

## Manuel des Joueurs 3.5

<b>Dons généraux</b>	<b>Prérequis</b>	<b>Bénéfices</b>
• Affinité magique	-	Bonus de +2 sur les tests d'Art de la magie et d'utilisation d'objet magique
• Amélioration des créatures convoquées	Ecole renforcée (invocation)	Les créatures convoquées ont +4 en Fo et +4 en Con
• Arme de prédilection (G)	Maniement de l'arme choisie, bonus de base à l'attaque de +1	Bonus de +1 sur les jets d'attaque avec l'arme choisie
o Arme de prédilection supérieure (G)	Arme de prédilection (même arme), guerrier de niveau 8	Bonus de +1 sur les jets d'attaque avec l'arme choisie
o Spécialisation martiale (G)	Arme de prédilection (même arme), guerrier de niveau 4	Bonus de +2 sur les jets de dégâts avec l'arme choisie
o Spécialisation martiale supérieure (G)	Arme de prédilection (même arme), Arme de prédilection supérieure (même arme), Spécialisation martiale (même arme), guerrier de niveau 12	Bonus de +2 sur les jets de dégâts avec l'arme choisie
• Arme en main (G)	Bonus de base à l'attaque de +1	Dégainer une arme est une action libre
• Athlétisme	-	Bonus de +2 sur les tests d'Escalade et de Natation
• Attaque en finesse (G)	Bonus de base à l'attaque de +1	Permet d'appliquer le bonus de Dex (plutôt que de For) sur les jets d'attaque de certaines armes
• Attaque en puissance (G)	For 13	Permet d'échanger un malus à l'attaque contre un bonus aux dégâts
o Enchaînement (G)	Attaque en puissance	Offre une attaque supplémentaire lorsqu'on abat un adversaire
o Succession d'enchaînements (G)	Attaque en puissance, Enchaînement, bonus à l'attaque de +4	Aucune limite au nombre d'enchaînements par round
o Science de la bousculade (G)	Attaque en puissance	Bonus de +4 sur les tentatives de bousculade ; pas d'attaque d'opportunité
o Science du renversement (G)	Attaque en puissance	Bonus de +4 sur les tentatives de renversement ; pas d'attaque d'opportunité
o Science de la destruction (G)	Attaque en puissance	Bonus de +4 sur les tentatives de destruction ; pas d'attaque d'opportunité
• Attaques réflexes (G)	-	Permet de porter plus d'une attaque d'opportunité par round
• Autonome	-	Bonus de +2 sur les tests de Premiers secours et de Survie
• Combat à deux armes (G)	Dex 15	Réduit de 2 points les malus du combat à deux armes
o Défense à deux armes (G)	Combat à deux armes	L'arme secondaire octroie un bonus de bouclier de +1 à la CA
o Science du combat à deux armes (G)	Dex 17, Combat à deux armes, bonus de base à l'attaque de +6	Permet une deuxième attaque avec l'arme secondaire
o Maîtrise du combat à deux armes (G)	Dex 19, Combat à deux armes, Science du combat à deux armes, bonus de base à l'attaque de +11	Permet une troisième attaque avec l'arme secondaire
• Combat en aveugle (G)	-	Deux chances de passer un camouflage
• Combat monté (G)	Degré de maîtrise de 1 en Equitation	Permet d'annuler un coup sur sa monture grâce à un test d'Equitation
o Attaque au galop (G)	Combat monté	Permet de se déplacer avant et après une charge montée
o Charge dévastatrice (G)	Combat monté, Attaque au galop	Double les dégâts d'une charge montée
o Piétinement (G)	Combat monté	Le défenseur ne peut choisir d'éviter un renversement
o Tir monté (G)	Combat monté	Réduit de moitié les malus sur le tir monté

• Course	-	Permet de courir à cinq fois sa vitesse de déplacement ; bonus de +4 sur les sauts avec élan
• Discret	-	Bonus de +2 sur les tests de Déplacement silencieux et Discrétion
• Dispense de composantes matérielles	-	Permet de lancer ses sorts sans composante matérielle
• Doigts de fée	-	Bonus de +2 sur les tests d'Escamotage et de Maîtrise des Cordes
• Ecole renforcée	-	Bonus de +1 aux DD des jets de sauvegarde contre les sorts de l'école choisie
o Ecole supérieure	Ecole renforcée (même école)	Bonus de +1 aux DD des jets de sauvegarde contre les sorts de l'école choisie
• Efficacité des sorts accrue	-	Bonus de +2 sur les tests de niveau de lanceur de sorts pour passer une RM
o Efficacité des sorts supérieure	Efficacité des sorts accrue	Bonus de +2 sur les tests de niveau de lanceur de sorts pour passer une RM
• Emprise sur les morts-vivants	-	4 tentatives de renvoi ou d'intimidation supplémentaires par jour
• Endurance	-	Bonus de +4 sur certains tests et jets de sauvegarde
o Dur à cuire	Endurance	Permet de rester conscient entre -1 et -9 pv
• Esquive (G)	Dex 13	Bonus d'esquive de +1 contre un seul adversaire
o Souplesse du serpent (G)	Esquive	Bonus d'esquive de +4 contre certaines attaques d'opportunité
o Attaque éclair (G)	Souplesse du serpent, bonus de base à l'attaque +4	Permet de se déplacer avant et après une attaque au corps à corps
• Expertise du combat (G)	Int 13	Permet d'échanger un malus à l'attaque contre un bonus à la CA (5 points max)
o Attaque en rotation (G)	Dex 13, Attaque éclair, Esquive, Expertise du combat, Souplesse du serpent, bonus de base à l'attaque de +4	Permet une attaque au corps à corps contre tous les ennemis à portée
o Science de la feinte (G)	Expertise du combat	Permet d'effectuer une feinte par une action de mouvement
o Science du croc-en-jambe (G)	Expertise du combat	Bonus de +4 sur les tentatives de croc-en-jambe ; pas d'attaque d'opportunité
o Science du désarmement (G)	Expertise du combat	Bonus de +4 sur les tentatives de désarmement ; pas d'attaque d'opportunité
• Fin limier	-	Bonus de +2 sur les tests de Fouille et de Renseignement
• Fourberie	-	Bonus de +2 sur les tests de Contrefaçon et de Déguisement
• Fraternité animale	-	Bonus de +2 sur les tests de Dressage et d'Equitation
• Funambule	-	Bonus de +2 sur les tests d'Equilibre et d'Evasion
• Incantation animale	Sag 13, aptitude de forme animale	Permet de lancer des sorts sous forme animale
• Magie de guerre	-	Bonus de +4 sur les tests de Concentration lors d'une incantation sur la défensive
• Maîtrise des sorts	Magicien de niveau 1	Permet de préparer les sorts choisis sans grimoire
• Maniement d'une arme de guerre	-	Annule le malus à l'attaque pour l'arme de guerre choisie
• Maniement d'une arme exotique (G)	Bonus de base à l'attaque de +1	Annule le malus à l'attaque pour l'arme exotique choisie
• Maniement des armes courantes	-	Annule le malus à l'attaque pour toutes les armes courantes
• Maniement des boucliers	-	Annule le malus d'armure sur les jets d'attaque
o Maniement du pavois	Maniement des boucliers	Annule le malus d'armure sur les jets d'attaque
o Science du coup de bouclier (G)	Maniement des boucliers	Un bouclier utilisé pour attaquer conserve son bonus à la CA
• Meticuleux	-	Bonus de +2 sur les tests d'Evaluation et de Décryptage

• Négociation	-	Bonus de +2 sur les tests de Diplomatie et de Psychologie
• Persuasion	-	Bonus de +2 sur les tests de Bluff et d'Intimidation
• Pistage	-	Permet d'utiliser Survie pour pister
• Port des armures légères	-	Annule le malus d'armure sur les jets d'attaque
o Port des armures intermédiaires	Port des armures légères	Annule le malus d'armure sur les jets d'attaque
o Port des armures lourdes	Port des armures intermédiaires	Annule le malus d'armure sur les jets d'attaque
• Prestige	Niveau de personnage de 6	Attire des compagnons d'armes et des suivants
• Rechargement rapide (G)	Maniement de l'arbalète choisie	Recharger l'arbalète choisie est plus rapide
• Réflexes surhumains	-	Bonus de +2 sur les jets de Réflexes
• Robustesse	-	+3 points de vie
• Savoir-faire mécanique	-	Bonus de +2 sur les tests de Crochetage et de Désamorçage/sabotage
• Science de l'initiative (G)	-	Bonus de +4 sur les tests d'initiative
• Science du combat à mains nues (G)	-	Permet d'être considéré armé, même à mains nues
o Coup étourdissant (G)	Dex 13, Sag 13, Science du combat à mains nues, bonus de base à l'attaque de +8	Permet d'étourdir lors d'attaques à mains nues
o Parade de projectiles (G)	Dex 13, Science du combat à mains nues	Permet de parer une attaque à distance par round
o Interception de projectiles (G)	Dex 15, Parade de projectile, Science du combat à mains nues	Permet d'attraper les projectiles parés
o Science de la lutte (G)	Dex 13, Science du combat à mains nues	Bonus de +4 sur les tests de lutte ; pas d'attaque d'opportunité
• Science du contresort	-	Transforme tout sort de la même école en contresort
• Science du critique (G)	Maniement de l'arme choisie, bonus de base à l'attaque de +8	Double la zone de critique possible de l'arme
• Science du renvoi	Aptitude de renvoi ou d'intimidation de créatures	Bonus de +1 au niveau pour le renvoi ou l'intimidation
• Talent	-	Bonus de +3 sur les tests de la compétence choisie
• Tir à bout portant (G)	-	Bonus de +1 sur les jets d'attaque à distance et de dégâts à 9 mètres ou moins
o Tir de loin (G)	Tir à bout portant	Augmente le facteur de portée de 50% ou 100%
o Tir de précision (G)	Tir à bout portant	Annule le malus de -4 lors d'un tir dans un corps à corps
o Science du tir de précision (G)	Dex 19, Tir à bout portant, Tir de précision, bonus de base à l'attaque de +4	Les attaques à distance ignorent tout abri ou camouflage s'il n'est pas total
o Tir en mouvement (G)	Dex 13, Esquive, Souplesse du serpent, tir à bout portant, bonus de base à l'attaque de +4	Permet de se déplacer avant et après une attaque à distance
o Tir rapide (G)	Dex 13, Tir à bout portant	Une attaque à distance supplémentaire par round
o Feu nourri (G)	Dex 17, Tir à bout portant, Tir rapide, bonus de base à l'attaque de +6	Permet de tirer deux flèches ou plus simultanément
• Vigilance	-	Bonus de +2 sur les tests de Détection et de Perception auditive
• Vigueur surhumaine	-	Bonus de +2 sur les jets de Vigueur
• Volonté de fer	-	Bonus de +2 sur les jets de Volonté
• Voltigeur	-	Bonus de +2 sur les tests d'Acrobatie et de Saut

<b>Dons de création d'objets</b>	<b>Conditions</b>	<b>Avantage</b>
• Création d'anneaux magiques	Niveau de lanceur de sorts de 12	Permet de fabriquer des anneaux magiques
• Création d'armes et armures magiques	Niveau de lanceur de sorts de 5	Permet de fabriquer des armes, des boucliers et des armures magiques
• Création d'objets merveilleux	Niveau de lanceur de sorts de 3	Permet de fabriquer des objets merveilleux
• Création de baguettes magiques	Niveau de lanceur de sorts de 5	Permet de fabriquer des baguettes magiques
• Création de bâtons magiques	Niveau de lanceur de sorts de 12	Permet de fabriquer des bâtons magiques
• Création de sceptres magiques	Niveau de lanceur de sorts de 9	Permet de fabriquer des sceptres magiques
• Ecriture de parchemins	Niveau de lanceur de sorts de 1	Permet de fabriquer des parchemins
• Préparation de potions	Niveau de lanceur de sorts de 6	Permet de fabriquer des potions

<b>Dons de métamagie</b>	<b>Conditions</b>	<b>Avantage</b>
• Augmentation d'intensité	-	Augmente le niveau effectif du sort
• Extension d'effet	-	Augmente les variables numériques et aléatoires du sort de 50%
• Extension de durée	-	Double la durée du sort
• Extension de portée	-	Double la portée du sort
• Extension de zone d'effet	-	Double les dimensions de la zone d'effet du sort
• Incantation rapide	-	Lancer le sort est une action libre
• Incantation silencieuse	-	Permet de lancer le sort sans composante verbale
• Incantation statique	-	Permet de lancer le sort sans composante gestuelle
• Quintessence des sorts	-	Maximise les variables numériques et aléatoires du sort

## **Player's guide to Faerûn :**

<b>General feats</b>	<b>Prerequisites</b>	<b>Benefit</b>
• Arcane Preparation	Cast arcane spells as a bard or sorcerer	Apply metamagic feats to prepared spells ahead of time
• Axiomatic Strike	Smite anarchy class feature, lawful alignment	Any weapon you wield becomes axiomatic
• Blessed of the Seven Sisters	Able to cast 6 <sup>th</sup> -level arcane spells	Increases spell list of chosen arcane spellcasting class
• Chosen Weapon Specialization	War domain, Epic Prowess, Weapon Focus with deity's chosen weapon	Gain a +2 bonus on weapon damage rolls with deity's chosen weapon
• Delay Spell	Any other metamagic feat	Set your spells for a 1- to 5-round delay after casting
• Divine Spell Penetration	Wis 21, Improved Alignment-Based Casting, domain of chosen alignment, alignment matching chosen component, able to cast	Gain +4 on caster level checks to defeat spell resistance with spells of chosen alignment
• Enhance Effect	Knowledge (arcane) 30 ranks, Spellcraft 30 ranks, Skill Focus (Spellcraft), metamagic effect class feature	You can change variables of a persistent spell effect
• Epic Counterspell	Spellcraft 30 ranks, Combat Reflexes, Improved Counterspell,	You can counter any number of spells in a round, even without a readied action

	Improved Initiative, Quicken spell, Reactive Counterspell	
• Epic Devotion	Wis 21, Iron Will, alignment different from chosen component, patron deity that does not accept clerics with the chosen alignment component	Gain a +4 bonus on saves against spells with the chosen descriptor
• Epic Spellfire Wielder	Concentration 20 ranks, Endurance, Spellfire Wielder	Treat your Con as 4 points higher for determining limit of stored spellfire energy levels
• Favored of the Zulkirs	Red Wizard 5 <sup>th</sup> , Corrupt Spell	Reduces your ability damage for casting a corrupted spell by 1 point
• Gift of Discernment	-	Duplicated knowledge provided by <i>phylactery of faithfulness</i>
• Improved Cooperative Metamagic	Spellcraft 30 ranks, Quicken Spell, Silent Spell, Still Spell, cooperative metamagic class feature	You can apply Silent Spell, Still Spell, or Quicken Spell to an ally's spell
• Improved Familiar	See <i>Dungeon Master's Guide</i>	Gain a special familiar
• Improved Snatch Spell	Knowledge (arcane) 40 ranks, Spellcraft 40 ranks, Epic Skill Focus (Spellcraft), snatch spell class feature	Enhance or control a spell you have seized as if you had cast it yourself
• Improved Spellpool Access	Knowledge (arcane) 30 ranks, Spellcraft 30 ranks, able to call in spells from a spellpool	Increase chance of a desired spell being in a spellpool
• Initiate of Bane	Cleric level 5 <sup>th</sup> , patron Bane	Gain frightful presence, add spells to cleric spell list
• Initiate of Cyric	Cleric level 3 <sup>rd</sup> , patron Cyric	Gain immunity to fear, add spells to cleric spell list
• Initiate of Gond	Cleric level 1 <sup>st</sup> , patron Gond	Add Disable Device and Open Lock to cleric class skills, add spells to cleric spell list
• Initiate of Helm	Cleric or paladin level 5 <sup>th</sup> , patron Helm	Gain benefit of Combat Reflexes feat, add spells to cleric or paladin spell list
• Initiate of Ilmater	Cleric or paladin level 7 <sup>th</sup> , patron Ilmater	Grant temporary hit points with <i>curse</i> spells, add spells to cleric or paladin spell list
• Initiate of Lathander	Cleric level 1 <sup>st</sup> , patron Lathander	Spontaneously cast light spells, add spells to cleric spell list
• Initiate of Malar	Cleric or druid level 3 <sup>rd</sup> , patron Malar	Gain benefit of Augment Summoning feat, add spells to cleric or druid spell list
• Initiate of Mystra	Cleric level 3 <sup>rd</sup> , patron Mystra	Cast spells even in a dead magic zone or <i>antimagic field</i> , add spells to cleric spell list
• Initiate of Nature	Cleric or druid level 5 <sup>th</sup> , patron Eldath, Mielikki, or Silvanus	Rebuke/command plant creatures, add spells to cleric or druid spell list
• Initiate of Selûne	Cleric, druid, Harper agent, halthran, or ranger level 3 <sup>rd</sup> , patron Selûne	Cast augury and divination spells at +5 caster level, add spells to cleric, druid, Harper agent, halthran, or ranger spell list
• Initiate of Tyr	Cleric level 7 <sup>th</sup> , patron Tyr, War domain	Gain +1 bonus on damage rolls with longsword, add spells to cleric spell list
• Innate Spell	Silent Spell, Still Spell	Use one spell 3/day as a spell-like ability
• Inscribe Epic Rune	Int 19, Craft (appropriate selection) 24 ranks, Inscribe Rune	You can inscribe a rune beyond normal power limits
• Inscribe Rune	Int 13, Craft, divine spellcaster level 3 <sup>rd</sup>	Inscribe magic runes
• Insidious magic	Shadow Weave Magic	Gain +4 on spell penetration against Weave users
• Lliira's Blessing	Escape Artist 1 rank, Nimbus of Light	Gain +2 sacred bonus on Escape Artist checks and saves against effects that leave you paralyzed, held, or entangled
• Magical Artisan	Any item creation feat	Make item for 75% item creation costs
• Pernicious Magic	Shadow Weave Magic	Gain +4 on spell penetration against Weave users
• Persistent Spell	Extend Spell	Extends spell's duration to 24 hours
• Portal Master	Craft Wondrous Item	Create <i>portal</i> for 50% <i>portal</i> creation cost, stabilize malfunctioning <i>portals</i>
• Reactive Counterspell	Improved Counterspell, Improved Initiative	Counterspell once per round, without readying an action to do so
• Shadow Weave Magic	Wis 15 or patron Shar	Gain +1 on save DC and spell penetration with enchantment, illusion, and necromancy spells; -1 caster level with evocation and transmutation spells; can't use light spells
• Signature Spell	Spell Mastery	Spontaneously convert prepared spells into chosen spell
• Spell Thematics	Arcane Spellcaster level 1 <sup>st</sup>	Gain +4 to Spellcraft DC to identify your spells, +1 caster level with thematic spells

• Spellcasting Prodigy	-	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs
• Spider Bite	Verminfriend, patron Lolth	Your saliva becomes poisonous
• Tenacious Magic	Shadow Weave Magic	Dispel DC of your spells is 15+ your level against Weave users
• Touch of Hate	Vile Spell, able to cast 5 <sup>th</sup> -level divine spells, patron Bane	You can transform an animal into a beast of Bane with a touch
• Twin Spell	Any other metamagic feat	Spell takes effect twice on target or area
<b>Regional feats</b>	<b>Prerequisites</b>	<b>Benefit</b>
• Arcane Schooling		Use spell trigger magic items for one arcane spellcasting class
• Artist		Gain +2 on Perform and Craft checks, can use bardic music 3 more times per day
• Axethrower		Use Str modifier instead of Dex modifier on attack rolls with thrown weapons
• Blooded		Gain +2 on initiative and +2 on Spot checks, can't be shaken
• Bloodline of Fire		Gain +4 on saves against fire effects and +2 to save DCs for [fire] spells
• Bullheaded		Gain +2 on Will saves, can't be shaken
• Cosmopolitan		Gain +2 on Bluff, Gather Information, and Sense Motive checks
• Dauntless		Gain +5 hit points
• Daylight Adaptation		Ignore vulnerability to sunlight or bright light
• Discipline		Gain +2 on Will saves and Concentration checks
• Dreadful Wrath		Gain frightful presence when you attack
• Education		Gain +2 on two Knowledge skills of your choice, all Knowledge skills are class skills
• Ethran		Gain +2 on Handle Animal and Survival, +2 on Charisma-based checks against Rashemi, can participate in circle magic
• Fearless		Immune to fear effects
• Fleet of Foot		Gain +10 feet to land speed
• Foe Hunter		Gain +2 on Bluff, Listen, Sense Motive, Spot, Survival, and weapon damage checks against designated foe
• Forester		Gain +1 on Hide, Listen, Move Silently, and Spot checks (+3 while in forest terrain)
• Forgeheart		Gain resistance to fire 5
• Furious Charge		Gain +4 bonus on charge attacks
• Horse nomad		Proficient with light lance, scimitar, and composite shortbow, +3 on Ride checks
• Knifefighter		No penalty for using a light weapon to attack a grappled foe
• Luck of Heroes		Gain +1 luck bonus on all saving throws and +1 luck bonus to AC
• Magic in the Blood		Use spell-like abilities 3/day instead of 1/day
• Magical Training		Cast three 0-level spells per day
• Mercantile Background		Sell items at 75% list price; 1/ month buy one item at 75M offered price
• Militia		Proficient with all martial weapons
• Mind over body		Use Int or Cha modifier to determine hp at 1 <sup>st</sup> level; gain +1 hp when you learn a metamagic feat; +1 insight bonus to AC
• Otherwordly		Type changes to outsider [native]
• Resist Poison		Gain +4 on Fortitude saves against poison

• Saddleback		You can take 10 on Ride checks, and use your Ride check result as your Reflex save
• Silver Palm		Gain +2 on Appraise, Bluff, and Sense Motive checks
• Smooth Talk		Take -5 penalty on rushed Diplomacy checks instead of -10
• Snake Blood		Gain +2 on Ref saves, +2 on Fort saves against poison
• Spellwise		Gain +2 on Knowledge (arcana) and Spellcraft checks, and +2 on saves against illusion spells and effects
• Stormheart		Gain +2 on Balance and Profession (sailor) checks, +1 dodge bonus on ships, and ignore movement penalty while on ships
• Street Smart		Gain +2 on Gather Information, Intimidate, and Sense Motive checks
• Strong Soul		Gain +1 on Fort and Will saves, or +3 against death effects, energy drain, and ability drain attacks
• Surefooted		Gain +2 on Climb and Jump checks, and ignore movement penalty for ice and slopes
• Survivor		Gain +2 on Fortitude saves and Survival checks
• Swift and Silent (Stealthy)		No penalty on Hide and Move Silently checks and when you move at normal speed
• Tattoo Focus		Gain +1 on save DC and spell penetration with specialized school
• Thug		Gain +2 on initiative checks, and +2 on Appraise and Intimidate checks
• Thunder Twin		Gain +2 on Diplomacy and Intimidate checks, twin
• Tireless		Ignore fatigue and reduce exhaustion to fatigue
• Treetopper		Gain +2 on Balance and Climb checks, retain Dex bonus to AC while climbing
• Twin Sword Style		Gain +2 shield bonus on AC against designated opponent while fighting with two sword

## Races de Faerûn:

<b>Dons</b>	<b>Conditions</b>	<b>Avantage</b>
• Acclimatation polaire	Humain damarien ou illuskien	Le personnage s'est progressivement adapté à l'environnement enneigé des contrées polaires de Faerûn
• Adaptation aquatique	Demi-elfe aquatique	Le personnage est plus proche de son parent elfe aquatique et a développé la capacité de respirer et de se mouvoir aisément dans l'eau
• Adaptation tropicale	Nain sauvage	Le personnage est acclimaté aux jungles accablées par les maladies que l'on trouve dans le sud-ouest de Faerûn
• Ailes d'outreplan	Aasimar ou tieffelin, bonus de base de Réflexes, de Vigueur et de Volonté de +2 et Lignée céleste ou Lignée fiélon	Les ailes conférées par les ancêtres du personnage ont émergé et révèlent la gloire de sa lignée surnaturelle
• Air lugubre	Humain damarien	Le personnage n'est pas né de la dernière pluie et son regard suffit à faire comprendre à tous qu'il n'est pas de ceux avec qui on badine. Sa seule présence fait bégayer même les plus beaux parleurs
• Ami des bêtes	Gnome	Le personnage, capable de communiquer avec les animaux, s'est fait un allié à vie de l'une de ses rencontres
• Armure naturelle supérieure	Disposer d'une armure naturelle raciale	La peau du personnage est encore plus résistante que celle de ses congénères
• Assaut du forcené (G)	Bonus de base à l'attaque de +2, Attaque en puissance	Le personnage baisse sa garde pour mieux asséner son coup
• Ballade dans les cimes	Contrées du Mitan Occidental	Le personnage reçoit un bonus de +2 à tous ses tests d'Equilibre et de Saut
• Bénédiction de Lolth	Drow, Sag 15, Lolth comme divinité tutélaire, faculté de lancer des sorts divins de 3 <sup>ème</sup> niveau	La Reine-Araignée a gratifié le personnage de capacités magiques supplémentaires
• Branchies empathiques	Bonus de base de Volonté de +2, elfe aquatique ou genasi d'eau	Le personnage peut permettre à une personne adjacente de respirer sous l'eau
• Caravanier	Contrées du Mitan Occidental, Cormyr, Sembie, Thesk, les Vaux	Le personnage sait mener efficacement une caravane le long des routes marchandes reconnues

• Cavalier arachnide	Elfe drow, nain gris	Le personnage est formé à se servir d'araignées comme montures
• Cavalier chiroptère	Nain d'écu	Le personnage possède une parfaite maîtrise de l'art de monter des chauves-souris sanguinaires, mode de transport courant chez les nains d'écu des Collines lointaines
• Chant d'ombre	Magie de la Toile d'Ombre, musique de barde	Certains bardes ont appris à insuffler dans leurs représentations la vague de souffrance et de désolation qui recouvre la Toile d'Ombre
• Chant talfirien	Aptitude de classe de musique de barde, Augmentation d'intensité, humain téthyrien	Le personnage sait transférer le pouvoir de sa musique de barde pour améliorer ses sorts de l'école d'Illusion
• Chevalier du ciel	Degré de maîtrise de 1 en Equitation, Combat monté	Le personnage a été formé et officie au sein de la cavalerie des hippogriffes qui veille sur la Grande faille
• Colosse de pierre (G)	Bonus de base de Vigueur de +3, genasi de terre	Le personnage sait concentrer une partie de sa puissance pour renforcer la dureté de sa peau
• Combat en nuée (G)	Taille P, Dex 13, bonus de base à l'attaque de +1	Le personnage et ses alliés disposant du même don peuvent coordonner leurs attaques au corps au corps contre une même cible et sont particulièrement à l'aise pour combattre côte à côte dans les espaces réduits
• Convocation d'élémentaire de la terre	Gnome des profondeurs, niveau global de 6	A l'instar de nombreux gnomes des profondeurs émérites, le personnage a développé la capacité de convoquer des élémentaires de la Terre pour l'assister dans son travail
• Coup bas (G)	Esquive, Souplesse du serpent, bonus de base à l'attaque de +4	Le personnage est capable de passer entre les pattes d'adversaires plus grands que lui pour les attaquer
• Débroussaillieur (G)	Nain sauvage	Grâce aux enseignements de Thard Harr, le personnage a appris à s'extirper des agressions des plantes de la jungle
• Dominateur mental duergar	Nain gris	Le personnage sait user de la force de son esprit pour s'imposer sur les faibles de caractère
• Doué pour les langues	Elfe de lune, elfe du soleil	Le personnage possède un talent intuitif qui lui permet d'apprendre de nombreuses langues
• Drow de haute naissance	Drow, bonus de base de Volonté de +2	Le personnage a appris à exploiter les pouvoirs avancés que lui confère son noble héritage de drow
• Élémentaliste calishite	Humain calishite	Le personnage est un élève de la tradition de magie élémentaire des Calishites et a appris à maîtriser ses pouvoirs mystérieux.
• Esprit ancestral	Humain illuskien, Uthgar comme divinité tutélaire	Le personnage présente des liens avec l'esprit de l'un des ancêtres de son clan, disparu depuis longtemps, qui lui murmure des paroles sages par la pensée quand le besoin s'en fait sentir
• Esprit d'acier	Sag 13, nain gris	Le personnage descend de duergars ayant échappé au joug esclavagiste des illithids. Le sang de ces anciens esclaves, aguerris aux attaques psioniques, coule fièrement dans ses veines
• Etendard de lumière	Humain damarien, faculté de lancer des sorts divins, aptitude de renvoi des morts-vivants	Le personnage est capable de charger ses sorts d'énergie positive de manière à ce qu'ils brillent de sainte puissance
• Façonneur de pierre	Degré de maîtrise de 1 en Artisanat (maçonnerie), trait racial de connaissance de la pierre	Le personnage présente un lien profond et chargé de respect envers la terre et la pierre
• Façonneur de runes	Degré de maîtrise de 4 en Artisanat (runes)	Le personnage sait fabriquer des runes qui remplacent les composantes matérielles de ses sorts
• Familier supérieur		
• Filou gnome des roches	Gnome des roches	Les hallucinations créées par le personnage trompent plus souvent les sens de ses cibles
• Flammes curatives	Bonus de base de Volonté de +3, genasi de feu ou tanarukk	Le personnage est capable de puiser directement l'énergie des flammes pour se soigner
• Forgeron-enchanteur nain d'or	Nain d'or	Le personnage a appris les secrets de la magie des nains d'or qui consiste à créer et altérer des armes
• Frappe débilante (G)	Bonus de base à l'attaque de +6, aptitudes d'attaque sournoise	Le personnage est particulièrement doué pour asséner des attaques sournoises des plus cruelles et accablantes
• Gardien nain d'écu	Nain d'écu	Le personnage étudie la magie de protection que les nains d'écu ont développée au prix de lourdes conséquences, après des siècles de guerre et d'errance
• Incantation primitive		Le personnage pousse des cris stridents, gesticule sauvagement et use de composantes matérielles additionnelles qui rendent plus puissants ses sorts
• Intégration à la pierre	Bonus de base de Vigueur de +4, genasi de terre	Le personnage s'est tellement adapté à la pierre qu'il est capable de se fondre avec elle pour de courtes périodes
• Jotunbrud	Humain damarien ou illuskien	Le personnage descend des géants qui régnaient sur l'Empire montagneux d'Ostaria il y a plusieurs âges, et affiche une carrure des plus impressionnantes
• La force fait l'union	For 13, Prestige	La force exceptionnelle du personnage a le don d'attirer en nombre les suivants

• Lien animal du planaire	Aasimar, tieffelin ou genasi de terre	Le personnage présente des affinités particulières avec un type d'animal associé avec son ancêtre divin
• Lignée céleste	Aasimar, bonus de base de Réflexes, de Vigueur et de Volonté de +1	Certains des pouvoirs célestes latents du personnage se sont affirmés
• Lignée élémentaire	Bonus de base de Vigueur de +4, genasi (d'air, de terre, de feu ou d'eau)	Le personnage présente certains des aspects de l'élément qui imprègne sa chair
• Lignée fiélon	Fey'ri, tanarukk ou tieffelin, bonus de base de Réflexes, de Vigueur et de Volonté de +1	Certains des pouvoirs latents du personnage, qu'il tient d'un ancêtre fiélon particulièrement puissant, se sont affirmés
• Linguiste occulte	Humain illuskien et faculté de lancer des sorts divins	Le personnage fait preuve d'une compréhension profonde de la nature magique même des mots et d'une réelle maîtrise de la syntaxe secrète du pouvoir
• Lumière supérieure	Pouvoir magique de <i>lumière</i>	Le pouvoir inné qu'a le personnage de créer de la lumière est plus efficace que la normale
• Mage errant hin	Halfelin pied-léger	Le personnage montre des affinités naturelles avec les sorts qui le transportent d'un endroit à un autre
• Maître des chimères svirfnebelin	Gnome des profondeurs	Le temps passé par le personnage dans les profondeurs souterraines l'a rendu particulièrement attentif aux plus fines nuances auditives et visuelles que l'on puisse trouver dans ces cavernes qui n'ont jamais vu le soleil. De ce fait, les illusions qu'il est capable de créer sont très précises et extrêmement réalistes
• Maître des fantômes gnome des forêts	Gnome des forêts	Le personnage peut protéger sa forêt par l'entremise d'un éventail de fantômes et de mirages qui trompent ses ennemis
• Marteau de chair (G)	For 13, Science du combat à mains nues, nain	Le personnage s'est formé à un style de combat à mains nues dans lequel on frappe des deux poings à la fois
• Métallurgie	Nain d'or	Le personnage est versé dans l'art de la métallurgie et crée des alliages métalliques qui se distinguent par leur apparence comme par leurs qualités
• Missionnaire chondathien	Humain chondathien, faculté de lancer des sorts divins	La formation du personnage met en exergue les sorts qui l'aident à colporter la parole de son culte
• Nage accélérée	Bonus de base de Vigueur de +2, vitesse de déplacement naturelle à la nage	Le personnage ne fait qu'un avec l'eau
• Négociateur infernal	Extérieur	Le personnage est parfaitement à l'aise lorsqu'il s'agit de faire des affaires avec des entités puissantes des plans inférieurs
• Occultiste austral	Humain mulan, faculté de lancer des sorts de 2 <sup>ème</sup> niveau	Les études magiques menées par le personnage dans les contrées mulanes lui ont appris des techniques d'incantation, totalement inconnues plus au nord, qui rendent floue la frontière entre la magie profane et son équivalent divin
• Pancrace (G)	Bonus de base à l'attaque de +3	Le personnage sait résister efficacement aux attaques de lutte des créatures qui ont l'habitude d'agripper leurs adversaires
• Pied terrestre	Elfe aquatique	Le personnage peut rester en dehors de l'eau pendant plus longtemps que la plupart de ses congénères
• Plus fort que la peste	Humain chondathien	Le personnage descend de la poignée de combattants qui se battirent sur les champs du Mésange et survécurent à la Guerre pourrissante en 902 CV
• Poings du passe-roche (G)	Science du combat à mains nues, urdunnir	Le personnage est formé à un style de combat qui puise dans sa capacité à traverser la pierre et le métal comme de l'air
• Pouvoir magique renforcé	Disposer d'au moins un pouvoir magique	Au choix, l'un des pouvoirs magiques du personnage devient plus puissant que la normale
• Réminiscence	Humain rashémi (y compris les Gurs)	Le personnage présente des traces de la Vision dans son sang, ce talent capricieux et aussi délicat à contrôler qu'un rêve qui permet de récolter des résonances du passé, qu'ils soient merveilleux ou horribles
• Rempart contre l'ombre	Humain talfir ou téthyrien de n'importe quelle région	Les ancêtres du personnage ont affronté pendant des siècles l'influence insidieuse de la magie d'ombre et certains de leurs descendants (dont le personnage) présentent une résistance accrue à ses effets
• Résistance énergétique supérieure	Résistance naturelle à une forme d'énergie (acide, électricité, feu, froid ou son)	Résistance innée contre ce type d'énergie est plus efficace que la normale
• Ruée à corps perdu (G)	Orque ou demi-orque, bonus de base à l'attaque de +4	Le personnage charge ses ennemis avec une puissance considérable, sans chercher à se protéger le moins du monde
• Sang azer	Nain d'écu	Le personnage descend des nains d'écu du clan Azerkyn qui régnaient autrefois sur le royaume inflexible de Xothaerin, dans les profondeurs de l'Amn occidental. Le sang des azers coule dans ses veines
• Sang de pierre	Con 13, urdunnir	Le sang du personnage est aussi épais que de la lave refroidie, ce qui le rend plus résistant à la mort lorsqu'il tombe des suites de ses blessures

• Sang du respect	Orque, Prestige, valeur de Prestige de base de 10	Le personnage sait se faire respecter par un grand nombre d'orques
• Sangsue curative	Fey'ri, pouvoir magique d' <i>énergie négative</i>	Le personnage puise dans l'énergie vitale d'un adversaire pour se soigner
• Savoir des génies	Calimshan	Le personnage bénéficie des siècles de savoir calishite sur les différents types de génies
• Science de la lévitation	Pouvoir magique de <i>lévitation</i>	Le personnage a appris à distiller son utilisation du pouvoir magique de <i>lévitation</i> , ce qui lui permet de s'en servir plusieurs fois pour des durées plus courtes
• Science du coup bas (G)	Coup bas, Esquive, Souplesse du serpent, bonus de base à l'attaque de +4	Le personnage est particulièrement à l'aise dans l'utilisation du don Coup bas
• Science du vol	Capacité de voler, que ce soit naturellement, magiquement ou par métamorphose	Le personnage bénéficie d'une manoeuvrabilité en vol accrue
• Serviteur de harem	Calimshan	Le personnage a été formé à servir comme <i>jhasin</i> ou <i>jhasina</i>
• Tatouage magique	Degré de maîtrise de 1 en Artisanat (calligraphie), niveau 3 de lanceur de sorts	Le personnage peut créer des tatouages qui gardent des sorts en réserve
• Tatouage sacré	Divinité tutélaire issue du panthéon mulhorandi ou untherite	Le personnage est touché par la grâce de l'un des rois-dieux des Vieux Empires et porte son symbole sous forme d'un tatouage qui rappelle un symbole sacré
• Ténèbres supérieures	Pouvoir magique de <i>ténèbres</i>	Le pouvoir inné du personnage qui lui permet de créer l'obscurité est plus puissant que la normale
• Théocrate	Divinité tutélaire issue du panthéon mulhorandi	Le personnage fait preuve de la distinction nécessaire pour s'assurer les grâces de sa divinité tutélaire et dispose de talents politiques
• Tradition orale	Nain d'écu, nain d'or, nain polaire	Le personnage est très versé dans l'art de conter et dans l'histoire de sa culture telle qu'elle a été transmise oralement
• Vieux singe	Sag 13	Le personnage affiche une tendance poussée au scepticisme et un bon sens rare qui font qu'il a l'art de distinguer le mensonge de la vérité
• Vision drow	Elfe demi-drow	Le personnage a habitué ses yeux à percevoir dans l'obscurité avec la même acuité que ses ancêtres drows purs
• Yeux de lumière	Aasimar, lignée céleste	Le personnage est capable de canaliser l'énergie sainte pour produire un rayon d'énergie lumineuse dévastatrice

## Magie de Faerûn:

<b>Dons</b>	<b>Conditions</b>	<b>Avantage</b>
• Absence de composante matérielle [métamagie]	N'importe quel autre don de métamagie	Le personnage peut lancer des sorts sans composante matérielle
• Contresort réactif [général]	Contresort amélioré, Science de l'initiative	Le personnage peut réagir rapidement pour contrer les sorts lancés par ses adversaires
• Convocation améliorée [général]	Jeteur de sort de niveau 2+	Les créatures que le personnage convoque sont plus puissantes que la normale
• Extension de zone [métamagie]	-	Le personnage peut lancer des sorts avec une zone d'effet étendue
• Harmonisation des gemmes [création d'objets]	Int 13+, Artisanat (taille des pierres fines ou précieuses), jeteur de sorts profanes de niveau 3+	Le personnage sait conférer à une gemme le pouvoir de stocker un sort jusqu'à ce qu'un effet le déclenche.
• Porteur du magefeu [général]	-	L'aventurier est l'un des rares individus dotés du talent inné permettant de contrôler la magie pure sous la forme du magefeu
• Résistance des sorts [général]	-	Les sorts du personnage sont particulièrement finement élaborés. Ils résistent plus facilement aux tentatives visant à les dissoudre
• Signature magique [général]	Capacité de lancer au moins un sort d'illusion	Le personnage a développé une signature visuelle ou auditive unique, qui imprègne les manifestations de ses sorts. Tous les sorts qu'il lance reflètent plus ou moins fortement cette signature et ceux qui en forment le cœur sont plus efficaces
• Substitution énergétique [métamagie]	N'importe quel autre don de métamagie, Connaissances (mystères) (5)	Le personnage peut lancer un sort utilisant un type d'énergie de manière à ce qu'il en utilise une autre

## Dogmes et Panthéons

Dons	Prérequis	Avantage
<b>Dons généraux</b>		
• Expertise du combat renforcée (G)	Int 13, Expertise du combat, bonus de base à l'attaque de +6	Le personnage maîtrise l'art de la défense au combat
• Interception de projectiles (G)	Bonus de base à l'attaque de +3, Parade de projectiles, Science du combat à mains nues	Le personnage peut intercepter les flèches en plein vol
• Touche-à-tout	Le personnage doit être de niveau 6 ou plus	Le personnage a collecté un assortiment de connaissances diverses et obscures
<b>Dons de Métamagie</b>		
• Contact magique à distance		Le personnage peut lancer des sorts de contact sans avoir à toucher physiquement la cible
• Dispense de composante matérielle	N'importe quel autre don de métamagie	Le personnage peut lancer des sorts sans composante matérielle
• Incantation lycanthropique	Lycanthrope, soit le don Contrôle total de forme, soit un degré de maîtrise de 8 en Contrôle de forme	Le lycanthrope peut lancer des sorts sous sa forme animale
• Sort consacré		Le personnage peut charger ses sorts infligeant des dégâts de pouvoir divin
<b>Dons Spéciaux</b>		
• Extension de renvoi	Pouvoir de renvoi ou intimidation des morts-vivants, Cha 13, Emprise sur les morts-vivants	Le personnage peut renvoyer ou intimider un plus grand nombre de morts-vivants avec une seule tentative
• Renvoi culminant	Cha 13, Emprise sur les morts-vivants	Le personnage peut affecter des morts-vivants plus puissants avec ses tentatives de renvoi ou d'intimidation
• Renvoi rapide	Pouvoir de renvoi ou intimidation des morts-vivants, Cha 13, Emprise sur les morts-vivants	Le personnage peut renvoyer ou intimider les morts-vivants en un clin d'œil
<b>Dons Divins</b>		
• Puissance divine	Pouvoir de renvoi ou intimidation des morts-vivants, Cha 13, For 13, Attaque en puissance	Le personnage peut canaliser l'énergie pour infliger des dégâts supplémentaires en combat
• Vengeance divine	Pouvoir de renvoi ou intimidation des morts-vivants, Emprise sur les morts-vivants	Le personnage peut canaliser l'énergie pour infliger des dégâts supplémentaires aux morts-vivants lors des corps à corps
• Vigueur divine	Pouvoir de renvoi ou intimidation des morts-vivants, Cha 13, Emprise sur les morts-vivants	Le personnage peut canaliser l'énergie pour accroître sa vitesse et sa constitution

## Unapproachable East :

Feats	Prerequisites	Benefit
<b>General Feats</b>		
• Battle Jump (G)	Taer region	You know how to launch a devastating attack from above by dropping onto your opponent
• Draw from the land	Ethran, Rashemen region	You can draw strength and sustenance from the land itself
• Ettercap Berserker (G)	Ability to rage, membership in Ettercap berserker lodge, Rashemen region	The intense physical training required to join your lodge has made you tougher
• Extended Rage	Ability to rage	Your rage lasts longer than it normally would
• Great stag berserker (G)	Ability to rage, membership in Great Stag berserker lodge,	Your fighting style employs aggressive charges in the manner of your lodge's totem animal

	Rashemen region	
• Ice Troll Berserker (G)	Cons 13, ability to rage, membership in Ice Troll berserker lodge, Rashemen region	When raging, your skin becomes very thick and tough like the ice trolls that plague parts of your homeland
• Improved Grapple (G)	Dex 13, Improved Unarmed Strike	You are skilled in martial arts that emphasize holds and throws
• Long Reach (G)	Gnoll or volodni region	You know how to use your great stature to reach an opponent more than 5 feet away with a spearlike weapon
• Owlbear Berserker (G)	Str 13, ability to rage, membership in Owlbear berserker lodge, Rashemen region	Your fighting style emulates the owlbear, the totem-beast of your berserker lodge
• Rashemi Elemental Summoning	Spellcaster level 5 <sup>th</sup> , Rashemen region	You may summon Rashemen's native elementals in any situation where you could summon an air or earth elemental
• Snow tiger berserker (G)	Dex 13, ability to rage, membership in Snow tiger berserker lodge, Rashemen region	You have learned how to pounce on your foes, much like your totem spirit
• Vremyonni Training	Able to cast 1 <sup>st</sup> – level spells, Rashemen region	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
• Wolf Berserker (G)	Ability to rage, membership in Wolf berserker lodge, Rashemen region	You have studied the fighting style of the wolf and employ its tactics in combat
• Woodwise	Star elf or volodni region	You are trained in fighting in woodlands and know how to use the terrain to best advantage
<b>Item creation feats</b>		
• Craft contingent spell	Spellcaster level 11 <sup>th</sup>	You know how to create contingent spells, which are semi-permanent spells that can be “worn” and activate under certain conditions
<b>Metamagic feats</b>		
• Explosive Spell		You can cast spells that blast creatures off their feet
• Fortify Spell		You can cast spells that easily penetrate spell resistance
• Transdimensional Spell		You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the area of effect

## Underdark

Feats	Requirements	Benefit
<b>General feats</b>		
• Axeshield (G)	Grimlock	+2 dodge bonus to AC with battleaxe full attack
• Bowslinger (G)	Base attack bonus +1	+2 bonus on attacks against flat-footed opponents
• Caustic adaptation	Kuo-toa	Bite attack deals extra 1d4 points of acid damage
• Caver	-	+2 bonus on Heal and Survival checks in Underdark
• Elfhunter (G)	Drow	Bonus on damage and Improved Critical against one elf subrace
• Enhanced Adhesive	Kuo-Toa	+2 bonus on Reflex DCs against adhesive
• Exotic Armor Proficiency	Armor Proficiency of the appropriate sort	No armor check penalty on attack rolls
• Familiar Spells	Spell Mastery	One extra spell per day
• Highborn Drow	Drow, base will save +2	<i>Detect good</i> , <i>detect magic</i> , and <i>levitate</i> spell-like abilities

• Improved Levitation	Ability to use <i>levitate</i> as a spell-like ability	Ability to distribute <i>levitate</i> duration
• Lolth's meat	Drow	Bonus on attack rolls, damage rolls, and saving throws after kill
• Node sensitive	-	Automatically detect earth nodes
• Node spell-casting	Caster level 1 <sup>st</sup>	Access node magic
o Node Defense	Node Spellcasting, caster level 1 <sup>st</sup>	Insight bonus to AC near earth node
o Node Store	Node Spellcasting, caster level 1 <sup>st</sup>	Store a spell, in an earth node
• <i>Portal</i> sensitive	Deep Imaskar or gloaming region	Detect nearby <i>portals</i>
• Stone Soul	Deep Imaskar or slyth region	+2 bonus on Search checks pertaining to stonework
• Tunnelfighter	Dex 13 or Tunnelrunner	Reduced attack penalties in cramped spaces
• Tunnelrunner	Chitine or grimlock	Reduced movement and defense penalties in cramped spaces
• Wisdom Breeds Caution	Deep gnome or slyth	Use Wis modifier for bonus hit points at 1 <sup>st</sup> level
<b>Metamagic feat</b>		
• Metanode Spell	Node Spellcasting, caster level 1 <sup>st</sup>	Reduced cost metamagic spells near earth nodes
<b>Item Creation Feat</b>		
• Graft Illithid Flesh	Illithid, Heal 10 ranks	Create and apply illithid grafts
<b>Wild Feat</b>		
• Extra Wild Shape	Ability to use wild shape	Two extra shape abilities per day

## Draconomicon

Feats	Prerequisites	Benefit
• Clever Wrestling	Improved Unarmed Strike, size Small or Medium	Escape grapple or pin more easily
o Cunning Sidestep	Improved Unarmed Strike, Clever Wrestling, size Small or Medium	Avoid a bull rush or trip attack more easily
• Close-Quarters Fighting	Base attack bonus +3	Avoid being grappled more easily
• Overhead Thrust	Close-Quarters Fighting, Power Attack, base attack bonus +6	Make attack of opportunity against foe attacking from above
• Deft Strike	Int 13, Combat Expertise, Spot 10 ranks, sneak attack +1d6	Successful Spot check allows your next attack to ignore target's armor bonuses
• Dragon Cohort	Character level 9 <sup>th</sup> , Speak Language (Draconic)	Gain the service of a loyal dragon ally
• Draon Familiar	Cha 13, Speak Language (Draconic), arcane spellcaster level 7 <sup>th</sup> , ability to acquire a new familiar, compatible alignment	Choose wyrmling dragon as new familiar
• Dragon Hunter	Wis 13	Gain better defense against dragons' attack
o Dragon Hunter Bravery	Wis 13, Dragon Hunter	Dragons' frightful presence less effective against you and your allies
o Dragon Hunter Defense	Wis 13, Dragon Hunter	Gain evasion against breath weapon plus save bonus against dragons' magical attacks
• Dragon Steed	Cha 13, Ride (8), Speak Language (Draconic)	Dragonnel serves as loyal mount for you
• Dragon Wild Shape	Wis 19, Knowledge (nature) (15), wild shape ability	You can take the form of a dragon
• Dragoncrafter	Knowledge (arcana) (2)	You can create dragoncraft items
• Dragonfoe	Int 13	You are more adept at attacking dragons
o Dragonbane	Int 13, Dragonfoe, base attack bonus +6	Single attack deals extra damage against dragons
o Dragondoom	Int 13, Dragonfoe, Dragonbane, base attack bonus +10	Your critical hits against dragons deal tremendous damage
• Dragonfriend	Cha 11, Speak Language (Draconic)	Good dragons regard you as an ally
• Dragonsong	Cha 13, Knowledge (arcana) (4), Perform (6), Speak Language (Draconic)	Your verbal performances are enhanced
• Dragonthrall	Speak Language (Draconic)	Evil dragons regard you as an ally
• Frightful Presence	Cha 15, Intimidate (9)	Gain frightful presence ability
• Sense Weakness	Int 13, Combat Expertise, Weapon Focus	Your attacks more easily overcome damage reduction or harness

## Epic Level Handbook

Feats	Prerequisites	Benefit
<b>General Feats</b>		
• Additional Magic Item Space	-	You can wear more magic items
• Armor Skin	-	Your skin becomes like armor
• Augmented Alchemy	Int 21, Craft (alchemy) (24)	You can create alchemical items and substances that are much more powerful than normal
• Automatic Quicken Spell	Quicken Spell, Spellcraft (30), ability to cast 9 <sup>th</sup> -level arcane or divine spells	You can cast any of your lesser spells with a moment's thought
• Automatic Silent Spell	Silent Spell, Spellcraft (24), ability to cast 9 <sup>th</sup> -level arcane or divine spells	You can cast any of your lesser spells silently

• Automatic Still Spell	Still Spell, Spellcraft (27), ability to cast 9 <sup>th</sup> -level arcane or divine spells	You can cast any of your lesser spells without gestures
• Bane of Enemies	Knowledge (nature) (24), five or more favored enemies (as the ranger class feature)	Your attacks deal great damage to your favored enemies
◦ Death of Enemies	Bane of Enemies, Knowledge (nature) (30)	You can instantly slay your favored enemies with a single strike
• Blinding Speed	Dex 25	You can trigger short bursts of great speed
• Bonus Domain	Wis 21, ability to cast 9 <sup>th</sup> -level divine spells	You have access to one additional domain of spells
• Bulwark of Defense	Con 25, defensive stance 3/day	
• Chaotic Rage	Rage 5/day, chaotic alignment	Your rage is particularly damaging to lawful creatures
• Combat Archery	Dodge, Mobility, Point Blank Shot	You can fire a bow in melee safely
• Damage Reduction	Con 21	You can shrug off some damage from attacks
• Deafening Song	Perform (24), bardic music class feature	Your bardic music deafens those nearby
◦ Hindering Song	Deafening Song, Perform (24), bardic music class feature	Your bardic music interferes with opposing spellcasters
• Dexterous Fortitude	Dex 25, slippery mind class feature	You are able to resist physical attacks, with exceptional agility
• Dexterous Will	Dex 25, slippery mind class feature	You are able to resist compelling effects with exceptional agility
• Distant Shot	Dex 25, Far Shot, Point Blank Shot, Spot (20)	You can target anything you can see with a ranged weapon
• Efficient Item Creation	Item creation feat to be selected, Knowledge (arcana) (24), Spellcraft (24)	Select an item creation feat. You can create magic items using that feat much more quickly than normal
• Energy Resistance	-	You can resist the effects of a chosen type of energy
• Epic Dodge	Dex 25, Dodge, Tumble (30), Improved Evasion, defensive roll class feature	You are able to evade attacks with exceptional agility
• Epic Endurance	Con 25, Endurance	You are capable of legendary feats of stamina
• Epic Fortitude	-	You have tremendously high fortitude
• Epic Inspiration	Cha 25, Perform (30), bardic music class feature	Your bardic music provides greater inspiration than normally possible
• Epic Leadership	Cha 25, Leadership, Leadership Score 25	You attract more powerful cohorts and followers than normally possible
◦ Legendary Commander	Cha 25, Epic Leadership, Leadership, Diplomacy (30), must rule own kingdom and have a stronghold	You attract and lead great armies of followers through sheer force of personality
• Epic Prowess	-	You gain great skill in combat
• Epic Reflexes	-	You have tremendously fast reflexes
• Epic Reputation	-	Your reputation provides great bonuses on interactions with others
• Epic Skill Focus	(20) in the skill selected	Choose a skill, such as Move Silently. You have a legendary knack with that skill
• Epic Speed	Dex 21, Run	You can move much more quickly than a normal person
• Epic Spell Focus	Greater Spell Focus and Spell Focus in the school selected, ability to cast at least one 9 <sup>th</sup> -level spell of the school	Choose a school of magic. Your spells of that school are far more potent than normal
• Epic Spell Penetration	Greater Spell Penetration, Spell Penetration	Your spells are tremendously potent, breaking through spell resistance with ease
• Epic Spellcasting	Spellcraft (24), Knowledge (arcana) (24), and ability to cast 9 <sup>th</sup> -level arcane spells OR Spellcraft (24), Knowledge (religion) (24), and ability to cast 9 <sup>th</sup> -level divine spells OR Spellcraft (24), Knowledge (nature), and ability to cast 9 <sup>th</sup> -level divine spells	You can create and cast spells that transcend the most powerful existing spells
• Epic Toughness	-	You are preternaturally tough

• Epic Trap Finding	Search (25), Spot (25), ability to find traps as a rogue	You can sense nearby traps even if not actively searching for them
• Epic Weapon Focus	Weapon Focus in the weapon to be chosen	Choose one type of weapon. You are especially good at using this weapon.
• Epic Weapon Specialization	Epic Weapon Focus, Weapon Focus, Weapon Specialization (all in the weapon to be chosen)	Choose one type of weapon. You deal extraordinary damage wielding with this weapon
• Epic Will	-	You have tremendously strong willpower
• Exceptional Deflection	Dex 21, Wis 19, Deflect Arrows, Improved Unarmed Strike	You can deflect any type of ranged attack
• Extended Life Span	-	You are exceptionally long-lived
• Familiar Spell	Int 25 (if your spellcasting is controlled by Intelligence) OR Cha 25 (if your spellcasting is controlled by Charisma)	Your familiar can use one of your spells as a spell-like ability
• Fast Healing	Con 25	You heal your wounds very quickly
• Great Charisma	-	Your powers of persuasion and leadership are greater than normal
• Great Constitution	-	Your health and endurance are greater than normal
• Great Dexterity	-	Your agility and coordination are greater than normal
• Great Intelligence	-	Your powers of reason and learning are greater than normal
• Great Smiting	Cha 25, smite ability (from class feature or domain granted power)	Your smite attacks are much more powerful than normal
• Great Strength	-	Your muscle and physical power are greater than normal
• Great Wisdom	-	Your willpower and insight are greater than normal
• Group Inspiration	Perform (30), bardic music class feature	You can inspire competence or greatness in more than one ally simultaneously
• Holy Strike	Smite evil class feature, any good alignment	Your attacks deal great damage to evil creatures
• Ignore Material Components	Eschew Materials, Spellcraft (25), ability to cast 9 <sup>th</sup> -level arcane or divine spells	You need not use any material components in casting your spells
• Improved Alignment-Based Casting	Access to domain of Chaos, Evil, Good, or Law, alignment must match domain chosen, ability to cast 9 <sup>th</sup> -level divine spells	Your spells of a particular alignment are more powerful than normal
• Improved Arrow of Death	Dex 19, Wis 19, Point Blank Shot, Precise Shot, arrow of death class feature	
• Improved Aura of Courage	Cha 25, aura of courage class feature	Your aura of courage is stronger than normal
• Improved Aura of Despair	Cha 25, aura of despair class feature	Your aura of despair is wider than normal
• Improved Combat Casting	Combat Casting, Concentration (25)	You can cast spells while threatened without fear of being attacked
• Improved Combat Reflexes	Dex 21, Combat Reflexes	You can respond to any number of opponents who let their defenses down
• Improved Darkvision	Darkvision	Your ability to see in the dark is greater than normal
• Improved Death Attack	Death attack class feature, sneak attack 5d6	
• Improved Favored Enemy	Five or more favored enemies	
• Improved <i>Ki</i> Strike	Wis 25, <i>Ki</i> strike (adamantine)	You can strike opponents with greater damage reduction
• Improved Low-Light Vision	Low-light vision	The range of your low-light vision is greater than normal
• Improved Manifestation	Ability to manifest powers of the normal maximum level in at least one psionic class	You can manifest psionic powers more powerful than the normal limits of manifestation
• Improved Manyshot	Dex 19, base attack bonus +21, Manyshot, Point Blank Shot, Rapid Shot	You can fire even more arrows as a single attack against a nearby target
• Improved Metamagic	Four metamagic feats, Spellcraft (30)	You can cast spells using metamagic feats more easily than normal
• Improved Sneak Attack	Sneak Attack +8d6	Your sneak attacks are more deadly than normal

• Improved Spell Capacity	Ability to cast spells of the normal maximum spell level in at least one spellcasting class	You can prepare spells that exceed the normal limits of spellcasting
• Improved Spell Resistance	Must have spell resistance from a feat, class feature, or other permanent effect	Your innate resistance to magical effects increases
• Improved Stunning Fist	Dex 19, Wis 19, Improved Unarmed Strike, Stunning Fist	
• Improved Whirlwind Attack	Int 13, Dex 23, Dodge, Expertise, Mobility, Spring Attack, Whirlwind Attack	You become a blurry whirlwind of attacks, striking out at all enemies near your position
• Incite Rage	Cha 25, greater rage class feature	
• Infinite Deflection	Dex 25, Combat Reflexes, Deflect Arrows, Improved Unarmed Strike	You can deflect an infinite number of projectiles
• Inspire Excellence	Perform (30), bardic music class feature	You can improve the abilities of your comrades through your performance
• Instant Reload	Quick Draw, Rapid Reload, Weapon Focus (crossbow type to be selected)	Choose one type of crossbow, such as heavy crossbow. You can fire that type of crossbow as fast as a bow
• Keen Strike	Str 23, Wis 23, Improved Critical (unarmed strike), Improved Unarmed Strike, Stunning Fist, <i>ki</i> strike (adamantine)	Your unarmed strikes become as sharp as blades
o Vorpil Strike	Str 25, Wis 25, Improved Critical (unarmed strike), <i>ki</i> strike +3	Your unarmed strikes can behead your opponents
• Lasting Inspiration	Perform (25), bardic music class feature	Your songs continue to inspire allies long after your words have faded
• Legendary Climber	Dex 21, Balance (12), Climb (24)	You can climb rapidly much more easily than a normal person
• Legendary Leaper	Jump (24)	You can jump much farther than normal for your size
• Legendary Rider	Ride (24)	You can ride any mount without penalty (even bareback) and can control any mount in combat
• Legendary Tracker	Wis 25, Track, Knowledge (nature) (30), Survival (30)	You can track prey across or through the water, or even through the air
• Legendary Wrestler	Str 21, Dex 21, Improved Unarmed Strike, Escape Artist (15)	You are exceptionally proficient at grappling
• Lingering Damage	Sneak attack +8d6, crippling strike class feature	Your sneak attacks continue to deal damage even after you strike
• Master Staff	Craft staff, Spellcraft (15)	You can activate a staff without using a charge
• Master Wand	Craft wand, Spellcraft (15)	You can activate a wand without using a charge
• Mighty Rage	Str 21, Con 21, greater rage class feature, rage 5/day	Your rage becomes even more powerful than normal
• Mobile Defense	Dex 15, Dodge, Mobility, Spring attack, defensive stance 3/day class feature	You can adjust your position while maintaining a defensive stance
• Multispell	Quicken Spell, ability to cast 9 <sup>th</sup> -level arcane or divine spells	You can cast an additional quickened spell in a round
• Multiweapon Rend	Dex 15, base attack bonus +4, three or more hands, Multidexterity, Multiweapon Fighting	You can rend opponents when fighting with more than two limbs
• Music of the Gods	Cha 25, Perform (30), bardic music class feature	You can use your bardic music to influence creatures immune to mind-affecting effects
• Overwhelming Critical	Str 23, Cleave, Great Cleave, Improved Critical (weapon to be chosen), Power Attack, Weapon Focus (weapon to be chosen)	Choose one type of melee weapon. With that weapon, you do more damage on a critical hit
o Devastating Critical	Str 25, Cleave, Great Cleave, Improved Critical (weapon to be chosen), Overwhelming Critical (weapon to be chosen), Power Attack, Weapon Focus (weapon to be chosen)	Choose one type of melee weapon. With that weapon, you are capable of killing any creature with a single strike
• Penetrate Damage Reduction	-	Select a special material, such as adamantine. Your melee attacks can bypass a creature's damage reduction as if your weapon was crafted from that material.
• Perfect Health	Con 25, Great Fortitude	You are immune to normal diseases and common poisons
• Perfect Multiweapon Fighting	Dex 25, three or more hands, Greater Multiweapon Fighting, Multidexterity, Multiweapon Fighting	A creature with three or more hands can fight with a weapon in each hand. The creature is allowed its full number of attacks with each extra weapon.
• Perfect Two-Weapon Fighting	Dex 25, Ambidexterity, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Fighting	You can attack with your off-hand weapon as frequently as with your primary weapon

• Permanent Emanation	Spellcraft (25), ability to cast the spell to be made permanent	One of your personal emanation spells become permanent
• Planar Turning	Wis 25, Cha 25, ability to turn or rebuke undead	You can turn (or rebuke) outsiders
• Polyglot	Int 25, Speak Language (five Languages)	You can speak, read and write all languages
• Positive Energy Aura	Cha 25, ability to turn undead, ability to cast <i>dispel evil</i>	You automatically turn (or even destroys) lesser undead
• Ranged Inspiration	Perform (25), bardic music class feature	You can use your bardic music at a greater range than normal
• Rapid Inspiration	Perform (30), bardic music class feature	You can inspire your allies with bardic music more quickly than normal
• Reactive Countersong	Combat Reflexes, Perform (30), bardic music class feature	You can use countersong as a reaction to a sonic or language-dependent magical attack
• Reflect Arrows	Dex 25, Deflect Arrows, Improved Unarmed Strike	You reflect ranged attacks back upon the attacker
• Righteous Strike	Wis 19, Improved Unarmed Strike, Stunning Fist, any lawful alignment, <i>ki</i> strike (lawful) class feature.	Your unarmed strikes are particularly damaging to chaotic creatures
• Ruinous Rage	Str 25, Power Attack, Sunder, rage 5/day	While in a rage, you can deal tremendous damage to objects
• Self-Concealment	Dex 30, Hide (30), Tumble (30), improved evasion	When in combat, your form becomes blurry and indistinct, making it difficult to land a blow against you
• Shattering Strike	Epic Weapon Focus (unarmed strike), Weapon Focus (unarmed strike), Concentration (25), <i>ki</i> strike +3	You can shatter objects with your unarmed strike
• Sneak Attack of Opportunity	Sneak attack +8d6, opportunist class feature	Whenever your opponent lets his guard down, you can make a sneak attack
• Spectral Strike	Wis 19, ability to turn or rebuke undead	You can strike incorporeal creatures as if they were solid
• Spell Knowledge	Ability to cast the maximum spell level of an arcane spell-casting class	You add two additional arcane spells to your repertoire
• Spell Opportunity	Combat Casting, Combat Reflexes, Quicken Spell, Spellcraft (25)	You can cast a touch spell as an attack of opportunity
• Spell Stowaway	Spellcraft (24), caster level 12 <sup>th</sup>	Choose a spell-like ability or a spell you can cast. You gain the benefits of this magic whenever it is used near you
• Spellcasting Harrier	Combat Reflexes	Spellcasters you threaten find it difficult to cast defensively
• Spontaneous Domain Access	Wis 25, Spellcraft (30), ability to cast 9 <sup>th</sup> -level divine spells	Select a domain of spells you have access to. You can spontaneously convert spells into spells of this domain
• Spontaneous Spell	Spellcraft (25), ability to cast the maximum normal spell level of at least one spellcasting class	Select a spell you can cast. You can spontaneously convert spells of that spell's level into that spell
• Storm of Throws	Dex 23, Point Blank Shot, Quick Draw, Rapid Shot	You become a flurry of thrown weapons, targeting all nearby opponents
• Superior Initiative	Improved Initiative	You can react even more quickly than normal in fight
• Swarm of Arrows	Dex 23, Point Blank Shot, Rapid Shot, Weapon Focus (type of bow used)	You can fire a veritable storm of arrows at nearby opponents
• Tenacious Magic	Spellcraft (15), ability to cast the spell to be made tenacious	Choose one of your spells or spell-like abilities. That magic cannot be dispelled, only suppressed
• Terrifying Rage	Intimidate (25), rage 5/day	While in a rage, you panic your opponents
• Thundering Rage	Str 25, rage 5/day	Your rage attacks can cause thunderous roars that can deafen opponents
• Two-Weapon Rend	Dex 15, base attack bonus +9, Ambidexterity, Improved Two-Weapon Fighting, Two-Weapon Fighting	You can rend opponents when fighting with two weapons
• Uncanny Accuracy	Dex 21, base attack bonus +11, Point Blank Shot, Improved Precise Shot, Precise Shot, Spot (20)	You can ignore anything less than total cover or total concealment when using ranged weapons
• Unholy Strike	Smite good class feature, any evil alignment	Your attacks deal great damage to good creatures
• Widen Aura of Courage	Cha 25, aura of courage class feature	Your aura of courage is wider than normal
• Widen Aura of Despair	Cha 25, aura of despair class feature	Your aura of despair is wider than normal
<b>Divine Feats</b>		

• Negative Energy Burst	Cha 25, ability to rebuke or command undead, ability to cast <i>inflict critical wounds</i> , any evil alignment	You can use your rebuke/command undead ability to unleash a burst of negative energy
• Undead Mastery	Cha 21, ability to rebuke or command undead	You can command a greater number of undead than normal
o Zone of Animation	Cha 25, Undead Mastery, ability to rebuke or command undead	You can channel negative energy to animate undead
<b>Item Creation Feats</b>		
• Craft Epic Magic Arms and Armor	Craft Magic Arms and Armor, Knowledge (arcana) (28), Spellcraft (28)	You can craft magic arms and armor of epic power
• Craft Epic Rod	Craft Rod, Knowledge (arcana) (32), Spellcraft (32),	You can craft magic rods of epic power
• Craft Epic Staff	Craft Staff, Knowledge (arcana) (35), Spellcraft (35)	You can craft magic staffs of epic power
• Craft Epic Wondrous Item	Craft Wondrous item, Knowledge (arcana) (26), Spellcraft (26)	You can craft wondrous items of epic power
• Forge Epic Ring	Forge Ring, Knowledge (arcana) (35), Spellcraft (35)	You can craft magic rings of epic power
• Scribe Epic Scroll	Scribe Scroll, Knowledge (arcana) (24), Spellcraft (24)	You can scribe scrolls of epic power
<b>Metamagic Feats</b>		
• Enhance Spell	Maximize Spell	You can increase the power limit of your damage-dealing spells
• Intensify Spell	Empower Spell, Maximize Spell, Spellcraft (30), ability to cast 9 <sup>th</sup> -level arcane or divine spells	You can cast spells with exceptionally great effect
<b>Wild Feats</b>		
• Diminutive <i>Wild Shape</i>	Ability to <i>wild shape</i> into a Huge animal	You can <i>wild shape</i> into animals of Diminutive size
o Fine <i>Wild Shape</i>	Ability to <i>wild shape</i> into a diminutive animal	You can <i>wild shape</i> into animals of Fine size
• Dragon Wild Shape	Wis 30, Knowledge (nature) (30), <i>wild shape</i> 6/day	You can take the form of a dragon
• Gargantuan <i>Wild Shape</i>	Ability to <i>wild shape</i> into a Huge animal	You can <i>wild shape</i> into animals of Gargantuan size
o Colossal <i>Wild Shape</i>	Ability to <i>wild shape</i> into a Gargantuan creature	You can <i>wild shape</i> into animals of Colossal size
• Improved Elemental <i>Wild Shape</i>	Wis 25, ability to <i>wild shape</i> into an elemental	You can take the form of a greater variety of elementals than normal
• Magical Beast Companion	Knowledge (nature) (24), <i>wild shape</i> 6/day	You can befriend a beast
• Magical Beast <i>Wild Shape</i>	Wis 25, Knowledge (nature) (27), <i>wild shape</i> 6/day	You can <i>wild shape</i> into magical beast form
• Plant <i>Wild Shape</i>	Knowledge (nature) (24), <i>wild shape</i> 4/day	You can <i>wild shape</i> into plant form
• Vermin <i>Wild Shape</i>	Knowledge (nature) (24), <i>wild shape</i> 6/day	You can <i>wild shape</i> into vermin form

## Book of Vile Darkness

Dons	Conditions	Avantage
<b>General Feats</b>		
• Boost Spell-Like Ability	-	One of the creature's spell-like abilities is harder to resist than it otherwise would be
• Boost Spell Resistance	Any evil alignment	By making a deal with an evil power, the character makes himself even more resistant to magic
• Corrupt Spell-Like ability	Any evil alignment	One of the creature's spell-like abilities is powered by evil. A dark pact provides the creature with unholy energy

• Empower Spell-Like Ability	-	The creature can use a spell-like ability with greater effect
• Malign Spell Focus	Any evil alignment	The character's spells that have the evil descriptor are more potent than normal due to a deal she makes with an evil power
• Mortalbane	-	The creature can make a spell-like ability particularly deadly to mortals
• Poison Immunity	-	After prolonged exposure to a poison or toxin, the character has rendered himself immune to it
• Quicken Spell-Like Ability	-	The creature can use a spell-like ability with a moment's thought
• Violate Spell-Like Ability	-	The creature's spell-like abilities are particularly tainted with evil
<b>Metamagic Feats</b>		
• Corrupt Spell	Any evil alignment	The character can transform one of her spells into a thing of evil due to a deal she makes with an evil power
• Violate Spell	Any evil alignment	The character can transform one of his spells into an evil spell, and the wounds the spell inflicts are tainted with the foulest evil
<b>Vile Feats</b>		
• Dark Speech	Base Will save +5, Int 15, Cha 15	The character learns a smattering of the language of truly dark power
• Disciple of Darkness	-	The character formally supplicates himself to an archdevil. In return for this obedience, he gains a small measure of power.
• Evil Brand	-	The character is physically marked forever as a servant of an evil power greater than herself or as a villain who does not care who knows that she seeks only death, destruction and misery for others. The symbol is unquestionable in its perversity, depicting a depravity so unthinkable that all who see it know beyond a doubt that the bearer is forever in the sway of the blackest powers.
o Lichloved	Evil Brand	By repeatedly committing perverted sex acts with the undead, the character gains dread powers
• Sacrificial Mastery	Wis 15	The character is skilled at offering living sacrifices to evil gods or fiends
• Thrall to Demon	-	The character formally supplicates himself to a demon prince. In return for this obedience, the character gains a small measure of power.
• Verminfriend	Cha 15	Vermin regard the character better than they would normally
• Vile Ki Strike	Cha 15, Improved Unarmed Strike	The character can focus evil power into his unarmed strike
• Vile Martial Strike	Cha 15, Weapon Focus	The character can focus evil power into her weapon blows
• Vile Natural Attack	Base attack bonus +5, natural attack that deals at least 1d8 damage	The character can focus evil power into his natural attacks
• Willing Deformity	-	Through scarification, self-mutilation, and supplication to dark powers, the character intentionally mars her own body
• Deformity (clawed hands)	Willing Deformity	Because of intentional self-mutilation, the character has deformed arms and hands ending in sharp claws
• Deformity (eyes)	Willing Deformity	The character has either drilled a hole in her forehead trying to add a third eye, or she has supernaturally scarred one of her regular eyes
• Deformity (face)	Willing Deformity	Because of intentional self-mutilation, the character has a hideous face
• Deformity (gaunt)	Willing Deformity	Through intentional starvation and macabre operations, the character is grossly underweight. He has a skeletal appearance, and his weight is now half normal for creatures of this kind
• Deformity (obese)	Willing Deformity	Through intentional gorging and general gluttony, the character is obese. Grossly overweight, she is now at least triple the normal weight for creatures of her kind

## **Book of Exalted Deeds**

Dons	Conditions	Avantage
<b>General Feats</b>		
• Ancestral Relic	Any good alignment, character level 3 <sup>rd</sup>	Create personal magic item
• Consecrate Spell-Like	Any good alignment	Adds good descriptor to spell-like ability
• Purify Spell-Like Ability	Any good alignment	Adds good descriptor to spell-like ability; neutral creatures take half damage; good creatures take no damage
• Resounding Blow (G)	Str 13, Power Attack, Intimidate (7)	Potential cowering effect on critical hit
• Spell Focus (Good)	Any good alignment	+2 bonus to save DCs of spells with good descriptor
• Subduing Strike (G)	-	No penalty when dealing nonlethal damage; rogue's sneak attack deals nonlethal damage
<b>Exalted Feats</b>		
• Animal Friend	Cha 15, wild empathy class feature	+4 exalted bonus on wild empathy checks
• Celestial Familiar	Ability to acquire a new familiar, minimum level requirement (see text)	Additional familiar choices
• Celestial Mount	Paladin level 4 <sup>th</sup>	Mount gains celestial creature template
• Consecrate Spell Trigger	Craft Wand or Craft Staff, ability to turn undead	Use turning ability to add good descriptor to triggered spell
• Exalted Companion	Ability to acquire a new animal companion, minimum level requirement (see text)	Additional animal companion choices
• Exalted Smite	Smite evil class ability	Weapon good-aligned when smiting evil
• Exalted Spell Resistance	Cha 15, spell resistance	+4 to spell resistance against evil spells and spell-like abilities of evil outsiders
• Exalted Turning	Ability to turn undead	Extra 3d6 points of damage when turning
• Exalted wild shape	Wild shape class ability, wild shaping class level 8 <sup>th</sup>	Additional wild shape options
• Favored of the Companions	-	+1 luck bonus on any one roll or check
• Fist of the Heavens (G)	Wis 15, Sanctify Ki Strike, Stunning Fist	+2 to Stunning Fist DC
• Gift of Faith	Wis 13	+2 bonus on saving throws to resist fear and despair effects
• Gift of Grace	Divine grace class ability	Share Cha saving throw bonus
• Hands of Healer	Cha 13, lay on hands class ability	+2 bonus to Cha for lay on hand ability
• Holy Subdual (G)	Subduing Strike	Transform bonus and smite damage to nonlethal
• Intuitive Attack (G)	Base attack bonus +1	Use Wis modifier instead of Str modifier on attack rolls with simple and natural weapons
• Knight of Stars	-	+1 luck bonus on any one roll or check
• Nemesis	Favored enemy class ability	Detect presence of favored enemies
• Nimbus of Light	-	+2 bonus on Diplomacy and Sense Motive checks with good creature
o Holy Radiance	Cha 15, Nimbus of Light	Glow with light harmful to undead
o Stigmata	Nimbus of Light	Heal others' wounds by taking Con damage
• Nymph's Kiss	-	+2 bonus on Cha-related checks, +1 bonus on saving throws against spells, 1 extra skill point per level
• Purify Spell Trigger	Craft Wand or Craft Staff, ability to turn undead	Use turning ability to add good descriptor to spell; neutral creatures take half damage, good creatures take no damage
• Quell the Profane	Str 13, Power Attack, Resounding Blow, base attack bonus +8	Potential Str damage to evil creature on critical hit
• Ranged Smite Evil	Smite evil class ability	Smite evil with ranged attack

• Righteous Wrath	Rage class ability	Potential shaken effect against evil creatures
• Sacred Strike	Sneak attack class ability	Sneak attacks deal d8s against evil creatures
• Sacred Vow	—	+2 perfection bonus on Diplomacy checks
• Vow of Abstinence	Sacred Vow	+4 perfection bonus on Fort saves against poisons and drugs
• Vow of Chastity	Sacred Vow	+4 perfection bonus on Will saves against charms and phantasms
• Vow of Nonviolence	Sacred Vow	+4 bonus on save DCs of nondamaging spells
• Vow of Peace	Sacred Vow, Vow of Nonviolence	Calming aura; +6 varied bonus to AC
• Vow of Obedience	Sacred Vow	+4 perfection bonus on Will saves against compulsions
• Vow of Poverty	Sacred Vow	Bonuses to AC, ability scores, and saves; bonus feats (see page 29)
• Vow of Purity	Sacred Vow	+4 perfection bonus on Fort saves against disease and death effects
• Sanctify <i>Ki</i> Strike	Cha 15, Improved Unarmed Strike, <i>Ki</i> strike (lawful)	+1 or +1d4 bonus on unarmed damage rolls against evil creatures
◦ Holy <i>Ki</i> Strike	Cha 15, Improved Unarmed Strike, <i>Ki</i> strike (holy), Sanctify <i>Ki</i> Strike	+2d6 bonus on damage rolls against evil creatures
• Sanctify Martial Strike	Cha 15, Weapon Focus with the specified weapon	+1 or +1d4 bonus on weapon damage rolls against evil creatures
• Sanctify Natural Attack	One or more natural weapon attacks, base attack bonus +5	+1 or +1d4 bonus on natural attack damage rolls against evil creatures
• Sanctify Weapon	Ability to cast align weapon	Aligned weapon becomes sanctified
• Servant of the Heavens	—	+1 luck bonus on any one roll or check
• Touch of Golden Ice	Con 13	Evil creatures touched ravaged by golden ice
• Words of Creation	Int 15, Cha 15, base Will save bonus +5	Ability to use Words of Creation (see page 31)
<b>Metamagic Feats</b>		
• Consecrate Spell	Any good alignment	Adds good descriptor to spell
• Nonlethal Substitution	Any other metamagic feat, Knowledge (arcana) 5 ranks	Transform spell's energy damage to nonlethal
• Purify Spell	Any good alignment	Adds good descriptor to spell; neutral creatures take half damage, good creatures take no

## Expanded Psionics Handbook

Feats	Prerequisites	Benefit
<b>General Feats</b>		
• Antipsionic Magic	Spellcraft 5 ranks	Spells against psionic creatures are more potent
• Autonomous	-	+2 bonus on Autohypnosis and Knowledge (psionics) checks
• Chaotic Mind	Chaotic alignment, Cha 15	Psionic insight bonuses of foes are nullified
• Cloak Dance	Hide 10 ranks. Perform (dance) 2 ranks	Spend an action to gain concealment
• Closed Mind	-	Gain resistance to all psionic power
• Deadly Precision	Dex 15, base attack bonus +5	Reroll 1s on sneak attack dice
• Force of Will	Iron Will	Make a Will save instead of Fort or Ref against psionic powers
• Greater Manyshot	Dex 17, Manyshot, Point Blank Shot, Rapid Shot, base attack bonus +6	Shoot 2 or more arrows simultaneously, even at separate targets

• Hostile Mind	Cha 15	Automatically deal damage to telepathic foes
• Mental Resistance	Base Will save bonus +2	Gain mental resistance to some damaging powers
• Mind over Body	Con 13	Heal ability damage more quickly
• Open Minded	-	+5 skill points
• Psionic Affinity	-	+2 bonus on Psicraft and Use Psionic Device checks
• Psionic Hole	Con 15	Drain away psionic foes' focus and power points
• Rapid Metabolism	Con 13	Heal hit points more quickly
• Reckless Offense	Base attack bonus +1	Take -4 AC to gain +2 melee attack bonus
• Sidestep Charge	Dex 13, Dodge	+4 bonus to AC against a charging foe
• Stand Still	Str 13	Attack of opportunity stops foe's movement
• Wild Talent	-	Gain psionic ability and 2 power points
<b>Psionic Feats</b>		
• Aligned Attack (G)	Base attack bonus +6	Attack gains alignment, +1d6 damage
• Boost Construct	-	Astral construct gains additional ability
• Combat Manifestation	-	+4 bonus on Concentration checks for defensive manifestation
• Expanded Knowledge	Manifester level 3rd	Add one new power to powers known
• Focused Sunder (G)	Str 13, Power Attack, Improved Sunder	Ignore 1/2 hardness of foe's weapon
• Ghost Attack	Base attack bonus +3	Ignore incorporeal miss chance on critical hit
• Inquisitor (G)	Wis 13	+10 bonus on Sense Motive checks to oppose Bluff
• Mental Leap (G)	Str 13, Jump 5 ranks	+10 bonus on jump checks
• Metamorphic Transform	Wis 13, manifester level 5th	Assume one supernatural ability of alternate form
• Narrow Mind	Wis 13	+4 bonus on Concentration checks to become psionically focused
• Overchannel	-	Take damage to increase your manifester level
o Talented (G)	Overchannel	Take no damage from overchanneling some powers
o Body Fuel	Overchannel, Talented	Take ability burn to gain power points
• Power Penetration (G)	-	+4 bonus to defeat power resistance
o Greater Power Penetration (G)	Power Penetration	+8 total bonus to defeat power resistance
• Power Specialization	Weapon Focus (ray), manifester level 4th	+2 bonus damage to damaging powers
o Greater Power Specialization	Power Specialization, Weapon Focus (ray), manifester level 12th	+4 total bonus damage to damaging powers
• Psicrystal Affinity	Manifester level 1st	Obtain a psicrystal
o Improved Psicrystal	Psicrystal Affinity	Enhance your psicrystal
o Psicrystal Containment	Psicrystal Affinity, manifester level 3rd	Your psicrystal can hold a psionic focus
• Psionic Body	-	+2 hit points for each psionic feat you have
• Psionic Dodge	Dex 13, Dodge	+1 dodge bonus to AC
• Psionic Endowment (G)	-	Add +1 to power's save DC
o Greater Psionic Endowment (G)	Psionic Endowment	Add +2 to power's save DC

• Psionic Fist (G)	Str 13	Unarmed attack or natural weapon deals +2d6 damage
o Greater Psionic Fist (G)	Str 13, Psionic Fist, base attack bonus +5	Unarmed attack or natural weapon deals +4d6 damage
o Unavoidable Strike (G)	Str 13, Psionic Fist, base attack bonus +5	Resolve unarmed or natural weapon attack as touch attack
• Psionic Meditation	Wis 13, Concentration 7 ranks	Become psionically focused as a move action
• Psionic Shot (G)	Point Blank Shot	Ranged weapon deals +2d6 damage
o Greater Psionic Shot (G)	Point Blank Shot, Psionic Shot, base attack bonus +5	Ranged weapon deals +4d6 damage
o Fell Shot (G)	Dex 13, Point Blank Shot, Psionic Shot, base attack bonus +5	Resolve ranged attack as touch attack
o Return Shot (G)	Point Blank Shot, Psionic Shot, Fell Shot, base attack bonus +3	Deflect ranged attacks back at attacker
• Psionic Talent	Having power points	Gain additional power points
• Psionic Weapon (G)	Str 13	Melee weapon deals +2d6 damage
o Greater Psionic Weapon (G)	Str 13, Psionic Weapon, base attack bonus +5	Melee weapon deals +4d6 damage
o Deep Impact (G)	Str 13, Psionic Weapon, base attack bonus +5	Resolve melee weapon attack as touch attack
• Speed of Thought	Wis 13	+10 feet to speed in light or medium armor
o Psionic Charge (G)	Wis 13, Speed of Thought	Charge while taking erratic course to foe
• Up the Walls	Wis 13	Run on walls and ceilings
• Wounding Attack (G)	Base attack bonus +8	Wound opponents with your attack
<b>Metapsionic Feats</b>		
• Burrowing Power (G)	-	Bypass barrier with power
• Chain Power (G)	-	Choose additional targets with power
• Delay Power (G)	-	Delay effect of power up to 5 rounds
• Empower Power (G)	-	Increase power's variable, number effects by 50%
• Enlarge Power (G)	-	Double power's range
• Extend Power (G)	-	Double power's duration
• Maximize Power (G)	-	Maximize power's variable, numeric effects
• Opportunity Power (G)	-	Make attacks of opportunity with touch powers
• Quicken Power (G)	-	Manifest powers as free action
• Split Psionic Ray (G)	Any metapsionic feat	Split one ray attack into two
• Twin Power (G)	-	Manifest power twice
• Unconditional Power (G)	-	Manifest power despite character condition
• Widen Power (G)	-	Double power's area
<b>Item Creation Feats</b>		
• Craft Cognizance Crystal	Manifester level 3rd	Create <i>cognizance crystals</i>
• Craft Dorje	Manifester level 5th	Create dorjes
• Craft Psicrown	Manifester level 12th	Create psicrowns
• Craft Psionic Arms and Armor	Manifester level 5th	Create psionic arms and armor

• Craft Psionic Construct	Craft Psionic Arms and Armor, Craft Universal Item	Create psionic constructs
• Craft Universal Item	Manifester level 3rd	Create psionic item
• Imprint Stone	Manifester level 1st	Create <i>power stones</i>
• Scribe Tattoo	Manifester level 3rd	Create psionic tattoos

# Complete Warrior

Feats	Prerequisites	Benefit
<b>General Feats</b>		
• Arcane Strike	Ability to cast 3 <sup>rd</sup> -level arcane spells, base attack bonus +4	Sacrifice a spell for +1 on attacks and 1d4 damage per level of the spell
• Arterial Strike	Sneak attack ability, base attack bonus +4	Trade 1d6 sneak attack damage for 1 point of damage per round
• Axiomatic strike	<i>Ki</i> strike (lawful), Stunning Fist	+2d6 unarmed damage against chaotic opponent
• Clever wrestling	Small or Medium size, Improved Unarmed Strike	Gain circumstance bonus to escape grapple or pin
• Close-quarters fighting (G)	Base attack bonus +3	Use counterattack to resist grapple
• Dash	-	Speed +5 feet in light or no armor
• Defensive Strike (G)	Dex 13, Int 13, Combat expertise, Dodge	+4 bonus on attack roll after successful total defense
• Defensive Throw	Dex 13, Combat Reflexes, Dodge, Improved Trip, Improved Unarmed Strike	Trip attempt after foe's attack misses
• Destructive Rage	Rage or frenzy ability	+8 bonus on Strength checks to break objects
• Earth's Embrace	Str 15, Improved Grapple or improved grab, Improved Unarmed Strike	Extra damage while pinning an opponent
• Eagle Claw Attack	Wis 13, Improved Sunder, Improved Unarmed Strike	Add Wis modifier to damage against objects
• Extend Rage	Rage or frenzy ability	Rage lasts +5 rounds
• Extra Rage	Rage or frenzy ability	Number of rages per day increases by two
• Extra Smiting	Smite ability, base attack bonus +4	Number of smite attempts per day increases by two
• Extra Stunning	Stunning Fist, base attack bonus +2	Number of stunning attacks per day increases by three
• Eyes in the back of your head	Wis 13, base attack bonus +1	Opponents do not gain flanking benefits
• Faster Healing	Base Fortitude save bonus +5	Heal hit points and ability damage faster than normal
• Favored Power Attack	Favored enemy ability, Power Attack, base attack bonus +4	Trade attack bonus for damage at greater rate against favored enemies
• Fists of Iron	Improved Unarmed Strike, Stunning Fist, base attack bonus +2	+1d6 damage on unarmed attacks
• Fleet of Foot	Dex 15, Run	Make one direction change during a run or charge
• Flick of the Wrist	Dex 17, Sleight of Hand (5), Quick Draw	Cause opponent to be flat-footed for one attack
• Flying Kick	Str 13, Jump (4), Improved Unarmed Strike, Power Attack	+1d12 damage on unarmed attacks when charging
• Freezing the lifeblood (G)	Wis 17, Improved Unarmed Strike, Stunning Fist, base attack bonus +10	Paralyze opponent with unarmed strike
• Greater Resiliency	Damage reduction ability	Increase damage reduction by +1
• Greater two-weapon Defense (G)	Dex 19, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, base attack bonus +11	Gain shield bonus when fighting with two weapons
• Hamstring	Sneak attack ability, base attack bonus +4	Trade 2d6 sneak attack damage to cut opponent's speed in half
• Hold the line	Combat Reflexes, base attack bonus +2	Make attack or opportunity against charging foe
• Improved Buckler Defense (G)	Shield Proficiency	Apply buckler's shield bonus to AC while using off-hand weapon
• Improved Combat Expertise (G)	Int 13, Combat Expertise, base attack bonus +6	Reduce your attack bonus to improve your AC
• Improved Familiar	Ability to acquire a new familiar, compatible alignment, sufficient arcane spellcaster level and base attack bonus	Gain a more combat-oriented familiar
• Improved Favored Enemy	Favored enemy ability, base attack bonus +5,	+3 bonus on damage against favored enemies

• Improved Mounted Archery (G)	Ride (1), Mounted Archery, Mounted Combat	Reduce or eliminate attack penalties with ranged weapon while mounted
• Improved Rapid Shot (G)	Manyslot, Point Blank Shot, Rapid Shot	Ignore -2 Penalty when using Rapid Shot
• Improved Toughness (G)	Base Fortitude save bonus +2	Gain hp equal to your current HD
• Improved Two-Weapon Defense (G)	Dex 17, Two-Weapon Defense, Two-Weapon Fighting, base attack bonus +6	Gain shield bonus when fighting with two weapons
• Improved Weapon Familiarity (G)	Base attack bonus +1	Racial weapons are martial, not exotic
• Instantaneous Rage	Rage or frenzy ability	Rage even when it isn't your turn
• Intimidating Rage	Rage or frenzy ability	Cause single foe within 30 feet to become shaken
• Karmic Strike	Dex 13, Combat Expertise, Dodge	Take -4 penalty to AC to make attack of opportunity against melee opponent that hits you
• Kiai Shout	Cha 13, base attack bonus +1	Affected opponents become shaken for 1d6 rounds
o Greater Kiai Shout	Cha 13, Kiai Shout, base attack bonus +9	Foes who hear your shout may panic
• Monkey Grip	Base attack bonus +1	Use larger melee weapons at -2 penalty
• Pain Touch	Wis 15, Stunning Fist, base attack bonus +2	Stunned opponents become nauseated for 1 round
• Phalanx Fighting (G)	Proficiency with a heavy shield, base attack bonus +1	Bonus to AC and Reflex saves while fighting in shield wall
• Pin shield	Two-Weapon Fighting, base attack bonus +4	Render opponent's shield useless temporarily
• Power Critical (G)	Weapon Focus with weapon, base attack bonus +4	+4 bonus to confirm critical with one weapon
• Prone Attack (G)	Dex 15, Lightning Reflexes, base attack bonus +2	Attack while prone at no penalty and stand up
• Ranged Disarm (G)	Dex 15, Point Blank Shot, Precise Shot, base attack bonus +5	Use ranged weapon to disarm foe within 30 feet
• Ranged Pin (G)	Dex 15, Point Blank Shot, Precise Shot, base attack bonus +5	Use ranged weapon to grapple foe within 30 feet
o Ranged Sunder (G)	Str 13, Point Blank Shot, Precise Shot, Ranged Pin, base attack bonus +5	Use ranged weapon to sunder foe's weapon at reduced damage penalty
• Rapid Stunning (G)	Combat Reflexes, Stunning Fist, base attack bonus +6	Use one additional stunning attack per round
• Roundabout Kick	Str 15, Improved Unarmed Strike, Power Attack	Additional unarmed attack against opponent on which you have just scored a critical hit
• Sharp-shooting (G)	Point Blank Shot, Precise Shot, base attack bonus +3	Halve opponent's cover bonus
• Shield Charge (G)	Improved Shield Bash, base attack bonus +3	Free trip attack with shield during charge
o Shield Slam (G)	Improved Shield Bash, Shield Charge, base attack bonus +6	Use shield to daze opponent
• Swarmfighting	Small size, Dex 13, base attack bonus +1	Occupy same square as other swarmfighting ally, gain +1 morale bonus per ally (up to Dex bonus)
• Throw Anything	Dex 15, proficiency with weapon, base attack bonus +2	Throw melee weapon with no penalty
• Weakening Touch (G)	Wis 17, Improved Unarmed Strike, Stunning Fist, base attack bonus +2	Cause foe's Strength to drop by 6 for 1 minute
• Zen Archery	Wis 13, base attack bonus +1	Use Wis instead of Dex for ranged attacks

### Divine Feats

• Divine Cleansing	Turn or rebuke undead ability	Gain +2 sacred bonus on Fortitude saves
• Divine Resistance	Turn or rebuke undead ability, Divine Cleansing	Gain resistance to cold 5, electricity 5 and fire 5
• Divine Might	Str 13, turn or rebuke undead ability, Power Attack	Add Cha bonus to weapon damage
• Divine Shield	Turn or rebuke undead ability, proficiency with a shield	Add Cha bonus as sacred bonus to your shield's defense
• Divine Vigor	Turn or rebuke undead ability	Increase base speed by 10 ft., gain +2 hp/level
• Sacred Vengeance	Turn or rebuke undead ability	+2d6 points of damage on melee attacks against undeads

<b>Tactical feats</b>		
• Cavalry Charger (G)	Mounted Combat, Spirited Charge, Trample, base attack bonus +6	Fighting from the back of a steed is second nature to you
• Combat Brute (G)	Improved Sunder, Power Attack, base attack bonus +6	You employ strength and leverage to great effect in battle
• Elusive target	Dodge, Mobility, base attack bonus +6	Trying to land a blow against you can be a maddening experience
• Formation Expert (G)	Base attack bonus +6	You are trained at fighting in ranks and files
• Giantbane (G)	Medium or smaller size, Tumble (5), base attack bonus +6	You are trained in fighting foes larger than you are
• Raptor School	Wis 13, Jump (5), base attack bonus +6	You know martial arts techniques inspired by hunting birds
• Shock Trooper (G)	Improved Bull Rush, Power Attack, base attack bonus +6	You are adept at breaking up formations of soldiers when you run into battle
• Sun School	Flurry of blows ability, base attack bonus +4	You have learned a number of esoteric martial arts techniques inspired by the sun
<b>Weapon style feats</b>		
• Anvil of Thunder	Str 13, Improved Sunder, Power Attack, Two-Weapon Fighting, Weapon Focus (warhammer or light hammer), Weapon Focus (battleaxe, handaxe, or dwarven waraxe)	Target hit with both axe and hammer becomes dazed if it fails Fortitude save
• Bear Fang	Str 15, Power Attack, Two-Weapon Fighting, Weapon Focus (dagger), Weapon Focus (battleaxe, handaxe, or dwarven waraxe)	Free grapple attempt against target hit with both dagger and axe
• Crescent Moon	Improved Disarm, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (dagger), Weapon Focus (bastard sword), longsword, scimitar, or short sword)	Free disarm attempt against target hit with both dagger and sword
• Hammer's Edge	Str 15, Improved Bull Rush, Two-Weapon Fighting, Weapon Focus (warhammer or light hammer)	Target hit with both sword and hammer falls prone if it fails Fortitude save
• High Sword Low Axe	Improved Trip, Two-Weapon Fighting, Weapon Focus (bastard sword, longsword, scimitar or short sword), Weapon Focus (battleaxe, handaxe, or dwarven waraxe)	Free trip attempt against target hit with both sword and axe
• Lightning Mace	Combat Reflexes, Two-Weapon Fighting, Weapon Focus (light mace)	Gain extra attack after scoring threat while wielding two light maces
• Net and Trident	Dex 15, Exotic Weapon Proficiency (net), Two-Weapon Fighting, Weapon Focus (trident)	Make combined attack with net and trident
• Quick Staff	Combat Expertise, Dodge, Two-Weapon Fighting, Weapon Focus (quarterstaff)	Gain extra dodge bonus when wielding quarterstaff
• Spinning halberd	Combat Reflexes, Two-Weapon Fighting, Weapon Focus (halberd)	Gain dodge bonus and extra attack when making full attack with halberd
• Three Mountains	Str 13, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (heavy mace, morningstar, or greatclub)	Target hit twice with mace, morningstar, or greatclub becomes nauseated if it fails Fortitude save

## Complete Divine

<b>Feats</b>	<b>Prerequisites</b>	<b>Benefit</b>
<b>General Feats</b>		
• Arcane Disciple	Knowledge (religion) (4), Spellcraft (4), deity's alignment	Add spells from a domain to your class list.
• Augment Healing	Heal (4)	Healing spells do +2 per spell level

• Domain Focus	Access to relevant domain	+1 caster levels for one domain
• Empower Turning	Ability to turn or rebuke undead	Can turn more undead
• Improved Smiting	Cha 13, smite ability	Your smite gains an alignment for overcoming DR and +1d6 damage
• Practiced Spellcaster	Spellcraft (4)	Your caster level is +4 but not above your HD
• Quicken Turning	Ability to turn or rebuke undead	Can turn undead as a free action
• Spell Focus (Chaos, Evil, Good, Law)	Relevant alignment	+1 bonus on save DCs for spells with alignment descriptor
• Spontaneous Healer	Knowledge (religion) (4), nonevil	Swap out your spells for <i>cure</i> spells on your list
• Spontaneous Summoner	Knowledge (nature) (4), partly neutral alignment	Swap out your spells for <i>summon nature's ally</i>
• Spontaneous Wounder	Knowledge (religion) (4), nongood	Swap out your spells for inflict spells on your list
<b>Divine Feats</b>		
• Disciple of the Sun	Ability to turn or rebuke undead, good alignment	Spend an extra turn attempt to destroy undead instead of turning them
• Divine Metamagic	Ability to turn or rebuke undead	Spend turn/rebuke attempts to enhance spells with a metamagic feat
• Divine Spell Power	Ability to turn or rebuke undead	Spend turn/rebuke attempts to increase your caster level
• Glorious Weapons	Ability to turn or rebuke undead	Allies' weapons gain an alignment for overcoming DR
• Domain Spontaneity	Ability to turn or rebuke undead	Spend turn/rebuke attempt to spontaneously cast a domain spell
• Elemental Smiting	Ability to turn/rebuke elementals	Spend turn/rebuke attempt to spontaneously cast a domain spell
• Elemental Healing	Ability to turn/rebuke elementals	Spend turn/rebuke attempt to heal nearby elementals
• Profane Boost	Ability to turn/rebuke undead	Nearby <i>inflict</i> spells are maximised for 1 round
• Sacred Boost	Ability to turn/rebuke undead	Nearby <i>cure</i> spells are maximised for 1 round
• Sacred Healing	Heal (8), ability to turn/rebuke undead	Allies gain fast healing 3 for a short time
• True Believer	Worship one deity, alignment within one step of deity's	Gain a +3 bonus on one save each day
<b>Item Creation Feats</b>		
• Sanctify Relic	Any other item creation feat, caster level 7 <sup>th</sup>	Make magic items with a divine connection
<b>Metamagic Feats</b>		
• Consecrate Spell	Any good alignment	Spell gains the good descriptor
• Corrupt Spell	Any evil alignment	Spell gains the evil descriptor
• Rapid Spell	-	Decrease casting time of some spells
• Reach Spell	-	Touch spell becomes a ray with 30-ft. range
• Transdimensional Spell	-	Affect incorporeal, ethereal and shadow creatures
<b>Wild Feats</b>		
• Boar's Ferocity	Ability to use wild shape	Fight while at negative hit points
• Cheeta's Speed	Ability to use wild shape	Speed becomes 50 ft. for one hour
• Eagle's Wings	Ability to use wild shape	Grow wings for one hour

• Elephant's Hide	Ability to use wild shape into Large creature	Gain +7 natural armor bonus for 10 minutes
• Extra Wild Shape	Ability to use wild shape	Gain two additional wild shape uses per day
• Fast Wild Shape	Ability to use wild shape	Wild shape as a move equivalent action
• Grizzly's Claws	Ability to use wild shape	Gain claws for 1 hour
• Lion's Pounce	Ability to use wild shape	Make a full attack on a charge
• Oaken Resilience	Ability to use wild shape	Become like a tree and gain plants immunities
• Serpent's Venom	Ability to use wild shape	Gain a poisonous bite attack for 1 minutes
• Swim like a Fish	Ability to use wild shape	Swim underwater for 1 hour
• Wolverine's Rage	Ability to use wild shape	Enter a rage for 5 rounds