon the powers of goodness and light to bless your allies.
Ritual Blood Bonds	PHB	2 86	You invest your allies with the mighty power of your totem, god, or similar divine entity.
Ritual of Arcane Opposition	PGtE	60	You have been inured against the effects of arcane magic by a ritual of the Ashbound set.
Ritual of Blight's Embrace	PGtE	60	You have been warded from the effects of poison and disease by a ritual of the Children of Winter, solidifying your bond with vermin.
Ritual of the Timeless Soul	PGtE	60	You have been blessed by the faerie lords of Thelanis in a ritual of the Greensinger sect, and you temporarily slip from time's grasp.
Ritual of the Woodland Bond	PGtE	60	You have formed a bond with the growth of the woods through a ritual of the Wardens of the Wood.
Robilar's Gambit	PHB	2 82	By offering Robilar's Gambit, you absorb damage to place yourself in an advantageous position.
Rock Gnome Trickster	RoF	167	Your glamers are particularly likely to fool the senses of your target.
Rock Hurling	RoS	143	You can throw rocks like a giant can.
Roll With It	SaS	39	You are adept at lessening the effects of blows.
Roof-Jumper [Tactical]	CS	62	You can make use of the features of the city as handholds and footholds, defying the pull of gravity.
Roofwalker	CS	63	You are adept at moving and fighting on rooftops and ledges.
Roots of the Mountain	RoS	143	You can channel energy to make yourself immovable.
Roundabout Kick	CW	105	You can follow up on a particularly powerful unarmed attack with a mighty kick, spinning in a complete circle before landing the kick.
Ruinous Rage	ELH	66	While in a rage, you can deal tremendous damage to objects.
Rulership	PoF	158	You are a ruler of an economic, frontier, governmental, military, religious, transport, or other community.
Run	PHB	99	Run 5x your speed, +4 bonus on Jump checks made after running start
Runesmith	RoF	167	You can fashion runes that take the place of material components for your spells.
Sacred Boost	CD	84	You can channel positive energy to increase the power of <i>cure wounds</i> spells cast near you.
Sacred Healing	CD	84	You can channel positive energy to grant nearby living creatures the ability to recover from their wounds quickly.
Sacred Purification	PHB	2 89	You serve as a conduit of divine energy, filling the area around you with power that aids the living and saps the undead.
Sacred Radiance	PHB	2 89	You channel divine energy to fill the area around you with a soothing, gentle radiance.
Sacred Resilience	FoE	147	You can channel divine energies to protect your allies from harm.
Sacred Spell	D&D	51	The deity's damaging spells are imbued with divine power.
Sacred Strike	BoED	45	Sneak attacks deal d8s against evil creatures
Sacred Tattoo	RoF	168	You have been spiritually touched by one of the god-kings of the Old Empires and bear his or her symbol in the form of a tattoo in the shape of a holy symbol.
Sacred Vengeance	CW	108	You can channel energy to deal extra damage against undead in melee.
Sacred Vitality	LM	30	You can channel positive energy to gain protection from damage to your abilities or your life force.
Sacred Vow	BoED	45	+2 perfection bonus on Diplomacy checks

Feats	Bk	Pg	Description
Sacrificial Mastery	BoVD	50	+4 Knowledge religion check during a sacrifice
Saddleback	PGtF	43	You've spent endless hours learning how to handle a mount in a fight.
Sahuagin Flip	SW	93	You can safely attack and withdraw underwater.
Sailor's Balance	SW	93	You are experienced with the rolling decks of the ship and maintain strong footing, even in a terrible storm.
Sanctify Ki Strike	BoED	46	+1 or +1d4 bonus on unarmed dmg rolls against evil creatures
Sanctify Martial Strike	BoED	46	+1 or +1d4 bonus on weapon dmg rolls against evil creatures
Sanctify Natural Attack	BoED	46	+1 or +1d4 bonus on natural attack dmg rolls against evil creatures
Sanctify Relic	CD	84	You can create magic items that are imbued with a connection to your deity.
Sanctify Water	SW	93	You can call upon positive energy to momentarily transform normal water around you into holy water.
Sanctify Weapon	BoED	46	Aligned weapon becomes sanctified
Sanctum Spell	CAr	82	Your spells are especially potent on home ground.
Sand Camouflage	SS	51	You can hide yourself in sand with a moment's notice.
Sand Dancer	SS	52	While making another attack, you attempt to blind a foe with thrown sand.
Sand Snare	SS	52	When you knock your foes into the sand, they have a hard time regaining their feet.
Sand Spinner	SS	52	You spray sand with your acrobatic maneuvers.
Sandskimmer	SS	52	You are particularly adept at moving over sand.
Sapphire Fist	Mol	40	You can channel incarnum to enhance your ability to deliver stunning attacks.
Sapphire Smite	Mol	40	You can channel incarnum to enhance your ability to deal mighty blows.
Sapphire Sprint	Mol	40	Drawing on the soul energy of great runners of history, you infuse your body with incarnum to speed your steps.
Savage Grapple	CAd	114	While transformed into the shape of a wild animal, you can savagely tear at any creature that you manage to grapple.
Savvy Rogue	CSc	80	You have mastered one or more of your rogue special abilities.
Scavenging Gullet	LoM	181	The taint of the aberration in your blood has gifted you with the ability to gain nourishment from things that others would never consider as food.
Scent	CAd	114	You can sharpen your sense of smell.
Scholar of Nature	OA	65	You are descended from Asako Hanasku, a great scholar who threw himself into the study of medicine, herbs, and poison.
Scion of Sorrow	CoR	23	You formally supplicate yourself to a powerful yugoloth lord.
Scorching Sirocco	ToB	35	As a student of the Desert Wind, the burning fury of the desert sirocco is at your command.
Scorpion's Grasp	SS	52	Like the scorpion, you can grab and hold your prey.
Scorpion's Instincts	SS	53	You are hard to find in the waste.
Scorpion's Resolve	SS	53	Like the scorpion, you are not easily distracted.
Scorpion's Sense	SS	53	Like the scorpion, you sense other creatures simply by perceiving their contact with the sand.
Scourge of the Seas	SW	93	You have a sinister reputation as a pirate and can intimidate enemy captains by your mere presence.
Scramble	SaS	39	Your slippery ways allow you to evade a damaging blow.
Scribe Epic Scroll	ELH	66	You can scribe scrolls of epic power.
Scribe Martial Script [Item Creation]	ToB	32	You know the secret of creating martial scripts -- small slips of paper into which you infuse your own martial power and skill.
Scribe Scroll	PHB	99	Create magic scrolls
Scribe Tattoo	EPH	51	You can create psionic tattoos, which store powers within their designs.
Sculpt Ghost Body	GW	38	You can reshape your ghost body's ectoplasm to enhance one physical ability score at the expense of another.
Sculpt Spell	CAr	83	You can alter the area of your spells.
Sculpt Spell [Metamagic]	CS	63	You can alter the area of your spells.
Sea Legs	SW	93	You are accustomed to the rolling motion on board a ship, and can use this motion to your advantage.
Searing Spell	SS	53	Your fire spells are so hot that they can damage creatures that normally have resistance or immunity to fire.
Second Slam	RoE	120	You have learned to use your form to the utmost and can make two slam attacks.
Second Wind	MH	28	You can shrug off minor wounds with ease.
Selective Spell	ShSo	21	You can screen allies from the effects of your area spells.
Self-Concealment	ELH	66	When in combat, your form becomes blurry and indistinct, making it difficult to land a blow against you.
Self-Sufficient	PHB	100	+2 bonus on Heal & Survival checks

Feats	Bk	Pg	Description
Sense Weakness	Draco	106	Ignore 5 points of target's DR with selected weapon
Sentinel Stance	Drag	144	As your dragonmark improves, so does your ability to protect your allies in combat.
Serpent Fang	SS	53	You are able to project your <i>ki</i> to strike foes as though you had extended reach.
Serpent Strike	EBCS	60	Through monastic weapon training, you have mastered a fighting style that makes use of an unusual monk weapon: the longspear.
Serpent's Venom	CD	84	You can deliver a toxic bite attack reminiscent of the viper.
Servant of a Dragon Ascendant	DoF	92	You formally supplicate yourself to an immortal dragon quasi-deity.
Servant of the Fallen	LEoF	9	You keep alive the worship of a deity who has died or vanished.
Servant of the Heavens	BoED	46	+1 luck bonus on any one roll or check
Shadow	S&S	40	+2 bonus on Hide & Spot checks while following specific person
Shadow Blade	ToB	32	In the course of your training in the Shadow Hand discipline, you learn to use your natural agility and speed to augment your attacks with certain weapons.
Shadow Cast	ToM	137	Your shadow shimmers as you cast a spell and you seem to cast your mysteries from elsewhere.
Shadow Familiar	ToM	138	Noctumancers developed this feat in order to gain a mystical companion.
Shadow Heritage	PIHB	42	You are descended from creatures native to the Plane of Shadow.
Shadow Marches Warmonger	RoE	111	The ancient martial pride of your people grants you mastery of their style of battle.
Shadow Reflection	ToM	138	Your shadow flickers and moves in an aggressive, independent manner, enabling you to avoid some attacks of opportunity.
Shadow Shield	RoF	168	Your ancestors long battled the insidious influence of shadow magic, and some of their descendants (including you) have a greater resistance to its effects.
Shadow Song	RoF	168	A dark legacy of the Shadowking's ambitions is the shadow of sorrow that cloaks many Tethyrian songs and ballads. Some bards have learned to infuse their performances with the sense of loss and suffering that suffuses the Shadow Weave.
Shadow Striker	PHB	2 94	You melt into the shadows, hiding from your enemies until the time is right.
Shadow Trickster	ToB	32	Your mastery of the Shadow Hand discipline lets you augment your illusion spells with the stuff of shadow.
Shadow Veil [Reserve]	CM	47	You draw wisps of darkness across your enemy's eyes, obscuring the world around him.
Shadow Vision	ToM	138	Your senses grow so attuned with shadow that you gain a limited ability to see in natural and magical darkness.
Shadow Weave Magic	PGtF	43	You have discovered the dangerous secret of the Shadow Weave.
Shadowform Familiar	CoR	22	You can summon a familiar from the Plane of Shadow.
Shadowstrike	CoR	22	Due to your ties to the Plane of Shadow, you strike more effectively in areas of dim illumination.
Shape Breath	Draco	73	You can make the area of your breath weapon a cone or a line, as you see fit.
Shape Ectoplasm	GW	38	You can make equipment out of ectoplasm.
Shape Soulmeld	MoI	40	You gain the ability to shape a single soulmeld.
Shaped Splash	RoE	111	Your expertise with thrown weapons enables you to use splash weapons more effectively.
Shards of Granite	ToB	36	Like the great Stone Dragon, you hammer through your opponents' defenses using raw, brutal strength.
Share Soulmeld	MoI	41	You can share a soulmeld with an ally with which you have a special bond.
Shared Fury	RotW	152	Your fearsome rage spurs your animal companion to greater heights.
Sharp-Shooting	CW	105	Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.
Shattering Strike	ELH	66	You can shatter objects with your unarmed strike.
Sherem-Lar Sorcery	GW	38	You are one of the Sherem-Lar, magically altered in the womb to enhance your potential as a sorcerer.
Sherezem-Lar Sorcery	GW	38	You are one of the Sherezem-Lar, an elite group within the Sherem-Lar, head and shoulders above the others in power.
Shield Charge	CW	105	You deal extra damage if you use your shield as a weapon when charging.
Shield Dwarf Warder	RoF	168	You are a student of the protective magics of the shield dwarves, learned at great cost during centuries of warfare and wandering.
Shield Expert	S&F	9	Use a shield as an off-hand weapon while retaining its armor bonus
Shield of Blades	PGtE	141	As a master of the double scimitar, you can weave a web of steel to protect yourself from attack.
Shield of Deneith	PGtE	48	You can channel the power of your Deneith dragonmark to defend yourself in battle.
Shield of Siberys	Drag	144	Your dragonmark protects you against the powers of those cursed with aberrant dragonmarks.
Shield of Thought	RoE	113	You wield your spirit as both weapon and shield.
Shield Proficiency	PHB	100	No armor check penalty on attack rolls
Shield Slam	CW	105	You can use your shield to daze your opponent.
Shield Sling	PHB	2 82	You can hurl your shield as a deadly missile, turning it from a defensive item to a crushing, thrown weapon.
Shield Specialization	PHB	2 82	You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

Feats	Bk	Pg	Description
Shield Wall	HoB	99	You are skilled in using shields when in formation with other shield-bearers.
Shield Ward	PHB	2 82	You use your shield like a wall of steel and wood.
Shielded Axe	RoS	144	You have mastered the style of fighting with a dwarven waraxe and a handaxe while keeping a buckler strapped to your offhand, and you have learned to use this unusual combination of weapons and buckler to protect yourself while wielding both axes effectively.
Shielded Casting	RoS	144	You are skilled at covering yourself with your shield when casting spells in combat.
Shielded Manifesting	RoS	144	You are skilled at covering yourself with your shield when manifesting psionic powers in combat.
Shieldmate	MH	28	You can protect those near you with your shield.
Shifter Acrobatics	PGtE	135	Your heritage makes you agile and light-footed.
Shifter Agility	RoE	115	Your heritage of speed and ferocity has honed your reflexes, allowing you to avoid attacks.
Shifter Defense	MM	3 150	By delving into your shifter heritage, you have developed the ability to ignore a little damage from every attack.
Shifter Ferocity	EBCS	60	You are a tenacious combatant, continuing to fight when others would succumb to pain and injury.
Shifter Instincts	MM	3 150	Your heritage has given you sharp senses and quick reflexes, and you have learned to trust your equally sharp instincts.
Shifter Magnetism	PGtE	135	Your heritage gives you a strong animal presence.
Shifter Multiattack	EBCS	60	You are adept at using your natural attack in conjunction with another weapon.
Shifter Savagery	RoE	115	The bestial fury of your lycanthrope ancestors allows you to deal devastating strikes with your natural weapons.
Shifter Stamina	RoE	115	Yours is a heritage of endurance and tenacity, and you can shrug off bruises and fatigue.
Shifter Stealth	PGtE	135	You can call upon your bestial heritage to increase your stealth.
Ship Savvy	RoE	112	Your heritage among the sailors and shipwrights of Zilargo gives you an edge in shipboard combat.
Ship's Mage	SW	93	You form a potent supernatural bond with a ship. Your spells have a more potent effect when cast aboard this ship.
Shock Trooper	CW	112	You are adept at breaking up formations of soldiers when you rush into battle.
Shock Wave	Draco	73	You can strike the ground with your tail so hard it knocks other creatures down.
Shocking Fist	PGtE	151	Your slam attack can deal a shock.
Short Haft	PHB	2 82	You have trained in polearm fighting alongside your comrades in arms, sometimes reaching past them while they shield you, and sometimes shielding them while they attack from behind you.
Shot on the Run	PHB	100	Move before & after ranged attack
Shriveling Touch	GW	38	Choose one physical ability score. When you touch a creature, you can cause permanent drain to this ability score.
Sickening Grasp [Reserve]	CM	47	You wreak havoc with the inner organs of a target, causing it to grow ill.
Sidestep	MH	28	You can move nimbly around the battlefield.
Sidestep Charge	EPH	51	You are skilled at dodging past charging opponents and taking advantage when they miss.
Signature Spell	PGtF	43	You are so familiar with a mastered spell that you can convert other prepared spells into that spell.
Silencing Strike	RoS	144	You can infuse your sneak attacks with the magical essence of silence.
Silent Spell	PHB	100	Cast spells without verbal components
Silver Blood	CoV	33	You have magically or alchemically imbued your flesh and blood with silver, making you resistant to lycanthrope attacks.
Silver Dragon Lineage [Draconic]	DM	22	You are the descendant of silver dragons and can harness your ancestors' power to paralyze your opponents.
Silver Fang	CoV	33	By following a ritual taught by the Fangshields, your natural attacks are suffused with the power of silver and are fully effective against lycanthropes.
Silver Palm	PGtF	43	Your culture is based on haggling and the art of the deal.
Silver Smite	EBCS	60	You wield the power of the Silver Flame to smite evil.
Silver Tongue	OA	65	Your ancestor, Mirumoto Kaijuko, was the first woman to become daimyo of the Mirumoto family.
Silver Tracery	RoE	120	Alchemical silver tracery covers your body, allowing you to overcome the supernatural defenses of certain creatures and protecting against some magical attacks.
Simple Weapon Proficiency	PHB	100	No -4 penalty on attack rolls with simple weapons
Skewer Foe	CoR	22	A ruthless combatant, you like to impale enemies on spears and similar piercing weapons.
Skill Focus	PHB	100	+3 bonus on checks with selected skill
Skilled Pact Making	ToM	74	Your strong will serves you well when making pacts with vestiges.
Skilled Telekinetic	LoM	45	A creature with this feat becomes so skilled with its <i>telekinesis</i> ability that it can manipulate and use magic items via telekinesis.
Skin of the Construct	CP	57	You can wear an astral construct as if it were a second skin.
Skyrider	RoF	168	You have trained and served with the hippogriff cavalry that guards the Great Rift.
Slashing Flurry	PHB	2 82	You swing your weapon with uncanny speed, slicing apart a foe in the blink of an eye.
Slayer of Dragons [Ceremony]	DM	22	You protect your allies from the ravages they are sure to face while hunting dragons.

Feats	Bk	Pg	Description
Sly Fortune [Luck]	CSc	81	Your luck helps you find the right place to move to.
Smatterings	RoD	153	You have a talent for acquiring languages -- at least enough of each one to get by.
Smite Fiery Foe	FB	50	You can smite creatures with the fire subtype.
Smiting Power	CoV	33	You use your smite ability to augment other combat maneuvers.
Smiting Spell	PHB	2 92	You can channel the energy of a touch spell into a weapon, causing the spell to discharge when you strike an opponent.
Smooth Talk	PGtF	43	Your people rarely have to draw their weapons to deal with potential adversaries.
Snake Blood	PGtF	43	The taint of the yuan-ti runs in your veins.
Snap Kick	ToB	32	You have continued to hone your unarmed combat skills, and you deal more damage with your unarmed strikes.
Snatch	MM	2 18	The creature can grapple more easily with its claws or bite.
Snatch and Swallow	Draco	73	You can swallow creatures you have grabbed with your bite attack.
Snatch Arrows	PHB	100	Catch a deflected ranged attack
Snatch Trophy	CoR	22	You can quickly and skillfully collect a trophy of your victory over a fallen foe.
Snatch Weapon	S&S	40	You can disarm an opponent, then pluck the weapon from midair
Sneak Attack of Opportunity	ELH	66	Whenever your opponent lets his guard down, you can make a sneak attack.
Snow Tiger Berserker	UE	45	You have learned how to pounce on your foes, much like your totem spirit.
Snowcasting	FB	50	You add ice or snow to your spell's components to make them more powerful.
Snowflake Wardance	FB	50	You are particularly adept at moving through snow and over ice.
Snowrunner	FB	50	You have mastered the snowflake wardance, a mystical style of fighting with slashing weapons that allows you to leap and almost seem to float haphazardly across the battlefield like a whirling, razor-edged snowflake.
Sociable Personality	RoD	153	You are adroit at avoiding social gaffes.
Solid Visage	GW	39	Your ghost body appears solid and alive.
Somatic Weaponry	CM	47	You are adept at performing somatic spell components while your hands are occupied.
Song of the Heart	EBCS	60	Your bardic music reaches the depths of its listeners' hearts.
Song of the White Raven	ToB	32	The White Raven discipline shows you how to rouse dedication and fervor within your allies' hearts.
Soothe the Beast	EBCS	60	Echoing the music of creation, your music has powers to calm animals.
Soul of Honor	OA	66	Your ancestor Shinjo Martera, the firstborn son of Shinjo, was the living incarnation of <i>bushido</i> for the Unicorn, utterly without fault or failing.
Soul of Loyalty	OA	66	Your ancestor, Mirumoto Tokeru, was renowned for his loyalty to his twin brother, Ryudumu.
Soul of Sincerity	OA	66	You are descended from the famous Scorpion daimyo Bayushi Tangen, author of <i>Lies</i> and <i>Little Truths</i> .
Soul of the North	CAr	83	You possess a magical understanding of the nature of cold.
Soulblade Warrior	RoE	120	The spirit of a quori warrior grants you deadly speed and combat prowess with your mind blade.
Soulsight	MoI	41	You can attune your soul to sense living creatures near you.
Soultouched Spellcasting	MoI	41	By fusing your spells with incarnum, they become more capable of overcoming enemy magic and spell resistance.
Sound of Silence [Bardic Music]	CSc	81	You can channel the power of your bardic music to deafen your foes.
Southern Magician	RoF	168	Your magical studies in Mulan lands have taught you spellcasting techniques unknown in the north that blur the line between arcane and divine magic.
Speaking Wild Shape	MotW	25	Speak with same type animals as your wild shape form
Spear of Doom	DLCS	87	Few can avoid death on your spearpoint when you brace yourself for their attack.
Special Dispensation	CS	63	You have been given leave to carry even banned armor, weapons, and equipment in a given area.
Spectacular Death Throes	DLCS	87	Your body seethes with unchecked power, promising dire consequences to your killer.
Spectral Skirmisher	PHB	2 83	You have trained extensively in the use of magic that renders you invisible.
Spectral Strike	CD	90	You can strike incorporeal creatures as if they were solid.
Speed of Thought	EPH	51	The energy of your mind energizes the alacrity of your body.
Spell Drain	LM	30	You can cast any spell that you drain from a creature's mind.
Spell Focus	PHB	100	+1 bonus on save DCs against specific school of magic
Spell Focus (Good)	BoED	46	Your spells with the good descriptor are more potent than normal due to your relationship with the powers of good.
Spell Girding	MaoF	22	Dispel checks against your spells made at -2 penalty
Spell Hand	CAr	83	You possess a magical understanding of the manipulation of force.
Spell Knowledge	DMG	210	You add two additional arcane spells to your repertoire.

Feats	Bk	Pg	Description
Spell Mastery	PHB	100	Can prepare some spells without spellbook
Spell Opportunity	ELH	67	You can cast a touch spell as an attack of opportunity.
Spell Penetration	PHB	100	+2 bonus on caster lvl checks to defeat spell resistance
Spell Power	OA	66	Your lineage traces back to the young shugenja Kuni Osaku, who single-handedly held off a massive army of oni at the Battle of the Cresting Wave.
Spell Rehearsal	RotD	105	Casting the same spell several times in a row or at the same target enables you to perfect it.
Spell Reprieve	LEoF	9	Your studies of the less restrictive arcane traditions of old allow you to cast one spell from a prohibited school.
Spell Specialization	T&B	42	Dmg-dealing spells that make a ranged touch attack gain +2 dmg
Spell Stowaway	ELH	67	Choose a spell-like ability you possess or a spell you can cast. You gain the benefits of this magic whenever it is used near you.
Spell Thematics	PGtF	44	Your spells manifest with a distinct theme or appearance.
Spellcaster Support	OA	66	Your ancestor, Shiba Kaigen, was a samurai who used his knowledge of spellcraft to help defend a mountain pass from a Lion invasion.
Spellcasting Harrier	Draco	74	Spellcasters you threaten find it difficult to cast defensively.
Spellcasting Prodigy	PGtF	44	You have an exceptional gift for magic.
Spellfire Wielder	MaoF	23	Control raw magic in the form of spellfire
Spell-Like Ability Focus	RoF	168	Choose one of your spell-like abilities. This attack becomes much more potent than normal.
Spell-Linked Familiar	PHB	2 83	You and your familiar can share spell energy, allowing your familir to cast a limited number of spells each day.
Spellrazor	RoS	144	You have mastered the style of combining a gnome quickrazor with spellcasting.
Spellwise	PGtF	44	You were raised in a land where mighty wizards are common.
Spider Bite	PGtF	176	You gain a poisonous bite like that of a spider.
Spiked Body	RoE	120	Your body is overlaid with hundreds of protruding spikes that can deal great damage to foes.
Spinning Halberd	CW	114	You have mastered the style of fighting with a halberd.
Spire Walking	RoF	168	<small>Inraebor is justly known as the City of a Thousand Spires, for fantastically bizarre, many-storied towers rise from all quarters of the city and are tightly packed together. As a result, it is possible to navigate Inraebor via a network of arches, bridges, stairs, and leappable gulfs far above the city streets. You are well versed in the skill of navigating the skyroads of Inraebor.</small>
Spirit of the Stallion	PGtE	141	Your patron ancestor was a legendary cavalry soldier, and her spirit guides you and your mount.
Spirit Sense	HoH	124	You can see and communicate with the souls of the recently departed.
Spirited Charge	PHB	100	Double damage with mounted charge
Spiritual Force	CP	60	Your mind blade is an expression of your inner spirit.
Spit Poison	LoM	94	A creature with this feat can spit its poison as a ranged touch attack.
Spit Venom	SK	147	You can spit venom in the manner of a spitting cobra.
Split Breath	Draco	74	You can split your breath weapon into a pair of weaker effects.
Split Chakra	MoI	41	One of your chakras becomes capable of holding both a bound soulmeld and a magic item.
Split Psionic Ray	EPH	51	You can affect two targets with a single ray.
Split Ray	CAr	83	Your ray spells can affect an additional target.
Spontaneous Casting	EBCS	61	You can swap a prepared spell on the fly.
Spontaneous Domain Access	ELH	67	Select a domain of spells you have access to. You can spontaneously convert spells into spells of this domain.
Spontaneous Healer	CD	84	You can use your spellcasting ability to spontaneously cast <i>cure</i> spells.
Spontaneous Spell	ELH	67	Select a spell you can cast. You can spontaneously convert spells of that spell's level into that spell.
Spontaneous Summoner	CD	85	You can spontaneously cast <i>summon nature's ally</i> spells.
Spontaneous Wounder	CD	85	You can use your spellcasting ability to spontaneously cast <i>inflict</i> spells.
Spreading Breath	Draco	74	You can convert your breath weapon into a spread effect.
Spring Attack	PHB	100	Move before & after melee attack
Spurn Death's Touch	LM	30	You can channel divine energy to remove some of the harmful effects of attacks made by undead creatures.
Stable Footing	RoE	112	Because of your training and wariness, you are skilled at keeping your feet in combat and able to move over difficult terrain with ease.
Staggering Strike	CAd	112	You can deliver a wound that hampers an opponent's movement.
Stalwart Defense	PHB	2 83	You excel at aiding your allies in battle. When an opponent attempts to strike one of them, you make a quick, distracting motion to ruin the foe's efforts.
Stalwart Planar Ally	PIHB	42	The allies you summon from a specific plane are tougher than normal.
Stamp	SaS	39	You can stamp the ground to crush and disrupt opponents.
Stand Still	EPH	51	You can prevent foes from fleeing or closing.

Feats	Bk	Pg	Description
Starspawn	LoM	181	Your abnormal body and heritage has become more pronounced. You grow membranous wings and are comfortable in extreme elevations.
Steadfast Determination	PHB 2	83	Your physical durability allows you to shrug off attacks that would cripple a lesser person.
Steady Concentration	RoS	144	You are an expert at avoiding distractions and focusing your mind, and you can concentrate clearly even in the most stressful conditions.
Steady Mountaineer	RoS	144	You are so good at climbing cliffs and leaping across crevasses that distractions don't affect you.
Stealthy	PHB	101	+2 bonus on Hide & Move Silently checks
Steam Magic	SW	93	You are skilled at casting fiery spells into the water, causing terrible goutts of scalding steam.
Stench of the Dead	UA	94	The odor of decay hangs heavy on you, causing others to gasp and retch.
Stigmata	BoED	46	Heal others' wounds by taking Con dmg
Still Mystery	ToM	138	You can cast mysteries without gestures.
Still Spell	PHB	101	Cast spells without somatic components
Stitched Flesh Familiar	LM	30	When you are ready and able to acquire a new familiar, you may choose to gain a stitched flesh familiar.
Stone Breaker [Style]	SoS	118	You have mastered the style of fighting with two picks at the same time, allowing you to deal heavy damage to your foes.
Stone Colossus	RoF	169	You can focus a part of your power to increase the toughness of your skin.
Stone Form	RoS	144	You can use wild shape to assume a rocklike form.
Stone Power	ToB	32	The principles of the Stone Dragon discipline teach you how to gather and focus your raw, physical strength into an attack.
Stone Rage	RoS	144	Your bond with the earth and tough hide makes it easier for you to shrug off blows while you are raging.
Stone Slide	RoF	169	You have attuned yourself to stone to such an extent that you can merge with it for a short time.
Stone Soul	Und	27	You were born with a dwarflike, innate sense about rock, stone, and construction.
Stoneback	RoS	144	You have studied the techniques of fighting underground, and you can protect yourself from the dangers of multiple attackers whenever you can put your back to a solid wall.
Stoneblood	RoF	169	Your blood is thick like cooling lava, making it difficult for you to die after falling from injuries.
Stoneshaper	RoF	169	You have a deep and abiding tie to earth and stone.
Stonewalker Fist	RoF	169	You are trained in an unarmed fighting style that draws on your ability to pass through minerals as if they were air.
Storm Bolt [Reserve]	CM	47	The electrical energy contained within your magic rages inside you, begging to be released.
Storm Magic	SW	94	You gain a boost in spellcasting power during storms.
Storm of Throws	ELH	67	You become a flurry of thrown weapons, targeting all nearby opponents.
Stormguard Warrior	ToB	36	The Stormguard Warrior feat encompasses a number of the more advanced tactics and techniques you would use as a student of the Iron Heart school.
Stormheart	PGtF	44	The sea is in your blood.
Stormrider	Drag	144	Your dragonmark improves your balance and ability to weather the elements.
Storms Riposte	Drag	144	Your dragonmark enables you to make deadly ripostes in melee combat.
Strafing Breath	DLCS	87	You can sustain your breath weapon when you use it on the wing, covering a larger ground area in its effect.
Street Smart	PGtF	44	You know how to keep informed, ask questions, and interact with the underworld without raising suspicions.
Strength of the Charger	OA	66	You share the spirit of Utaku Shiko, the founder of the Utaku Battle Maiden tradition.
Strength of the Crab	OA	87	You claim descent from Hida, the first Crab.
Strength of Two	CP	60	As the host of a formless psionic entity, you possess immense willpower.
Strong Mind	EBCS	61	You are unusually hard to affect with psionic powers and mind attacks.
Strong Soul	PGtF	44	You possess an innate resistance to fell magic and supernatural attacks.
Strong Stomach	CS	64	You have greater resilience to illness and foul odors than most people.
Stunning Fist	PHB	101	Stun opponent with unarmed strike
Stunning Master	SoS	119	You have become so proficient with techniques using Stunning Fist that you can use it with monk weapons.
Stygian Archon	CP	57	You sear the synapses of your mind with a scar of void and emptiness.
Stygian Power	CP	64	Psionic powers you manifest that utilize negative energy are branded with an imprint of fear.
Subdual Substitution	D&D	52	The deity can modify a spell that uses energy to deal damage to deal subdual damage instead.
Subduing Strike	BoED	46	No penalty doing nonlethal dmg; sneak attack does nonlethal dmg
Subsonics	CAd	112	Your music can affect even those who do not consciously hear it.
Subtle Sigil	RoD	154	You are able to fade your sigils into invisibility, but still tap into their magical energy.
Sudden Ability Focus	ToM	74	One of your special attacks becomes more potent than usual.

Feats	Bk	Pg	Description
Sudden Empower	CAr	83	You can cast a spell to greater effect without special preparation.
Sudden Energy Affinity	MH	28	You can modify a spell's energy type once per day without special preparation.
Sudden Enlarge	MH	28	You may cast one spell per day with a greater range than normal without special preparation.
Sudden Extend	CAr	83	You can make a spell last longer than normal without special preparation.
Sudden Maximize	CAr	83	You can cast a spell to maximum effect without special preparation.
Sudden Quicken	CAr	83	You can cast a spell with a moment's thought without special preparation.
Sudden Recovery	ToB	33	You can instantly recover your focus, balance, and personal energy after using a martial maneuver.
Sudden Silent	CAr	83	You can cast a spell silently without special preparation.
Sudden Still	CAr	83	You can cast a spell without gestures or special preparation.
Sudden Widen	CAr	83	You can increase a spell's area without special preparation.
Sudden Willow Strike	PGtE	109	Your monastic training allows great precision with your quarterstaff.
Sugliin Mastery	FB	50	You are a master at fighting with the massive sugliin.
Summon Earth Elemental	RoF	169	Like many experienced deep gnomes, you have developed the ability to summon earth elementals to help you with tasks.
Summon Elemental [Reserve]	CM	47	You can channel the summoning power you hold to briefly bring forth an elemental servant.
Sun School	CW	112	You have learned a number of esoteric martial arts techniques inspired by the sun.
Sun Soul Monk	CoV	34	Your training with this monk order gives you special powers depending on which sect you follow.
Sunken Song	SW	94	You can project your voice underwater.
Sunlight Eyes [Reserve]	CM	48	The bright magic within you allows you to see through the darkest shadow.
Superior Expertise	D&D	52	The deity has mastered the art of defense in combat.
Superior Initiative	ELH	67	You can react even more quickly than normal in a fight.
Superior Unarmed Strike	ToB	33	Your unarmed strikes have become increasingly deadly, enabling you to strike your foes in their most vulnerable areas.
Supernatural Blow	MotW	25	Inflict +1d6 dmg vs favored enemy immune to critical hits
Supernatural Crusader	ToM	75	You are adept at fighting supernatural creatures.
Supernatural Instincts	FC 2	85	Your uncanny insight enables you to take advantage of the subtle opportunities created when an opponent uses supernatural abilities against you.
Supernatural Opportunist	ToM	75	You are adept at exploiting a creature's momentary distraction while it activates its supernatural abilities.
Supernatural Transformation	SaS	39	You convert a spell-like ability to a supernatural ability.
Suppress Weakness	Draco	74	Your vulnerability to an energy type is reduced.
Sure Hand	CSc	81	You can perform more amazing displays of legerdemain than normal.
Surefooted	PGtF	45	You are used to fighting on steep slopes and treacherous surfaces.
Surge of Malevolence	HoH	124	You empower yourself by drawing on the taint within.
Surrogate Spellcasting	SaS	39	You use substitute verbal and somatic components when casting spells.
Survivor	PGtF	45	Your people thrive in places that others find almost uninhabitable, and you know many of the secrets of the wilderness.
Survivor's Luck	CSc	81	You can avoid situations that would surely affect others.
Svirfneblin Figment	RoF	169	Your time underground has made you acutely aware of even slight differences in sound and vision in caves that have never seen the sun. Accordingly, your illusions are finely tuned and ultra-realistic.
Swamp Stalker	SaS	40	You are adapted to a marshy environment.
Swarm of Arrows	ELH	67	You can fire a veritable storm of arrows at nearby opponents.
Swarmfighting	CW	105	You and allies with this feat can coordinate melee attacks against a single target and are adept at fighting side by side in close quarters.
Swarm's Embrace	SCoT	158	You have a natural affinity for swarms and can stand in the midst of a swarm with few harmful effects.
Sweet Talker	CSc	81	Your social expertise is more pronounced than that of most others.
Swift Ambusher	CSc	81	You combine your scout training with the stealth of a rogue to open up new methods of ambushing enemies.
Swift and Silent	PGtF	45	The shadows are your friends, and your footfalls are whispers of death.
Swift Hunter	CSc	81	You have applied the hit-and-run tactics learned from scouting to your strong hunting abilities.
Swift Tumbler	CS	64	You can flip, twist, and roll with great speed.
Swiftness of Orien	PGtE	48	You can draw on the power of your Mark of Passage to temporarily enhance your speed or the speed of your mount.
Swiftwing Elite	RoE	116	Your swiftwing shifter trait improves.
Swim Like a Fish	CD	85	You can breathe and swim underwater with grace.

Feats	Bk	Pg	Description
Swim-By Attack	SW	94	You can attack in the middle of a fast pass by your opponent.
Sword of the Arcane Order	CoV	34	Members of your military order have a special connection with arcane magic.
Symbiont Mastery	MoE	51	You have stronger control over an attached symbiont than regular creatures, and you gain vitality for each symbiont attached to you.
Synad Multitask, Enhanced	CP	58	As a synad, your threefold mind grants you an additional opportunity to multitask.
Tactile Trapsmith	CAd	112	You can rely on your rapid reflexes and nimble fingers instead of your intellect when searching a room or when disabling a trap.
Tail Constrict	Draco	74	You can make constriction attacks with your tail.
Tail Rattle	SK	147	Your tail gains a rattle like that of a serpent.
Tail Sweep Knockdown	Draco	74	Your tail sweep attack knocks opponents prone.
Tainted Fury	HoH	124	You can channel your physical corruption into a state of fury.
Talenta Dinosaur Bond	PGtE	75	You have undergone grueling training on the dinosaur back and are skilled in the halfling techniques of fighting while mounted.
Talenta Drifter	PGtE	75	Your extensive travels on the Talenta Plains give you an advantage while in that region.
Talenta Warrior	RoE	112	You have trained with the ancestral weapons of the Talenta halflings and are particularly adept at striking from the back of a dinosaur mount.
Talented	EPH	51	You can overchannel powers with less cost to yourself.
Talfirian Song	RoF	170	You can use the power of your bardic music to enhance your illusion spells.
Tall Moulder Hunter	ShSo	21	Because of your cultural hatred for tall moulder, you have had specific training in how best to fight them.
Tap Mantle	CP	58	You gain the ability to access the powers in a new mantle.
Tashalatora	SoS	119	You have successfully integrated martial arts with psionic power under the tutelage of Tashalatora masters.
Tattoo Focus	PGtF	45	You bear the powerful magical tattoos of a Red Wizard of Thay.
Tattoo Magic	LoD	189	You can create tattoos that store spells.
Telepathic Affinity	CP	60	The entity you host gives you the ability to better communicate with other creatures.
Telling Blow	PHB	2 83	When you strike an opponent's vital areas, you draw on your ability to land crippling blows to make the most of your attack.
Temper Ectoplasm	GW	39	You can make durable equipment out of ectoplasm.
Tempest Breath	Draco	74	You can make your breath weapon strike with the force of a windstorm.
Tempting Fate [Luck]	CSc	81	You are very hard to kill.
Tenacious Magic	PGtF	45	You can use the Shadow Weave to make your spells harder for Weave users to dispel.
Terrifying Rage	DMG	210	While in a rage, you panic your opponents.
The Gentle Way Mastery	OA	81	You have mastered the martial arts style of "The Gentle Way" -- a soft form emphasizing throws and movement.
Theocrat	RoF	170	You have the delicate touch needed to maintain the favor of your patron deity and the political skills needed to survive in the trenches of bureaucratic warfare common in the lands ruled by agents of the Mulhorandi pantheon.
Thicken Mucus	LoM	23	An aboleth with this feat can produce mucus that is thicker than normal, and other creatures find it difficult to swim through.
Thick-Skinned	SaS	40	Your tough hide grants improved damage reduction.
Third Time's the Charm [Luck]	CSc	81	Your deity smiles upon you.
Thrall Bred	LoM	182	Spawned in the breeding pits of the mind flayers or the beholders, you have unusual strength and hardiness, as well as loyalty.
Thrall to Demon	CoR	23	You formally supplicate yourself to a demon prince.
Thrall to Demon [Vile]	FC	1 87	You formally become a supplicant to a demon lord. In return for your obedience, you gain a small measure of that demon lord's power.
Three Mountains	CW	114	You are a master of fighting with powerful bludgeoning weapons.
Thri-Kreen Carapace	CP	58	Your carapace is harder than average.
Thri-Kreen Claw	CP	58	You can use your <i>metaphysical claw</i> psi-like ability more often.
Thri-Kreen Displacement	CP	58	You can use your <i>psionic displacement</i> psi-like ability more often.
Thri-Kreen Poison	CP	58	You can use your poison bite more often.
Throat Punch [Ambush]	CSc	82	By making a precise punch to the throat, you can render a target unable to speak effectively.
Throw Anything	CW	105	In your hands, any weapon becomes a deadly ranged weapon.
Thug	PGtF	45	You have a knack for getting the jump on the competition and pushing other people around.
Thunder Twin	PGtF	46	You are one of the generation of dwarf twins born after Moradin's Thunder Blessing in the Year of Thunder.
Thunderclap	SaS	40	You create a cone of deafening sound by clapping two limbs together.
Thundering Rage	ELH	68	Your rage attacks can cause thunderous roars that can deafen opponents.
Tiger Blooded	ToB	33	The Tiger Claw discipline teaches students to mimic the rampant, feral qualities of a wild animal.

Feats	Bk	Pg	Description
Tireless	PGtF	46	You don't know the meaning of the word "quit."
Titan Fighting	RoS	145	You have been trained to fight larger creatures, and you are adept at dodging their attacks.
Tomb-Born Fortitude	LM	30	The power of undeath taints you, body and soul. Its power has hardened your flesh and given it the foul look of the grave.
Tomb-Born Resilience	LM	30	The power of undeath taints you, deadening your mind and body to the effects of mind-controlling magic, poison, and disease.
Tomb-Born Vitality	LM	31	The power of undeath taints you, body and soul. Its power has removed your need to sleep and eat.
Tomb-Tainted Soul	LM	31	Your soul is tainted by the foul touch of undeath.
Toothed Blow	SW	94	You are able to hammer your foes more effectively underwater.
Tormented Knight	CoR	23	You are inexorably bound to the loathsome yugoloths that lurk in the Barrens of Doom and Despair, and you strive to bring misery and pain to all creatures that oppose them.
Totem Companion	EBCS	61	Instead of an animal companion, you have your totem magical beast as a companion.
Touch Attack Specialization	GW	39	Choose one of your ghost touch attacks that deals hit point damage, ability damage, or ability drain, such as Corrupting Touch. You are especially good at using this touch attack.
Touch of Benevolence	CoR	22	Despite your evil alignment, you are prone to moments of benevolence and mercy.
Touch of Captivation	PGtE	35	You are sakah, and your fiendish gift allows you to captivate people around you.
Touch of Deception	PGtE	35	You are sakah, and your fiend gift allows you to alter your appearance and trick others.
Touch of Distraction [Reserve]	CM	48	Your touch briefly clouds the mind of a foe, impeding its efforts.
Touch of Golden Ice	BoED	47	Evil creatures touched ravaged by golden ice
Touch of Hate	PGtF	177	Because you are favored by Bane, you can transform animals into evil minions.
Touch of Silver	FoE	148	Your devotion to the Silver Flame allows you to burn the Church's foes with holy energies.
Touch of Summoning	PGtE	35	You are sakah, and your fiendish gift allows you to summon fell creatures to do your bidding.
Touch of Taint	HoH	124	One of your attack forms that normally deals ability damage, ability drain, or energy drain can also deal corruption or depravity.
Touch Spell Specialization	CAr	83	You deal extra damage with touch spells.
Touchstone	SS	53	You forge a link with a power-rich location, referred to as a touchstone site.
Toughening Transmutation	CM	48	Casting a transmutation spell briefly transforms your skin or that of an ally into sterner stuff.
Toughness	PHB	101	+3 hit points
Tower Shield Proficiency	PHB	101	No armor check penalty on attack rolls
Toxic Mucus	LoM	23	An aboleth with this feat can produce mucus that is poisonous to other creatures.
Track	PHB	101	Use Survival skill to track
Trample	PHB	101	Target cannot avoid mounted overrun
Transdimensional Breath [Psionic]	DoF	50	Your breath weapon affects bordering planes.
Transdimensional Power	CP	64	You can manifest powers that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the power's area.
Transdimensional Spell	CAr	84	You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the spell's area.
Transfer Legacy	WoL	16	You can temporarily transfer one of your legacy item's abilities to another magic item.
Trap Engineer	DuS	46	You have spent a great deal of time studying trap construction and recognize the work of famous builders, which gives you an edge against their devices.
Trap Sense	ELH	68	You can sense nearby traps even if not actively searching for them.
Trap Sensitivity	DuS	46	Your senses are so attuned that you can detect mechanical traps that are close by.
Trap Warden	Drag	144	Your dragonmark allows you to sense, avert, and disarm traps more easily.
Trapmaster	LEoF	9	You have studied the funereal architecture and lethal traps of a dozen long-dead cultures, which gives you an uncanny knack for avoiding traps.
Treefriend	SaS	40	You are adapted to a forest environment.
Treetopper	PGtF	46	Your people are at home in the trees and high places.
Tremendous Charge	DLCS	87	You know how to use your mount's power to make your lance attacks even more deadly.
Trivial Knowledge	RoS	145	You have the ability to dredge up obscure knowledge in appropriate situations.
Trophy Collector	PHB	2 83	A belt of minotaur fur, a hood of cloaker wing-skin, and an amulet fashioned from a petrified dragon's eye -- these are the intimidating symbols of your trade.
True Believer	CD	86	Your deity rewards your unquestioning faith and dedication.
Truebond	DMG	2 232	Your bond to your chosen item becomes stronger.
Truedive Elite	RoE	116	Your truedive shifter trait improves.
Truename Rebuttal	ToM	229	You are particularly good at negating other truename's power with well-chosen truename's.
Truename Research	ToM	229	You have a knack for uncovering the personal truename's of friends and foes alike through study and investigation.

Feats	Bk	Pg	Description
Truename Training	ToM	229	Unlike most of your peers, you have discovered the secret power of truenames.
Trustworthy	S&S	40	+2 bonus on all Diplomacy and Gather Information checks
Tumbling Feint	PHB	2 84	When you move near an opponent, your acrobatic maneuvers leave him confused and unable to properly defend himself.
Tunnel Fighting	RoS	145	You are adept at maneuvering and fighting in tight spaces and underground passages.
Tunnel Riding	RoS	145	You are particularly adept at maneuvering mounts through tight spaces and underground passages.
Tunnelfighter	Und	27	You can fight more naturally in the cramped and close quarters of caves and tunnels than usual.
Tunnelrunner	Und	27	You can move naturally in the cramped quarters of caves and tunnels.
Turtle Dart	RoS	145	You have mastered the style of fighting with a short sword while wearing extremely heavy armor and carrying a large shield.
Twin Power	EPH	51	You can manifest a power simultaneously with another power just like it.
Twin Spell	CAr	84	You can simultaneously cast a single spell twice.
Twin Sword Style	PGtF	46	You have mastered a defensive style based on wielding a blade in each hand.
Two-Bladed Mind Blade	CP	58	When you reshape your mind blade, you can change it into an exotic weapon: a two-bladed sword.
Two-Weapon Defense	PHB	102	Off-hand weapon grants +1 shield bonus to AC
Two-Weapon Fighting	PHB	102	Reduce two-weapon fighting penalties by 2
Two-Weapon Pounce	PHB	2 84	When you charge an opponent while wielding two weapons, you can make two quick attacks.
Two-Weapon Rend	PHB	2 84	You wield two weapons with an artisan's precision.
Umbral Mark	Drag	144	Your dragonmark grants you new insight into the ways of shadow, making it harder for opponents to critically wound you.
Unarmored Body	RoE	120	Your body is crafted without its normal layer of armor, trading off physical strength for magical potential.
Unavoidable Strike	EPH	52	You can make an unarmed strike or use a natural weapon against your foe as if delivering a touch attack.
Unbalancing Strike	OA	66	You can strike a humanoid opponent's joints to knock him off balance.
Unbelievable Luck [Luck]	CSc	82	The powers of fortune truly smile on you more than most mortals.
Uncanny Accuracy	ELH	68	You can ignore anything less than total cover or total concealment when using ranged weapons.
Uncanny Scent	SaS	40	You can pinpoint scents at a greater distance.
Unconditional Power	EPH	52	Disabling conditions do not hold you back.
Undead Empathy	EBCS	61	You are adept at communicating with and influencing the undead.
Undead Leadership	LM	31	You gain the service of loyal undead followers.
Undead Mastery	CD	90	You can command a greater number of undead than normal.
Undead Meldshaper	MoI	41	Despite having no soul of your own, you maintain the ability to channel incarnum through force of will alone.
Underfoot Combat	RotW	152	You can enter the space that a foe at least two size categories bigger than you occupies.
Undermountain Tactics [Tactical]	DuS	46	Dwarves have developed a variety of cunning tactics to defeat those foolish enough to enter their mountain redoubts, as have gnomes.
Undo Resistance	FC	2 85	You learn to use cold iron weapons to unravel your opponent's magical defenses with a well-placed sneak attack.
Undying Fate	RoD	155	You have pledged your unswerving obedience to Wee Jas, and she in turn has granted you special insight into life and death.
Unholy Strike	CD	90	Your attacks deal great damage to good creatures.
Unlock Dragonmark	Drag	144	You can unlock the other powers of your dragonmark.
Unnatural Enemy	PGtE	86	You have been trained in the ways of aberrations, and you know how to recognize them and spot their weaknesses.
Unnatural Will	HoH	124	You have learned to focus your force of personality and inner strength to stand against fearful circumstances.
Unnerving Calm	ToB	33	You know that the secret to defeating your enemies lies within the still center of your own mind.
Unquenchable Flame of Life	LM	31	You are hardened to the attacks of the undead.
Unseen Arrow	ToM	138	Developed by shadowblades, this feat allows a member of that class to apply his unseen weapon abilities to thrown or projectile weapons.
Unsettling Enchantment	CM	48	Your enchantment spells cloud the minds of even those who would otherwise resist their effects.
Unyielding Bond of Soul	FoE	148	You are hardened to the attacks of the beings of other worlds.
Up the Walls	EPH	52	You can run on walls for brief distances.
Urban Stealth	RoD	154	You are particularly adept at moving quietly and unnoticed through the city.
Urban Tracking	CS	64	You can track down the location of missing persons or wanted individuals within communities.
Utterance Focus	ToM	230	You have a particular utterance you favor above others, and your enemies are less able to resist the power of your words.
Utterance of the Crafted Tool	ToM	230	As you strive for ever more mastery of Truespeech, you gain more power over the universe around you. You can now use the power of Truespeech to affect objects.

Feats	Bk	Pg	Description
Utterance of the Evolving Mind	ToM	230	Your further mastery of Truespeech allows you to wield its power more effectively against creatures.
Utterance of the Perfected Map	ToM	230	The power of the Truespeech can alter the state of reality itself. Reaching toward this great power, you have mastered an utterance from the Lexicon of the Perfected Map.
Valenar Trample	PGtE	141	You are trained in Valenar cavalry techniques emphasizing trampling your opponents into the ground.
Vampire Hunter	LM	31	Your knowledge of vampires has given you the extraordinary ability to detect subtle signs of their presence and to resist their dominating gaze ability.
Vatic Gaze	PHB	2 85	Your arcane studies have brought forth your nascent talent to sense magical auras and the power that others are capable of wielding.
Veil of Cyric	CoS	146	You have reconciled yourself to the unfortunate truth that hard decisions and regrettable actions are necessary in the service of your deity.
Vengeful Spirit	CM	48	Your watchful spirit takes revenge on foes that have harmed you.
Vengeful Surge	FC	2 85	Opponents who target you with magical effects risk sparking your ire.
Vermin Companion	EBCS	62	Instead of an animal companion, you have a vermin creature as a companion.
Vermin Shape	EBCS	62	You can use your wild shape ability to assume vermin forms instead of animal forms.
Vermin Wild Shape	ELH	68	You can wild shape into vermin form.
Verminfriend	BoVD	50	Vermin refuse to attack if succeeds a Cha DC 20 check
Versatile Performer	CAd	112	You are skilled at many kinds of performances.
Versatile Spellcaster	RotD	101	You can use two lower-level spell slots to cast a spell one level higher.
Versatile Unarmed Strike	PHB	2 85	You employ a variety of unarmed fighting styles, allowing you to alter the type of damage your attacks deal.
Vestigial Wings [Abyssal Heritor]	FC	1 87	A pair of vestigial wings sprouts from your shoulders.
Veteran Knowledge	HoB	99	You are capable of seeing potential battlefield advantages where others cannot.
Vexing Flanker	PHB	2 85	You excel at picking apart an opponent's defenses when your allies also threaten them.
Via Negativa	CoR	22	You can channel greater amounts of negative energy into your <i>inflict</i> spells.
Vicious Wound	SaS	40	Damage you deal causes wounds that bleed excessively.
Victor's Luck [Luck]	CSc	82	You strike with devastating accuracy more often.
Vile Ki Strike	BoVD	50	Deal 1 extra point of damage with unarmed strike
Vile Martial Strike	BoVD	50	Deal 1 extra point of damage with specific kind of weapon
Vile Natural Attack	BoVD	50	Deal 1 extra point of damage with natural attack
Violate Spell	BoVD	50	Half of spells damage is concidered vile
Violate Spell-Like Ability	BoVD	50	Half of spell-like abilities damage is concidered vile
Virulent Poison	SaS	40	Your poison attack is more effective.
Vital Recovery	ToB	33	Preparing yourself to execute more of your maneuvers gives you the chance to catch a quick second wind and recover from damage you have sustained in the fight.
Volatile Escalation	CP	58	When you are attacked with a telepathic power, your innate wildness forces a higher mental price on your attacker.
Volatile Leech	CP	58	You gain the power points your attacker wastes attacking you with a telepathic power.
Vorpal Strike	ELH	68	Your unarmed strikes can behead your opponents.
Vow of Abstinence	BoED	47	+4 perfection bonus on Fort saves against poisons & drugs
Vow of Chastity	BoED	47	+4 perfection bonus on Will saves against charms & phantasms
Vow of Nonviolence	BoED	47	+4 bonus on save DCs of nondamaging spells
Vow of Obedience	BoED	47	+4 perfection bonus on Will saves against compulsions
Vow of Peace	BoED	47	Calming aura; +6 varied bonus to AC
Vow of Poverty	BoED	47	Bonuses to AC, ability scores, & saves; bonus feats (see pg 29)
Vow of Purity	BoED	47	+4 perfection bonus on Fort saves against disease & death effects
Vremyonni Training	UE	45	You have had more than the typical amount of training with the <i>vremyonni</i> , the Old Ones who research spells and craft magic items for the Witches of Rashemen.
Wand Mastery	EBCS	62	Wands are far more potent in your hands.
Wand Surge	MoE	51	You can squeeze more magic out of charged items.
Wanderer's Diplomacy	PHB	2 85	Many halflings journey far and wide across the world, spending no more than a few months in one place.
Wandstrike	CAR	84	You can channel the magical energy of a wand through your melee attacks.
Ward of Khyber	Drag	145	Your aberrant dragonmark protects you against the powers of those with true dragonmarks.
Warden Initiate	EBCS	62	You have been trained in the ancient druidic tradition of the Wardens of the Wood, a sect dedicated to protecting the eastern plain and the great woods of the Eldeen Reaches.
Warning Shout [Bardic Music]	CSc	82	The force of your performance is so potent that it can guide an ally to safety.

Feats	Bk	Pg	Description
Warped Mind	LoM	182	Your tainted form has altered the physical nature of your brain, making you resistant to mental effects and more capable of unleashing the power of your mind on others.
Warrior Instinct	OA	66	Your ancestor, Matsu Hitomi, was the most famous female samurai of the early Empire.
Warrior Shugenja	OA	66	Your ancestor, Agasha Nodotai, was a shugenja well versed in the code of <i>bushido</i> and the way of war.
Water Adaptation	SW	94	You favor your aquatic elf parent and have developed the ability to breathe and move about in water easily.
Water Heritage	PIHB	42	You are descended from creatures native to the Plane of Water.
Water Splitting Stone	PHB 2	85	You channel your <i>ki</i> energy to splinter the defenses of creatures whose tough hides or magical natures normally allow them to shrug off your blows.
Waterspawn	LoM	182	Your abnormal body and heritage has become more pronounced. You have prominent fins and are supremely well adapted to the icy deeps.
Weakening Touch	CW	106	You can temporarily weaken an opponent with your unarmed strike.
Weapon and Torch [Style]	DuS	47	You have mastered a style of fighting that uses a melee weapon and a torch to devastating effect. You can dazzle and burn your opponent with the open flame.
Weapon Finesse	PHB	102	Use Dex instead of Str mod on attacks with light melee weapons
Weapon Focus	PHB	102	+1 bonus on attack rolls with selected weapon
Weapon Group (Axes)	UA	95	You understand how to use axes and axelike weapons.
Weapon Group (Basic Weapons)	UA	95	You understand how to use a few basic weapons.
Weapon Group (Bows)	UA	95	You understand how to use bows.
Weapon Group (Claw Weapons)	UA	95	You understand how to use weapons strapped to the hands.
Weapon Group (Crossbows)	UA	95	You understand how to use crossbows.
Weapon Group (Druid Weapons)	UA	95	You understand how to use weapons favored by druids.
Weapon Group (Exotic Double Weapon)	UA	95	You understand how to use the exotic double weapons associated with the weapon groups that you have mastered.
Weapon Group (Exotic Weapons)	UA	96	You understand how to use the exotic weapons associated with the weapon groups that you have mastered.
Weapon Group (Flails and Chains)	UA	96	You understand how to use flails and chain weapons.
Weapon Group (Heavy Blades)	UA	96	You understand how to use large bladed weapons.
Weapon Group (Light Blades)	UA	96	You understand how to use light bladed weapons.
Weapon Group (Maces and Clubs)	UA	96	You understand how to use maces and clubs.
Weapon Group (Monk Weapons)	UA	97	You understand how to use weapons normally favored by monks.
Weapon Group (Picks and Hammers)	UA	97	You understand how to use picks and hammers.
Weapon Group (Polearms)	UA	97	You understand how to use polearms.
Weapon Group (Slings and Thrown Weapons)	UA	97	You understand how to use slings and handheld thrown weapons.
Weapon Group (Spears and Lances)	UA	97	You understand how to use spears and javelins.
Weapon Specialization	PHB	102	+2 bonus on damage rolls with selected weapon
Weapon Supremacy	PHB 2	85	You are a grandmaster in the use of your chosen weapon.
Whirling Steel Strike	EBCS	62	Through monastic weapon training, you have mastered a fighting style that makes use of an unusual monk weapon: the longsword.
Whirlwind Attack	PHB	102	One melee attack against each opponent within reach
Whirlwind Tail Sweep	Draco	75	You can sweep your tail in a circular arc.
Whispered Secrets	RoD	155	You revere the Maimed Lord and have devoted your miserable, worthless life to learning but a few of the Whispered One's secrets.
White Dragon Lineage [Draconic]	DM	22	Your veins run with the savage blood of white dragons, allowing you to whyp yourself into a ragelike state.
White Raven Defense	ToB	33	The White Raven discipline has taught you to shine as a gleaming beacon of hope and endurance amid the chaos of battle.
White Scorpion Strike	RoE	112	Your fists and feet sting like the dread white scorpion and are particularly effective against undead.
Widen Aura of Courage	ELH	69	Your aura of courage is wider than normal.
Widen Aura of Despair	ELH	69	Your aura of despair is wider than normal.
Widen Power	EPH	52	You can increase the area of your powers.
Widen Spell	PHB	102	Double spell's area
Widen Supernatural Ability	ToM	75	You can increase the area of your supernatural abilities.
Wield Oversized Weapon	CW	153	You can use larger than normal weapons with ease.
Wild Talent	LoM	182	Your mind wakes to a previously unrealized talent for psionics.
Wildhunt Elite	RoE	116	Your shifter-enhanced instincts and senses allow you to detect concealed and invisible creatures.
Willing Deformity	HoH	125	Through scarification, self-mutilation, or supplication to dark powers, you intentionally mar your own body.

Feats	Bk	Pg	Description
Wind and Fire [Style]	SoS	119	You have mastered the style of fighting with two cutting wheels at the same time, and you are adept at opening wounds with them.
Wind-Guided Arrows [Reserve]	CM	48	Your mastery of the wind allows you to alter the flight of a ranged weapon.
Wing Expert	RotD	105	You can use your wings to create a variety of effects.
Winged Warrior	RotW	153	You use your wings for more than just flying.
Wingover	MM 1	304	The creature can change direction quickly while flying.
Wingsinger	SW	94	You can use song or a wind instrument to compel the winds to obey you.
Wingstorm	Draco	75	You can flatten targets with blasts of air from your wings.
Winter's Blast [Reserve]	CM	48	The frozen magic within you can burst forth in a hail of frost.
Winter's Champion	FB	50	Your paladin spell list is enhanced.
Winter's Child	SaS	40	You are adapted to a cold environment.
Winters Mark	Drag	145	As a member of the Children of Winter sect, you use the dark power of your aberrant dragonmark to cleanse the world.
Winter's Mount	FB	50	Your special mount is native to the frostfell.
Wisdom Breeds Caution	Und	27	Not getting into a dangerous situation is generally the wisest course, but if danger is unavoidable, you're prepared. You rely more on caution and forethought than you do on physical prowess.
Wise to Your Ways	GW	39	You are particularly resistant to the unusual attacks of your favored enemy.
Witchlight	GW	39	You can create witchlight, a harmless faint light, on yourself or an object.
Wolf Berserker	UE	45	You have studied the fighting style of the wolf and employ its tactics in combat.
Wolfpack	RotW	153	You can gain an extra advantage when you and your allies can gang up on a foe.
Wolverine's Rage	CD	86	You can fly into a berserk rage when injured.
Woodland Archer	RotW	154	You have honed your archery ability in the wilds of the forest.
Woodwise	ShSo	21	You are trained in fighting in woodlands and know how to use the terrain to best advantage.
Words of Creation	BoED	47	Ability to use Words of Creation (see pg 31)
Words of Draconic Power [Ceremony]	DM	22	You tap into the great tradition of draconic magic to enhance the words of your allies.
Worldly Focus	FoE	148	Your belief in the omnipresence of the gods is so strong, you can channel your spells through the environment rather than a holy symbol.
Wounding Attack	EPH	52	Your vicious attacks wound your foe.
Wounding Spell	LEoF	9	Because you have studied the cruel arts of the Athalantan magelords of old, you know how to cast spells that cause terrible, bleeding wounds.
Wrest Possession	FoE	148	If you resist control by a possessing fiend, you can attempt to seize control of its abilities.
Wyrmgrafter	RotD	101	You can apply draconic grafts to other living creatures or to yourself.
Xeph Burst, Extra	CP	59	You can use your burst racial trait more often.
Xeph Celerity	CP	59	You can use your burst racial trait to gain an extra attack.
Yondalla's Sense	RotW	152	You display a shrewd perception of danger. Other halflings say the blessing of Yondalla is upon you.
Zen Archery	CW	106	Your intuition guides your hand when you use a ranged weapon.
Zone of Animation	CD	90	You can channel negative energy to animate undead.