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Feat Index

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The following provides a consolidated index of feats from D&D published sourcebooks. This index will first appear sorted based on feat name, to sort alphabetically by source title, simply click the "Source" column header (please refer to product key for complete sourcebook titles). Indexes will be periodically updated as new sourcebooks are released.

Search by keyword:

Feat	Source	Page	Description
[Creature Type] Trainer	AE	73	You are skilled at training a particular type of creature.
Aberrant Dragonmark	ECS	47	Although you are not a recognized member of one of the dragonmarked families, you have manifested a dragonmark.
Aberration Banemagic	LoM	178	You can cast spells that do additional damage to aberrations.
Aberration Blood	LoM	178	One of your ancestors was an aberration and has passed the taint of its aberrant physiology down through the generations to you.
Aberration Wild Shape	LoM	178	Thanks to your heritage, you have learned to channel your inhuman bloodline into your shapeshifting power.
Ability Focus	MM	303	Choose one of the creature's special attacks. This attack becomes more potent than normal.
Ability Focus	MM2	18	One of the creature's special attacks is more potent than normal.
Ability Focus	MM3	206	The special attack of a creature with this feat is more potent than normal.
Ability Focus	SS	30	Choose one of your spell-like abilities. This attack becomes much more potent than normal.
Able Learner	RD	150	You have great aptitude for learning.
Able Sniper	RW	148	You are accomplished at remaining unseen when you're sniping with a ranged weapon.
Accurate Jaunt	UA	92	You have an instinctive sense of interplanar travel.
Acheron Flurry	PIH	37	You master the secret technique developed by Acheron-native special forces of limiting a foe's options in hand-to-hand combat.
Acrobatic	PH	89	You have excellent body awareness and coordination.
Acrobatic	SaS	38	You have excellent body awareness and coordination.
Action Boost	ECS	47	You have the ability to alter your luck drastically in dire circumstances.
Action Surge	ECS	50	By spending 2 action points, you can perform an additional action in a round.
Adamantine Body	ECS	50	At the cost of mobility, a warforged character's body can be crafted with a layer of adamantine that provides formidable protective armor and some damage reduction.
Adamantine Body	MM3	192	At the cost of mobility, a warforged character's body can be crafted with a layer of adamantine that provides formidable protective armor and some damage reduction.
Adamantine Body	RE	118	At the cost of mobility, your warforged body can be crafted with a layer of adamantine that provides formidable protective armor and some damage reduction.
Additional Magic Item Space	EL	50	You can wear more magic items.
Adroit Flyby Attack	Dr	67	You can make flyby attacks and get out of reach quickly.
Aerenal Beastmaster	RE	105	As an elf of Aerenal, you consider baboons sacred animals and they serve you obediently.
Aerial Reflexes	RW	148	Your aerial agility allows you to avoid dangerous effects while airborne.
Aerial Superiority	RW	148	You can use your flying ability to gain an advantage against landbound foes or airborne foes that you can outmaneuver.
Aftersight	Rac	160	You have a trace of the Sight in your blood, which enables you to pick up echoes of the past, both wondrous and terrible.
Agile	PH	89	You are particularly flexible and poised.
Agile Athlete	RW	148	You rely on your agility to perform athletic feats, rather than brute strength.
Agile Tyrant	LoM	44	A creature with this feat develops longer, more flexible eyestalks than its kin. This extra flexibility allows it to bring additional eye rays to bear against its foes.

Agony Touch	Gh	28	Choose one physical ability score. When you touch a creature, you can deal damage to this ability score.
Air Heritage	PIH	37	You are descended from creatures native to the Elemental Plane of Air.
Alertness	PH	89	You have finely tuned senses.
Aligned Attack	XPH	41	Your melee or ranged attack overcomes your opponent's alignment-based damage reduction and deals additional damage.
Allied Defense	ShS	19	You are good at protecting nearby allies.
Alluring	SaS	38	Others have an inexplicable urge to believe your every word.
Altitude Adaptation	Fr	45	Your body adapts quickly to changes in altitude, preventing you from suffering as much from altitude sickness.
Anarchic Heritage	PIH	38	You are descended from creatures native to the planes of chaos.
Ancestral Guidance	RE	105	The spirit of your patron ancestor guides your hands and thoughts in times of trouble.
Ancestral Knowledge	RS	136	You have a strong connection to the ancestors of your clan, giving you understanding and knowledge beyond the mortal realms.
Ancestral Relic	BE	39	You own an ancestral heirloom and can invest it with increasing power.
Ancestral Spirit	Rac	161	You have ties to the long-dead spirit of one of your clan's ancestors, who whispers ancient words of wisdom into your mind in times of need.
Animal Affinity	PH	89	You are good with animals.
Animal Control	MW	20	You can channel the power of nature to gain mastery over animal creatures.
Animal Defiance	MW	20	You can channel the power of nature to drive off animals.
Animal Friend	BE	41	Animals respond favorably to the aura of goodness that exudes from you.
Animal Friends	Rac	161	Your ability to <i>Speak with Animals</i> has allowed you to befriend an animal as a permanent ally.
Ankheg Tribe Ambush	ShS	19	You have learned how to hide and spring to attack, much like the ankhegs that roam the plains where you hunt.
Antipsionic Magic	XPH	41	Your spells are more potent when used against psionic characters and creatures.
Anvil of Thunder	CW	112	You have mastered the style of fighting with hammer and axes at the same time, and have learned to deal thunderous blows with this unique pairing of weapons.
Appraise Magic Value	CAd	103	Your ability to determine an item's worth and your knowledge of magic allow you to determine the exact properties of a magic item without the use of the <i>Identify</i> spell or similar magic.
Apprentice	DMG2	176	A character with this feat has apprenticed himself to a master in order to speed his learning and bolster his skills.
Aquatic Shot	Sto	90	You have developed the technique of firing a ranged weapon into or through the water with better accuracy than normal, striking at just the right angle to allow it to slice through the obstruction with precision.
Aquatic Spellcasting	LoM	178	You know how to cast spells that work equally well in or out of water.
Arachnid Rider	Rac	161	You are trained in the art of employing spiders as steeds.
Arcane Defense	CAr	73	Choose a school of magic, such as illusion. You can resist spells from that school better than normal.
Arcane Defense	TB	38	Choose a school of magic. You can resist spells from that school better than normal.
Arcane Disciple	CD	79	Choose a deity, and then select a domain available to clerics of that deity. You can learn to cast spells associated with that domain as arcane spells.
Arcane Insight	RD	154	By immersing yourself in the teachings of Boccob, you have unearthed magical secrets and gained special insight into arcane spellcasting.
Arcane Manipulation	LE	6	You are learned in the arcane ways of Netheril, where masters of magic once molded and shaped arcane energy to their own will.
Arcane Mastery	CAr	73	You are quick and certain in your efforts to defeat the arcane defenses and spells of others.
Arcane Preparation	CAr	73	You can prepare an arcane spell ahead of time, just as a wizard does.
Arcane Preparation	FRCS	33	You can prepare an arcane spell ahead of time, just as a wizard does.
Arcane Preparation	PG	32	You can prepare an arcane spell ahead of time, just as a wizard does.
Arcane Preparation	TB	38	You can prepare an arcane spell ahead of time, just as a wizard does.
Arcane Schooling	FRCS	33	In your homeland, all who show some skill at the Art may receive training as a wielder of magic.
Arcane Schooling	PG	33	In your homeland, all who show some skill at the Art may receive training as arcane spellcasters.
Arcane Strike	CW	96	You can channel arcane energy into your melee attacks.
Arcane Transfiguration	LE	6	Drawing upon forgotten lore, you broaden your arcane studies and master a school of magic previously prohibited to you.

Arctic Adaptation	Rac	161	You have adapted to the snowbound environment of the arctic reaches of Faerun.
Area Attack	SS	30	You can wield improvised weapons to attack several spaces at once.
Armor Proficiency (Heavy)	PH	89	You are proficient with heavy armor.
Armor Proficiency (Light)	PH	89	You are proficient with light armor.
Armor Proficiency (Medium)	PH	89	You are proficient with medium armor.
Armor Skin	CW	151	Your skin becomes like armor.
Armor Skin	EL	50	Your skin becomes like armor.
Art of Fascination	OA	60	You claim descent from Kakita Wayozu, whose art was so great it is said that she helped create an alternate world.
Arterial Strike	CW	96	Your sneak attacks target large blood vessels, leaving wounds that cause massive blood loss.
Arterial Strike	SaS	38	Your sneak attacks target large blood vessels, leaving wounds that cause massive blood loss.
Artic Priest	Fr	46	You can swap out prepared spells to cast spell to aid in exploring and surviving in frostfell areas.
Artist	FRCS	33	You come from a culture in which the arts, philosophy, and music have a prominent place in society.
Artist	OA	61	You claim descent from Doji, who was known as a creator of culture and civilization.
Artist	PG	33	Your people are renowned for their skill at story and song.
Ascetic Hunter	CAd	105	You have gone beyond the bounds of your monastic training to incorporate new modes of bringing the unlawful to justice.
Ascetic Knight	CAd	105	You belong to a special order of religious monks that teaches its adherents that self-enlightenment and honorable service grow from the same well of purity.
Ascetic Magic	CAd	105	You practice an unusual martial art that mixes self-taught spellcasting and melee attacks to great effect.
Ascetic Rogue	CAd	106	You have gone beyond the bounds of your monastic training to incorporate new modes of stealthy combat.
Ashbound	ECS	50	You have been trained in the druidic traditions of the Ashbound, seeing yourself as one of nature's avengers.
Assume Supernatural Ability	SS	30	You learn to use a supernatural ability of an assumed form.
Athletic	PH	89	You have a knack for athletic endeavors.
Athletic	SaS	38	You're physically fit and adept at outdoor sports.
Attention to Detail	OA	61	You are descended from Akodo's advisor Ikoma -- a historian, judge, and storyteller.
Attune Gem	Mag	21	You can magically imbue gems to hold a spell until triggered.
Attune Magic Weapon	ECS	50	Through your study of magic weapons, you have become adept at eking every advantage out of their enhanced qualities.
Augment Healing	CD	79	You can increase your healing ability.
Augment Summoning	Mag	21	Your summoned creatures are better than normal.
Augment Summoning	PH	89	Your summoned creatures are more powerful than normal.
Augment Summoning	TB	39	Your summoned creatures are more powerful than normal.
Augmented Alchemy	CAd	191	You can create alchemical items and substances that are much more powerful than normal.
Augmented Alchemy	EL	50	You can create alchemical items and substances that are much more powerful than normal.
Auspicious Marking	RS	136	Your [goliath] skin patterns indicate that fate has marked you for greatness, and the patterns shift slowly to take new forms.
Automatic Quicken Spell	CAr	191	You can cast any of your lesser spells with a moment's thought.
Automatic Quicken Spell	EL	50	You can cast any of your lesser spells with a moment's thought.
Automatic Silent Spell	CAr	191	You can cast any of your lesser spells silently.
Automatic Silent Spell	EL	51	You can cast any of your lesser spells silently.
Automatic Still Spell	CAr	191	You can cast any of your lesser spells without gestures.
Automatic Still Spell	EL	51	You can cast any of your lesser spells without gestures.

Autonomous	XPH	41	You have a knack for psionic self-sufficiency.
Awaken Frightful Presence	Dr	67	You gain frightful presence.
Awaken Spell Resistance	Dr	67	You gain spell resistance.
Awesome Blow	MM	303	The creature can choose to deliver blows that send its smaller opponents flying like bowling pins.
Awesome Blow	MM3	206	A creature with this feat can choose to deliver blows that send its smaller opponents flying like bowling pins.
Axeshield	Und	24	You know how to defend yourself with a battleaxe.
Axespike	RS	137	You have mastered the art of fighting in spiked armor while wielding a greataxe. You blend greataxe blows and armor spike attacks into one constant, deadly attack form.
Axethrower	PG	33	You have learned how to hurl weapons to deadly effect.
Axiomatic Heritage	PIH	38	You are descended from creatures native to the planes of law.
Axiomatic Strike	CW	96	You can turn your fist into an instrument of law.
Axiomatic Strike	PG	135	Your attacks deal incredible damage to chaotic creatures.
Azerblood	Rac	161	You are descended from the shield dwarves of Clan Azerkyn, who once ruled the Adamant Kingdom of Xothaerin beneath western Amn. The blood of the azer runs thick in your veins.
Baleful Moan	LM	24	Your hollow cry strikes fear into the hearts of the living.
Ballista Proficiency	HB	96	You have trained in ballista operation.
Bane of Enemies	EL	51	Your attacks deal great damage to your favored enemies.
Bane of the Unclean	LoM	44	A creature with this feat hates aberrant beholders so strongly that it gains bonuses when fighting them.
Barbed Stinger	SK	144	Your stinger is unusually difficult to dislodge.
Batrider	Rac	161	You are highly skilled in the art of flying dire bats, a common form of transportation among the shield dwarves of the Far Hills.
Battle Caster	CAR	75	Building on your existing training allows you to avoid the chance of arcane spell failure when you wear armor heavier than normal.
Battle Casting	RW	148	You have a knack for staying out of harm's way when casting spells.
Battle Hardened	RS	137	Your extensive battle experience has left you incredibly calm and composed, even in the heat of battle.
Battle Jump	UE	42	You know how to launch a devastating attack from above by dropping onto your opponent.
Battlefield Inspiration	MH	25	You inspire courage in your allies.
Battleshifter Training	RE	116	Your shifter fighting instincts grant you a sophisticated blend of defensive techniques and controlled attacks.
Bear Fang	CW	112	You have mastered the fierce style of fighting with axe and dagger at the same time.
Beast Companion	EL	51	You can befriend a beast.
Beast Shape	ECS	50	You call upon the power of your beast totem to physically change your form.
Beast Totem	ECS	51	In the druidic custom of your people, you have claimed a kind of magical beast as your totem -- a patron, protector, and source of strength.
Beast Wild Shape	EL	51	You can wild shape into magical beast form.
Beasthide Elite	ECS	51	Your shifter trait improves.
Beckon the Frozen	Fr	47	Creatures you summon are infused with cold energy and have the cold subtype.
Bestial Hide	LoM	179	Your skin is thicker, scallier, or furrier than normal.
Bind Elemental	ECS	51	You can craft magic items that use bound elementals for special effects, including weapons, armor, airships, and elemental galleons.
Black Lore of Moil	CAR	75	Your study of the sinister knowledge and spellcasting techniques of the long-dead Nightlords of Moil makes your necromancy spells especially potent.
Blackwater Invocation	Sto	91	You can call upon negative energy to infuse normal water around you, transforming it into the dark, cold water found at the bottom of the deepest ocean trenches.
Bladebearer of the Valenar	RE	107	Your extensive training makes you especially adept with the curved blades of the Valenar.
Bladeproof Skin	UA	92	Your skin has a degree of protection from even the sharpest edge.
Blazing Berserker	Sa	49	When you enter your rage, your body becomes infused with fire.
Blessed by Tem-Et-Nu	Sa	49	Tem-Et-Nu has marked you as having an important destiny in her temple.
Blessed of the Seven Sisters	PG	176	As a result of a personal connection to one of the Seven Sisters, you have a taste of Mystra's special favor.

Blind-Fight	PH	89	You know how to fight in melee without being able to see your foes.
Blinding Speed	EL	51	You can trigger short bursts of great speed.
Blindsense	CAd	114	You can sense creatures that you cannot see.
Blindsight	MW	21	Your senses are as keen as the bat's.
Blindsight, 5-Foot Radius	SF	5	You sense opponents in the darkness.
Blindsight, 5-Foot Radius	DD	49	The deity senses opponents in the darkness.
Block Arrow	HB	96	You can block incoming arrows with your shield.
Blood of the Warlord	Rac	161	You can influence a large number of orcs.
Blood Sorcerer	OA	61	You are descended from Yogo, the Scorpion shugenja who was the first guardian of the Black Scrolls of Fu Leng.
Blooded	FRCS	33	Enemies find it difficult to catch you off guard.
Blooded	PG	35	You know what it means to fight for your life, and you understand the value of quick wits and quicker reactions when blades are bared and deadly spells are chanted.
Bloodline of Fire	FRCS	34	You are descended from the efreet who ruled Calimshan for two millennia.
Bloodline of Fire	PG	35	You are descended from the efreet who ruled Calimshan long ago.
Bloodsoaked Intimidate	CR	17	Your bloody and vicious approach to combat makes you a fearsome foe.
Blowhard	SS	31	You can blow targets over with your breath.
Boar's Ferocity	CD	79	You can continue fighting even at the brink of death.
Body Fuel	XPH	41	You can expand your power point total at the expense of your health.
Body Pouch	SK	144	You can open a cavity in your body without harm to yourself and use it to carry or conceal items or creatures.
Bolster Resistance	LM	25	Undead you raise or create are more resistant to turning than normal.
Bonus Breath	SS	31	You can use your breath weapons one more time per day than you normally could.
Bonus Domain	CD	89	You have access to one additional domain of spells.
Bonus Domain	EL	51	You have access to one additional domain of spells.
Boomerang Daze	RE	108	You can daze the targets of your boomerang attacks.
Boomerang Ricochet	RE	108	You can strike up to two foes with a single boomerang throw.
Boost Construct	XPH	43	Your astral constructs have more abilities.
Boost Spell Resistance	BV	47	By making a deal with an evil power, the character makes himself even more resistant to magic.
Boost Spell-Like Ability	BV	47	One of the creature's spell-like abilities is harder to resist than it otherwise would be.
Born Duelist	OA	61	You claim descent from Mirumoto, one of the first two samurai to join Togashi in his meditative retreat.
Born Flyer	RW	148	You can fly as though born to do it.
Born of the Three Thunders	CAr	76	You have learned to marry the power of lightning and thunder in your electricity and sonic spells.
Bowslinger	Und	24	You can ready ranged weapons surprisingly quickly.
Brachiation	CAd	106	You can swing through trees like a monkey.
Brachiation	MW	21	You move through trees like a monkey.
Breadth of Knowledge	UA	92	Your time spent plumbing the depths of magic knowledge has resulted in a treasure trove of obscure facts.
Breathing Link	Rac	161	You can allow a person adjacent to you to breathe water.
Breathing Link	Sto	92	You can allow a person adjacent to you to breathe water.
Brew Potion	PH	89	You can create potions, which carry spells within themselves.
Bright Sigil	RD	150	You have established a greater degree of control over your sigils. When you concentrate, you can emit strong illumination from the glowing symbols that surround your head.
Brutal Throw	CAd	106	You have learned how to hurl weapons to deadly effect.
Brute Fighting	RE	116	Your extensive training with two-handed weapons is revealed through brutally effective tactics.
Bullheaded	FRCS	34	The stubbornness and determination of your kind is legendary.
Bullheaded	PG	37	The stubbornness and determination of your kind are legendary.
Bulwark of Defense	EL	51	Your defensive stance bonuses increase.
Burrow Friend	RS	137	Your natural rapport with burrowing mammals improves. Your powers sometimes bypass barriers.

Burrowing Power	XPH	43	
Calishite Elementalist	Rac	161	You are a student of the Calishite tradition of elemental magic and have mastered its mysterious lore. You may choose to specialize in air magic or fire magic.
Call of the Undying	RE	108	You call upon the power of the Undying Court to instantly recall a previously cast spell.
Caravanner	Rac	162	You are skilled at leading caravans along established trade routes.
Catfolk Pounce	RW	148	You can rush unaware foes and deliver several attacks before they have a chance to respond.
Caustic Adaptation	Und	24	Long have your ancestors hunted and been hunted in the depths. Natural selection has given your blood an unpalatable, acidic quality.
Cavalry Charger	CW	108	Fighting from the back of a steed is second nature to you.
Caver	Und	24	You are knowledgeable about the secrets of the subterranean world and wise in its ways.
Celestial Bloodline	Rac	162	Some of your latent abilities have matured.
Celestial Familiar	BE	41	As long as you are able to acquire a new familiar, you may receive a celestial as a familiar.
Celestial Heritage	PIH	38	You are descended from creatures native to the Upper Planes
Celestial Mount	BE	42	Your special mount is a true creature of the heavens.
Celestial Summoning Specialist	PIH	38	You can select from a larger number of options when summoning good creatures.
Centaur Trample	RW	148	You have trained to use your large body and unique physiology against your foes. You have learned how to knock down opponents and ride over them in combat.
Chain Power	XPH	44	You can manifest powers that arc to hit other targets in addition to the primary target.
Chain Spell	CAr	76	You can cast spells that arc to other targets in addition to your primary target.
Chain Spell	TB	39	You can cast spells that arc to other targets in addition to your primary target.
Chakram Ricochet	CR	17	You can hurl a chakram so that it strikes two enemies instead of one.
Chameleon Hide	SK	144	You can alter the hue of your scales to match the surrounding terrain.
Channel Charge	LE	7	You can power a charged magic item with your own magical ability.
Channel Legacy	WL	13	You can call upon the hidden strength within your legacy item to empower yourself for a single spectacular effort.
Channeled Rage	RD	150	You can focus your rage to counter charms and compulsions.
Chant of Fortitude	CAd	113	You can channel the power of your bardic music to sustain your allies, allowing them to function even after receiving wounds that would cause others to falter.
Chaotic Mind	XPH	44	The turbulence of your thoughts prevents others from gaining insight into your actions.
Chaotic Rage	EL	51	Your rage is particularly damaging to lawful creatures.
Chariot Archery	SF	78	You are skilled at using ranged weapons from a chariot.
Chariot Charge	SF	79	You are skilled at charging with your chariot.
Chariot Combat	SF	78	You are skilled in chariot combat.
Chariot Sideswipe	SF	79	You are skilled at using your chariot's scythe blades against foes.
Chariot Trample	SF	78	You are trained in using your chariot to knock down opponents.
Charlatan	SaS	38	You're adept at fooling people. You know how to tell them just what they want to hear.
Charm Immunity	SK	145	You are immune to <i>charm</i> effects.
Charm Resistance	SK	145	You can resist charm effects better than you otherwise could.
Cheetah Tribe Sprint	ShS	19	You have learned the secret of lightning-fast running from the cheetah that roams the plains where you live.
Cheetah's Speed	CD	79	You can run with the speed of the cheetah.
Child of Winter	ECS	51	You are trained in the druidic traditions of the Children of Winter, an Eldeen Reaches sect that embraces death and decay.
Chink in the Armor	SaS	38	You are an expert at slipping a weapon between armor plates or into seams.
Choke Hold	OA	61	You have learned the correct way to apply pressure to render an opponent unconscious.
Chondathan Missionary	Rac	162	Your training has emphasized spells that help you spread the word of your faith.
Chosen of Iborighu	Fr	47	You gain features that identify you as an ally to the church of Iborighu and grant you supernatural qualities.
Chosen Weapon Specialization	PG	135	You deal more damage than normal when wielding your deity's chosen weapon.
Circle Kick	SF	5	You kick multiple opponents with the same attack action.

Circle Magic	Gh	29	You know how to use your connection to Galaedros the Wood God to channel magical power to another spellcaster of your faith.
City Slicker	RD	150	You are very familiar with city life and the inner workings of your hometown.
Clan Prestige	RS	137	Your actions have brought you some measure of fame and respect from your clan, whether from battle prowess or years of service to the clan.
Cleave	PH	92	You can follow through with powerful blows.
Clever Wrestling	CW	97	You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.
Clever Wrestling	Dr	103	You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.
Clever Wrestling	MW	22	You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.
Clever Wrestling	Sto	92	You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.
Cliffwalk Elite	ECS	52	Your shifter trait improves.
Cliffwalk Elite	RE	113	Your cliffwalk shifter trait improves.
Climb Like an Ape	CAd	114	You can improve your climbing ability.
Clinging Breath	Dr	67	Your breath weapon clings to creatures and continues to affect them in the round after you breath.
Cloak Dance	XPH	44	You are skilled at using optical tricks to make yourself seem to be where you are not.
Closed Mind	XPH	44	Your mind is better able to resist psionics than normal.
Close-Quarters Fighting	Rac	162	You are skilled at resisting grapple attacks from creatures that usually grapple opponents.
Close-Quarters Fighting	CW	97	You are skilled at fighting at close range and resisting grapple attempts.
Close-Quarters Fighting	Dr	103	You are skilled at fighting at close range and resisting grapple attempts.
Close-Quarters Fighting	SF	5	You are skilled at fighting at close range and resisting grapple attacks.
Cobra Head	SK	145	You can extend the skin of your neck into a cobra hood.
Cold Endurance	Fr	47	You can exist with ease in low-temperature environments.
Cold Focus	Fr	47	Your cold spells are more potent than normal.
Cold Iron Tracery	RE	119	Cold-forged iron that runs through your body allows you to overcome the supernatural defenses of certain creatures and protecting against some magical attacks.
Cold Spell Specialization	Fr	47	You do additional damage with cold spells.
Collegiate Wizard	CAr	181	You have undergone extensive training in a formal school for wizards.
Colossal Wild Shape	EL	52	You can wild shape into animals of Colossal size.
Combat Archery	CW	151	You can fire a bow in melee safely.
Combat Archery	EL	52	You can fire a bow in melee safely.
Combat Brute	CW	110	You employ strength and leverage to great effect in battle.
Combat Casting	PH	92	You are adept at casting spells in combat.
Combat Expertise	PH	92	You are trained at using your combat skill for defense as well as offense.
Combat Insight	CW	151	Your keen intellect allows you to place melee attacks where they will deal the most damage.
Combat Intuition	CAd	106	Your keen understanding of your opponent's moves and your instinctive feel for the flow of combat enable you to shrewdly assess your opponent's combat capabilities.
Combat Manifestation	XPH	44	You are adept at manifesting powers in combat.
Combat Reflexes	PH	92	You can respond quickly and repeatedly to opponents who let their defenses down.
Communicator	CAr	76	You possess a magical understanding of the essence of language.
Complementary Insight	RD	150	You get more out of having skills that work well together.
Conductivity	UA	92	You have crude control over electricity effects near you.
Confound the Big Folk	RW	153	You excel when battling foes bigger than you are.
Consecrate Spell	BE	42	You can imbue your spells with the raw energy of good, by the grace of a celestial power.
Consecrate Spell	CD	79	You can imbue your spells with the raw energy of good.
Consecrate Spell Trigger	BE	42	You can channel holy power through a spell trigger item, such as a wand or staff.
Consecrate	BE	42	You can channel holy power into your spell-like abilities.

Spell-Like Ability			
Construct Lock	RE	119	Your knowledge of construct nature allows you to deal extra damage to or even immobilize such foes.
Contagious Paralysis	LM	25	Your paralyzing attack is contagious.
Control Visage	Gh	29	Your ghost body is shaped as if you were alive and unharmed, and you can control what your ghost body appears to wear.
Controlled Immolation	UA	92	If you catch on fire, the flames don't hurt you.
Controlled Respiration	SS	31	You can stay out of water longer than you otherwise could.
Cool Head	OA	61	You are descended from the great diplomat Ide, who was chosen to be the voice of Shinjo in all dealings with strangers.
Cooperative Spell	CAr	76	You can cast spells to greater effect in conjunction with the same spell cast by another individual.
Cooperative Spell	TB	39	You can cast spells to greater effect in conjunction with the same spell cast by another individual.
Coordinated Shot	HB	96	You are extraordinarily talented at making ranged attacks past your allies.
Coordinated Strike	RW	149	You and your animal companion or special mount can coordinate your melee attacks to gain an advantage in combat.
Cormanthyran Moon Magic	LE	7	You have mastered the ancient elven techniques of drawing power from Sehanine Moonbow's light.
Cornered Rat	DCS	85	You can go from piteous groveling to a murderous fury in the blink of an eye.
Corpse Malevolence	Gh	29	You can possess and animate dead bodies.
Corpsecrafter	LM	25	Undead you raise or create are tougher than normal.
Corrupt Arcane Studies	Gh	29	You have dabbled in strange magic that has increased your power but adversely affected your mind.
Corrupt Spell	BV	47	The character can transform one of her spells into a thing of evil due to a deal she makes with an evil power.
Corrupt Spell	CD	79	You can transform one of your spells into an evil version of itself.
Corrupt Spell	CR	17	You can transform one of your spells into a thing of evil due to a deal you make with an evil power.
Corrupt Spell-Like Ability	BV	48	One of the creature's spell-like abilities is powered by evil. A dark pact provides the creature with unholy energy.
Corrupted Wild Shape	LM	25	You have learned to use the necromantic energy that powers your undead form to overcome the inability of undead creatures to wild shape.
Corrupting Touch	Gh	29	Your touch can damage creatures.
Cosmopolitan	FRCS	34	Your exposure to the thousand forking paths of the city has taught you things you ordinarily would never have uncovered.
Cosmopolitan	PG	37	You've been lied to more times than you can count.
Cougar's Vision	CAd	114	You can see in the dark like a cat.
Courageous Rally	HB	97	You can rally demoralized foes with your bardic music.
Courteous Magocracy	FRCS	34	You were raised in a land where mighty wizards order affairs.
Cover Your Tracks	ShS	20	You are good at masking your route, making it difficult for others to track you.
Craft Aboleth Glyph	LoM	22	An aboleth with this feat can create magic glyphs that store spells or have specialized effects of their own.
Craft Alchemical Item	UA	99	You are capable of creating alchemical items and substances.
Craft Cognizance Crystal	XPH	44	You can create psionic <i>cognizance crystals</i> that store power points.
Craft Construct	MM	303	The creature can create golems and other magic automatons that obey its orders.
Craft Construct	MM3	206	A creature with this feat can create golems and other magic automatons that obey its orders
Craft Contingent Spell	CAr	77	You know how to attach semipermanent spells to a creature and set them to activate under certain conditions.
Craft Contingent Spell	UE	42	You know how to create contingent spells, which are semipermanent spells that can be "worn" and activated under certain conditions.
Craft Crystal Weapon	OA	61	You can create magic weapons from Kuni crystal, which is deadly to creatures of the Shadowlands.
Craft Dorje	XPH	44	You can create slender crystal wands called dorjes that manifest powers when charges are expended.
Craft Epic Magic	EL	52	You can craft magic arms and armor of epic power.

Arms and Armor			
Craft Epic Rod	EL	52	You can craft magic rods of epic power.
Craft Epic Staff	EL	52	You can craft magic staffs of epic power.
Craft Epic Wondrous Item	EL	52	You can craft wondrous items of epic power.
Craft Magic Arms and Armor	PH	92	You can create magic weapons, armor, and shields.
Craft Masterwork Armor	UA	99	You are trained in the creation of fine armor and shields.
Craft Masterwork Ranged Weapon	UA	99	You are trained in the creation of fine ranged weapons and ammunition.
Craft Masterwork Weapon	UA	99	You are trained in the creation of fine melee and thrown weapons.
Craft Psicrown	XPH	44	You can create psicrowns, which have multiple psionic effects.
Craft Psionic Arms and Armor	XPH	44	You can create psionic weapons, armor, and shields.
Craft Psionic Construct	XPH	45	You can create golems and other psionic automatons that obey your orders.
Craft Psionic Seal	LoM	69	A creature with this feat can create psionic glyphs or symbols that hold spells or psionic powers until triggered.
Craft Rod	PH	92	You can create magic rods, which have varied magical effects.
Craft Rune Circle	RS	137	You can create rune circles, stationary magic items that hold a variety of spells and effects.
Craft Scepter	LE	8	You know the ancient Netherese secret of creating magic scepters.
Craft Skull Talisman	Fr	47	You can create skull talismans, which carry spells within themselves.
Craft Staff	PH	92	You can create magic staffs, each of which has multiple magical effects.
Craft Talisman	OA	61	You can create magic fetishes, single-use magic items that hold spells until triggered.
Craft Universal Item	XPH	45	You can create universal psionic items.
Craft Wand	PH	92	You can create wands, which hold spells.
Craft Wondrous Item	PH	92	You can create a wide variety of magic items.
Craven	CR	17	Like most sly rogues, you are a dangerous coward. However, your sneak attacks deal more damage than normal.
Create Infusion	MW	22	You store a divine spell within a specially prepared herb.
Create Portal	FRCS	34	You have learned the ancient craft of creating a <i>portal</i> .
Crescent Moon	CW	113	You have mastered the style of fighting with sword and dagger.
Crowd Tactics	RD	156	You are adept at moving through and fighting in crowds.
Crush	SS	31	Like a dragon, you can hurl your body onto opponents to deal tremendous damage.
Cumbrous Dodge	SS	31	You have a chance to dodge attacks that hit you, but at a cost.
Cumbrous Fortitude	SS	31	You have a greater chance than normal to resist attacks against your vitality, but at a cost.
Cumbrous Reflexes	SS	31	You have a greater chance to resist attacks against your agility, but at a cost.
Cumbrous Will	SS	31	You have a greater chance to resist attacks against your willpower, but at a cost.
Cunning Sidestep	Dr	103	You have a better than normal chance to avoid being bull rushed or tripped.
Curative Legacy	WL	14	Your item's legacy is so linked with your aura that it restores your health each time it is activated.
Curling Wave Strike	Sto	92	Mimicking the forceful power of the wave, you can trip multiple foes as part of the same strike.
Dallah Thaum's Luck	RW	149	You can rely on a good dose of luck to get you through almost any scrape.
Damage Reduction	CW	151	You can shrug off some damage from attacks.
Damage Reduction	EL	52	You can shrug off some damage from attacks.
Dancing Blade	Gh	30	You have an energetic fighting style modeled after traditional Salkirian dancing.
Dancing with Shadows	RE	117	You have studied <i>shesan talarash dasyannah</i> , the martial dance of the kalashtar.
Danger Sense	CAd	106	You are one twitchy individual.
Danger Sense	MH	25	You are one twitchy mother goose.

Darguun Mauler	RE	108	The memory of your people's lost glory drives your brutal mastery of the weapons of Darguun.
Dark Speech	BV	48	The character learns a smattering of the language of truly dark power.
Darkstalker	LoM	179	You have learned how to stalk and surprise creatures whose senses are very different from those of a humanoid.
Dash	CW	97	You can move faster than normal.
Dash	MH	25	You can move faster than normal.
Dash	SaS	38	You move faster than normal for your race.
Daunting Presence	LM	25	You are skilled at inducing fear in your opponents.
Daunting Presence	MH	25	You are skilled at inducing fear in your opponents.
Dauntless	PG	37	You can stand up to greater punishment than most and still keep going.
Daylight Adaptation	PG	37	You have accustomed yourself to the painful sunlight of the surface world.
Daylight Adaptation	RE	108	You have grown accustomed to living in the surface world, such that bright light no longer blinds or dazzles you.
Daylight Adaptation	FRCS	34	Through long exile from the shadowed homelands of your kind, you have learned to endure the painful sunlight of the surface world.
Deadly Chill	LM	25	Undead you raise or create deal more damage than normal.
Deadly Poison	SK	145	Your poison attack deals more damage than normal.
Deadly Poison	SS	31	Your poison attack deals more damage than normal.
Deadly Precision	XPH	45	You empty your mind of all distracting emotion, becoming an instrument of deadly precision.
Deadly Spittle	SK	145	You can use your spit attack against multiple opponents.
Deafening Song	EL	52	Your bardic music deafens those nearby.
Death Blow	CAd	106	You waste no time in dealing with downed foes.
Death Blow	SF	6	You waste no time in dealing with downed foes.
Death Frenzy	LoM	22	When an aboleth takes this feat, its sense of immortality rebels against the very concept of death.
Death Master	LM	26	Foes are especially afraid of your critical hits.
Death of Enemies	EL	52	You can instantly slay your favored enemies with a single strike.
Deceitful	PH	93	You have a knack for disguising the truth.
Deep Denizen	SS	32	You are adapted to a subterranean environment.
Deep Impact	XPH	45	You can strike your foe with a melee weapon as if making a touch attack.
Deep Vision	RS	137	Your mental focus helps you see farther with darkvision.
Deepening Darkness	Rac	162	Your inherent ability to create darkness is more powerful than normal.
Deepspawn	LoM	179	Your body undergoes a shocking degeneration into something that is strikingly inhuman.
Defensive Archery	RW	150	You can avoid attacks of opportunity when making ranged attacks while threatened.
Defensive Strike	CW	97	You can turn a strong defense into a powerful offense.
Defensive Strike	OA	62	You can turn a strong defense into a powerful offense.
Defensive Throw	CW	97	You can use your opponent's weight, strength, and momentum against her, deflecting her attack and throwing her to the ground.
Defensive Throw	OA	62	You can use your opponent's weight, strength, and momentum against her, deflecting her attack and throwing her to the ground.
Deflect Arrows	PH	93	You can deflect incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.
Deflective Armor	RS	137	Your armor shields you from touch attacks as well as regular blows.
Deformity (Clawed Hands)	BV	48	Because of intentional self-mutilation, the character has deformed arms and hands ending in sharp claws.
Deformity (Eyes)	BV	48	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)	BV	48	Because of intentional self-mutilation, the character has a hideous face.
Deformity (Gaunt)	BV	48	Through intentional starvation and macabre operations, the character is grossly underweight.
Deformity (Obese)	BV	48	Through intentional gorging and general gluttony, the character is obese.
Deft Hands	PH	93	You have exceptional manual dexterity.
Deft Opportunist	CAd	106	You are prepared for the unexpected.
Deft Opportunist	MH	25	You are prepared for the unexpected.

Deft Strike	CAd	106	You can place attacks at weak points in your opponent's defenses.
Deft Strike	Dr	103	You can place attacks at weak points in your opponent's defenses.
Delay Power	XPH	45	You can manifest powers that go off up to 5 rounds later.
Delay Spell	CAr	77	You can cast spells that take effect after a short delay of your choosing.
Delay Spell	FRCS	34	You can cast spells that take effect after a short delay of your choosing.
Delay Spell	PG	37	You can cast spells that take effect after a short delay of your choosing.
Delay Spell	TB	39	You can cast spells that take effect after a short delay of your choosing.
Demonsworn Knight	CR	22	A scornful champion of the demon princes, you detest and oppose devils and other creatures that refuse to heed the call of chaos.
Desert Dweller	SS	32	You are adapted to a desert environment.
Destruction Retribution	LM	26	Undead you raise or create harbor a retributive curse that is unleashed if they are destroyed.
Destructive Rage	CW	97	You can shatter barriers and objects when enraged.
Destructive Rage	MW	22	You shatter barriers and objects when enraged.
Detach	SS	32	You can remove a part of your body and use it as a ranged weapon.
Devastating Critical	Dr	68	Choose one type of melee weapon, such as a claw or bite. With that weapon, you are capable of killing any creature with a single strike.
Devastating Critical	EL	53	Choose one type of melee weapon, such as longsword or greataxe. With that weapon, you are capable of killing any creature with a single strike.
Devoted Inquisitor	CAd	107	Your faithful service to your patron deity involves training and methods that many paladins consider questionable.
Devoted Performer	CAd	107	You have foregone the pursuit of frivolous musical talents, instead entering religious training in service of honor and justice.
Devoted Tracker	CAd	108	You have found a balance between your woodland training and your devotion to religious training, blending these two aspects into one seamless whole.
Dexterous Fortitude	EL	53	You are able to resist physical attacks with exceptional agility.
Dexterous Will	EL	53	You are able to resist compelling effects with exceptional agility.
Diehard	Gh	30	You can remain conscious after attacks that would fell others.
Diehard	PH	93	You can remain conscious after attacks that would fell others.
Diligent	PH	93	Your meticulousness allows you to analyze minute details that others miss.
Diminutive Wild Shape	EL	53	You can wild shape into animals of Diminutive size.
Dinosaur Hunter	RE	108	Your extraordinary knowledge of dinosaurs grants you a special aptitude for tracking and hunting them.
Dinosaur Wrangler	RE	108	You are attuned to dinosaurs and possess a special bond with them.
Dire Charge	Dr	68	You can make a full attack as part of a charge.
Dire Charge	EL	53	You can make a full attack as part of a charge.
Dire Flail Smash	CR	17	You have mastered the style of fighting with the dire flail and have learned to deal thunderous blows with the weapon.
Dirty Fighting	SF	6	You know the brutal and effective fighting tactics of the streets and back alleys.
Dirty Rat	CR	20	You are quite adept at slipping under a foe's guard while he's distracted.
Disciple of Darkness	BV	49	The character formally supplicates himself to an archdevil.
Disciple of Darkness	CR	23	You formally supplicate yourself to an archdevil. In return for this obedience, you gain a small measure of the archdevil's power.
Disciple of the Sun	CD	80	You can destroy undead instead of merely turning them.
Discipline	FRCS	34	Your people are admired for their single-minded determination and clarity of purpose.
Discipline	OA	62	Your ancestor, Naka Kaeteru, was the first Grand Master of all the elements, a master of meditation and contemplation.
Discipline	PG	38	Your people are admired for their single-minded determination and clarity of purpose.
Disentangler	Rac	162	Thanks to the teachings of Thard Harr, you have practiced evading the attacks of jungle plants.
Disguise Spell	CAd	108	You can cast spells without observers noticing.
Disguise Spell	DD	50	The deity can cast spells without observers noticing it.
Disguise Spell	SaS	38	You can cast spells without observers noticing.
Disintegration Finesse	LoM	44	A creature with this feat can use disintegrate effects to affect smaller, more exacting areas.
Disjunction Ray	LoM	45	A beholder with this feat can narrow its antimagic cone down to an eye ray that disjoints magic.

Distant Shot	EL	53	You can target a thing you can see with a ranged weapon.
Disturbing Visage	RE	117	You can change your features to chilling effect.
Dive for Cover	CAd	108	You can dive behind cover or drop to the ground quickly enough to avoid many area effects.
Diverse Background	RD	156	You have a wide and diverse background, giving you a greater understanding of different occupations.
Divine Accuracy	LM	26	You can channel positive energy to give your allies' melee attacks another chance to strike true against incorporeal creatures.
Divine Cleansing	CW	106	You can channel energy to improve your allies' ability to resist attacks against their vitality and health.
Divine Cleansing	DF	19	You can channel energy to improve you and your allies' ability to resist poison and curses.
Divine Damage Reduction	RS	137	You can channel energy to give yourself a small amount of protection from weapons.
Divine Energy Focus	Gh	30	You have a gift for channeling positive or negative energy.
Divine Metamagic	CD	80	You can channel energy into some of your divine spells to make them more powerful.
Divine Might	CW	106	You can channel energy to increase the damage you deal in combat.
Divine Might	DD	50	The deity can channel energy to increase its damage in combat.
Divine Might	DF	19	You can channel energy to increase the damage you deal in combat.
Divine Might	FP	214	You can channel energy to increase your damage in combat.
Divine Resistance	CW	106	You can channel energy to temporarily reduce damage you and your allies take from some sources.
Divine Resistance	DF	19	You can channel energy to temporarily reduce damage you and your allies take from some sources.
Divine Shield	CW	106	You can channel energy to make your shield more effective for either offense or defense.
Divine Shield	DF	19	You can channel energy to make your shield more effective for either offense or defense.
Divine Spell Penetration	PG	135	Choose one component of your alignment. Any divine spells of that alignment that you cast are more capable of defeating spell resistance than normal.
Divine Spell Power	CD	80	You can channel positive or negative energy to enhance your divine spellcasting ability.
Divine Spellshield	RS	137	You can channel energy to help your allies resist spells and spell-like effects.
Divine Vengeance	DD	50	The deity can channel energy to do additional damage in combat against undead.
Divine Vengeance	DF	20	You can channel energy to deal additional damage against undead in melee.
Divine Vengeance	FP	214	You channel energy to do additional energy damage in combat against undead.
Divine Vigor	CW	108	You can channel energy to increase your speed and durability.
Divine Vigor	DF	20	You can channel energy to increase your speed and Constitution.
Diving Charge	RW	150	You can dive down at a target to deal a devastating strike.
Dodge	PH	93	You are adept at dodging blows.
Domain Focus	CD	80	You have mastered the subtle intricacies of the divine power you've devoted yourself to.
Domain Spontaneity	CD	80	You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.
Doomspeak	CR	20	You can demoralize an enemy with horrible condemnations and grim portents of impending doom.
Double Hit	MH	25	You can react with your off hand to make an additional attack along with an attack of opportunity.
Double Steel Strike	ECS	52	Through monastic weapon training, you have mastered a fighting style that makes use of an unusual monk weapon: the two-bladed sword.
Double Wand Wielder	CAr	77	You can activate two wands at the same time.
Draconian Breath Weapon	DCS	85	You have harnessed your draconic heritage and can attack with a dragonlike breath weapon.
Draconic Breath	CAr	77	You can convert your arcane spells into a breath weapon.
Draconic Claw	CAr	77	You develop the natural weapons of your draconic ancestors.
Draconic Flight	CAr	77	The secret of draconic flight is revealed to you, granting you the ability to fly occasionally.
Draconic Heritage	CAr	77	You have greater connection with your distant draconic bloodline.
Draconic Knowledge	Dr	69	You are attuned to nature and the elements and can draw on deep wells of knowledge.
Draconic Legacy	CAr	78	You have realized greater arcane power through your draconic heritage.

Draconic Power	CAr	78	You have greater power manipulating the energies of your heritage.
Draconic Presence	CAr	78	When you use your magic, your mere presence can terrify those around you.
Draconic Resistance	CAr	78	Your bloodline hardens your body against the energy type of your progenitor.
Draconic Skin	CAr	78	Your skin takes on the sheen, luster, and hardness of your draconic parentage.
Dragon Cohort	Dr	104	You gain the service of a loyal dragon ally.
Dragon Familiar	Dr	104	When you are able to acquire a new familiar, you may select a wyrmling dragon as a familiar.
Dragon Hunter	Dr	104	You have made a special study of dragons and know how to defend against a dragon's attacks.
Dragon Hunter Bravery	Dr	104	You resist dragons' frightful presence, and your mere presence helps others resist as well.
Dragon Hunter Defense	Dr	104	Your insight into the tactics and abilities of dragons grants you awareness of how best to avoid their magical attacks.
Dragon Rage	ECS	52	You call upon the power of your dragon totem to enhance your barbarian rage.
Dragon Steed	Dr	105	You have earned the service of a loyal draconic steed.
Dragon Totem	ECS	52	As a proud warrior of the barbarian tribes of Argonnessen and Seren, you have claimed one of the true dragon types as your totem -- a patron, protector, and source of strength.
Dragon Wild Shape	Dr	105	You can take the form of a dragon.
Dragon Wild Shape	EL	53	You can take the form of a dragon.
Dragonbane	Dr	105	You have made a special study of dragons and are adept at pulling off deliberate attacks that take advantage of a dragon's weak spots.
Dragoncrafter	Dr	105	You can make special weapons, armor, and other items using parts of dragons as materials.
Dragondoom	Dr	105	You have learned how to place blows against a dragon that deal tremendous damage.
Dragonfoe	Dr	105	You have learned how to attack dragons more effectively than most other individuals.
Dragonfriend	Dr	105	You are a known and respected ally of dragons.
Dragon's Toughness	MW	22	You are incredibly tough.
Dragonsong	Dr	105	Your song or poetics echo the power of the dragonsong, an ancient style of vocal performance created by dragons in the distant past.
Dragonthrall	Dr	105	You have pledged your life to the service of evil dragonkind.
Draw from the Land	UE	43	You can draw strength and sustenance from the land itself.
Dread Tyranny	RD	154	A devoted student of Hextor's militant teachings, you are skilled at intimidating and dominating weaker beings.
Dreadful Wrath	PG	38	You are terrible to behold in battle, and few foes have the heart to face you without quailing.
Dreamsight Elite	RE	113	Your dreamsight shifter trait improves.
Drift Magic	Sa	49	You can tap the power of drift magic.
Drow Eyes	Rac	162	You have trained your eyes to see in the dark as well as your full drow ancestors.
Drow Skirmisher	RE	109	Your experience with the guerrilla-style combat of the deep jungle grants you mastery of the weapons of the drow.
Dual Strike	CAd	108	You are an expert skirmisher skilled at fighting with two weapons.
Dual Strike	SF	6	Your combat teamwork makes you a more dangerous foe.
Duergar Mindshaper	Rac	162	You are accomplished at using the power of your mind to overcome weaker personalities.
Dungeoneer's Intuition	CSW	144	You can sense when things don't feel right, and you have a knack for avoiding deadly traps and ambushes.
Durable Form	LoM	180	You are much more resilient than the fragile humanoids that do not share your aberrant heritage.
Dust Cloud	SS	33	You can sweep dust into the air to hide from opponents.
Dwarf's Toughness	MW	22	You are tougher than you were before.
Dwarven Armor Proficiency	RS	138	You are familiar with exotic armor of dwarven manufacture and understand how to use it properly.
Eagle Claw Attack	CW	97	Your superior insight allows you to strike objects with impressive force.
Eagle Claw Attack	OA	62	Your unarmed attacks can shatter objects.
Eagle Claw Attack	SF	6	Your unarmed attacks shatter objects.

Eagle Tribe Vision	ShS	20	You have keen eyesight reminiscent of the giant eagles that fly over your tribal lands.
Eagle's Fury	Sa	49	You know how to wield the eagle's claw with deadly speed.
Eagle's Wings	CD	80	You can take wing and fly with the grace of an eagle.
Earth Adept	RS	138	You are in tune with the ground at your feet, making you more dangerous in the shifting conditions of combat.
Earth Fist	RS	138	Your bond with the earth and martial training has imbued your fists with the qualities of cold iron.
Earth Heritage	PIH	38	You are descended from creatures native to the Elemental Plane of Earth.
Earth Master	RS	138	You are in tune with the ground at your feet, helping you anticipate your opponent's movements in combat.
Earth Power	RS	138	You draw psionic energy from raw stone.
Earth Sense	RS	138	You are in tune with the earth beneath you.
Earth Spell	RS	138	You draw magical power from the earth beneath your feet.
Earth's Embrace	CW	97	You can crush opponents when you grapple them.
Earth's Embrace	OA	62	You can crush opponents when you grapple them.
Earth's Warding	RS	139	You can channel energy to infuse your skin with the strength of the earth.
Ecclesiarch	ECS	52	You command a degree of respect in your church's hierarchy.
Ectoplasm	Gh	30	You can create ectoplasm, a gooey physical manifestation of base supernatural spiritual energy.
Education	ECS	52	Some lands hold the pen in higher regard than the sword.
Education	FRCS	34	In your youth you received the benefit of several years of more or less formal schooling.
Education	Gh	31	In your youth you received the benefit of several years of more or less formal schooling.
Education	PG	38	You hail from a land where the pen is held in higher regard than the sword.
Efficient Item Creation	EL	53	Select an item creation feat. You can create magic items using that feat much more quickly than normal.
Eldritch Linguist	Rac	162	You have a deep understanding of how words themselves have their own kind of magic, and a mastery of the secret syntax of power.
Elemental Bloodline	Rac	163	You have taken on some of the aspects of the type of element that infuses your flesh.
Elemental Healing	CD	80	You can channel elemental energy to heal creatures of a specific elemental subtype.
Elemental Smiting	CD	81	You can channel elemental energy to deal extra damage to creatures tied to a specific element.
Elemental Spellcasting	PIH	39	Choose an element. You cast spells with that descriptor more effectively than normal.
Elephant's Hide	CD	81	You can thicken your skin to the toughness of an elephant's.
Elf Dilettante	RW	150	Throughout the long years of your life, you have developed a talent for doing just about anything.
Elfhunter	Und	25	Because of your cultural hatred for elves, you have had specific training in how best to fight them.
Elusive Target	CW	110	Trying to land a blow against you can be a maddening experience.
Embed Spell Focus	Dr	69	You can embed focus components required for your spells into your body.
Empower Legacy	WL	14	You can use one of your item's legacy abilities to greater effect.
Empower Power	XPH	46	You can manifest powers to greater effect.
Empower Spell	PH	93	You can cast spells to greater effect.
Empower Spell-Like Ability	BV	49	The creature can use a spell-like ability with greater effect.
Empower Spell-Like Ability	MM	303	The creature can use a spell-like ability with greater effect than normal.
Empower Spell-Like Ability	MM3	206	A creature with this feat can use a spell-like ability with greater effect than normal.
Empower Spell-Like Ability	SS	33	You can use a spell-like ability with greater effect than normal.
Empower Turning	CD	81	You can turn or rebuke more undead with a single turning attempt.
Empower Turning	DF	20	You can turn or rebuke more undead with a single turning attempt.
Empower Turning	FP	214	You can turn or rebuke more undead with a single turning attempt.
Empower Turning	Gh	31	You can turn or rebuke more undead with a single turning attempt.
Empower Turning	LM	26	You can turn or rebuke greater numbers of undead with a single turning attempt.
Empowered Ability Damage	LM	26	Your ability damage (or ability drain) special attack is more potent than normal.

Empty Hand Mastery	OA	80	You have mastered the martial arts style of "Empty Hand" -- a hard form emphasizing strikes with the hand.
Enchanting Song	RS	139	You can channel the power of your bardic music to temporarily increase the power of your enchantment spells.
Endurance	PH	93	You are capable of amazing feats of stamina.
Endure Blows	Dr	70	You are adept at lessening the effects of blows.
Endure Sunlight	LM	26	Your vulnerability to sunlight is reduced.
Enduring Life	LM	26	You can ignore the effect of negative levels for a short time.
Energize Armor	RS	139	You can charge your armor with psionic energy, making it resistant to energy damage.
Energize Spell	LM	26	Your spells channel positive energy to deal extra damage to undead creatures, but are less effective against other opponents.
Energy Admixture	CAr	78	You can modify a spell that uses one type of energy to add an equal amount of another energy type.
Energy Admixture	TB	39	You can modify a spell that uses one type of energy to mix in an equal amount of another type of energy.
Energy Affinity	MH	25	You can modify a spell that uses one type of energy to use another type of energy.
Energy Resistance	EL	53	You can resist the effects of a chosen type of energy.
Energy Substitution	CAr	79	You can modify an energy-based spell to use another type of energy instead.
Energy Substitution	DD	50	The deity can modify a spell that uses energy to use another type of energy.
Energy Substitution	Mag	21	You can modify a spell that uses one type of energy to use another type of energy.
Energy Substitution	TB	40	You can modify a spell that uses one type of energy to use another type of energy.
Enervate Spell	LM	26	Your spells channel negative energy to deal extra damage to undead creatures, but are less effective against unliving opponents.
Enervating Touch	Gh	31	Your touch can bestow negative levels upon creatures.
Enervative Healing	Rac	163	You can use the life energy of an opponent to heal yourself.
Enhance Effect	PG	135	You can change the characteristics of a persistent spell effect that is already in place.
Enhance Item	EL	114	You can increase the minimum DC for saving throws of magic items that you
Enhance Spell	CAr	191	You can increase the power limit of your damage-dealing spells.
Enhance Spell	EL	53	You can increase the power limit of your damage-dealing spells.
Enhanced Adhesive	Und	25	The natural adhesive you secrete becomes stickier.
Enhanced Power Sigils	RD	152	Your illumian power sigils are more powerful than normal.
Enlarge Breathe	Dr	70	Your breath weapon is larger than normal.
Enlarge Mucus Cloud	LoM	22	An aboleth with this feat can extend its mucus cloud into a wider area.
Enlarge Power	XPH	46	You can manifest powers farther than normal.
Enlarge Spell	PH	94	You can cast spells farther than normal.
Entangling Spell	CR	20	Your spell releases residual eldritch power that entangles your enemies.
Epic Combat Expertise	CW	151	You have extraordinary talent at using your combat skill for defense.
Epic Counterspell	PG	135	You can counterspell any number of spells each round.
Epic Devotion	CD	89	Choose an alignment component different from your own alignment. You are particularly resistant to spells of that alignment.
Epic Devotion	PG	135	Choose an alignment component that you do not possess. You are particularly resistant to spells with that descriptor.
Epic Dodge	CAd	191	You are able to evade attacks with exceptional agility.
Epic Dodge	EL	54	You are able to evade attacks with exceptional agility.
Epic Endurance	EL	54	You are capable of legendary feats of stamina.
Epic Expanded Knowledge	XPH	34	You learn another power.
Epic Fortitude	Dr	70	You have tremendously high fortitude.
Epic Fortitude	EL	54	You have tremendously high fortitude.
Epic Inspiration	EL	54	Your bardic music provides greater inspiration than normally possible.
Epic Leadership	EL	54	You attract more powerful cohorts and followers than normally possible.
Epic Prowess	CW	151	You have great skill in combat.

Epic Prowess	EL	54	You gain great skill in combat.
Epic Psionic Focus	XPH	34	You can expend your psionic focus to greater effect.
Epic Reflexes	Dr	70	You have tremendously fast reflexes.
Epic Reflexes	EL	54	You have tremendously fast reflexes.
Epic Reputation	CAd	191	Your reputation provides great bonuses on interactions with others.
Epic Reputation	EL	54	Your reputation provides great bonuses on interactions with others.
Epic Skill Focus	CAd	191	Choose a skill, such as Move Silently. You have a legendary knack with that skill.
Epic Skill Focus	EL	54	Choose a skill, such as Move Silently. You have a legendary knack with that skill.
Epic Speed	EL	54	You can move much more quickly than a normal person.
Epic Spell Focus	CAr	192	Choose a school of magic, such as illusion. Your spells of that school are for more potent than normal.
Epic Spell Focus	EL	54	Choose a school of magic, such as illusion. Your spells of that school are for more potent than normal.
Epic Spell Penetration	CAr	192	Your spells are tremendously potent, breaking through spell resistance with ease.
Epic Spell Penetration	EL	54	Your spells are tremendously potent, breaking through spell resistance with ease.
Epic Spellcasting	EL	55	You can create and cast spells that transcend the most powerful existing spells.
Epic Spellfire Wielder	PG	136	You can store more spellfire energy levels than normal.
Epic Sunder	CW	151	You are preternaturally tough.
Epic Toughness	CW	151	You are specially good at using one chosen type of weapon.
Epic Toughness	EL	55	You are preternaturally tough.
Epic Weapon Focus	CW	151	You deal extra damage when attacking objects.
Epic Weapon Focus	EL	55	Choose one type of weapon, such as a greataxe. You are especially good at using this weapon.
Epic Weapon Specialization	EL	55	Choose one type of weapon, such as a greataxe. You deal extraordinary damage wielding this weapon.
Epic Will	Dr	70	You have tremendously strong willpower.
Epic Will	EL	55	You have tremendously strong willpower.
Eschew Materials	DD	50	The deity can cast spells without material components.
Eschew Materials	EL	69	You can cast spells without material components.
Eschew Materials	FP	214	You can cast spells without material components.
Eschew Materials	LD	189	You can cast spells without material components.
Eschew Materials	Mag	22	You can cast spells without material components.
Eschew Materials	PH	94	You can cast spells without relying on material components.
Eschew Materials	TB	40	You can cast spells without material components.
Eternal Strength	RD	155	You have taken Kord's fighting ways to heart. Throwing yourself into every brawl, you draw upon your mighty deity's strength.
Ethereal Sidestep	Gh	31	You can teleport yourself a short distance.
Ethran	FRCS	34	You have been initiated into the secrets of the Witches of Rashemen as a member of the Ethran, the "untried."
Ethran	PG	38	You have been initiated into the secrets of the Witches of Rashemen as a member of the Ethran, the "untrained."
Ettercap Berserker	UE	43	The intense physical training required to join your lodge has made you tougher.
Evil Brand	BV	49	The character is physically marked forever as a servant of an evil power or as a villain.
Evil Brand	CR	23	You are physically marked forever as a servant of an evil power or as a villain.
Evil Embraced	CR	23	You embrace the power of your fiendish patron and call upon that power in moments of great need.
Eviscerator	LM	26	The allies of your foes are especially afraid of your critical hits.
Exalted Companion	BE	42	Instead of an animal companion, you have a magical beast of good alignment.
Exalted Smite	BE	42	Your smite ability is empowered with holy energy.
Exalted Spell Resistance	BE	42	You are particularly resistant to evil spells.
Exalted Turning	BE	42	You turn undead with such power that affected undead take damage.
Exalted Wild Shape	BE	42	You can use your wild shape ability to take the form of a good-aligned magical beast.

Exceptional Artisan	ECS	52	You are an expert at creating magic items faster than usual.
Exceptional Deflection	EL	55	You can deflect any type of ranged attack.
Exotic Armor Proficiency	RS	139	Choose a type of exotic armor. You understand how to wear that type of exotic armor properly.
Exotic Armor Proficiency	Und	25	Choose a type of exotic armor. You understand how to wear that type of exotic armor properly.
Exotic Shield Proficiency	RS	139	Choose an exotic shield. You are proficient with that type of exotic shield.
Exotic Weapon Proficiency	PH	94	Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Expanded Aura of Courage	HB	97	Your aura of courage protects more allies than normal.
Expanded Knowledge	XPH	46	You learn another power.
Expanded Possession	Gh	31	You can ride or possess an additional type of creature.
Expeditious Dodge	RW	150	You're good at avoiding attacks while moving quickly.
Expert Siege Engineer	HB	97	You are particularly skilled at operating siege weapons, such as catapults and battering rams.
Expert Swimmer	Sto	92	You swim like a fish. You can stay underwater far longer than others of your race, and you are at home in the water.
Expert Tactician	CAd	109	Your tactical skills work to your advantage.
Expert Tactician	SaS	38	Your tactical skills work to your advantage.
Expert Tactician	SF	6	Your tactical skills work to your advantage.
Explosive Spell	CAr	79	You can cast spells that blast creatures off their feet.
Explosive Spell	UE	43	You can cast spells that blast creatures off their feet.
Extend Power	XPH	46	You can manifest powers that last longer than normal.
Extend Rage	CW	97	You are able to maintain your rage longer than most.
Extend Rage	ECS	52	You are able to maintain your rage longer than most.
Extend Spell	PH	94	You can cast spells that last longer than normal.
Extend Spreading Breath	Dr	70	You can convert your breath weapon into a spread effect that can be used at range.
Extended Life Span	EL	56	You are exceptionally long-lived.
Extended Rage	MW	22	Your rage lasts longer than it normally would.
Extended Rage	UE	43	Your rage lasts longer than it normally would.
Extended Reach	SS	34	Your flexible body allows you to reach farther than normal.
Extra Domain Spell	MH	26	You have chosen to be more specialized in a particular domain.
Extra Edge	CAr	79	Your ability to deal spell damage is particularly striking.
Extra Favored Enemy	Gh	32	You select an additional favored enemy.
Extra Favored Enemy	MW	22	You select an additional favored enemy.
Extra Followers	HB	97	Your charismatic magnetism attracts even more followers to your banner.
Extra Invocation	CAr	79	You learn an additional invocation.
Extra Item Space	SS	34	You can wear more magic items than are normally allowed.
Extra Music	CAd	109	You can use your bardic music more often than you otherwise could.
Extra Music	DD	50	The deity can use its bardic songs more often than it otherwise could.
Extra Music	ECS	52	You can use your bardic music more often than you otherwise could.
Extra Music	SaS	39	You can use your bardic music more often than you otherwise could.
Extra Rage	CW	98	You may rage more frequently than normal.
Extra Rage	MW	22	You rage more frequently than you normally would.
Extra Rings	ECS	53	Your familiarity with forging magic rings allows you to make use of more rings than normal.
Extra Shifter Trait	ECS	53	You manifest a second shifter trait while shifting.
Extra Shifter Trait	MM3	150	You manifest a second shifter trait while shifting.
Extra Shifter Trait	RE	114	You manifest a second shifter trait while shifting.

Extra Silence	RS	139	You can generate a field of silence more often than other whisper gnomes can.
Extra Slot	CAR	79	You can cast an additional spell.
Extra Slot	Gh	32	You can cast an extra spell.
Extra Slot	TB	40	You can cast an extra spell.
Extra Smiting	CW	98	You can make more smite attacks.
Extra Smiting	DF	20	You can make more smite attacks.
Extra Spell	CAR	79	You learn an additional spell.
Extra Spell	TB	40	You can learn one more spell.
Extra Spell Secret	CAR	80	You learn an additional spell secret.
Extra Stunning	CW	98	You gain extra stunning attacks.
Extra Stunning Attacks	SF	6	You gain extra stunning attacks when fighting unarmed.
Extra Turning	PH	94	You can turn or rebuke creatures more often than normal.
Extra Wild Shape	CD	81	You can use wild shape more frequently than you normally could.
Extra Wild Shape	Gh	32	You can use wild shape more frequently than you normally could.
Extra Wild Shape	MW	22	You use wild shape more frequently than you normally could.
Extra Wild Shape	Und	25	You can use wild shape more frequently than you normally could.
Extraordinary Artisan	ECS	53	You are an expert at creating magic items at a lower cost than usual.
Extraordinary Concentration	CAd	109	Your mind is so focused that you can cast spells even while concentrating on another spell.
Extraordinary Spell Aim	CAd	109	You can shape a spell's area to exclude one creature from its effects.
Eyes in the Back of Your Head	CW	98	Your superior battle sense helps minimize the threat of flanking.
Eyes in the Back of Your Head	DD	50	The deity's superior battle sense helps minimize the threat of flanking attacks.
Eyes in the Back of Your Head	SF	6	Your superior battle sense helps minimize the threat of flanking.
Eyes of Light	Rac	163	You can focus the holy power within you to create a beam of destructive light energy.
Eyes to the Sky	UA	93	You have an instinctive sense of when someone is magically watching you.
Fade	Gh	32	You can make your ghost body more diaphanous and difficult to detect.
Faith in the Frost	Fr	48	You channel frozen energies from your deity when you turn or rebuke creatures.
Falling Far Strike	OA	62	You have mastered the art of striking a nerve that blinds a humanoid opponent.
False Pretenses	UA	93	Those who try to charm you get an unpleasant surprise.
Familiar Concentration	LE	8	In the tradition of Narfell's ancient summoners, your familiar can concentrate to maintain spells for you.
Familiar Spell	DMG	209	Your familiar can cast a spell.
Familiar Spell	EL	56	Your familiar can use one of your spells as a spell-like ability.
Familiar Spell	Und	25	You are so well acquainted with the spells you have mastered that you can store the prepared spells in the mind of your familiar.
Far Horizons	RD	155	By dedicating yourself to the philosophies of Fharlanghn, you have become a more world-wise and capable traveler.
Far Shot	PH	94	You can get greater distance out of a ranged weapon.
Fast Healing	Dr	70	You heal your wounds very quickly.
Fast Healing	EL	56	You heal your wounds very quickly.
Fast Wild Shape	CD	81	You assume your wild shape faster and more easily than you otherwise could.
Fast Wild Shape	Gh	32	You can assume your wild shape faster and more easily than you normally could.
Fast Wild Shape	MW	22	You assume your wild shape faster and more easily than you otherwise could.
Faster Healing	CW	98	You recover faster than normal.
Faster Healing	MW	22	You recover faster than others do.
Favored Critical	MW	23	You know how to hit your favored enemies where it hurts.
Favored in House	ECS	53	You are a member of one of the dragonmarked mercantile houses and wield some influence in that house.
Favored of the Companions	BE	43	You swear allegiance to the Talisid or one of the Five Companions, the paragons of the guardinals, and in exchange gain power to act on their behalf.
Favored of the Zulkirs	PG	176	Through your position of prestige among the Red Wizards, you have gained access to secrets of evil magic known to few outside the zulkirs themselves.

Favored Power Attack	CW	98	You are able to deal more damage against your favored enemies.
Fearless	PG	38	You are a stranger to fear.
Fearless Destiny	RD	152	Your grand destiny allows you to avoid death.
Fearsome and Fearless	OA	62	You claim descent from the first Akodo, the paragon of samurai virtue.
Feign Weakness	SF	6	You capitalize on your foe's perceptions of your unarmed status.
Fell Animate	LM	26	Living foes slain by your spell may rise as zombies.
Fell Drain	LM	27	Living foes damaged by your spell also gain a negative level.
Fell Frighten	LM	27	Living foes damaged by your spell are also shaken.
Fell Shot	XPH	46	You can strike your foe with a ranged weapon as if making a touch attack.
Fell Weaken	LM	27	Living foes damaged by your spell are also weakened.
Feral Animal Companion	CR	20	You can enslave a feral animal and adopt it as your animal companion.
Fiendish Bloodline	Rac	163	Some of your latent abilities, inherited from an unusually powerful fiendish ancestor, have matured.
Fiendish Heritage	PIH	39	You are descended from creatures native to the Lower Planes.
Fiendish Summoning Specialist	PIH	39	You can select from a larger number of options when summoning evil creatures.
Fiery Spell	Sa	49	Your fire magic is bolstered, further scorching your enemies.
Filth Eater	Sh	157	You are highly resistant to the effects of disease and can usually eat spoiled food without suffering ill effects.
Final Strike	SS	34	Your death throes are destructive.
Fine Wild Shape	EL	56	You can wild shape into animals of Fine size.
Fire Heritage	PIH	39	You are descended from creatures native to the Elemental Plane of Fire.
Fist of the Heavens	BE	43	Your stunning attack is empowered by celestial might.
Fists of Iron	CW	99	You have learned the secrets of imbuing your unarmed attacks with extra force.
Fists of Iron	OA	62	You have learned the secrets of imbuing your unarmed attacks with extra force.
Fists of Iron	SF	6	You have learned the secrets of imbuing your unarmed attacks with extra force.
Flay Foe	CR	20	You are skilled at flaying the flesh from your enemy's bones.
Fleet of Foot	CW	99	You run nimbly, able to turn corners without losing momentum.
Fleet of Foot	DD	50	The deity runs so nimbly that it can turn corners without losing momentum.
Fleet of Foot	PG	38	You are extraordinarily swift.
Fleet of Foot	SaS	39	You run so nimbly that you can turn corners without losing momentum.
Flensing Strike	ECS	53	You have studied a martial style practiced by monks devoted to the Mockery, which has taught you to cut your opponent's skin in a very painful way.
Flick of the Wrist	CW	99	With a single motion, you can draw a light weapon and make a devastating attack.
Flick of the Wrist	RW	150	With a single motion, you can draw a light weapon and make a devastating attack.
Flick of the Wrist	SaS	39	With a single motion, you can draw a light weapon and make a devastating attack.
Fling Ally	RS	139	You can launch your comrades into the air as if they were thrown weapons.
Fling Enemy	RS	140	When you're wrestling a foe, you can lift him into the air and hurl him.
Fling Enemy	SS	34	You can pick up an opponent and fling it.
Flyby Attack	MM	303	The creature can attack on the wing.
Flyby Attack	MM2	18	The creature can attack on the wing.
Flyby Attack	MM3	206	A creature with this feat can attack on the wing.
Flyby Attack	Mon	9	The creature can attack on the wing.
Flyby Attack	MW	23	You attack while on the wing.
Flyby Breath	DCS	85	You can employ your breath weapon in a high-speed attack pass.
Flying Fish Leap	Sto	92	You can hurl yourself out of the water with ease.
Flying Kick	CW	99	You literally leap into battle, dealing devastating damage.
Flying Kick	OA	62	You literally leap into battle, dealing devastating damage.
Focused Antimagic	LoM	45	A beholder with this feat can focus the antimagic of its central eye to target a single person or object.
Focused Mind	RW	151	When you have the opportunity to concentrate on a task, you usually do very well at it.
Focused Shield	RS	140	Your mental focus makes you more adept at using your shield.
Focused Sunder	XPH	46	You can sense the stress points on others' weapons.

Foe Hunter	FRCS	34	In lands threatened by evil nonhumans, many warriors learn ways to fight effectively against these creatures.
Foe Hunter	Gh	32	You have been trained in the methods of fighting various kinds of yuan-ti.
Foe Hunter	PG	38	In a land threatened by fierce raiders, you have learned to fight effectively against certain foes.
Foe Specialist	MH	26	You are trained at how to damage a particular type of foe.
Foot and Fist Mastery	OA	80	You have mastered the martial arts style of "Foot and Fist" -- a hard form emphasizing strikes with the hands and feet.
Force of Personality	CAd	109	You have cultivated an unshakable belief in your self-worth.
Force of Will	XPH	46	You are able to resist psionic attacks with extreme force of will.
Forceful Staff Style	Gh	32	You can stun people with your quarterstaff and push them around after you stun them.
Forest Gnome Phantasist	Rac	163	You can protect your forest home with a variety of phantasms and patterns to befuddle your foes.
Forester	FRCS	35	You are knowledgeable about the secrets of the forest and wise in its ways.
Forester	PG	39	You are one with Faerun's mighty forests.
Forge Epic Ring	EL	56	You can craft magic rings of epic power.
Forge Ring	PH	94	You can create magic rings, which have varied magical effects.
Forgeheart	PG	39	Because you are inured to the hellish heat of your homeland, you are resistant to blasts of fire that would damage other creatures.
Forked Tongue	SK	145	You speak with a honeyed voice that bends listeners to your will.
Formation Expert	CW	110	You are trained at fighting in ranks and files.
Fortify Spell	CAr	80	You cast spells that more easily penetrate spell resistance.
Fortify Spell	UE	43	You can cast spells that easily penetrate spell resistance.
Freezing the Lifeblood	CW	99	You can paralyze a humanoid opponent with an unarmed attack.
Freezing the Lifeblood	OA	62	You can paralyze a humanoid opponent with an unarmed attack.
Freezing Touch	Gh	33	Your touch is supernaturally cold.
Frightful Moan	Gh	33	You can unleash a moan that panics creatures near you.
Frightful Presence	Dr	106	Like a dragon, your mere presence can terrify those around you.
Frightful Presence	Gh	33	Your very presence can cause others to be stricken with fear.
Frostfell Prodigy	Fr	48	You gain additional bonus spells in cold regions.
Frozen Berserker	Fr	48	When you enter your barbarian rage, your body becomes infused with cold energy.
Frozen Magic	Fr	48	Your cold spells are more powerful when you cast them in a cold region.
Frozen Wild Shape	Fr	48	You can assume the form of magical beasts with the cold subtype.
Full Manifestation	Gh	33	You can manifest fully when you would otherwise be forced to be incorporeal.
Furious Charge	PG	39	Your people are known for their love of battle, and they rarely waste time in meeting a foe blade-to-blade.
Gap of the Serpent	SS	35	You can swallow larger creatures than normal.
Gape of the Serpent	SK	146	Like a snake, you can stretch your mouth to an outlandish extent to accommodate immense prey.
Gargantuan Wild Shape	EL	56	You can wild shape into animals of Gargantuan size.
Gatekeeper Initiate	ECS	54	You have been trained in the ancient druidic tradition of the Gatekeepers, founded originally to ward off an extraplanar assault by aberrations.
Genie Lore	Rac	163	You have studied centuries of Calishite lore regarding geniekind.
Gestalt Anchor	RE	112	Your strong bond to your quori spirit allows you and your kalashtar allies to move and act as a fluid unit.
Ghost Attack	XPH	46	Your deadly strikes against incorporeal foes always hit their mark.
Ghost Flight	Gh	33	Your fully manifested ghost body can fly.
Ghost Glide	Gh	33	Your fully manifested ghost body can slowly fly.
Ghost Hand	Gh	33	You can move small objects in a limited manner when you are a ghost.
Ghost Healing	Gh	33	You can transfer some of your own ectoplasm to another ghost to heal it.
Ghost Ride	Gh	33	You can hide within the physical body of a living creature, perceiving the world through its senses, but without the ability to control the host.
Ghost Scarred	LM	27	You are adept at fighting incorporeal undead.

Ghost Smiting	Gh	34	You can use your smite ability to smite ghosts.
Ghostly Grasp	LM	27	You can handle corporeal objects even while corporeal.
Ghost-Touch Spell	Gh	34	You know how to tune your damaging spells to affect ghosts without harming other creatures.
Giantbane	CW	111	You are trained in fighting foes larger than you are.
Giant's Toughness	MW	23	You are amazingly tough.
Gift of Discernment	PG	176	You can rely on your conscience to steer you away from evil deeds.
Gift of Faith	BE	43	You have an unusual capacity to trust in divine providence working all things for the good.
Gift of Grace	BE	43	You can improve the saving throws of your allies by sharing some of your divine grace.
Gift of Tongues	Gh	34	You have an intuitive talent for learning languages.
Gift of Tongues	Rac	163	You have an intuitive talent for learning languages.
Gifted General	OA	62	Your ancestor Daidoji Yurei, an ancient daimyo of the Daidoji family, was a gifted general - the first in Rokugan to use guerilla warfare.
Glorious Weapons	CD	82	You can channel positive or negative energy to imbue your allies' weapons with an alignment.
Gnoll Ferocity	RW	151	You embody the savage ferocity of your people. When you fly into a berserk rage, you can bite opponents with your powerful jaws.
Gnome Foe Killer	RS	140	Your battle techniques against your racial foes improve.
Goad	CAd	109	You are skilled at inducing opponents to attack you.
Goad	MH	26	You are skilled at inducing opponents to attack you.
Goad	RS	140	You are skilled at inducing opponents to attack you.
Godsight	LE	8	You enjoy the special blessing of a deity of the Mulhorandi pantheon, who has granted you unerring powers of perception.
Gold Dwarf Dweomersmith	Rac	163	You have learned the secrets of gold dwarf magic that creates or enhances weapons.
Gorebrute Elite	RE	114	Your mighty charge attack can knock down foes.
Graft Flesh	FF	207	You can apply a certain type of graft to other living creatures or to yourself.
Graft Flesh	LM	27	You can apply a certain type of graft to other living creatures or to yourself.
Graft Flesh	LoM	216	You can apply a certain type of graft to other living creatures or to yourself.
Graft Illithid Flesh	Und	25	You can apply illithid grafts to other living creatures or to yourself.
Graft Yuan-Ti Flesh	SK	146	You can apply yuan-ti grafts to other living creatures or to yourself.
Grand Malevolence	Gh	34	You can possess multiple creatures and control their actions.
Grappling Block	OA	63	You can catch and pin an opponent's weapon with your bare hands.
Grass Trekker	SS	35	You are adapted to a plains environment.
Great Bite	ECS	54	You know how to hit where it hurts with your fangs.
Great Captain	Sto	92	You are a master pilot and battle leader; your crew anticipates your every command and leaps to do your bidding.
Great Charisma	EL	56	Your powers of persuasion and leadership are greater than normal.
Great Cleave	PH	94	You can wield a melee weapon with such power that you can strike multiple times when you fell your foes.
Great Constitution	EL	56	Your health and endurance are greater than normal.
Great Crafter	OA	63	Your ancestor, Kaiu, was the first and greatest blacksmith of the Crab clan.
Great Dexterity	EL	56	Your agility and coordination are greater than normal.
Great Diplomat	OA	63	You are descended from Asako, one of the companions of the first Phoenix, a great healer, diplomat, and warrior.
Great Flyby Attack	SS	35	You can make multiple flyby attacks in a round.
Great Fortitude	PH	94	You are tougher than normal.
Great Intelligence	EL	56	Your powers of reason and learning are greater than normal.
Great Rend	ECS	54	You know how to hit where it hurts with your claws.
Great Smiting	DMG	209	Your smite attacks are much more powerful than normal.
Great Smiting	EL	56	Your smite attacks are much more powerful than normal.
Great Stag Berserker	UE	43	Your fighting style employs aggressive charges in the manner of your lodge's totem animal.
Great Stamina	OA	63	Your ancestor, Daidoji Masashigi, gave his life defending the Kaiu Wall alongside the Crab at the Battle of the Landbridge.
Great Strength	EL	57	Your muscle and physical power are greater than normal.

Great Teamwork	OA	63	You are a descendant of Hida Banuken, the Crab champion who oversaw the construction of the Kaiu Wall during the battle of the Cresting Wave.
Great Wisdom	EL	57	Your willpower and insight are greater than normal.
Greater <i>Ki</i> Shout	OA	63	Your <i>ki</i> shout can panic your opponents.
Greater Cold Focus	Fr	48	Your cold spells are now even more potent than before.
Greater Dragonmark	ECS	54	You have a greater dragonmark.
Greater Heavy Armor Optimization	RS	141	You have mastered the use of heavy armor, maximizing its protective qualities while moving more easily in it.
Greater Kiai Shout	CW	99	You kiai shout can panic your opponents.
Greater Legacy	WL	14	You awaken the most powerful abilities of a specific item of legacy.
Greater Manyshot	XPH	47	You are skilled at firing many arrows at once, even at different opponents.
Greater Mighty Roar	SS	35	You unsettle opponents with a dreadful roar as you attack.
Greater Multigrab	SK	146	You can grapple enemies effortlessly with your natural weapons.
Greater Multigrab	SS	35	You can grapple enemies effortlessly with your natural weapons.
Greater Multiweapon Fighting	DD	50	A deity with three or more hands can fight with a weapon in each hand.
Greater Multiweapon Fighting	EL	69	A creature with three or more hands can fight with a weapon in each hand.
Greater Multiweapon Fighting	SS	35	A creature with three or more arms can fight with a weapon in each hand. The creature can make up to three attacks per round with each extra weapon.
Greater Power Penetration	XPH	47	Your powers are especially potent at breaking through power resistance.
Greater Power Specialization	XPH	47	You deal more damage with your powers.
Greater Powerful Charge	ECS	54	You can charge with extra force.
Greater Powerful Charge	MH	27	You can charge with extra force.
Greater Psionic Endowment	XPH	47	You can use meditation to focus your powers.
Greater Psionic Fist	XPH	47	You can charge your unarmed strike or natural weapon with additional damage potential.
Greater Psionic Shot	XPH	47	You can charge your ranged attacks with additional damage potential.
Greater Psionic Weapon	XPH	47	You can charge your melee weapon with additional damage potential.
Greater Resiliency	CW	99	Your extraordinary resilience to damage increases.
Greater Resiliency	MW	23	Your extraordinary resilience to damage increases.
Greater Shifter Defense	ECS	54	By delving deeper into your shifter heritage, you develop the ability to ignore some damage from every attack.
Greater Spell Focus	DD	50	The deity chooses a school of magic to which it already has applied the Spell Focus feat.
Greater Spell Focus	EL	69	Choose a school of magic, such as illusion. Your spells of that school are far more potent than normal.
Greater Spell Focus	FRCS	35	Choose a school of magic to which you already have applied the Spell Focus feat. Your spells of that school are even more potent than normal.
Greater Spell Focus	PH	94	Choose a school of magic to which you already have applied the Spell Focus feat. Your spells of that school are even more potent than normal.
Greater Spell Focus	TB	40	Choose a school of magic to which you already have applied the Spell Focus feat. Your spells of that school are even more potent than normal.
Greater Spell Penetration	DD	50	The deity's spells are especially potent, defeating spell resistance more readily than normal.
Greater Spell	EL	69	Your spells are especially potent, defeating spell resistance more readily than normal.

Penetration			
Greater Spell Penetration	FRCS	35	Your spells are especially potent, defeating spell resistance more readily than normal.
Greater Spell Penetration	PH	94	Your spells are remarkably potent, breaking through spell resistance more readily than normal.
Greater Spell Penetration	TB	40	Your spells are especially potent, breaking through spell resistance more readily than normal.
Greater Two-Weapon Defense	CW	100	When fighting with two weapons, your defenses are extraordinarily strong.
Greater Two-Weapon Fighting	DD	50	The deity is a master at fighting two-handed.
Greater Two-Weapon Fighting	EL	69	You are a master at fighting two-handed.
Greater Two-Weapon Fighting	MW	23	You are a master at fighting two-handed.
Greater Two-Weapon Fighting	PH	95	You are a master at fighting two-handed.
Greater Weapon Focus	PH	95	Choose one type of weapon for which you have already selected Weapon Focus. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You are especially good at using this weapon.
Greater Weapon Specialization	PH	95	Choose one type of weapon for which you have already selected Weapon Specialization. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.
Greater Witchlight	Gh	34	Your witchlight can last longer, become hotter, or give off more light.
Green Bond	Gh	35	You have an empathic bond with one of the spirit trees around Manifest.
Green Ear	CAd	110	Your bardic music can affect plant creatures.
Green Ear	SaS	39	Your bardic music and virtuoso performance affect plants and plant creatures.
Greenbound Summoning	LE	8	You are learned in a long-forgotten manner of summoning once practiced by Eaerlanni elves of the High Forest.
Greensinger Initiate	ECS	54	You have embraced the druidic traditions of the Greensingers, a chaotic Eldeen Reaches sect with close ties to the fey.
Grell Alchemy	LoM	114	A creature that has this feat has studied the alien and disturbing arcane lore of the grell, and understands the magical and physical laws by which their spells and devices function.
Grim Visage	Rac	163	Your eyes have seen a lot, and now they show everyone that you aren't to be trifled with. Even glib people stammer in your presence.
Grizzly's Claws	CD	82	You can grow claws as sharp as those of a bear.
Group Inspiration	CAd	192	Your bardic powers can inspire more allies than normal.
Group Inspiration	EL	57	You can inspire competence or greatness in more than one ally simultaneously.
Guardian Spirit	CAr	80	Your watchful spirit is more capable than normal.
Guerrilla Scout	HB	97	You know how to use your senses to greater effect.
Guerrilla Warrior	HB	97	You know how to move stealthily, even when armored.
Halruuan Adept	ShS	20	You have studied the old cooperative spellcasting traditions of Halruaa, and you are well-versed in the rites and arcana of Halruuan magic.
Hammer Fist	Rac	164	You are trained in an unarmed fighting style that emphasizes a two-handed strike.
Hammer's Edge	CW	113	You are a master of the style of fighting with a hammer and sword at the same time.
Hamstring	CW	100	You can wound your opponents' legs, hampering their movement.
Hamstring	SaS	39	You can wound an opponent's legs, hampering his or her movement.
Hand of Tyr	CSW	145	You have sacrificed your right hand to Tyr, the Maimed God, proving your resilience and strength of spirit.
Hands of a Healer	BE	43	You can heal more damage than normal by laying on hands.
Hardened Flesh	LM	27	Undead you raise or create can better handle themselves in a fight.
Harem Trained	Rac	164	You have been trained to serve as a jhasin (if male) or jhasina (if female) and are well-versed in song, music, dance, art, the recitation of great literature, the art of massage, and other duties of the harem.
Haunting Appearance	Gh	35	You can make your ghost body assume a terrifying appearance that can frighten observers.
Haunting Melody	ECS	54	You can use your music to inspire fear.
Haunting Voice	Gh	35	You can make your voice originate from another location.
Hawk's Vision	CAd	114	You can improve your visual acuity.
Headlong Rush	Rac	164	You charge your foes with immense force, heedless of your own safety.
Healing Factor	ECS	55	When your current period of shifting ends, you heal a limited amount of damage.
Healing Factor	MM3	150	When your current period of shifting ends, you heal a limited amount of damage.

Healing Flames	Rac	164	You can draw energy from open flames to heal yourself.
Hear the Unseen	CAd	110	Your sense of hearing is so acute that you can partially pinpoint an opponent's location by sound, allowing you to strike even if the opponent is concealed or displaced.
Heat Endurance	Sa	50	Either as a result of growing up in the waste, or by training your body and mind to ignore the effects of searing heat, you can exist with ease in high-temperature environments.
Heat Tolerance	ShS	20	You are used to living in hot, humid conditions.
Heavy Armor Optimization	RS	141	You have trained extensively in heavy armor, and you have learned to take advantage of the protection it offers.
Heavy Lithoderms	RS	141	You have stony growths on your skin that afford you protection against attacks.
Heighten Breath	Dr	70	Your breath weapon is even more deadly than normal.
Heighten Spell	PH	95	You can cast a spell as if it were a higher-level spell than it actually is.
Heighten Spell-Like Ability	CAr	80	You can use a spell-like ability as if it were a higher spell-level equivalent than it actually is.
Heighten Turning	DF	20	You can affect more powerful undead with your turning or rebuking attempts.
Heighten Turning	FP	214	You can affect more powerful undead with your turning or rebuking attempts.
Heighten Turning	Gh	35	You can affect more powerful undead with your turning or rebuking attempts.
Heighten Turning	LM	27	You can affect more powerful undead with your turning or rebuking attempts.
Hellbound Knight	CR	23	A devoted disciple of the Nine Hells, you have sworn to strike down creatures that oppose law and threaten tyranny.
Heroic Destiny	RD	152	You have a destiny to fulfill.
Heroic Metamagic	RE	109	In times of great need, you can call upon a heroic reserve of power to strengthen your spells.
Heroic Spirit	ECS	55	You have a larger reservoir of luck than the average hero.
High Sword Low Axe	CW	113	You have mastered the style of fighting with a sword and axe at the same time.
Highborn Drow	Rac	164	You have learned how to tap into the advanced magical abilities of your drow noble heritage.
Highborn Drow	Und	25	You have learned how to tap into the advanced magical abilities available to you through your drow noble heritage.
Hin Wandermage	Rac	164	You have a natural affinity for spells that take you from place to place.
Hindering Song	EL	57	Your bardic music interferes with opposing spellcasters.
Hold the Line	CW	100	You are trained in defensive techniques against charging opponents.
Hold the Line	DD	51	The deity is trained in defensive techniques against charging opponents.
Hold the Line	SF	7	You are trained in defensive techniques against charging opponents.
Hold the Line	ShS	20	You are trained in defensive techniques against charging opponents.
Holy Ki Strike	BE	44	Your unarmed attacks deal extra damage to evil creatures.
Holy Radiance	BE	44	You can increase the intensity of the light surrounding you to damage undead creatures.
Holy Strike	CD	89	Your attacks deal great damage to evil creatures.
Holy Strike	EL	57	Your attacks deal great damage to evil creatures.
Holy Subdual	BE	44	You can turn bonus damage into nonlethal damage.
Honest Merchant	OA	63	Your ancestor, Bayushi Tesaguri, was the son of Bayushi Junzen, Scorpion Clan Champion.
Honor-Bound	DCS	86	Keeping your word and upholding your honor is of great importance to you.
Horrific Appearance	Gh	35	You can blast creatures with your simple appearance.
Horse Nomad	FRCS	35	You have been raised in a culture that relies upon riding and shooting for survival.
Horse Nomad	PG	39	You have been raised in a culture that relies upon riding and shooting.
Hostile Mind	XPH	47	Your mind recoils violently against those who use psionics against you.
Hover	MM	304	The creature can come to a halt in midair.
Hover	MM2	18	The creature can halt its forward motion while flying, regardless of maneuverability.
Hulking Brute	DCS	86	You possess a truly impressive stature.
Human Heritage	RD	152	Your human heritage is more prominent than in others of your kind.
Hurling Charge	MH	27	You are trained in using thrown weapons as part of a charge attack.
Hyena Tribe Hunter	ShS	20	You have learned the secrets of hunting from the hyena that roams the lands where your tribe wanders.
Iaijutsu Master	OA	63	You are not only descended from Kakita, the greatest duelist ever to have lived, but you share a karmic tie to his spirit.
Ice Harmonics	Fr	48	Your summon spells work better in the frostfell if you summon native creatures.
Ice Troll Berserker	UE	44	When raging, your skin becomes very thick and tough like the ice trolls that plague parts of your homeland.

Icy Calling	Fr	48	You can use your voice to shatter ice.
Ignore Material Components	EL	57	You need not use any material components in casting spells.
Imprint Stone	XPH	47	You can create power stones to store psionic powers.
Improve Bull Rush	PH	95	You know how to push opponents back.
Improved Aid	OA	63	You are descended from Hida Tadaka, the great Crab daimyo who gave his life to avert a war between his clan and the Lion.
Improved Alignment-Based Casting	EL	57	Your spells of a particular alignment are more powerful than normal.
Improved Arrow of Death	EL	57	Your arrows of death are harder to resist.
Improved Assume Supernatural Ability	SS	35	You gain skills using a supernatural ability of an assumed form.
Improved Aura of Courage	EL	57	Your aura of courage is stronger than normal.
Improved Aura of Despair	EL	57	Your aura of despair is wider than normal.
Improved Buckler Defense	CW	100	You can attack with an off-hand weapon while retaining a buckler's shield bonus to your Armor Class.
Improved Cohort	HB	98	You attract a more powerful cohort than you normally would.
Improved Cold Endurance	Fr	48	Your training and natural hardiness have improved your natural resistance to cold temperatures.
Improved Combat Casting	CAr	192	You heighten your ability to cast spells while threatened without fear of being attacked.
Improved Combat Casting	EL	57	You can cast spells while threatened without fear of being attacked.
Improved Combat Expertise	CW	100	You have mastered the art of defense in combat.
Improved Combat Reflexes	EL	57	You can respond to any number of opponents who let their defenses down.
Improved Control Visage	Gh	35	You can change your ghost form's appearance.
Improved Cooperative Metamagic	PG	136	Your ability to enhance an ally's spell during casting is expanded.
Improved Counterspell	EL	70	You understand the nuances of magic to such an extent that you can counter your opponent's spells with great efficiency.
Improved Counterspell	FRCS	35	You understand the nuances of magic to such an extent that you can counter your opponent's spells with great efficiency.
Improved Counterspell	PH	95	You understand the nuances of magic to such an extent that you can counter your opponent's spells with great efficiency.
Improved Critical	PH	95	Choose one type of weapon. With that weapon, you know how to hit where it hurts.
Improved Damage Reduction	ECS	55	You gain damage reduction or improve your existing damage reduction.
Improved Darkvision	EL	58	Your ability to see in the dark is greater than normal.
Improved Death Attack	EL	58	Your death attack is harder to overcome.
Improved Deflection	Gh	35	You are adept at deflecting things before they strike you.
Improved Disarm	PH	95	You know how to disarm opponents in melee combat.
Improved Diversion	CAd	110	You can create a diversion to hide quickly and with less effort.
Improved Draconian Breath Weapon	DCS	86	You have mastered your draconic heritage and improved on your innate breath weapon.
Improved Elemental Heritage	PIH	40	You have manifested an even stronger tie to your elemental ancestor, resulting in a minor resistance to elemental effects.

Improved Elemental Wild Shape	DMG	209	You can take the form of a larger variety of elementals than normal.
Improved Elemental Wild Shape	EL	58	You can take the form of a greater variety of elementals than normal.
Improved Energy Drain	LM	27	You draw extra power from your energy-drained victims.
Improved Energy Resistance	Rac	164	Choose one form of energy to which you have a natural (not spell- or item-generated) resistance. Your inherent resistance to this kind of energy is more effective than normal.
Improved Familiar	CW	100	This feat allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar.
Improved Familiar	FRCS	35	So long as you are able to acquire a new familiar, you may choose your new familiar from a nonstandard list.
Improved Familiar	PG	39	Refer to the Improved Familiar feat description on page 200 of the <i>Dungeon Master's Guide</i> .
Improved Familiar	Rac	165	See the discussion of the Improved Familiar feat in Chapter 1 of the Forgotten Realms Campaign Setting. Table A-5 shows additional improved familiars from this book that are available with this feat.
Improved Familiar	SK	146	Refer to the Improved Familiar feat description in the <i>Dungeon Master's Guide</i> .
Improved Familiar	TB	40	As long as you are able to acquire a new familiar, you may choose your new familiar from a nonstandard list.
Improved Favored Enemy	CW	101	You know how to hit your favored enemies where it hurts.
Improved Favored Enemy	DMG	210	Gain bonuses against favored enemies.
Improved Favored Enemy	EL	58	You gain bonuses against favored enemies.
Improved Feint	PH	95	You are skilled at misdirecting your opponent's attention in combat.
Improved Fiendish Servant	CR	20	You gain the service of a powerful fiendish animal servitor.
Improved Flight	CAd	110	You gain greater maneuverability when flying than you would normally have.
Improved Flight	MW	23	You gain greater maneuverability when flying than you would normally have.
Improved Flight	Rac	165	You gain greater maneuverability when flying than you would normally have.
Improved Flight	RW	151	You have gained greater maneuverability when flying than you would normally have.
Improved Flight Item (Item Creation)	Sh	157	You have learned to make use of the manifest zone in Sharn to craft magic items that grant superior flight.
Improved Flyby Attack	EL	70	The creature can attack on the wing with increased mobility.
Improved Flyby Attack	SS	36	You can attack on the wing with increased mobility.
Improved Fortification	ECS	55	You improve your warforged fortification, gaining immunity to sneak attacks and extra damage from critical hits.
Improved Fortification	MM3	192	You improve your warforged fortification, gaining immunity to sneak attacks and extra damage from critical hits.
Improved Frosty Touch	Fr	49	Your frosty touch causes more cold damage.
Improved Ghost Flight	Gh	35	Your ghost body can fly rapidly.
Improved Grapple	DD	51	The deity is skilled in martial arts that emphasize holds and throws.
Improved Grapple	OA	63	You are skilled in martial arts that emphasize holds and throws.
Improved Grapple	PH	95	You are skilled at grappling opponents.
Improved Grapple	UE	44	You are skilled in martial arts that emphasize holds and throws.
Improved Heat Endurance	Sa	50	You can survive even in the most extreme natural heat conditions.
Improved Heighten Spell	EL	58	You can cast a spell at any level above its own.
Improved Initiative	PH	96	You can react more quickly than normal in a fight.

Improved <i>Ki</i> Strike	EL	58	You can strike opponents with great damage reduction.
Improved Levitation	Rac	165	You have learned to use part of your <i>levitate</i> spell-like ability at a time, allowing multiple uses with a shorter duration.
Improved Levitation	Und	25	You have learned to use only part of your <i>levitate</i> spell-like ability at a time, allowing multiple uses with shorter duration.
Improved Low Blow	Rac	165	You are especially good at using the Low Blow feat.
Improved Low-Light Vision	EL	58	The range of your low-light vision is greater than normal.
Improved Maneuverability	Dr	70	Your maneuverability in flight improves.
Improved Manifestation	EL	58	You can manifest psionic powers more powerful than the normal limits of manifestation.
Improved Manifestation	XPH	34	You increase your power point reserve.
Improved Manyshot	EL	58	You can fire even more arrows as a single attack against a nearby target.
Improved Metamagic	DMG	210	You can cast spells using metamagic feats more easily than normal.
Improved Metamagic	EL	59	You can cast spells using metamagic feats more easily than normal.
Improved Metapsionics	XPH	34	You can manifest powers using metapsionic feats more often than normal.
Improved Mounted Archery	CW	101	You can make ranged attacks from a mount almost as well as you can from the ground.
Improved Multiattack	Dr	70	You are particularly adept at using all your natural weapons at once.
Improved Multiattack	EL	70	The creature is particularly adept at using all its natural weapons at once.
Improved Multiattack	SS	36	You are particularly adept at using all your natural weapons at once.
Improved Multiweapon Fighting	DD	51	A deity with three or more hands can fight with a weapon in each hand.
Improved Multiweapon Fighting	EL	70	A creature with three or more hands can fight with a weapon in each hand.
Improved Multiweapon Fighting	SS	36	You are expert at fighting with a weapon in each of your three or more hands. You can make up to two attacks per round with each off-hand weapon.
Improved Natural Armor	MM	304	The creature's natural armor is thicker and harder than that of other of its kind.
Improved Natural Armor	MM3	206	The natural armor of a creature with this feat is thicker and harder than normal for its kind.
Improved Natural Armor	Rac	165	Your skin is even tougher than that of most of your kind.
Improved Natural Attack	ECS	55	One of a creature's natural attacks is more dangerous than its type and size would otherwise indicate.
Improved Natural Attack	MM	304	The creature's natural attacks are more dangerous than its size and type would otherwise dictate.
Improved Natural Attack	MM3	206	The natural attacks of a creature with this feat are more dangerous than its size and type would otherwise dictate.
Improved Outer Planar Heritage	PIH	40	Your ancestral tie to the Outer Planes manifests as an ability to deal damage with your natural attacks as if they matched the alignment of your ancestors.
Improved Overrun	PH	96	You are skilled at knocking down opponents.
Improved Overrun	SF	7	You are trained in knocking over opponents that are smaller than you.
Improved Paralysis	LM	27	You are better at paralyzing your victims.
Improved Poltergeist Hand	Gh	36	You can move a large object at a distance when you are a ghost.
Improved Precise	PH	96	Your ranged attacks can ignore the effects of cover or concealment.

Shot			
Improved Psicrystal	XPH	47	You can upgrade your psicrystal.
Improved Rapid Shot	CW	101	You are an expert at firing weapons with exceptional speed.
Improved Rapidstrike	Dr	70	You can make multiple attacks with a natural weapon.
Improved Resiliency	RE	119	You gain a construct's resistance to nonlethal damage.
Improved Resist Dragonfear	DCS	86	You are able to demonstrate great courage in the presence of dragons.
Improved Rock Hurling	RS	141	Your accuracy and effectiveness with thrown rocks improves.
Improved Scent	SS	36	You can detect and track creatures by smell at greater distances than normal.
Improved Shield Bash	DF	20	You can push opponents back by bashing them with your shield.
Improved Shield Bash	PH	96	You can bash with a shield while retaining its shield bonus to your Armor Class.
Improved Shieldmate	MH	27	You have an outstanding ability to protect those near you with your shield.
Improved Sigil (Aesh)	RD	152	You tap into your <i>aesh</i> power sigil to gain enhanced accuracy with your favored melee weapons.
Improved Sigil (Hoon)	RD	152	You tap into your <i>hoon</i> power sigil to help survive deadly conditions.
Improved Sigil (Krau)	RD	153	You tap into your <i>krau</i> power sigil to augment the energy of your magical utterances.
Improved Sigil (Naen)	RD	153	You tap into your <i>naen</i> power sigil to see through illusions and resist language-based effects.
Improved Sigil (Uur)	RD	153	You tap into your <i>uur</i> power sigil to gain enhanced accuracy with ranged weapons.
Improved Sigil (Vaul)	RD	153	You tap into your <i>vaul</i> power sigil to resist mental effects.
Improved Skirmish	CAd	192	Your combat mobility improves.
Improved Smiting	CD	82	Your smite attacks deal more damage to specific foes, and can damage creature with alignment-based damage reduction.
Improved Snatch	Dr	71	You can make snatch attacks against bigger opponents than other creatures can.
Improved Snatch Spell	PG	136	When you take over a spell from another spellcaster, you gain more control over its effect.
Improved Sneak Attack	DMG	210	Your sneak attacks are more deadly than normal.
Improved Sneak Attack	EL	59	Your sneak attacks are more deadly than normal.
Improved Speed	Dr	71	You are faster than others of your kind.
Improved Spell Capacity	DMG	210	You can prepare spells that exceed the normal limits of spellcasting.
Improved Spell Capacity	Dr	71	You can prepare spells that exceed the normal limits of spellcasting.
Improved Spell Capacity	EL	59	You can prepare spells that exceed the normal limits of spellcasting.
Improved Spell Resistance	EL	60	Your innate resistance to magical effects increases.
Improved Spellpool Access	PG	136	You can use your spellpool access to call spells of greater than normal power.
Improved Spit	SK	146	You can spit farther than normal.
Improved Stunning Fist	DMG	210	Your stunning attack is more powerful.
Improved Stunning Fist	EL	60	Your stunning attack is more powerful.
Improved Sudden Strike	CAd	192	Your ability to strike unaware foes improves.
Improved Sunder	DD	51	The deity is adept at placing its attacks precisely where it wants them to land.
Improved Sunder	EA	42	You are adept at placing your attacks precisely where you want them to land.

Improved Sunder	PH	96	You are skilled at attacking your opponents' weapons and shields, as well as other objects.
Improved Sunder	SF	7	You are adept at placing your attacks precisely where you want them to land.
Improved Swimming	CAd	110	You can swim faster than you normally could.
Improved Swimming	MW	23	You swim faster than you normally could.
Improved Toughness	CW	101	You are significantly tougher than normal.
Improved Toughness	LM	27	You are significantly tougher than normal.
Improved Toughness	MM3	207	A creature with this feat is significantly tougher than normal.
Improved Trip	PH	96	You are trained not only in tripping opponents safely but also following through with an attack.
Improved Turn Resistance	Gh	36	You are better able to resist the channeling of positive or negative energy by clerics and similar classes.
Improved Turn Resistance	LM	27	You have a better than normal chance to resist turning.
Improved Turn Resistance	SS	36	You have a better than normal chance to resist turning.
Improved Turning	PH	96	Your turning or rebuking attempts are more powerful than normal.
Improved Two-Weapon Defense	CW	101	You gain a significant defensive advantage while fighting with two weapons.
Improved Two-Weapon Fighting	PH	96	You are an expert in fighting two-handed.
Improved Unarmed Strike	PH	96	You are skilled at fighting while unarmed.
Improved Weapon Familiarity	CW	101	You are familiar with all exotic weapons common to your people.
Improved Weapon Familiarity	RS	141	You are familiar with all exotic weapons common to your people.
Improved Web	SS	36	You gain additional utility from your webs.
Improved Whirlwind Attack	EL	60	You become a blurry whirlwind of attacks, striking out at all enemies near your position.
Incite Rage	EL	60	You can incite allies into a rage.
Incorporeal Form	Gh	36	You can become incorporeal even when you would otherwise be forced to manifest fully.
Incorporeal Spell Targeting	Gh	36	You know how to cast your spells so they're more likely to affect incorporeal creatures.
Incorporeal Target Fighting	Gh	36	You know how to fight incorporeal creatures in melee.
Ineluctable Echo	UA	93	Those who use words of power around you hear the sound of their own voices.
Infernal Bargainer	Rac	165	You are comfortable making deals with powerful entities from the Lower Planes.
Infinite Deflection	EL	61	You can deflect an infinite number of projectiles.
Inhuman Reach	LoM	180	Your arms elongate, allowing you to touch the floor with your hands.
Inhuman Vision	LoM	180	You possess the inhuman eyes of some strange creature.
Initiate of Ghaunadaur	CR	23	You have learned the dread secrets of the god of oozes, slimes, jellies, and outcasts.
Initiate of Gruumsh	CR	24	The singular eye of the great orc god Gruumsh watches over you.
Initiate of Kossuth	CR	24	You have faced the fierce elemental flame and unlocked some of the secrets of Kossuth's church.
Initiate of Loviatar	CR	24	With great pain comes great power. This and other secrets you have learned from the church of Loviatar.
Initiate of Loviatar	ShS	20	You have been initiated into the greatest secrets of Loviatar's church.
Initiate of Shar	CR	24	You have been initiated into the greatest secrets of Shar's church.
Initiate of Shar	CSW	145	You have been initiated into the greatest secrets of Shar's church.
Initiate of Varae	CR	25	You fervently worship Varae, the serpentine goddess, and guard well the secrets of your faith.
Innate Spell	CAr	80	You have mastered a spell so thoroughly that you can now use it as a spell-like ability.
Innate Spell	FRCS	36	You have mastered a spell so thoroughly that you can now use it as a spell-like ability.

Innate Spell	PG	39	You have mastered a spell so thoroughly that you can now use it as a spell-like ability.
Innate Spell	TB	41	You have mastered a spell so thoroughly that you can now use it as a spell-like ability.
Inquisitor	XPH	48	You know when others lie.
Inscribe Epic Runes	PG	136	You can inscribe runes of epic power.
Inscribe Rune	FRCS	36	You can create magic runes that hold spells until triggered.
Inscribe Rune	PG	40	You can create magic runes that hold spells until triggered.
Inside Connection	RD	153	Choose a specific organization. You have strong personal connections within that organization, as well as insight into its membership.
Insidious Magic	FRCS	36	You can use the Shadow Weave to make your spells harder for Weave users to detect.
Insidious Magic	PG	40	You can use the Shadow Weave to make your spells harder for Weave users to dispel.
Insightful	CAr	80	You possess a magical understanding of the workings of arcane detection.
Insightful Reflexes	CAd	110	Your keen intellect allows you an uncanny knack for evading dangerous effects.
Inspirational Leadership	HB	98	Your cohort and followers are exceptionally faithful to your cause.
Inspire Excellence	EL	61	You can improve the abilities of your comrades through your performance.
Inspire Spellpower	RS	141	You can use your bardic music to increase the power of your allies' spells.
Instant Reload	EL	61	Choose one type of crossbow, such as heavy crossbow. You can fire that type of crossbow as fast as a bow.
Instantaneous Rage	CW	102	You activate your rage instantly.
Instantaneous Rage	MW	23	You activate your rage instantly.
Intensify Spell	EL	61	You can cast spells with exceptionally great effect.
Intimidating Rage	CW	102	Your rage engenders fear in your opponents.
Intimidating Rage	MW	24	Your rage engenders fear in your opponents.
Intuitive Attack	BE	44	You fight by faith more than brute strength.
Inured to Energy	SS	36	You can resist energy attacks more efficiently than normal.
Invest Armor	RS	141	You can charge your armor with additional protective qualities.
Investigate	ECS	55	You can use the Search skill to find and analyze clues at the scene of a crime or a mystery.
Investigator	PH	96	You have a knack for finding information.
Involuntary Rage	SS	36	Extreme pain drives you berserk.
Iron Mind	Rac	165	You are descended from duergar who escaped enslavement by the illithids. The blood of these psionic-resistant former thralls runs thick in your veins.
Iron Will	PH	97	You have a stronger will than normal.
Ironskin Chant	CAd	113	You can channel the power of your bardic music to enable yourself to ignore minor injuries.
Ironwood Body	RE	119	Your body is crafted with a layer of hard ironwood that cushions blows.
Irresistible Gaze	SK	146	Your gaze attack is more potent than normal.
Irresistible Gaze	SS	37	Your gaze attack is more potent than normal.
Item Reprieve	LE	8	You learn how to use items from a school of magic previously prohibited to you.
Jack of All Trades	CAd	110	You have picked up a smattering of even the most obscure skills.
Jack of All Trades	DD	51	The deity has picked up a smattering of even the most obscure skills.
Jack of All Trades	FP	214	You've picked up a smattering of even the most obscure skills.
Jack of All Trades	SaS	40	You've picked up a smattering of even the most obscure skills.
Jaws of Death	RE	119	Gnashing teeth and a powerful set of jaws allow you to bite foes.
Jergal's Pact	LE	8	You have made a bargain with Jergal, seneschal to the god of death.
Jester's Magic	CSW	145	You are a skilled master of magical jests, capable of inciting audiences to laughter or lulling them to sleep.
Jotunbrud	Rac	166	You are descended from the giants who ruled the mountain-spanning empire of Ostoria in ages past, and possess a truly impressive stature.
Judged by Aurifar	Sa	50	Aurifar, the Caliph of the Sky, has judged you, and he shows you special favor.
Jungle Stamina	Rac	166	You are acclimated to the disease-ridden jungles of southwestern Faerun.
Kalashtar Thoughtshifter	RE	118	You have learned to control your mind blade for maximum impact in battle.
Kami's Intuition	OA	63	You are descended from Shinjo, the first Unicorn, the kindest and most compassionate of the kami.

Karmic Strike	CW	102	You have learned to strike when your opponent is more vulnerable -- the same instant your opponent strikes you.
Karmic Strike	OA	63	You have learned to strike when your opponent is more vulnerable -- the same instant your opponent strikes you.
Karmic Twin	OA	64	You are descended from Bayushi, the first Scorpion, whose love for his daughter proved his final downfall.
Keen Intellect	OA	64	You are descended from Agasha, the founder of the original Dragon shugenja school, a shugenja known for her keen intellect and powers of observation.
Keen Strike	EL	61	Your unarmed strikes become as sharp as blades.
Ki Shout	OA	64	You can bellow forth a <i>ki</i> -empowered shout that strikes terror into your enemies.
Kiai Shout	CW	102	You can bellow forth a shout that strikes terror into your enemies.
Kihu-Sherem Guardian	Gh	36	You are one of the Kihu-Sherem, magically altered in the womb to allow you to better protect the sorcerers of your homeland.
Killoren Ancient	RW	151	You favor the killoren aspect of the ancient.
Killoren Destroyer	RW	151	You favor the killoren aspect of the destroyer.
Killoren Hunter	RW	151	You favor the killoren aspect of the hunter.
Knifefighter	PG	40	You're an expert at using weapons in a grapple.
Knight of Stars	BE	44	You swear allegiance to the Court of Stars, the paragons of the eladrin, and in exchange gain power to act on their behalf.
Knight Training	ECS	56	You are part of a knightly order that combines the divine calling of the paladin class with another form of training.
Knockback	RS	142	By putting your bulk behind a blow, you can push your enemy backward.
Knock-Down	DD	51	The deity's mighty blows can knock foes off their feet.
Knock-Down	SF	7	Your mighty blows can knock foes off their feet.
Landlord	SB	10	By knowing the right nobles, making contacts with masons and artisans, or performing great deeds for a liege-lord, you have resources that help you build and expand your stronghold.
Landwalker	Rac	166	You can survive out of water for a longer period of time than most of your kind.
Landwalker	Sto	92	You can survive out of water for a longer period of time than most of your kind.
Large and In Charge	Dr	71	You can prevent opponents from closing inside your reach.
Large and in Charge	SF	61	You can prevent opponents from closing inside your reach.
Lasting Inspiration	DMG	210	Your songs continue to inspire allies long after your words have faded.
Lasting Inspiration	EL	61	Your songs continue to inspire allies long after your words have faded.
Lasting Life	LM	28	You can shed negative levels with an act of will.
Law Inviolable	RD	155	Your unshakable faith in St. Cuthbert allows you to better apprehend fugitives or overcome villains who transgress the law.
Leadership	PH	97	You are the sort of person others want to follow, and you have done some work attempting to recruit cohorts and followers.
Leap Attack	CAd	110	You can combine a powerful charge and a mighty leap into one devastating attack.
Least Dragonmark	ECS	56	You have a least dragonmark.
Least Legacy	WL	14	You awaken the basic abilities of a specific item of legacy.
Legacy Focus	WL	15	Your item's legacy abilities are more potent than normal.
Legendary Acrobat	CAd	192	You can balance and tumble much more easily than a normal person.
Legendary Artisan	ECS	56	You have mastered the method of creating magic items.
Legendary Climber	CAd	192	You can climb rapidly much more easily than a normal person.
Legendary Climber	EL	61	You can climb rapidly much more easily than a normal person.
Legendary Commander	EL	62	You attract and lead great armies of followers through sheer force of personality.
Legendary Leaper	CAd	192	You can cover great distances with only a brief start.
Legendary Leaper	EL	62	You can jump much farther than normal for your size.
Legendary Rider	CW	152	You can ride a mount in combat with ease, even bareback.
Legendary Rider	EL	62	You can ride any mount without penalty (even bareback) and can control any mount in combat.

Legendary Tracker	CAd	192	You can track prey across or through the water, or even through the air.
Legendary Tracker	EL	62	You can track prey across or through the water, or even through the air.
Legendary Wrestler	EL	62	You are exceptionally proficient at grappling.
Lesser Dragonmark	ECS	56	You have a lesser dragonmark.
Lesser Legacy	WL	15	You awaken more powerful abilities of a specific item of legacy.
Lichloved	BV	49	By repeatedly committing perverted sex acts with the undead, the character gains dread powers.
Life Drain	LM	28	You drain additional life energy from your foes.
Life Leech	UA	93	You automatically try to steal the last bit of life energy from anyone nearby.
Lifebond	LM	28	Select a specific living creature that is friendly to you. You create a special bond with that creature.
Lifesense	LM	28	You see the light that all living creatures emit.
Light of Aurifar	Sa	51	Undead that you turn or rebuke immolate.
Light to Daylight	Rac	166	Your inherent ability to create light is more powerful than normal.
Lightbringer	Rac	166	You can channel positive energy into your spells so that they glow with holy power.
Lightfeet	RW	151	You have an incredibly soft step, making it difficult to track or hear you.
Lightning Fists	SF	7	Your skill and agility allow you to attempt a series of blindingly fast blows.
Lightning Mace	CW	113	You are a master of fighting with two maces at the same time.
Lightning Reflexes	PH	97	You have faster than normal reflexes.
Lingering Breath	Dr	71	Your breath weapon forms a lingering cloud.
Lingering Damage	EL	62	Your sneak attacks continue to deal damage even after you strike.
Lingering Song	CAd	111	Your inspirational bardic music stays with the listeners long after the last note has died away.
Lingering Song	SaS	40	Your bardic music stays with the listeners long after the last note has died away.
Lingering Spell	CR	20	Residual eldritch energy from your spell continues to harm your enemies after the spell's main effect has expired.
Lion Spy	OA	64	Your ancestor, Akodo Shinju, was the greatest spy of the Lion clan.
Lion Tribe Warrior	ShS	20	You have learned how to pounce on your foes, like the lion that roams your lands.
Lion's Pounce	CD	82	You can deliver a terrible attack at the end of a charge.
Live My Nightmare	UA	94	Those who magically pry into your mind become privy to your most frightening dreams.
Lliira's Blessing	PG	176	Thanks to the favor of the goddess of freedom, you are difficult to restrain.
Loth's Blessing	Rac	166	The Spider Queen has blessed you with additional magical abilities.
Loth's Meat	Und	26	Like all drow raised in cities that are ruled by Loth's priestesses, you know that you exist only to provide your goddess with food and pleasure. This knowledge lends you a certain bloodthirsty readiness.
Long Reach	UE	44	You know how to use your great stature to reach an opponent more than 5 feet away with a spearlike weapon.
Longstride Elite	ECS	57	Your shifter trait improves.
Longstride Elite	RE	114	Your longstride shifter trait improves.
Longtooth Elite	RE	114	Your longtooth shifter trait improves.
Lord of the Uttercold	CAr	80	Through careful study of the Elemental Planes and their interactions with the Negative Energy Plane, you have learned to wield the uttercold.
Low Blow	Rac	166	You can get underfoot and attack creatures larger than you.
Low Profile	UA	182	You are less famous than others of your class and level, or you wish to maintain a less visible presence than others of your station.
Luck of Heroes	FRCS	36	Your land is known for producing heroes; you receive a luck bonus on all saving throws.
Luck of Heroes	OA	64	You are descended from the quick-footed and quick-witted Hiruma, the archetypal hunter and scout.
Luck of Heroes	PG	40	Your land is known for producing heroes.
Lunar Magic	CSW	146	Your spells and spell-like abilities are tied to the phase of the moon, rising and falling with the strength of Selune.
Lycanthropic Spell	FP	214	You cast spells while in your lycanthropic animal form.
Lyric Spell	CAd	113	You can channel the power of your bardic music into your magic, allowing you to expend uses of your bardic music ability to cast spells.
Mage Slayer	CAr	81	You have studied the ways and weaknesses of spellcasters and can time your attacks and defenses against them expertly.

Mage Slayer	MH	27	You have studied the ways and weaknesses of spellcasters and can time your attacks and defenses against them expertly.
Magic in the Blood	OA	64	You claim a karmic link with Luchi, one of the most resourceful shugenjas in early Rokugan.
Magic in the Blood	PG	40	You have a knack for getting the most out of your innate magic abilities.
Magic of the Land	RW	152	Your intimate understanding of the natural world allows you to imbue your spells with life-giving magical power from the land itself.
Magical Aptitude	PH	97	You have a knack for magical endeavors.
Magical Artisan	FRCS	36	You have mastered the method of creating certain magic items.
Magical Artisan	OA	64	You are descended from Asahina Yajinden, a shugenja of Crane clan who became the greatest lieutenant of the dread sorcerer Luchiban.
Magical Artisan	PG	41	You have mastered the method of creating a certain kind of magic item.
Magical Beast Wild Shape	CD	90	You can wild shape into magical beast form.
Magical Beast Wild Shape	EL	62	You can wild shape into magical beast form.
Magical Training	FRCS	36	Every crafter and laborer knows a cantrip or two to ease her work.
Magical Training	PG	41	You come from a land where cantrips are taught to all who have the aptitude to learn magic.
Magistrate's Mind	OA	64	You claim descent from Soshi Saibankan, a great Scorpion judge who helped establish the Empire's institution of Emerald magistrates.
Malevolence	Gh	36	You can possess a creature and control its actions.
Malign Spell Focus	BV	49	The character's spells that have the evil descriptor are more potent than normal due to a deal she makes with an evil power.
Malign Spell Focus	CR	20	Your evil spells are more potent than normal due to a deal forged with an evil power.
Manifest Flight	Sh	157	You have learned to make use of the manifest zone in Sharn to improve your natural ability to fly.
Manifest Leap	Sh	157	You have learned to make use of the manifest zone in Sharn to increase your ability to jump and reduce the damage you take when you fall.
Mantis Leap	SF	7	You deliver a powerful attack after making a jump.
Many Masks	OA	64	You are descended from Shosuro Furuyari, an important Scorpion playwright.
Manyspot	EL	70	You can fire multiple arrows as a single attack against a nearby target.
Manyspot	PH	97	You can fire multiple arrows simultaneously against a nearby target.
Mark of Hleid	Fr	49	You bear a mark that identifies you as an ally of the church of Hleid and grants you supernatural qualities.
Markings of the Blessed	RS	142	Your skin markings shift into a pattern that resists a wide array of harmful effects in times of trouble.
Markings of the Hunter	RS	142	Your skin markings shift into a pattern that makes you hard to get the drop on.
Markings of the Magi	RS	142	Your skin markings shift into a pattern that denotes you as having strong magical talent.
Markings of the Maker	RS	142	Your skin markings shift into a pattern that gives you fate's edge when using skills.
Markings of the Warrior	RS	142	Your skin markings have shifted over time into a pattern that gives you fate's deadly accuracy in times of trouble.
Martial Throw	MH	27	You can switch positions with an opponent you hit in melee by throwing that opponent.
Martial Weapon Proficiency	PH	97	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Master Legacy	WL	15	You temporarily gain access to legacy abilities beyond your normal reach.
Master Linguist	RE	109	You have a broad knowledge of language.
Master Staff	CAr	192	You can activate a staff without using a charge.
Master Staff	EL	62	You can activate a staff without using a charge.
Master Wand	CAr	192	You can activate a wand without using a charge.
Master Wand	EL	62	You can activate a wand without using a charge.
Maximize Breath	Dr	71	You can take a full-round action to use your breath weapon to maximum effect.
Maximize Power	XPH	48	You can manifest powers to maximum effect.
Maximize Spell	PH	97	You can cast spells to maximum effect.
Maximize Spell-Like Ability	CAr	81	You can use a spell-like ability at its maximum effect.
Meditation of War Mastery	OA	81	You have mastered the martial arts style of "Meditation of War" -- a hard/soft form emphasizing weapon use and strikes to pressure points.

Memory Eater	LoM	22	An aboleth with this feat is particularly adept at extracting memories and knowledge from the bodies of those it consumes.
Menacing Demeanor	RD	155	You can tap into your savage heritage to improve your intimidation techniques.
Mental Leap	XPH	48	You can make amazing jumps.
Mental Resistance	XPH	48	Your mind is armored against mental intrusion.
Mentor	DMG2	176	A character who takes this feat has offered his knowledge and skill to a lower-level NPC and takes that NPC on as an apprentice.
Mercantile Background	FRCS	36	You come from a family that excels at a particular trade and knows well the value of any kind of trade good or commodity.
Mercantile Background	PG	41	You come from a wealthy family with numerous contacts in the trading costers and craft guilds of Faerun's bustling cities.
Metallurgy	Rac	166	You are skilled in the act of metallurgy, creating metal alloys both for their appearance and their properties.
Metamagic Song	RS	142	You can channel the power of your bardic music into your magic, allowing you to pay the cost of metamagic feats by spending uses of your bardic music ability.
Metamorphic Transfer	XPH	48	You can gain a supernatural ability of a metamorphed form.
Metanode Spell	CR	25	You cast metamagic spells to greater effect in nodes to which you are attuned than elsewhere.
Metanode Spell	Und	26	You cast metamagic spells to greater effect in earth nodes than elsewhere.
Metarary	LoM	45	A beholder with this feat can apply the effects of metamagic feats to its eye rays.
Might Makes Right	Rac	166	Your great strength draws more followers.
Mighty Leaping	SS	37	You have developed your leg muscles and trained yourself to make mighty leaps.
Mighty Rage	EL	63	Your rage becomes even more powerful than normal.
Mighty Roar	SS	37	You unsettle opponents with a dreadful roar as you attack.
Mighty Works Mastery I	OA	80	You have mastered the initial secrets of the "Mighty Works" martial arts style -- a hard/soft form emphasizing locks and hand strikes.
Mighty Works Mastery II	OA	80	You have mastered the deeper secrets of the "Mighty Works" martial arts style.
Militia	FRCS	36	You served in a local militia, training with weapons suitable for use on the battlefield.
Militia	Gh	37	You served in a local militia, training with weapons suitable for use on the battlefield.
Militia	PG	41	Your people rely on a well-trained and well-armed militia to defend their land.
Mind Over Body	FRCS	37	The arcane spellcasters of some lands have learned to overcome the frailties of the body with the unyielding power of the mind.
Mind Over Body	PG	41	The aesthetics and mystics of your homeland have learned to overcome the frailties of the body with the unyielding power of the mind.
Mind Over Body	XPH	48	Your ability damage heals more rapidly.
Mindsight	LoM	126	A creature that has this feat possesses innate telepathic ability that allows it to precisely pinpoint other thinking beings within range of its telepathy.
Minor Malevolence	Gh	37	You can possess a creature for a short while and control its actions.
Misleading Song	RS	142	You can channel the power of your bardic music to temporarily increase the power of your illusion spells.
Mithral Body	ECS	57	A warforged character's body can be crafted with a layer of mithral that provides some protection without hindering speed or gracefulness.
Mithral Body	MM3	192	A warforged character's body can be crafted with a layer of mithral that provides some protection without hindering speed or gracefulness.
Mithral Body	RE	119	Your warforged body can be crafted with a layer of mithral that provides some protection without hindering speed or gracefulness.
Mithral Fluidity	ECS	57	Your movements are smoother and more fluid than those of other warforged.
Mithral Fluidity	MM3	192	Your movements are smoother and more fluid than those of other warforged.
Mobile Defense	EL	63	You can adjust your position while maintaining a defensive stance.
Mobile Spell-Casting	CAd	111	Your focused concentration allows you to move while casting a spell.
Mobility	PH	98	You are skilled at dodging past opponents and avoiding blows.
Momentary Alteration	UA	94	You can briefly transform yourself into a second form, acquiring its physical qualities.
Monastic Training	ECS	57	You are part of an order that combines the monastic discipline of the monk class with another form of training.
Monkey Grip	CW	103	You are able to use a larger weapon than other people your size.
Monkey Grip	SF	7	You use a wider variety of sizes of weapons.
Moradin's Smile	RS	142	Through the favor of Moradin, you are skilled at interacting with others.
Mortalbane	BV	49	The creature can make a spell-like ability particularly deadly to mortals.

Mortifying Attack	CR	20	Those who witness your brutal death attack are unnerved and jarred by the experience.
Mother Cyst	LM	28	You gain the ability to cast necrotic cyst spells by growing a cyst of your own.
Mountain Warrior	RS	142	You are adept at fighting on the uneven ground of mountainous terrain.
Mountaineer	Fr	49	You are a particularly gifted explorer and mountain climber.
Mounted Archery	PH	98	You are skilled at using ranged weapons while mounted.
Mounted Combat	PH	98	You are skilled in mounted combat.
Mounted Mobility	HB	98	You are skilled at dodging past opponents while mounted.
Mounting Casting	MH	27	You are skilled at casting spells while riding a mount.
Mror Stalwart	RE	109	You have been trained to make devastating strikes with the weapons of the dwarves of the Mror Holds.
Multiattack	MM	304	The creature is adept at using all its natural weapons at once.
Multiattack	MM2	18	The creature is adept at using all its natural weapons at once.
Multiattack	MM3	207	A creature with this feat is adept at using all its natural weapons at once.
Multiattack	Mon	9	The creature is adept at using all its natural weapons at once.
Multiattack	MW	24	You are adept at using all your natural weapons at once.
Multicultural	SaS	40	You blend in well with members of another race.
Multidexterity	MM2	18	The creature is adept at using all its hands in combat.
Multidexterity	Mon	9	The creature is adept at using all its hands in combat.
Multidexterity	MW	24	You are skilled at utilizing all your hands in combat.
Multigrab	SK	146	You can grapple enemies more firmly than normal with your natural attacks.
Multigrab	SS	37	You can grapple enemies more firmly than normal with your natural attacks.
Multilingual	LE	8	You have an uncanny knack for languages.
Multisnatch	Dr	72	You can grapple enemies more firmly with only one of your natural attacks.
Multispell	EL	63	You can cast an additional quickened spell in a round.
Multitasking	SF	62	You can perform different tasks with different limbs.
Multitasking	SS	37	You can perform different tasks with different limbs.
Multivoice	SS	37	If you have two or more heads, you can cast more spells than usual in a round.
Multiweapon Fighting	MM	304	A creature with three or more hands can fight with a weapon in each hand.
Multiweapon Fighting	MM2	18	A creature with three or more hands can fight with a weapon in each hand.
Multiweapon Fighting	Mon	9	A creature with three or more hands can fight with a weapon in each hand.
Multiweapon Rend	EL	63	You can rend opponents when fighting with more than two limbs.
Music of Growth	ECS	57	Your music can enhance the power of animals and plant creatures.
Music of Making	ECS	57	Echoing the music of creation, your own performance enhances any process of creation.
Music of the Gods	EL	63	You can use your bardic music to influence creatures immune to mind-affecting effects.
Music of the Outer Spheres	LoM	181	You can use your bardic music to create discordant, insane sounds.
Mutable Body	RE	110	Your enhanced control over your shapechanging ability grants you extra power from transmutation spells.
Mutilator	CR	20	After striking down your enemy in battle, you can skillfully mutilate the corpse to prevent others from raising it from the dead.
Narrow Mind	XPH	48	Your ability to concentrate is as keen as an arrowhead, allowing you to gain your psionic focus even in the most turbulent situations.
Narrowed Gaze	SK	146	Your gaze attack has a limited field of effect.
Narrowed Gaze	SS	37	Your gaze attack has a limited field of effect.
Natural Bond	CAd	111	Your bond with your animal companion is exceptionally strong.
Natural Bully	CR	21	You easily terrify weaker adversaries.
Natural Heavyweight	PIH	40	You are descended from creatures native to a plane of heavy gravity.
Natural Leader	HB	98	You have a natural commanding presence.
Natural Scavenger	ShS	21	You are particularly adept at finding food while on the move.
Natural Spell	Gh	37	You can cast spells while in wild shape or shifted form.
Natural Spell	MW	24	You cast spells while in a wild shape.
Natural Spell	PH	98	You can cast spells while in a wild shape.

Natural Trickster	RS	143	You have greater natural access to your race's powers of illusion.
Naturalized Denizen	UA	94	You are unusually anchored to your location.
Nauseating Touch	Gh	37	When you touch a living creature, you can make it nauseated.
Necromantic Might	LM	28	Undead you control gain benefits when they are near you.
Necromantic Presence	LM	28	Undead you control are harder to turn when they are near you.
Necropolis Born	CAr	81	You possess a magical understanding of the essence of mortal dread.
Necropotent	LM	29	Your special melee or ranged attack with one type of weapon is especially effective against undead.
Necrotic Reserve	LM	29	You are not immediately destroyed when your hit points fall to 0 or lower.
Negative Energy Burst	CD	90	You can use your rebuke/command undead ability to unleash a burst of negative energy.
Negative Energy Burst	EL	63	You can use your rebuke/command undead ability to unleash a burst of negative energy.
Negotiator	PH	98	You are good at gauging and swaying attitudes.
Nemesis	BE	44	You are the holy bane of creatures of a particular type.
Neraph Charge	PIH	40	You master the Limbo-native neraph martial art of motion camouflage when you charge your foe.
Neraph Throw	PIH	40	You master the Limbo-native neraph martial art of motion camouflage for your thrown weapons.
Net and Trident	CW	114	You are a master of fighting with the net and the trident.
Netherese Battle Curse	LE	8	You can channel your own arcane energy into a powerful curse upon those who dare to face you in battle.
Night Haunt	CAr	81	You possess a magical understanding of the workings of the unseen.
Nimble Bones	LM	29	Undead you raise or create are faster and more nimble than normal.
Nimble Fingers	PH	98	You are adept at manipulating small, delicate objects.
Nimbus of Light	BE	44	You are cloaked in the radiant light that marks you as a servant of the purest ideals.
Nobody's Fool	Rac	166	You have an uncommon streak of skepticism and common sense, and have a knack for discerning falsehood from truth.
Node Defense	CR	25	You can use the magical power of a node to defend yourself from harm.
Node Defense	Und	26	You can use the magical power of a node to defend yourself from harm.
Node Sensitive	CR	25	You can perceive a node just by passing near it.
Node Sensitive	Und	26	You can perceive an earth node just by passing near it.
Node Spellcasting	CR	25	You have discovered the secret of the magic of a particular type of node.
Node Spellcasting	Und	26	You have discovered the secret of node magic.
Node Store	CR	26	You can store a prepared spell in a node to which you are attuned.
Node Store	Und	26	You can store a prepared spell in an earth node.
Nomadic Trekker	ShS	21	You are particularly efficient at overland movement across the great grasslands.
Nonlethal Substitution	BE	44	You can modify a spell that uses energy to deal damage to deal nonlethal damage instead.
Nonlethal Substitution	CAr	81	You can modify an energy spell to deal nonlethal damage.
Nonverbal Spell	PIH	40	You can cast spells that have verbal components without actually verbalizing the words.
Nymph's Kiss	BE	44	By maintaining an intimate relationship with a good-aligned fey, you gain some of the characteristics of fey.
Oaken Resilience	CD	82	You can take on the sturdiness of the mighty oak.
Obscure Lore	CAd	111	You are a treasure trove of little-known information.
Obscure Lore	SaS	40	You are a treasure trove of little-known information.
Obtain Familiar	CAr	81	You gain a familiar.
Ocular Spell	LoM	181	Your study of the terrible powers of the beholder has given you insight into new ways to prepare and cast spells.
Off-Hand Parry	MW	24	You use your off-hand weapon to defend against melee attacks.
Off-Hand Parry	SF	7	You use your off-hand weapon to defend against melee attacks.
Old Salt	Sto	93	You are an old hand at shipboard life, having mastered the myriad skills that are required of the experience sailor. Additionally, you have an eye for the weather.
Omniscient Whispers	UA	94	A constant, barely audible muttering echoes in your ears, usually beyond your comprehension. But if you focus all your energy on listening, you sometimes catch a sentence or two that bears directly on your current situation.

Oni's Bane	OA	64	Your ancestor, Isawa Akuma, was a Phoenix shugenja who sought to understand the mystery of identity.
Open Minded	XPH	48	You are naturally able to reroute your memory, mind, and skill expertise.
Open Minded	CAd	111	You are naturally able to reroute your memory and skill expertise.
Opportunity Power	XPH	48	You can make power-enhanced attacks of opportunity.
Oral History	Rac	167	You are well versed in the art of storytelling and the oral history of your culture.
Otherworldly	PG	41	Your folk are known for their mystic power and seem to transcend their mortal forms.
Outsider Wings	Rac	167	You have sprouted wings appropriate to your heritage, revealing the power of your supernatural bloodline.
Overchannel	XPH	49	You burn your life force to strengthen your powers.
Overcome Weakness	Dr	72	You can overcome an innate vulnerability through sheer willpower.
Overhead Thrust	Dr	106	You can deal a nasty attack to anything that tries to crush or run over you.
Oversized Two-Weapon Fighting	CAd	111	You are adept at wielding larger than normal weapons in your off hand.
Overwhelming Critical	DMG	210	Choose one type of melee weapon, such as longsword or greataxe. With that weapon, you do more damage on a critical hit.
Overwhelming Critical	Dr	72	Choose one type of melee weapon, such as a claw or bite. With that weapon, you deal more damage on a critical hit.
Overwhelming Critical	EL	63	Choose one type of melee weapon, such as longsword or greataxe. With that weapon, you do more damage on a critical hit.
Owlbear Berserker	UE	44	Your fighting style emulates the owlbear, the totem beast of your berserker lodge.
Pain Mastery	SS	37	Injuries send you into a fury, increasing your physical power.
Pain Touch	CW	103	You cause intense pain in an opponent with a successful stunning attack.
Pain Touch	OA	64	You cause intense pain in an opponent with a successful stunning attack.
Pain Touch	SF	8	You cause intense pain in an opponent with a successful stunning attack.
Parrying Shield	LoM	181	You have studied advanced techniques for battling foes whose attacks normally bypass armor.
Path of Shadows	RE	110	You can use dancelike maneuvers to aid your defense.
Peak Hopper	SS	37	You are adapted to a hilly or mountainous environment.
Penetrating Damage Reduction	EL	63	You can bypass a creature's damage reduction.
Perfect Health	EL	63	You are immune to normal diseases and common poisons.
Perfect Multiweapon Fighting	EL	63	A creature with three or more hands can fight with a weapon in each hand.
Perfect Two-Weapon Fighting	CW	152	You can attack with your off-hand weapon as frequently as with your primary weapon.
Perfect Two-Weapon Fighting	EL	64	You can attack with your off-hand weapon as frequently as with your primary weapon.
Permanent Emanation	EL	64	One of your personal emanation spells becomes permanent.
Pernicious Magic	FRCS	37	You can use the Shadow Weave to make your spells harder for Weave users to counter.
Pernicious Magic	PG	42	You can use the Shadow Weave to make your spells harder for Weave users to dispel.
Persistent Spell	CAr	81	You can make a spell last all day.
Persistent Spell	DD	51	The deity makes one of its spells last all day.
Persistent Spell	FRCS	37	You make one of your spells last all day.
Persistent Spell	PG	42	You can make a spell last all day.
Persistent Spell	TB	41	You make one of your spells last all day.
Persona Immersion	RE	110	Your assumption of another's physical identity grants you defenses against mental intrusion.
Personal Touchstone	PIH	41	You draw more power from one of the planar touchstone locations to which you have forged a link.
Persuasive	PH	98	You have a way with words and body language.
Persuasive	SaS	40	You could sell a tindertwig hat to a troll.
Pervasive Gaze	SK	146	Your gaze attack is more effective than normal.
Pervasive Gaze	SS	37	Your gaze attack is more effective than normal.
Petrification	SK	147	You are immune to petrification effects.

Immunity			
Petrification Resistance	SK	147	You can resist petrification effects better than you otherwise could.
Phalanx Fighting	CW	103	You are trained in fighting in close formation with your allies.
Phalanx Fighting	LD	189	You are trained in fighting in close formation with your allies.
Pharaoh's Fist	Sa	51	Your unarmed strikes echo with thunder, stunning your foe and those nearby.
Photosynthetic Skin	UA	94	Your skin toughens when it draws energy from the sun.
Pierce Magical Concealment	CAr	81	You ignore the miss chance provided by certain magical effects.
Pierce Magical Protection	CAr	82	You can overcome the magical protections of your enemies.
Pierce the Darkness	RS	143	You can channel positive energy to temporarily increase the range of your darkvision.
Piercing Cold	Fr	49	Your cold spells are so cold that they can damage creatures normally resistant or immune to cold.
Piercing Gaze	SK	147	Your gaze attack has a greater range than normal.
Piercing Gaze	SS	38	Your gaze attack has a greater range than normal.
Piercing Sight	RS	143	Your fundamental familiarity with illusion allows you to better recognize them.
Pin Shield	CW	103	You know how to get inside your opponent's guard by pinning his shield out of the way.
Pin Shield	SF	8	You know how to get inside your opponent's guard by pinning his shield out of the way.
Pious Defense	CD	86	Your connection to a greater power sometimes gives you flashes of insight that keep you safe.
Pious Soul	CD	86	By adhering to the precepts of your religion or philosophy, you gain an extra edge when you need it most.
Pious Spellurge	CD	87	You can use the strength of your faith to augment a spell cast at a critical juncture.
Plague Resistant	Rac	167	You are descended from the handful of combatants who fought on the Fields of Nun and survived Chondath's Rotting War in 902 DR.
Planar Familiar	PIH	41	When you are ready and able to acquire a new familiar, you may choose one of several nonstandard familiars.
Planar Touchstone	PIH	41	Forge a link between you and power-rich planar locations, referred to as planar touchstones.
Planar Turning	DMG	210	You can turn or rebuke outsiders.
Planer Turning	EL	64	You can turn or rebuke outsiders.
Planetouched Animal Affinity	Rac	167	You have a special affinity for a kind of animal associated with your deity ancestor.
Plant Control	DD	51	The deity can channel the power of nature to gain mastery over plant creatures.
Plant Control	MW	24	You channel the power of nature to gain mastery over plant creatures.
Plant Defiance	DD	51	The deity can channel the power of nature to drive off or stop plant creatures.
Plant Defiance	MW	24	You channel the power of nature to drive off plant creatures.
Plant Wild Shape	EL	65	You can wild shape into plant form.
Plunging Shot	HB	99	You can use the force of gravity to make your ranged attacks deal extra damage if your target is below you.
Plunging Shot	RW	152	You can use the force of gravity to make your ranged attacks deal extra damage if your target is below you.
Point Blank Shot	PH	98	You are skilled at making well-placed shots with ranged weapons at close range.
Poison Immunity	BV	49	After prolonged exposure to a poison or toxin, the character has rendered himself immune to it.
Poison Immunity	CR	21	After prolonged exposure to a poison or toxin, you have rendered yourself immune to it.
Poison Immunity	SK	147	You can ignore the effects of poison.
Poison Immunity	SS	38	You can ignore the effects of poison.
Poison Resistance	SK	147	You can resist poison better than you otherwise could.
Poison Resistance	SS	38	You can resist poison better than you otherwise could.
Polar Chill	UA	94	You can call forth the cold of the arctic regions, making movement and fighting difficult for the unprepared.
Poltergeist Hand	Gh	37	You can move small objects in a limited manner at a distance when you are a ghost.
Poltergeist Rage	Gh	37	You can throw heavy objects with the power of your mind.
Polyglot	CAd	192	You can speak, read, and write all languages.
Polyglot	EL	65	You can speak, read, and write all languages.
Portal Master	PG	42	You are especially proficient at creating <i>portals</i> .
Portal Sensitive	Und	27	You can perceive a <i>portal</i> just by passing near it.

Positive Energy Aura	CD	90	You automatically turn (or even destroy) lesser undead.
Positive Energy Aura	EL	65	You automatically turn (or even destroy) lesser undead.
Positive Energy Resistance	LM	29	You are resistant to the damage dealt by positive energy effects.
Power Attack	PH	98	You can make exceptionally powerful melee attacks.
Power Attack - Iaijutsu	OA	64	Your ancestor, Kakita Rensei, was a renowned duelist whose strength was legendary.
Power Attack - Shadowlands	OA	65	You are descended from Kaiu Gineza, the engineer who not only helped construct the tomb of Iuchiban, but also remained in the tomb to set the last trap.
Power Climb	Dr	72	If you fly in a straight line, you can gain altitude in flight more easily than others.
Power Critical	CW	103	Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.
Power Critical	DD	51	The deity chooses one kind of weapon, such as a longsword or greataxe. With this weapon, the deity knows how to hit where it hurts when it counts.
Power Critical	MW	24	Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.
Power Dive	Dr	72	You can fall upon an opponent from the sky.
Power Dive	SS	38	You can fall upon an opponent from the sky.
Power Knowledge	XPH	34	You add two additional powers to your list of powers known.
Power Lunge	EA	50	Your ferocious attack may catch an opponent unprepared.
Power Lunge	Gh	37	Your ferocious attack may catch an opponent unprepared.
Power Lunge	SF	8	Your ferocious attack may catch an opponent unprepared.
Power Penetration	XPH	49	Your powers are especially potent at breaking through power resistance.
Power Specialization	XPH	49	You deal more damage with your powers.
Power Throw	CAd	111	You have learned how to hurl weapons to deadly effect.
Powerful Bite	LoM	23	An aboleth with this feat develops jaws that are much more muscular than normal, allowing it to bite more efficiently.
Powerful Charge	ECS	57	You can charge with extra force.
Powerful Charge	MH	27	You can charge with extra force.
Powerful Charge	MM3	207	A creature with this feat can charge with extra force.
Powerful Voice	OA	65	You are karmically linked to Utaku, Shinjo's most trusted lieutenant and devoted bodyguard.
Powerful Wild Shape	RS	143	You retain your powerful build while in wild shape form.
Practiced Cohort	HB	99	Your cohort works well as part of your team.
Practiced Spellcaster	CAR	82	Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.
Practiced Spellcaster	CD	82	Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.
Precise Shot	PH	98	You are skilled at timing and aiming ranged attacks.
Precise Swing	ECS	58	You can ignore most obstacles when making a melee attack against an opponent.
Precocious Apprentice	CAR	181	Your master has shown you the basics of a spell beyond the normal limits of your experience and training.
Prehensile Tail	SK	147	You can use your tail to manipulate objects.
Prehensile Tail	SS	38	You can use your tail to manipulate objects.
Priest of the Waste	Sa	51	You can swap out prepared spells for others that aid in exploring and surviving in wastelands.
Primeval Wild Shape	Fr	49	Your wild shape forms are stronger than normal.
Primitive Caster	Fr	49	You use screeches, wild gesticulations, and extra material components to give your spells additional power.
Primitive Caster	Rac	167	You use screeches, wild gesticulations, and extra material components to give your spells additional powers.
Profane Boost	CD	84	You can channel negative energy to increase the power of <i>inflict wounds</i> spells cast near you.
Profane Lifeleech	LM	29	You can channel negative energy to draw the life force from nearby living creatures.
Profane Outburst	CR	21	With a horrendous release of divine energy, you steel your undead allies and minions against harm.
Profane Vigor	LM	29	You can channel negative energy to heal nearby undead allies of physical damage.

Prone Attack	CW	103	You can attack from a prone position without penalty.
Prone Attack	OA	65	You attack from a prone position without penalty.
Prone Attack	SF	8	You attack from a prone position without penalty.
Proportionate Wild Shape	MW	24	You use wild shape to become animals of your own size even if your wild shape ability would normally exclude that size category.
Protected Destiny	RD	153	Your heroic destiny is guarded against the whims of misfortune.
Psicrystal Affinity	XPH	49	You have created a psicrystal.
Psicrystal Containment	XPH	49	Your psicrystal has advanced enough that it can hold a psionic focus that you store within it.
Psicrystal Power	XPH	34	Your psicrystal can manifest a power.
Psionic Affinity	XPH	49	You have a knack for psionic endeavors.
Psionic Body	XPH	49	Your mind reinforces your body.
Psionic Charge	XPH	50	You can charge in crooked line.
Psionic Dodge	XPH	50	You are proficient at dodging blows.
Psionic Endowment	XPH	50	You can endow your manifestations with more concentrated focus.
Psionic Fist	XPH	50	You can charge your unarmed strike or natural weapon with additional damage potential.
Psionic Hole	XPH	50	You are anathema to psionic creatures and characters.
Psionic Meditation	XPH	50	You can focus your mind faster than normal, even under duress.
Psionic Shot	XPH	50	You can charge your ranged attacks with additional damage potential.
Psionic Talent	XPH	50	You gain additional power points to supplement those you already had.
Psionic Weapon	XPH	50	You can charge your melee weapon with additional damage potential.
Puff Torso	SK	147	You can puff out your skin to appear larger and more threatening.
Pulverize Foe	CR	21	You enjoy smashing your opponents into submission.
Purify Spell	BE	44	You can charge your damaging spells with celestial energy that leaves good creatures unharmed.
Purify Spell Trigger	BE	45	You can channel holy power through a spell trigger item, such as a wand or staff.
Purify Spell-Like Ability	BE	45	You can charge your damaging spell-like abilities with celestial energy that leaves good creatures unharmed.
Pursue	ECS	58	You have the ability to follow in an opponent's wake.
Pushback	MH	27	You can knock opponents back when you hit them in melee.
Pyro	SaS	40	You're good at lighting objects and opponents on fire.
Quell the Profane	BE	45	Your mightiest attacks weaken evil foes.
Quick Change	RE	110	You can quickly alter your features and physiology.
Quick Change	SS	38	You can shift to an alternate form faster and more easily than you otherwise could.
Quick Draw	PH	98	You can draw weapons with startling speed.
Quick Reconnoiter	CAd	112	You can learn a lot of information from just a quick scan of an area or object.
Quick Recovery	LoM	181	It's hard to keep you down for long. You have a talent for shaking off effects that leave others unable to act.
Quick Staff	CW	114	You have mastered the style of fighting with a quarterstaff.
Quicken Breath	Dr	73	You can loose your breath weapon with but a thought.
Quicken Legacy	WL	15	You can activate one of your item's legacy abilities with a moment's thought.
Quicken Manifestation	LM	29	You can manifest from the Ethereal Plane with a moment's thought.
Quicken Power	XPH	50	You can manifest a power with a moment's thought.
Quicken Spell	PH	98	You can cast a spell with a moment's thought.
Quicken Spell-Like Ability	BV	49	The creature can use a spell-like ability with a moment's thought.
Quicken Spell-Like Ability	MM	304	The creature can employ a spell-like ability with a moment's thought.
Quicken Spell-like Ability	MM2	18	The creature can use a spell-like ability with a moment's thought.
Quicken Spell-Like Ability	MM3	207	A creature with this feat can employ a spell-like ability with a moment's thought.
Quicken Spell-Like Ability	SS	38	You can use a spell-like ability with a moment's thought.
Quicken Turning	CD	84	You can turn or rebuke undead with a moment's thought.

Quicken Turning	DF	20	You can turn or rebuke undead with a moment's thought.
Quicken Turning	FP	215	You can turn or rebuke undead with a moment's thought.
Quicken Turning	Gh	37	You can turn or rebuke undead with a moment's thought.
Quicken Turning	LM	29	You can turn or rebuke undead with a moment's thought.
Quicker Than the Eye	SaS	40	Your hands can move so quickly that observers don't see what you've done.
Quickslime	LoM	23	The slime attack of an aboleth with this feat is particularly fast and difficult to resist.
Racial Emulation	RE	110	You can emulate a humanoid more closely with your minor change shape ability.
Radiant Fire	RD	155	Pelor has ignited your faith and conviction, making you better able to fight the creatures of darkness.
Ragewild Fighting	RE	118	You have mastered a merciless form of combat that emphasizes using brute strength to shatter your foes.
Raging Luck	ECS	58	When raging, you have a greater ability to alter your luck than most others do.
Rampaging Bull Rush	RS	143	You can use brute force to slam into and knock down your enemies.
Ranged Disarm	CW	103	You can disarm a foe from a distance.
Ranged Inspiration	EL	65	You can use your bardic music at a greater range than normal.
Ranged Pin	CW	104	You can perform a ranged grapple attempt against an opponent not adjacent to you.
Ranged Smite Evil	BE	45	Your smite ability can be channeled through your ranged weapon.
Ranged Spell Specialization	CAr	82	You deal more damage with ranged touch attack spells.
Ranged Sunder	CW	104	You can attack an opponent's weapon from a distance.
Rapid Breath	SS	39	You do not have to wait as long to reuse your breath weapons as you normally would.
Rapid Inspiration	EL	66	You can inspire your allies with bardic music more quickly than normal.
Rapid Metabolism	XPH	50	Your wounds heal rapidly.
Rapid Reload	EL	70	You reload a crossbow more quickly than normal.
Rapid Reload	PH	99	Choose a type of crossbow. You can reload a crossbow of that type more quickly than normal.
Rapid Reload	SF	9	You reload a crossbow more quickly than normal.
Rapid Shot	PH	99	You can use ranged weapons with exceptional speed.
Rapid Spell	CD	84	You can cast spells with long casting times more quickly.
Rapid Stunning	CW	104	You can use your stunning attacks in rapid succession.
Rapid Swimming	Rac	167	You are one with the water.
Rapid Swimming	Sto	93	You are one with the water.
Rapidstrike	Dr	73	You can attack more than once with a natural weapon.
Raptor School	CW	111	You know martial arts techniques inspired by hunting birds.
Rashemi Elemental Summoning	UE	45	You may summon Rashemen's native elementals in any situation where you could summon an air or earth elemental.
Rattlesnake Strike	Sa	51	Having observed the ways of a desert viper, you have learned to use <i>ki</i> in a fashion similar to poison.
Razing Strike	CAd	112	You have mastered the art of delivering precise strikes against nonliving creatures while channeling spell energy through your melee attacks.
Razorclaw Elite	RE	114	Your razorclaw shifter trait improves.
Reach Bite	LoM	23	An aboleth with this feat can extend its jaws and esophagus out from its body to make attacks beyond its normal reach.
Reach Spell	CD	84	You can cast touch spells without touching the spell recipient.
Reach Spell	DD	51	The deity can cast touch spells without touching the spell recipient.
Reach Spell	DF	20	You can cast touch spells without touching the spell recipient.
Reach Spell	FP	215	You can cast touch spells without touching the spell recipient.
Reactive Countersong	EL	66	You can use countersong as a reaction to a sonic or language-dependent magical attack.
Reactive Counterspell	Mag	22	You can react quickly to counterspells cast by opponents.
Reactive Counterspell	PG	42	You can react quickly to counter spells cast by opponents.
Reactive Shifting	RE	115	You can shift with a mere thought.
Ready Shot	HB	99	You can make devastating attacks with ranged weapons against charging opponents.

Reaping Spell	CR	21	The dark energy of your spell devours the soul of any creature killed by it.
Reckless Charge	MH	27	You can charge with wild abandon.
Reckless Offense	XPH	51	You can shift your focus from defense to offense.
Reckless Offensive	EA	41	You lower your guard in order to make a telling attack.
Reckless Offensive	Rac	167	You lower your guard in order to make a telling attack.
Reckless Rage	RS	143	You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others.
Reckless Wand Wielder	CAr	82	You can increase the effectiveness of spells cast from a wand.
Recognize Impostor	ECS	58	You are extremely skilled at spotting imposters.
Recover Breath	Dr	73	You wait less time before being able to use your breath weapon again.
Reflect Arrows	EL	66	You reflect ranged attacks back upon the attacker.
Relic Hunter	RE	111	You possess great knowledge of the relics and crafts of the ancient cultures of Eberron.
Remain Conscious	MW	25	You have the tenacity of will that supports you even when things look bleak.
Remain Conscious	OA	65	You have a tenacity of will that supports you even when you are disabled or dying.
Remain Conscious	SF	9	You have a tenacity of will that supports you even when things look bleak.
Rend	Dr	73	You can rend opponents with your claws.
Rend Ghost	Gh	37	Your touch can maul the ectoplasm of another ghost.
Rending Constriction	SK	147	You can pull grappled enemies apart.
Rending Constriction	SS	39	You can pull grappled enemies apart.
Renown	UA	182	You have a better chance of being recognized.
Repeat Spell	CAr	82	You can cast a spell that repeats on the following round.
Repeat Spell	DD	51	The deity can cast a spell that repeats the following round.
Repeat Spell	TB	41	You can cast a spell that repeats on the following round.
Repel Aberration	ECS	58	Your Gatekeeper training allows you to keep aberrations at bay.
Requiem	LM	29	Your bardic music affects undead creatures.
Requiem	SaS	40	Your bardic music affects undead creatures.
Research	ECS	59	You can use your Knowledge skills to extract information from books, scrolls, and other repositories of facts and figures.
Reserves of Strength	DCS	86	When you cast a spell, you can choose to increase its effective caster level at the cost of exhausting yourself.
Residual Rebound	UA	94	Sometimes spells cast at you rebound on the caster instead.
Resist Death	EL	111	You are capable of withstanding tremendous amounts of damage without risk of instant death.
Resist Disease	MW	25	You have developed a natural resistance to diseases.
Resist Disease	ShS	21	You have developed a natural resistance to diseases.
Resist Dragonfear	DCS	86	You are able to show courage in the presence of dragons.
Resist Ghost	Gh	37	You are resistant to the effects of ghost powers.
Resist Poison	FRCS	37	Over years, some among your people carefully expose themselves to poisons in controlled dosages in order to build up immunity to their effects.
Resist Poison	MW	25	You have built up an immunity to the effects of poisons by exposing yourself to controlled doses of them.
Resist Poison	OA	65	Your ancestor, Agasha Kitsuki, founded the fourth family of the Dragon clan and a school for magistrates renowned for teaching skills of investigation and deduction.
Resist Poison	PG	43	Your people have become inured to many deadly substances through controlled exposure or the simple hostility of your home environment.
Resist Taint	OA	65	You are descended from Kuni, the founder of the Kuni family, a scholar of -- and mighty warrior against -- the Shadowlands.
Resistance to Energy	MW	25	You channel the power of nature to resist a particular energy type.
Resounding Blow	BE	45	Your mightiest attacks cause your foes to tremble before you.
Resourceful Buyer	RD	153	You know where to look in a community for anything you need.

Return Shot	XPH	51	You can return incoming arrows, as well as crossbow bolts, spears, and other projectile thrown weapons.
Reverberation	SS	39	Your sonic attack is more potent than normal.
Rhinoceros Tribe Charge	ShS	21	You use the power of the rhinoceros's charge in battle.
Ride-By Attack	PH	99	You are skilled at making fast attacks from your mount.
Right of Counsel	ECS	59	You have the legal and sacral right to seek advice from one of your ancestors, a deathless elf in Aerenal's City of the Dead.
Righteous Strike	EL	66	Your unarmed strikes are particularly damaging to chaotic creatures.
Righteous Wrath	BE	45	Your rage is empowered with divine fury.
Rock Gnome Trickster	Rac	167	Your glamers are particularly likely to fool the senses of your target.
Rock Hurling	RS	143	You can throw rocks like a giant can.
Roll With It	SS	39	You are adept at lessening the effects of blows.
Roofwalker	RD	156	You are adept at moving and fighting on rooftops and ledges.
Roots of the Mountain	RS	143	You can channel energy to make yourself immovable.
Roundabout Kick	CW	105	You can follow up on a particularly powerful unarmed attack with a mighty kick, spinning in a complete circle before landing the kick.
Roundabout Kick	OA	65	You can follow up on a particularly powerful unarmed attack with a mighty kick, spinning in a complete circle before landing the kick.
Ruinous Rage	EL	66	While in a rage, you can deal tremendous damage to objects.
Run	PH	99	You are fleet of foot.
Runesmith	Rac	167	You can fashion runes that take the place of material components for your spells.
Sacred Boost	CD	84	You can channel positive energy to increase the power of <i>cure wounds</i> spells cast near you.
Sacred Healing	CD	84	You can channel positive energy to grant nearby living creatures the ability to recover from their wounds quickly.
Sacred Spell	DD	51	The deity's damaging spells are imbued with divine power.
Sacred Spell	DF	20	Your damaging spells are imbued with divine power.
Sacred Spell	FP	215	Your damaging spells are imbued with divine power.
Sacred Strike	BE	45	Your sneak attack is enhanced by your unshakable faith in a good-aligned deity.
Sacred Tattoo	Rac	168	You have been spiritually touched by one of the god-kings of the Old Empires and bear his or her symbol in the form of a tattoo in the shape of a holy symbol.
Sacred Vengeance	CW	108	You can channel energy to deal extra damage against undead in melee.
Sacred Vengeance	LM	30	You can channel energy to deal extra damage against undead in melee.
Sacred Vitality	LM	30	You can channel positive energy to gain protection from damage to your abilities or your life force.
Sacred Vow	BE	45	You have willingly given yourself to the service of a good deity or cause, denying yourself an ordinary life to better serve your highest ideals.
Sacrificial Mastery	BV	50	The character is skilled at offering living sacrifices to evil gods or fiends.
Saddleback	FRCS	37	Your people are as comfortable riding as walking.
Saddleback	Gh	38	You were raised among people who are as comfortable riding as walking.
Saddleback	OA	65	You have a unique karmic tie to Moto Chai, one of the greatest riders ever to live, even by Unicorn standards.
Saddleback	PG	43	You've spent endless hours learning how to handle a mount in a fight.
Sahuagin Flip	Sto	93	You can safely attack and withdraw underwater.
Sailor's Balance	Sto	93	You are experienced with the rolling decks of the ship and maintain strong footing, even in a terrible storm.
Sanctify K/ Strike	BE	46	Sacred power suffuses your unarmed strikes.
Sanctify Martial Strike	BE	46	Sacred power suffuses your attacks with a certain kind of weapon.
Sanctify Natural Attack	BE	46	You can focus holy power into your natural attacks.
Sanctify Relic	CD	84	You can create magic items that are imbued with a connection to your deity.
Sanctify Water	Sto	93	You can call upon positive energy to momentarily transform normal water around you into holy water.
Sanctify Weapon	BE	46	You can focus holy power into your weapon.
Sanctum Spell	CAr	82	Your spells are especially potent on home ground.
Sanctum Spell	TB	41	Your spells have a home ground advantage.
Sand	Sa	51	You can hide yourself in sand with a moment's notice.

Camouflage			
Sand Dancer	Sa	52	While making another attack, you attempt to blind a foe with thrown sand.
Sand Snare	Sa	52	When you knock your foes into the sand, they have a hard time regaining their feet.
Sand Spinner	Sa	52	You spray sand with your acrobatic maneuvers.
Sandskimmer	Sa	52	You are particularly adept at moving over sand.
Savage Grapple	CAd	114	While transformed into the shape of a wild animal, you can savagely tear at any creature that you manage to grapple.
Scavenging Gullet	LoM	181	The taint of the aberration in your blood has gifted you with the ability to gain nourishment from things that others would never consider as food.
Scent	CAd	114	You can sharpen your sense of smell.
Scent	MW	25	Your olfactory senses are as sharp as the wolf's.
Scholar of Nature	OA	65	You are descended from Asako Hanasku, a great scholar who threw himself into the study of medicine, herbs, and poison.
Scion of Sorrow	CR	23	You formally supplicate yourself to a powerful yugoloth lord.
Scorpion's Grasp	Sa	52	Like the scorpion, you can grab and hold your prey.
Scorpion's Instincts	Sa	53	You are hard to find in the waste.
Scorpion's Resolve	Sa	53	Like the scorpion, you are not easily distracted.
Scorpion's Sense	Sa	53	Like the scorpion, you sense other creatures simply by perceiving their contact with the sand.
Scourge of the Seas	Sto	93	You have a sinister reputation as a pirate and can intimidate enemy captains by your mere presence.
Scramble	SS	39	Your slippery ways allow you to evade a damaging blow.
Scribe Epic Scroll	EL	66	You can scribe scrolls of epic power.
Scribe Scroll	PH	99	You can create scrolls, from which you or another spellcaster can cast the scribed spells.
Scribe Tattoo	XPH	51	You can create psionic tattoos, which store powers within their designs.
Sculpt Ghost Body	Gh	38	You can reshape your ghost body's ectoplasm to enhance one physical ability score at the expense of another.
Sculpt Spell	CAR	83	You can alter the area of your spells.
Sculpt Spell	TB	42	You can alter the shape of a spell's area.
Sea Legs	Fr	49	You are accustomed to the rolling motion on board a ship, and can use this motion to your advantage.
Sea Legs	OA	65	You are descended from Yasuki Fumoki, a notorious pirate who preyed on Crane merchant ships off the coast.
Sea Legs	Sto	93	You are accustomed to the rolling motion on board a ship, and can use this motion to your advantage.
Searing Spell	Sa	53	Your fire spells are so hot that they can damage creatures that normally have resistance or immunity to fire.
Second Slam	RE	120	You have learned to use your form to the utmost and can make two slam attacks.
Second Wind	MH	28	You can shrug off minor wounds with ease.
Selective Spell	ShS	21	You can screen allies from the effects of your area spells.
Self-Concealment	EL	66	When in combat, your form becomes blurry and indistinct, making it difficult to land a blow against you.
Self-Sufficient	PH	100	You can take care of yourself in harsh environments and situations.
Sense Weakness	Dr	106	You can take advantage of subtle weaknesses in your opponents' defenses.
Serpent Fang	Sa	53	You are able to project your <i>ki</i> to strike foes as though you had extended reach.
Serpent Strike	ECS	60	Through monastic weapon training, you have mastered a fighting style that makes use of an unusual monk weapon: the longspear.
Serpent's Venom	CD	84	You can deliver a toxic bite attack reminiscent of the viper.
Servant of the Fallen	LE	9	You keep alive the worship of a deity who has died or vanished.
Servant of the Heavens	BE	46	You swear allegiance to one of the Tome Archons who rules the Seven Heavens, and in exchange gain power to act on their behalf.
Shadow	MW	25	You have a better chance than most to trail someone unnoticed.
Shadow	SaS	40	You are good at following someone surreptitiously.
Shadow Heritage	PIH	42	You are descended from creatures native to the Plane of Shadow.
Shadow Marches Warmonger	RE	111	The ancient martial pride of your people grants you mastery of their style of battle.
Shadow Shield	Rac	168	Your ancestors long battled the insidious influence of shadow magic, and some of their descendants (including you) have a greater resistance to its effects.
Shadow Song	Rac	168	A dark legacy of the Shadowking's ambitions is the shadow of sorrow that cloaks many Tethyrian songs and ballads. Some bards have learned to infuse their performances with the sense of loss and suffering that suffuses the Shadow Weave.

Shadow Weave Magic	FRCS	37	You have discovered the dark and dangerous secret of the Shadow Weave.
Shadow Weave Magic	PG	43	You have discovered the dangerous secret of the Shadow Weave.
Shadowform Familiar	CR	22	You can summon a familiar from the Plane of Shadow.
Shadowstrike	CR	22	Due to your ties to the Plane of Shadow, you strike more effectively in areas of dim illumination.
Shape Breath	Dr	73	You can make the area of your breath weapon a cone or a line, as you see fit.
Shape Ectoplasm	Gh	38	You can make equipment out of ectoplasm.
Shaped Splash	RE	111	Your expertise with thrown weapons enables you to use splash weapons more effectively.
Shared Fury	RW	152	Your fearsome rage spurs your animal companion to greater heights.
Sharp-Shooting	CW	105	Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.
Sharp-Shooting	DD	52	The deity's skill with ranged weapons lets it score hits others would miss due to an opponent's cover.
Sharp-Shooting	SF	9	Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.
Shattering Strike	EL	66	You can shatter objects with your unarmed strike.
Sherem-Lar Sorcery	Gh	38	You are one of the Sherem-Lar, magically altered in the womb to enhance your potential as a sorcerer.
Sherezem-Lar Sorcery	Gh	38	You are one of the Sherezem-Lar, an elite group within the Sherem-Lar, head and shoulders above the others in power.
Shield Charge	CW	105	You deal extra damage if you use your shield as a weapon when charging.
Shield Charge	DF	20	You deal extra damage if you use your shield as a weapon when charging.
Shield Dwarf Warder	Rac	168	You are a student of the protective magics of the shield dwarves, learned at great cost during centuries of warfare and wandering.
Shield Expert	SF	9	You use a shield as an off-hand weapon while retaining its armor bonus.
Shield of Thought	RE	113	You wield your spirit as both weapon and shield.
Shield Proficiency	PH	100	You are proficient with bucklers, small shields, and large shields.
Shield Slam	CW	105	You can use your shield to daze your opponent.
Shield Wall	HB	99	You are skilled in using shields when in formation with other shield-bearers.
Shielded Axe	RS	144	You have mastered the style of fighting with a dwarven waraxe and a handaxe while keeping a buckler strapped to your offhand, and you have learned to use this unusual combination of weapons and buckler to protect yourself while wielding both axes effectively.
Shielded Casting	RS	144	You are skilled at covering yourself with your shield when casting spells in combat.
Shielded Manifesting	RS	144	You are skilled at covering yourself with your shield when manifesting psionic powers in combat.
Shieldmate	MH	28	You can protect those near you with your shield.
Shifter Agility	RE	115	Your heritage of speed and ferocity has honed your reflexes, allowing you to avoid attacks.
Shifter Defense	ECS	60	By delving deeper into your shifter heritage, you have developed the ability to ignore a little damage from every attack.
Shifter Defense	MM3	150	By delving into your shifter heritage, you have developed the ability to ignore a little damage from every attack.
Shifter Ferocity	ECS	60	You are a tenacious combatant, continuing to fight when others would succumb to pain and injury.
Shifter Ferocity	RE	115	You are a tenacious combatant, continuing to fight when others would succumb to pain and injury.
Shifter Instincts	MM3	150	Your heritage has given you sharp senses and quick reflexes, and you have learned to trust your equally sharp instincts.
Shifter Instincts	RE	115	Your heritage has given you sharp senses and quick reflexes, and you have learned to trust your equally sharp instincts.
Shifter Multiattack	ECS	60	You are adept at using your natural attack in conjunction with another weapon.
Shifter Savagery	RE	115	The bestial fury of your lycanthrope ancestors allows you to deal devastating strikes with your natural weapons.
Shifter Stamina	RE	115	Yours is a heritage of endurance and tenacity, and you can shrug off bruises and fatigue.
Ship Savvy	RE	112	Your heritage among the sailors and shipwrights of Zilargo gives you an edge in shipboard combat.
Ship's Mage	Sto	93	You form a potent supernatural bond with a ship. Your spells have a more potent effect when cast aboard this ship.
Shock Trooper	CW	112	You are adept at breaking up formations of soldiers when you rush into battle.
Shock Wave	Dr	73	You can strike the ground with your tail so hard it knocks other creatures down.
Shot on the Run	PH	100	You are highly trained in skirmish ranged weapons tactics.

Shriving Touch	Gh	38	Choose one physical ability score. When you touch a creature, you can cause permanent drain to this ability score.
Sidestep	MH	28	You can move nimbly around the battlefield.
Sidestep Charge	XPH	51	You are skilled at dodging past charging opponents and taking advantage when they miss.
Signature Spell	FRCS	37	You are so familiar with a mastered spell that you can convert other prepared spells into that spell.
Signature Spell	PG	43	You are so familiar with a mastered spell that you can convert other prepared spells into that spell.
Silencing Strike	RS	144	You can infuse your sneak attacks with the magical essence of silence.
Silent Spell	PH	100	You can cast spells silently.
Silver Palm	FRCS	37	Your culture is based on haggling and the art of the deal.
Silver Palm	PG	43	Your culture is based on haggling and the art of the deal.
Silver Smite	ECS	60	You wield the power of the Silver Flame to smite evil.
Silver Tongue	OA	65	Your ancestor, Mirumoto Kaijuko, was the first woman to become daimyo of the Mirumoto family.
Silver Tracery	RE	120	Alchemical silver tracery covers your body, allowing you to overcome the supernatural defenses of certain creatures and protecting against some magical attacks.
Simple Weapon Proficiency	PH	100	You understand how to use all types of simple weapons in combat.
Skewer Foe	CR	22	A ruthless combatant, you like to impale enemies on spears and similar piercing weapons.
Skill Focus	PH	100	Choose a skill. You have a special knack with that skill.
Skilled Telekinetic	LoM	45	A creature with this feat becomes so skilled with its <i>telekinesis</i> ability that it can manipulate and use magic items via telekinesis.
Skyrider	Rac	168	You have trained and served with the hippogriff cavalry that guards the Great Rift.
Smatterings	RD	153	You have a talent for acquiring languages -- at least enough of each one to get by.
Smite Fiery Foe	Fr	50	You can smite creatures with the fire subtype.
Smooth Talk	FRCS	37	Your people are accustomed to dealing with strangers and foreigners without needing to draw weapons to make their point.
Smooth Talk	OA	66	You are descended from Doji Taehime, a Crane ambassador to the Scorpion court -- a courtier skilled at discovering falsehoods and uncovering plots.
Smooth Talk	PG	43	Your people rarely have to draw their weapons to deal with potential adversaries.
Snake Blood	FRCS	38	The taint of the yuan-ti runs in your veins.
Snake Blood	PG	43	The taint of the yuan-ti runs in your veins.
Snatch	MM2	18	The creature can grapple more easily with its claws or bite.
Snatch	MW	25	You can grapple more easily with your claws or bite.
Snatch and Swallow	Dr	73	You can swallow creatures you have grabbed with your bite attack.
Snatch Arrows	MM	304	The creature can grab opponents much smaller than itself and hold them in its mouth or claw.
Snatch Arrows	PH	100	You are adept at grabbing incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.
Snatch Arrows	SF	9	You are adept at grabbing incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.
Snatch Trophy	CR	22	You can quickly and skillfully collect a trophy of your victory over a fallen foe.
Snatch Weapon	SaS	40	You can disarm an opponent, then pluck the weapon from midair.
Sneak Attack of Opportunity	EL	66	Whenever your opponent lets his guard down, you can make a sneak attack.
Snow Tiger Berserker	UE	45	You have learned how to pounce on your foes, much like your totem spirit.
Snowcasting	Fr	50	You add ice or snow to your spell's components to make them more powerful.
Snowflake Wardance	Fr	50	You are particularly adept at moving through snow and over ice.
Snowrunner	Fr	50	You have mastered the snowflake wardance, a mystical style of fighting with slashing weapons that allows you to leap and almost seem to float haphazardly across the battlefield like a whirling, razor-edged snowflake.
Sociable Personality	RD	153	You are adroit at avoiding social gaffes.
Solid Visage	Gh	39	Your ghost body appears solid and alive.
Song of the Heart	ECS	60	Your bardic music reaches the depths of its listeners' hearts.
Soothe the Beast	ECS	60	Echoing the music of creation, your music has powers to calm animals.
Soul of Honor	OA	66	Your ancestor Shinjo Martera, the firstborn son of Shinjo, was the living incarnation of <i>bushido</i> for the Unicorn, utterly without fault or failing.
Soul of Loyalty	OA	66	Your ancestor, Mirumoto Tokeru, was renowned for his loyalty to his twin brother, Ryudumu.
Soul of Sincerity	OA	66	You are descended from the famous Scorpion daimyo Bayushi Tangen, author of <i>Lies</i> and

Little Truths.

Soul of the North	CAR	83	You possess a magical understanding of the nature of cold.
Soulblade Warrior	RE	120	The spirit of a quori warrior grants you deadly speed and combat prowess with your mind blade.
Southern Magician	Rac	168	Your magical studies in Mulan lands have taught you spellcasting techniques unknown in the north that blur the line between arcane and divine magic.
Speaking Wild Shape	MW	25	While in wild shape, you can communicate with animals or elementals of the same kind as your current form.
Spear of Doom	DCS	87	Few can avoid death on your spearpoint when you brace yourself for their attack.
Spectacular Death Throes	DCS	87	Your body seethes with unchecked power, promising dire consequences to your killer.
Spectral Strike	CD	90	You can strike incorporeal creatures as if they were solid.
Spectral Strike	EL	66	You can strike incorporeal creatures as if they were solid.
Speed of Thought	XPH	51	The energy of your mind energizes the alacrity of your body.
Spell Drain	LM	30	You can cast any spell that you drain from a creature's mind.
Spell Focus	CD	84	Your spells with an alignment descriptor are more potent than normal.
Spell Focus	PH	100	Choose a school of magic. Your spells of that school are more potent than normal.
Spell Focus (Good)	BE	46	Your spells with the good descriptor are more potent than normal due to your relationship with the powers of good.
Spell Girding	Mag	22	Your spells are particularly hardy, resisting dispel checks more readily than normal.
Spell Hand	CAR	83	You possess a magical understanding of the manipulation of force.
Spell Knowledge	DMG	210	You add two additional arcane spells to your repertoire.
Spell Knowledge	EL	67	You add two additional arcane spells to your repertoire.
Spell Mastery	PH	100	You are so intimately familiar with certain spells that you don't need a spellbook to prepare them anymore.
Spell Opportunity	EL	67	You can cast a touch spell as an attack of opportunity.
Spell Penetration	PH	100	Your spells are especially potent, breaking through spell resistance more readily than normal.
Spell Power	OA	66	Your lineage traces back to the young shugenja Kuni Osaku, who single-handedly held off a massive army of oni at the Battle of the Cresting Wave.
Spell Reprieve	LE	9	Your studies of the less restrictive arcane traditions of old allow you to cast one spell from a prohibited school.
Spell Specialization	TB	42	You deal more damage with ray or energy missile spells.
Spell Stowaway	EL	67	Choose a spell-like ability you possess or a spell you can cast. You gain the benefits of this magic whenever it is used near you.
Spell Thematics	Mag	22	Your spells have a distinct visual or auditory effect in their manifestation.
Spell Thematics	PG	44	Your spells manifest with a distinct theme or appearance.
Spellcaster Support	OA	66	Your ancestor, Shiba Kaigen, was a samurai who used his knowledge of spellcraft to help defend a mountain pass from a Lion invasion.
Spellcasting Harrier	Dr	74	Spellcasters you threaten find it difficult to cast defensively.
Spellcasting Harrier	EL	67	Spellcasters you threaten find it difficult to cast defensively.
Spellcasting Prodigy	FRCS	38	You have an exceptional gift for magic.
Spellcasting Prodigy	PG	44	You have an exceptional gift for magic.
Spellfire Welder	Mag	23	You are one of the rare people who have the innate talent to control raw magic in the form of spellfire.
Spell-Like Ability Focus	Rac	168	Choose one of your spell-like abilities. This attack becomes much more potent than normal.
Spellrazor	RS	144	You have mastered the style of combining a gnome quickrazor with spellcasting.
Spellwise	PG	44	You were raised in a land where mighty wizards are common.
Spider Bite	PG	176	You gain a poisonous bite like that of a spider.
Spiked Body	RE	120	Your body is overlaid with hundreds of protruding spikes that can deal great damage to foes.
Spinning Halberd	CW	114	You have mastered the style of fighting with a halberd.
Spire Walking	Rac	168	Iriaebor is justly known as the City of a Thousand Spires, for fantastically bizarre, many-storied towers rise from all quarters of the city and are tightly packed together. As a result, it is possible to navigate Iriaebor via a network of arches, bridges, stairs, and leappable gulfs far above the city streets. You are well versed in the skill of navigating the skyroads of Iriaebor.
Spirited Charge	PH	100	You are trained at making a devastating mounted charge.

Spiritual Force	RE	113	You forceful inner spirit allows you to deal more damage with your mind blade.
Spit Poison	LoM	94	A creature with this feat can spit its poison as a ranged touch attack.
Spit Venom	SK	147	You can spit venom in the manner of a spitting cobra.
Split Breath	Dr	74	You can split your breath weapon into a pair of weaker effects.
Split Psionic Ray	XPH	51	You can affect two targets with a single ray.
Split Ray	CAr	83	Your ray spells can affect an additional target.
Split Ray	TB	42	You can affect two targets with a single ray.
Spontaneous Casting	ECS	61	You can swap a prepared spell on the fly.
Spontaneous Domain Access	EL	67	Select a domain of spells you have access to. You can spontaneously convert spells into spells of this domain.
Spontaneous Healer	CD	84	You can use your spellcasting ability to spontaneously cast <i>cure</i> spells.
Spontaneous Spell	EL	67	Select a spell you can cast. You can spontaneously convert spells of that spell's level into that spell.
Spontaneous Summoner	CD	85	You can spontaneously cast <i>summon nature's ally</i> spells.
Spontaneous Wounder	CD	85	You can use your spellcasting ability to spontaneously cast <i>inflict</i> spells.
Spreading Breath	Dr	74	You can convert your breath weapon into a spread effect.
Spring Attack	PH	100	You are trained in fast melee attacks and fancy footwork.
Spurn Death's Touch	LM	30	You can channel divine energy to remove some of the harmful effects of attacks made by undead creatures.
Stable Footing	RE	112	Because of your training and wariness, you are skilled at keeping your feet in combat and able to move over difficult terrain with ease.
Staggering Strike	CAd	112	You can deliver a wound that hampers an opponent's movement.
Staggering Strike	Rac	169	You are particularly adept at making cruel and demoralizing sneak attacks.
Stalwart Planar Ally	PIH	42	The allies you summon from a specific plane are tougher than normal.
Stamp	SS	39	You can stamp the ground to crush and disrupt opponents.
Stand Still	XPH	51	You can prevent foes from fleeing or closing.
Starspawn	LoM	181	Your abnormal body and heritage has become more pronounced. You grow membranous wings and are comfortable in extreme elevations.
Steady Concentration	RS	144	You are an expert at avoiding distractions and focusing your mind, and you can concentrate clearly even in the most stressful conditions.
Steady Mountaineer	RS	144	You are so good at climbing cliffs and leaping across crevasses that distractions don't affect you.
Stealthy	FRCS	38	Your people are known for their stealthiness.
Stealthy	PH	101	You are particularly good at avoiding notice.
Steam Magic	Sto	93	You are skilled at casting fiery spells into the water, causing terrible gouts of scalding steam.
Stench of the Dead	UA	94	The odor of decay hangs heavy on you, causing others to gasp and retch.
Stigmata	BE	46	You bear the marks of wounds on your body, as sort of a living martyrdom.
Still Spell	PH	101	You can cast spells without gestures.
Stitched Flesh Familiar	LM	30	When you are ready and able to acquire a new familiar, you may choose to gain a stitched flesh familiar.
Stone Colossus	Rac	169	You can focus a part of your power to increase the toughness of your skin.
Stone Form	RS	144	You can use wild shape to assume a rocklike form.
Stone Rage	RS	144	Your bond with the earth and tough hide makes it easier for you to shrug off blows while you are raging.
Stone Slide	Rac	169	You have attuned yourself to stone to such an extent that you can merge with it for a short time.
Stone Soul	Und	27	You were born with a dwarflike, innate sense about rock, stone, and construction.
Stoneback	RS	144	You have studied the techniques of fighting underground, and you can protect yourself from the dangers of multiple attackers whenever you can put your back to a solid wall.
Stoneblood	Rac	169	Your blood is thick like cooling lava, making it difficult for you to die after falling from injuries.
Stoneshaper	Rac	169	You have a deep and abiding tie to earth and stone.
Stonewalker Fist	Rac	169	You are trained in an unarmed fighting style that draws on your ability to pass through minerals as if they were air.
Storm Magic	Fr	50	You gain a boost in spellcasting power during storms.
Storm Magic	Sto	94	You gain a boost in spellcasting power during storms.

Storm of Throws	EL	67	You become a flurry of thrown weapons, targeting all nearby opponents.
Stormheart	PG	44	The sea is in your blood.
Strafing Breath	DCS	87	You can sustain your breath weapon when you use it on the wing, covering a larger ground area in its effect.
Street Smart	FRCS	38	You have learned how to keep informed, ask questions, and interact with the underworld without raising suspicion.
Street Smart	PG	44	You know how to keep informed, ask questions, and interact with the underworld without raising suspicions.
Strength of the Charger	OA	66	You share the spirit of Utaku Shiko, the founder of the Utaku Battle Maiden tradition.
Strength of the Crab	OA	87	You claim descent from Hida, the first Crab.
Strength of Two	RE	113	Your quori spirit gives you unmatched willpower.
Strong Mind	ECS	61	You are unusually hard to affect with psionic powers and mind attacks.
Strong Mind	Und	27	You are unusually difficult to affect with psionic powers and mind attacks.
Strong Soul	FRCS	38	The souls of your people are hard to separate from their bodies.
Strong Soul	OA	66	You claim descent from Moto Soro, the simple peasant who earned his place among samurai and founded the Moto family.
Strong Soul	PG	44	You possess an innate resistance to fell magic and supernatural attacks.
Stunning Fist	PH	101	You know how to strike opponents in vulnerable areas.
Subdual Substitution	DD	52	The deity can modify a spell that uses energy to deal damage to deal subdual damage instead.
Subdual Substitution	TB	42	You can modify a spell that uses energy to deal damage to deal nonlethal damage instead.
Subduing Strike	BE	46	You are adept at striking to deal nonlethal damage even with normal weapons.
Subsonics	CAd	112	Your music can affect even those who do not consciously hear it.
Subsonics	SaS	40	Your music can affect even those who do not consciously hear it.
Subtle Sigil	RD	154	You are able to fade your sigils into invisibility, but still tap into their magical energy.
Sudden Empower	CAr	83	You can cast a spell to greater effect without special preparation.
Sudden Empower	MH	28	You can cast one spell per day to greater effect without special preparation.
Sudden Energy Affinity	MH	28	You can modify a spell's energy type once per day without special preparation.
Sudden Enlarge	MH	28	You may cast one spell per day with a greater range than normal without special preparation.
Sudden Extend	CAr	83	You can make a spell last longer than normal without special preparation.
Sudden Extend	MH	28	You can cast one spell per day with a longer duration than normal without special preparation.
Sudden Maximize	CAr	83	You can cast a spell to maximum effect without special preparation.
Sudden Maximize	MH	28	Once per day you can cast a spell to maximum effect without special preparation.
Sudden Quicken	CAr	83	You can cast a spell with a moment's thought without special preparation.
Sudden Quicken	MH	28	Once per day you can cast a spell with a moment's thought without special preparation.
Sudden Silent	CAr	83	You can cast a spell silently without special preparation.
Sudden Silent	MH	28	Once per day you can cast a spell silently without special preparation.
Sudden Still	CAr	83	You can cast a spell without gestures or special preparation.
Sudden Still	MH	28	Once per day you can cast a spell without gestures without special preparation.
Sudden Widen	CAr	83	You can increase a spell's area without special preparation.
Sudden Widen	MH	28	Once per day you can increase the area of a spell without special preparation.
Sugliin Mastery	Fr	50	You are a master at fighting with the massive sugliin.
Summon Earth Elemental	Rac	169	Like many experienced deep gnomes, you have developed the ability to summon earth elementals to help you with tasks.
Sun School	CW	112	You have learned a number of esoteric martial arts techniques inspired by the sun.
Sunken Song	Sto	94	You can project your voice underwater.
Superior Expertise	DD	52	The deity has mastered the art of defense in combat.
Superior Expertise	FP	215	You have mastered the art of defense in combat.
Superior Expertise	OA	66	You have mastered the art of defense in combat.

Superior Initiative	EL	67	You can react even more quickly than normal in a fight.
Supernatural Blow	MW	25	Choose one favored enemy that is immune to critical hits. You know how to place blows against this opponent for best effect.
Supernatural Transformation	SS	39	You convert a spell-like ability to a supernatural ability.
Suppress Weakness	Dr	74	Your vulnerability to an energy type is reduced.
Surefooted	PG	45	You are used to fighting on steep slopes and treacherous surfaces.
Surrogate Spellcasting	SS	39	You use substitute verbal and somatic components when casting spells.
Survivor	FRCS	38	Your people thrive in regions that others find uninhabitable, and excel at uncovering the secrets of the wilderness and surviving to tell the tale.
Survivor	Gh	39	Your people thrive in a region that others find uninhabitable, and you excel at uncovering the secrets of the wilderness and surviving to tell the tale.
Survivor	PG	45	Your people thrive in places that others find almost uninhabitable, and you know many of the secrets of the wilderness.
Svirfneblin Figment	Rac	169	Your time underground has made you acutely aware of even slight differences in sound and vision in caves that have never seen the sun. Accordingly, your illusions are finely tuned and ultra-realistic.
Swamp Stalker	SS	40	You are adapted to a marshy environment.
Swarm of Arrows	EL	67	You can fire a veritable storm of arrows at nearby opponents.
Swarmfighting	CW	105	You and allies with this feat can coordinate melee attacks against a single target and are adept at fighting side by side in close quarters.
Swarmfighting	Rac	169	You and allies with this feat can coordinate melee attacks against a single target and are adept at fighting side by side in close quarters.
Swarm's Embrace	Sh	158	You have a natural affinity for swarms and can stand in the midst of a swarm with few harmful effects.
Swift and Silent	PG	45	The shadows are your friends, and your footfalls are whispers of death.
Swiftwing Elite	RE	116	Your swiftwing shifter trait improves.
Swim Like a Fish	CD	85	You can breathe and swim underwater with grace.
Swim-By Attack	Sto	94	You can attack in the middle of a fast pass by your opponent.
Tactile Trapsmith	CAd	112	You can rely on your rapid reflexes and nimble fingers instead of your intellect when searching a room or when disabling a trap.
Tail Constrict	Dr	74	You can make constriction attacks with your tail.
Tail Rattle	SK	147	Your tail gains a rattle like that of a serpent.
Tail Sweep Knockdown	Dr	74	Your tail sweep attack knocks opponents prone.
Talenta Warrior	RE	112	You have trained with the ancestral weapons of the Talenta halfings and are particularly adept at striking from the back of a dinosaur mount.
Talented	XPH	51	You can overchannel powers with less cost to yourself.
Talfirian Song	Rac	170	You can use the power of your bardic music to enhance your illusion spells.
Tall Moulder Hunter	ShS	21	Because of your cultural hatred for tall moulder, you have had specific training in how best to fight them.
Tattoo Focus	DMG	194	You bear the powerful magical tattoos of a Red Wizard of Thay.
Tattoo Focus	FRCS	38	You bear the powerful magic tattoos of a Red Wizard of Thay.
Tattoo Focus	PG	45	You bear the powerful magical tattoos of a Red Wizard of Thay.
Tattoo Magic	LD	189	You can create tattoos that store spells.
Tattoo Magic	Rac	170	You can create tattoos that store spells.
Temper Ectoplasm	Gh	39	You can make durable equipment out of ectoplasm.
Tempest Breath	Dr	74	You can make your breath weapon strike with the force of a windstorm.
Tenacious Magic	EL	68	Choose one of your spells or spell-like abilities. That magic cannot be dispelled, only suppressed.
Tenacious Magic	FRCS	38	You can use the Shadow Weave to make your spells harder for Weave users to dispel.
Tenacious Magic	PG	45	You can use the Shadow Weave to make your spells harder for Weave users to dispel.
Terrifying Rage	DMG	210	While in a rage, you panic your opponents.
Terrifying Rage	EL	68	While in a rage, you panic your opponents.
The Gentle Way Mastery	OA	81	You have mastered the martial arts style of "The Gentle Way" -- a soft form emphasizing throws and movement.
Theocrat	Rac	170	You have the delicate touch needed to maintain the favor of your patron deity and the political skills needed to survive in the trenches of bureaucratic warfare common in the lands ruled by agents of the Mulhorandi pantheon.
Thicken Mucus	LoM	23	An aboleth with this feat can produce mucus that is thicker than normal, and other creatures find it difficult to swim through.
Thick-Skinned	SS	40	Your tough hide grants improved damage reduction.

Thrall Bred	LoM	182	Spawned in the breeding pits of the mind flayers or the beholders, you have unusual strength and hardness, as well as loyalty.
Thrall to Demon	BV	50	The character formally supplicates himself to a demon prince.
Thrall to Demon	CR	23	You formally supplicate yourself to a demon prince.
Three Mountains	CW	114	You are a master of fighting with powerful bludgeoning weapons.
Throw Anything	CW	105	In your hands, any weapon becomes a deadly ranged weapon.
Throw Anything	SF	9	In your hands, any weapon becomes a deadly ranged weapon.
Thug	FRCS	38	Your people know how to get the jump on the competition and push other people around.
Thug	PG	45	You have a knack for getting the jump on the competition and pushing other people around.
Thunder Twin	FRCS	38	You are one of the dwarven generation of twins born after Moradin's Thunder Blessing in the Year of Thunder (1306 DC).
Thunder Twin	PG	46	You are one of the generation of dwarf twins born after Moradin's Thunder Blessing in the Year of Thunder.
Thunderclap	SS	40	You create a cone of deafening sound by clapping two limbs together.
Thundering Rage	EL	68	Your rage attacks can cause thunderous roars that can deafen opponents.
Tireless	PG	46	You don't know the meaning of the word "quit."
Titan Fighting	RS	145	You have been trained to fight larger creatures, and you are adept at dodging their attacks.
Tomb-Born Fortitude	LM	30	The power of undeath taints you, body and soul. Its power has hardened your flesh and given it the foul look of the grave.
Tomb-Born Resilience	LM	30	The power of undeath taints you, deadening your mind and body to the effects of mind-controlling magic, poison, and disease.
Tomb-Born Vitality	LM	31	The power of undeath taints you, body and soul. Its power has removed your need to sleep and eat.
Tomb-Tainted Soul	LM	31	Your soul is tainted by the foul touch of undeath.
Toothed Blow	Sto	94	You are able to hammer your foes more effectively underwater.
Tormented Knight	CR	23	You are inexorably bound to the loathsome yugoloths that lurk in the Barrens of Doom and Despair, and you strive to bring misery and pain to all creatures that oppose them.
Totem Companion	ECS	61	Instead of an animal companion, you have your totem magical beast as a companion.
Touch Attack Specialization	Gh	39	Choose one of your ghost touch attacks that deals hit point damage, ability damage, or ability drain, such as Corrupting Touch. You are especially good at using this touch attack.
Touch of Benevolence	CR	22	Despite your evil alignment, you are prone to moments of benevolence and mercy.
Touch of Golden Ice	BE	47	Your touch is poisonous to evil creatures.
Touch of Hate	PG	177	Because you are favored by Bane, you can transform animals into evil minions.
Touch Spell Specialization	CAr	83	You deal extra damage with touch spells.
Touchstone	Sa	53	You forge a link with a power-rich location, referred to as a touchstone site.
Toughness	PH	101	You are tougher than normal.
Tower Shield Proficiency	PH	101	You are proficient with tower shields.
Toxic Mucus	LoM	23	An aboleth with this feat can produce mucus that is poisonous to other creatures.
Track	PH	101	You can follow the trails of creatures and characters across most types of terrain.
Trample	PH	101	You are trained in using your mount to knock down opponents.
Transdimensional Spell	CAr	84	You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the spell's area.
Transdimensional Spell	CD	85	You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the spell's area.
Transdimensional Spell	UE	45	You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the spell's area.
Transfer Legacy	WL	16	You can temporarily transfer one of your legacy item's abilities to another magic item.
Trap Sense	EL	68	You can sense nearby traps even if not actively searching for them.
Trapmaster	LE	9	You have studied the funereal architecture and lethal traps of a dozen long-dead cultures, which gives you an uncanny knack for avoiding traps.
Treefriend	SS	40	You are adapted to a forest environment.
Treetopper	FRCS	38	Your people are at home in the trees and high places, daring falls that paralyze most other folk in abject terror.
Treetopper	PG	46	Your people are at home in the trees and high places.
Tremendous	DCS	87	You know how to use your mount's power to make your lance attacks even more deadly.

Charge

Trivial Knowledge	RS	145	You have the ability to dredge up obscure knowledge in appropriate situations.
True Believer	CD	86	Your deity rewards your unquestioning faith and dedication.
Truebond	DMG2	232	Your bond to your chosen item becomes stronger.
Truedive Elite	RE	116	Your truedive shifter trait improves.
Trustworthy	SaS	40	Others feel comfortable telling you their secrets.
Tunnel Fighting	RS	145	You are adept at maneuvering and fighting in tight spaces and underground passages.
Tunnel Riding	RS	145	You are particularly adept at maneuvering mounts through tight spaces and underground passages.
Tunnelfighter	Und	27	You can fight more naturally in the cramped and close quarters of caves and tunnels than usual.
Tunnelrunner	Und	27	You can move naturally in the cramped quarters of caves and tunnels.
Turtle Dart	RS	145	You have mastered the style of fighting with a short sword while wearing extremely heavy armor and carrying a large shield.
Twin Power	XPH	51	You can manifest a power simultaneously with another power just like it.
Twin Spell	CAr	84	You can simultaneously cast a single spell twice.
Twin Spell	FRCS	39	You can cast a spell simultaneously with another spell just like it.
Twin Spell	PG	46	You can cast a spell simultaneously with another spell just like it.
Twin Spell	TB	42	You can cast a spell simultaneously with another spell just like it.
Twin Sword Style	FRCS	39	You have mastered a style of defense that others find frustrating.
Twin Sword Style	Gh	39	You have mastered a style of defense that others find frustrating.
Twin Sword Style	PG	46	You have mastered a defensive style based on wielding a blade in each hand.
Two-Weapon Defense	PH	102	Your two-weapon fighting style bolsters your defense as well as your offense.
Two-Weapon Fighting	PH	102	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Two-Weapon Rend	EL	68	You can rend opponents when fighting with two weapons.
Unarmored Body	RE	120	Your body is crafted without its normal layer of armor, trading off physical strength for magical potential.
Unavoidable Strike	XPH	52	You can make an unarmed strike or use a natural weapon against your foe as if delivering a touch attack.
Unbalancing Strike	OA	66	You can strike a humanoid opponent's joints to knock him off balance.
Uncanny Accuracy	EL	68	You can ignore anything less than total cover or total concealment when using ranged weapons.
Uncanny Scent	SS	40	You can pinpoint scents at a greater distance.
Unconditional Power	XPH	52	Disabling conditions do not hold you back.
Undead Empathy	ECS	61	You are adept at communicating with and influencing the undead.
Undead Leadership	LM	31	You gain the service of loyal undead followers.
Undead Mastery	CD	90	You can command a greater number of undead than normal.
Undead Mastery	EL	68	You can command a greater number of undead than normal.
Underfoot Combat	RW	152	You can enter the space that a foe at least two size categories bigger than you occupies.
Undying Fate	RD	155	You have pledged your unswerving obedience to Wee Jas, and she in turn has granted you special insight into life and death.
Unholy Strike	CD	90	Your attacks deal great damage to good creatures.
Unholy Strike	EL	68	Your attacks deal great damage to good creatures.
Unquenchable Flame of Life	LM	31	You are hardened to the attacks of the undead.
Up the Walls	XPH	52	You can run on walls for brief distances.
Urban Stealth	RD	154	You are particularly adept at moving quietly and unnoticed through the city.
Urban Tracking	ECS	61	You can track the location of missing persons or wanted individuals within communities.
Urban Tracking	RD	154	You can track down the location of missing persons or wanted individuals within communities.
Vampire Hunter	LM	31	Your knowledge of vampires has given you the extraordinary ability to detect subtle signs of their presence and to resist their dominating gaze ability.
Veil of Cyric	CSW	146	You have reconciled yourself to the unfortunate truth that hard decisions and regrettable actions are necessary in the service of your deity.
Vermin Companion	ECS	62	Instead of an animal companion, you have a vermin creature as a companion.

Vermin Shape	ECS	62	You can use your wild shape ability to assume vermin forms instead of animal forms.
Vermin Wild Shape	EL	68	You can wild shape into vermin form.
Verminfriend	BV	50	Vermin regard the character better than they would normally.
Versatile Performer	CAd	112	You are skilled at many kinds of performances.
Veteran Knowledge	HB	99	You are capable of seeing potential battlefield advantages where others cannot.
Via Negativa	CR	22	You can channel greater amounts of negative energy into your <i>inflict</i> spells.
Vicious Wound	SS	40	Damage you deal causes wounds that bleed excessively.
Vile <i>Ki</i> Strike	BV	50	The character can focus evil power into his unarmed strike.
Vile Martial Strike	BV	50	The character can focus evil power in her weapon blows.
Vile Natural Attack	BV	50	The character can focus evil power into his natural attacks.
Violate Spell	BV	50	The character can transform one of his spells into an evil spell, and the wounds the spell inflicts are tainted with the foulest evil.
Violate Spell-Like Ability	BV	50	The creature's spell-like abilities are particularly tainted with evil.
Virulent Poison	SS	40	Your poison attack is more effective.
Vorpal Strike	EL	68	Your unarmed strikes can behead your opponents.
Vow of Abstinence	BE	47	You have taken a sacred vow to abstain from alcoholic beverages, drugs, stimulants such as caffeine, and intoxication.
Vow of Chastity	BE	47	You have taken a sacred vow to refrain from marriage and sexual intercourse.
Vow of Nonviolence	BE	47	You have taken a sacred vow to avoid violence against humanoids.
Vow of Obedience	BE	48	You have taken a sacred vow to live according to the dictates of another, generally your superior in a religious order or similar organization.
Vow of Peace	BE	48	You have taken a sacred vow to abstain from harming any living creature.
Vow of Poverty	BE	48	You have taken a sacred vow to forswear material possessions.
Vow of Purity	BE	48	You have taken a sacred vow to avoid contact with dead flesh.
Vremyonni Training	UE	45	You have had more than the typical amount of training with the <i>vremyonni</i> , the Old Ones who research spells and craft magic items for the Witches of Rashemen.
Wand Mastery	ECS	62	Wands are far more potent in your hands.
Wandstrike	CAr	84	You can channel the magical energy of a wand through your melee attacks.
Warden Initiate	ECS	62	You have been trained in the ancient druidic tradition of the Wardens of the Wood, a sect dedicated to protecting the eastern plain and the great woods of the Eldeen Reaches.
Warped Mind	LoM	182	Your tainted form has altered the physical nature of your brain, making you resistant to mental effects and more capable of unleashing the power of your mind on others.
Warrior Instinct	OA	66	Your ancestor, Matsu Hitomi, was the most famous female samurai of the early Empire.
Warrior Shugenja	OA	66	Your ancestor, Agasha Nodotai, was a shugenja well versed in the code of <i>bushido</i> and the way of war.
Water Adaptation	Rac	170	You favor your aquatic elven parent and have developed the ability to breathe and move about in water easily.
Water Adaptation	Sto	94	You favor your aquatic elf parent and have developed the ability to breathe and move about in water easily.
Water Heritage	PIH	42	You are descended from creatures native to the Plane of Water.
Waterspawn	LoM	182	Your abnormal body and heritage has become more pronounced. You have prominent fins and are supremely well adapted to the icy deeps.
Weakening Touch	CW	106	You can temporarily weaken an opponent with your unarmed strike.
Weapon Finesse	PH	102	You are especially skilled at using weapons that can benefit as much from Dexterity as from Strength.
Weapon Focus	PH	102	Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as a weapon for purposes of this feat. You are especially good with this weapon.
Weapon Group (Axes)	UA	95	You understand how to use axes and axelike weapons.
Weapon Group (Basic Weapons)	UA	95	You understand how to use a few basic weapons.
Weapon Group (Bows)	UA	95	You understand how to use bows.
Weapon Group (Claw Weapons)	UA	95	You understand how to use weapons strapped to the hands.
Weapon Group (Crossbows)	UA	95	You understand how to use crossbows.

Weapon Group (Druid Weapons)	UA	95	You understand how to use weapons favored by druids.
Weapon Group (Exotic Double Weapon)	UA	95	You understand how to use the exotic double weapons associated with the weapon groups that you have mastered.
Weapon Group (Exotic Weapons)	UA	96	You understand how to use the exotic weapons associated with the weapon groups that you have mastered.
Weapon Group (Flails and Chains)	UA	96	You understand how to use flails and chain weapons.
Weapon Group (Heavy Blades)	UA	96	You understand how to use large bladed weapons.
Weapon Group (Light Blades)	UA	96	You understand how to use light bladed weapons.
Weapon Group (Maces and Clubs)	UA	96	You understand how to use maces and clubs.
Weapon Group (Monk Weapons)	UA	97	You understand how to use weapons normally favored by monks.
Weapon Group (Picks and Hammers)	UA	97	You understand how to use picks and hammers.
Weapon Group (Polearms)	UA	97	You understand how to use polearms.
Weapon Group (Slings and Thrown Weapons)	UA	97	You understand how to use slings and handheld thrown weapons.
Weapon Group (Spears and Lances)	UA	97	You understand how to use spears and javelins.
Weapon Specialization	PH	102	Choose one type of weapon for which you have already selected the Weapon Focus feat. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.
Whirling Steel Strike	ECS	62	Through monastic weapon training, you have mastered a fighting style that makes use of an unusual monk weapon: the longsword.
Whirlwind Attack	PH	102	You can strike nearby opponents in an amazing, spinning attack
Whirlwind Tail Sweep	Dr	75	You can sweep your tail in a circular arc.
Whispered Secrets	RD	155	You revere the Maimed Lord and have devoted your miserable, worthless life to learning but a few of the Whispered One's secrets.
White Scorpion Strike	RE	112	Your fists and feet sting like the dread white scorpion and are particularly effective against undead.
Widen Aura of Courage	EL	69	Your aura of courage is wider than normal.
Widen Aura of Despair	EL	69	Your aura of despair is wider than normal.
Widen Power	XPH	52	You can increase the area of your powers.
Widen Spell	DD	52	The deity can increase the area of its spells.
Widen Spell	Mag	23	You can increase the area of your spells.
Widen Spell	PH	102	You can increase the area of your spells.
Widen Spell	TB	42	You can increase the area of your spells.
Wield Oversized Weapon	CW	153	You can use larger than normal weapons with ease.
Wild Talent	LoM	182	Your mind wakes to a previously unrealized talent for psionics.
Wild Talent	XPH	52	Your mind wakes to a previously unrealized talent for psionics.
Wildhunt Elite	RE	116	Your shifter-enhanced instincts and senses allow you to detect concealed and invisible creatures.
Willing Deformity	BV	50	Through scarification, self-mutilation, and supplication to dark power, the character intentionally mars her own body.
Winged Warrior	RW	153	You use your wings for more than just flying.
Wingover	MM	304	The creature can change direction quickly while flying.
Wingover	MM2	18	The creature can change direction quickly while flying.
Wingover	MW	25	You change direction quickly once per round while airborne. You can use song or a wind instrument to compel the winds to obey you.

Wingsinger	Sto	94	
Wingstorm	Dr	75	You can flatten targets with blasts of air from your wings.
Wingstorm	SS	40	You can flatten targets with blasts of air from your wings.
Winter's Champion	Fr	50	Your paladin spell list is enhanced.
Winter's Child	SS	40	You are adapted to a cold environment.
Winter's Mount	Fr	50	Your special mount is native to the frostfell.
Wisdom Breeds Caution	Und	27	Not getting into a dangerous situation is generally the wisest course, but if danger is unavoidable, you're prepared. You rely more on caution and forethought than you do on physical prowess.
Wise to Your Ways	Gh	39	You are particularly resistant to the unusual attacks of your favored enemy.
Witchlight	Gh	39	You can create witchlight, a harmless faint light, on yourself or an object.
Wolf Berserker	UE	45	You have studied the fighting style of the wolf and employ its tactics in combat.
Wolfpack	RW	153	You can gain an extra advantage when you and your allies can gang up on a foe.
Wolverine's Rage	CD	86	You can fly into a berserk rage when injured.
Woodland Archer	RW	154	You have honed your archery ability in the wilds of the forest.
Woodwise	ShS	21	You are trained in fighting in woodlands and know how to use the terrain to best advantage.
Woodwise	UE	45	You are trained in fighting in woodlands and know how to use the terrain to best advantage.
Words of Creation	BE	48	You have learned a few of the words that were spoken to create the world.
Wounding Attack	XPH	52	Your vicious attacks wound your foe.
Wounding Spell	LE	9	Because you have studied the cruel arts of the Athalantan magelords of old, you know how to cast spells that cause terrible, bleeding wounds.
Yondalla's Sense	RW	152	You display a shrewd perception of danger. Other halflings say the blessing of Yondalla is upon you.
Zen Archery	CW	106	Your intuition guides your hand when you use a ranged weapon.
Zen Archery	SF	9	Your intuition guides your hand when you use a ranged weapon.
Zone of Animation	CD	90	You can channel negative energy to animate undead.
Zone of Animation	EL	69	You can channel negative energy to animate undead.
Broken One's Sacrifice	CV	28	Your dedication to Ilmater's philosophy has given you the power to take attacks directed at others.
Carmendine Monk	CV	28	You have learned that study is just as important as insight to finding enlightenment.
Defender of the Homeland	CV	28	You have sworn a sacred oath to protect your country from evil.
Detect Shadow Weave User	CV	28	You can determine if a magic item or spellcaster is using the Weave or the Shadow Weave.
Druuth Slayer	CV	29	You have studied the lore of the druuth (a cabal of doppelgangers led by a mind flayer) and know how to recognize and resist their powers.
Duerran Metaform Training	CV	29	Your studies have shown you the way to link your psionics and your enlarge person spell-like ability.
Duerran Stealth Training	CV	29	Your studies have shown you the way to link your psionics and your invisibility spell-like ability.
From Smite to Song	CV	29	You can channel your destructive holy energy into powerful song magic for the glory of Milil.
Initiate of Anhur	CV	30	You have been initiated into the greatest secrets of Anhur's church.
Initiate of Arvoreen	CV	30	You have been initiated into the greatest secrets of Arvoreen's church.
Initiate of Baravar Cloakshadow	CV	30	You have been initiated into the greatest secrets of Baravar Cloakshadow's church.
Initiate of Eilistraee	CV	30	You have been initiated into the greatest secrets of Eilistraee's church.
Initiate of the Holy Realm	CV	30	You have been initiated into the greatest secrets of one of the faiths of the Holy Realm (Chauntea, Helm, Lathander, Selune, or Sune).
Initiate of Horus-Re	CV	30	You have been initiated into the greatest secrets of Horus-Re's church.
Initiate of Milil	CV	31	You have been initiated into the greatest secrets of Milil's church.
Initiate of	CV	31	You have been initiated into the greatest secrets of Nobanion's church.

Nobanion			
Initiate of Torm	CV	31	You have been initiated into the greatest secrets of Torm's church.
Initiate of Tymora	CV	32	You have been initiated into the greatest secrets of Tymora's church.
Knight of the Red Falcon	CV	32	Your military order has a legendary ability to survive against overwhelming odds.
Knight of the Risen Scepter	CV	32	Your military order is dedicated to fighting Set and his minions, and even death cannot stop you from this task.
Knight of Tyr's Holy Judgment	CV	32	You can draw upon the power of Tyr to sense and understand the law and to locate devils.
Knight of Tyr's Merciful Sword	CV	33	You can draw upon the power of Tyr to sense where you are needed.
Mark of the Triad	CV	33	You have been initiated into the greatest secrets of the Triad, the godly triumvirate of Tyr, Torm, and Ilmater.
Overcome Shadow Weave	CV	33	You understand the strengths and weaknesses of the Shadow Weave and are more resistant to its tricks.
Paladin of the Noble Heart	CV	33	You are tasked by Ilmater to eliminate cruelty from the world, particularly that of Loviatar.
Silver Blood	CV	33	You have magically or alchemically imbued your flesh and blood with silver, making you resistant to lycanthrope attacks.
Silver Fang	CV	33	By following a ritual taught by the Fangshields, your natural attacks are suffused with the power of silver and are fully effective against lycanthropes.
Smiting Power	CV	33	You use your smite ability to augment other combat maneuvers.
Sword of the Arcane Order	CV	34	Members of your military order have a special connection with arcane magic.
Sun Soul Monk	CV	34	Your training with this monk order gives you special powers depending on which sect you follow.
Archivist of Nature	HH	119	In addition to your studies of the darkness, you have spent time studying giants and fey.
Bane Magic	HH	119	Your spells deal extra damage to a particular type of creature.
Blood Calls to Blood	HH	120	Exploring the latent potential in your blood due to your fiendish descent, you learn how to better adapt to the mystical attacks of your forebears.
Corrupt Arcana	HH	120	You can prepare and cast corrupt spells.
Corrupt Spell Focus	HH	120	All spells you cast that have a corrupt component (such as call forth the beast, master's lament, or chain of sorrow) are more potent than normal.
Debilitating Spell	HH	120	By calling upon the taint within, you add a malign power to your offensive spells.
Debilitating Strike	HH	120	By calling upon the taint within, you add a malign power to your melee attacks.
Deformity (Skin)	HH	121	Due to a regimen of deliberate abuse, you have roughened your skin until it has grown as coarse and tough as rhino hide.
Deformity (Tall)	HH	121	Through long and painful stints on the rack, bolstered by the surgical implantation of various splints and struts, you have stretched yourself to well over 7 feet in height.
Deformity (Teeth)	HH	121	By filing your teeth to points and brutalizing your gums, you gain a hideous smile full of razor-sharp teeth that enable you to make a grisly bite attack.
Deformity (Tongue)	HH	121	Through protracted self-mutilation that involves frequently piercing your tongue and dipping it in acid, your tongue becomes hideous to behold but oddly sensitive to the environment.
Disease Immunity	HH	121	Whether due to prolonged exposure or natural hardiness, you have grown immune to some diseases and resistant to all others.
Draconic Archivist	HH	122	In addition to your studies of the darkness, you have spent time studying dragons and constructs.
Dreamtelling	HH	122	You can use your Knowledge (the planes) skill to interpret your dreams or the dreams of others, thus glean useful information and insights.
Eldritch Corruption	HH	122	You can add power to your spells or spell-like abilities at the expense of your companions' health.
Font of Life	HH	122	Your life-force is strong enough to make you highly resistant to all forms of energy drain and level loss.
Forbidden Lore	HH	123	You gain hideous insights into subjects not meant to be understood by mortal minds.
Greater Corrupt Spell Focus	HH	123	Your corrupt spells are now even more potent than they were before.
Haunting Melody	HH	123	You can use your music to inspire fear.
Improved Oneiromancy	HH	123	With the Improved Oneiromancy feat, you gain additional dream-related spellcasting abilities.
Lunatic Insight	HH	123	Your madness grants you insight and knowledge.
Mad Faith	HH	123	Your depravity has twisted the connection between you and your patron deity. You suffer flashes of insight interrupted by flashes of madness.
Master of Knowledge	HH	123	You have spent most of your life in study, and it comes naturally to you now.

You gain a number of abilities and advantages related to dreams and magic.

Oneiromancy	HH	123	
Pure Soul	HH	124	Your faith or purity of mind overrides the evils within you. You are immune to taint.
Spirit Sense	HH	124	You can see and communicate with the souls of the recently departed.
Surge of Malevolence	HH	124	You empower yourself by drawing on the taint within.
Tainted Fury	HH	124	You can channel your physical corruption into a state of fury.
Touch of Taint	HH	124	One of your attack forms that normally deals ability damage, ability drain, or energy drain can also deal corruption or depravity.
Unnatural Will	HH	124	You have learned to focus your force of personality and inner strength to stand against fearful circumstances.
Willing Deformity	HH	125	Through scarification, self-mutilation, or supplication to dark powers, you intentionally mar your own body.
Augment Elemental	MoE	46	Your knowledge of planar magic allows you to imbue your summoned elementals with extraordinary combat prowess and durability.
Cull Wand Essence	MoE	46	You can focus the raw magical energy of a wand or staff into a beam of energy.
Deathless Fleshgrafter	MoE	46	You can grow and graft the tissues and body parts of deathless creatures onto others, granting the recipients of your grafts new, potent abilities.
Dorje Mastery	MoE	46	Psionic dorjes are more potent in your hands.
Dragon Propheisier	MoE	46	Like the dragons, you seek to untangle and perceive the record of everything that has been, and more important, what will be.
Dragon Totem Focus	MoE	46	Your focus allows you to enjoy the benefit of a dragon totem ritual longer than normal.
Dragon Totem Lorekeeper	MoE	47	You have been instructed in how to perform the rituals of dragon totem magic.
Dragon Totem Scion	MoE	47	You are naturally attuned to the magic of the dragon totem ritual.
Eldeen Plantgrafter	MoE	47	You can create and apply plant grafts onto others, granting the recipients of your grafts new, potent abilities.
Elemental Grafter	MoE	47	You can create and apply elemental grafts onto others, granting the recipients of your grafts new, potent abilities.
Elemental Helmsman	MoE	47	You are more capable of piloting an elemental vessel.
Elemental Smite	MoE	47	You can channel the energy associated with one of your elemental grafts into your melee attacks.
Etch Schema	MoE	47	You can create a minor schema.
Heroic Companion	MoE	48	Your luck extends to your companion creature.
Heroic Focus	MoE	48	Despite the dangers all around, you can quickly regain your psionic focus.
Improved Homunculus	MoE	49	You are adept at improving and modifying your homunculus. Whenever you advance your homunculus's Hit Dice, you can also imbue it with special supernatural abilities.
Prophecy's Artifex	MoE	50	Your perception of the draconic Prophecy gives you insights that allow you to transcend the normal limits of magic item use.
Prophecy's Explorer	MoE	50	Your perception of the draconic Prophecy imbues you with a preternatural sense of your surroundings, enabling you to move easily and quickly through dangerous areas.
Prophecy's Hero	MoE	50	Your perception of the draconic Prophecy charges you with the will to prevail, providing you with the opportunity to see a way to victory even when the odds are stacked against you.
Prophecy's Mind	MoE	50	You meld your perception of the draconic Prophecy with a mental focus that provides you with momentary warning when death is at hand.
Prophecy's Shaper	MoE	50	Your perception of the draconic Prophecy is such that you can disrupt reality and make your spells more powerful than reality would normally allow.
Prophecy's Shepherd	MoE	50	Your perception of the draconic Prophecy is such that you can alter the natural flow of the world by connecting your knowledge of life-force with the world around you.
Prophecy's Slayer	MoE	51	Your perception of the draconic Prophecy includes a keen appreciation of life. You recognize how fragile and tenuous life truly is when balanced against your lethal foreknowledge.
Psiforged Body	MoE	51	As a warforged, your body can be crafted using trace amounts of psionically resonant deep crystal, providing you with increased psionic power and the ability to store psionic energy in your body. If you take this feat, you will often be referred to as a psiforged.
Psionic Luck	MoE	51	Your psionic focus improves your luck.
Psychic Rush	MoE	51	You can occasionally manifest a psionic power with less effort.
Quicken Dragonmark	MoE	51	You can use your dragonmark abilities more quickly.
Rapid Infusion	MoE	51	You can imbue an item with an infusion more quickly than normal.
Symbiont Mastery	MoE	51	You have stronger control over an attached symbiont than regular creatures, and you gain vitality for each symbiont attached to you.

Wand Surge	MoE	51	You can squeeze more magic out of charged items.
Azure Enmity	Mol	34	You can channel incarnum to enhance your ability to deal damage to your favored enemies.
Azure Talent	Mol	34	The soul energy of incarnum increases your mental capacity.
Azure Touch	Mol	34	You can channel incarnum to enhance your ability to heal.
Azure Toughness	Mol	35	You can use incarnum to boost your physical vigor.
Azure Turning	Mol	35	You can blast the dead with incarnum-purified positive energy.
Azure Wild Shape	Mol	35	You can channel incarnum to enhance your combat prowess while wild shaped.
Bonus Essentia	Mol	35	You are better able to harness your personal store of incarnum.
Cerulean Fortitude	Mol	35	You can use incarnum to boost your ability to resist effects that would adversely affect your health.
Cerulean Reflexes	Mol	35	You can use incarnum to boost your ability to avoid harm.
Cerulean Will	Mol	35	You can use incarnum to boost your willpower.
Cobalt Charge	Mol	35	You can channel incarnum to deal devastating strikes when charging.
Cobalt Critical	Mol	35	You can focus your spirit into your melee weapon attacks, dealing more damage with successful critical strikes.
Cobalt Expertise	Mol	35	By channeling the soul energy of weapon masters past, present, and future, you become more adept at maneuvers of skill and expertise.
Cobalt Power	Mol	37	By channeling the soul energy of brutal warriors past, present, and future, you become more capable of overcoming your enemies through sheer strength.
Cobalt Precision	Mol	37	You can focus your soul energy into your ranged attacks, dealing more damage with successful critical hits.
Cobalt Rage	Mol	37	You can channel incarnum to enhance your rage. When you do so, your eyes turn deep blue in color.
Divine Soultouch	Mol	37	You can channel positive or negative energy to imbue yourself with incarnum.
Double Chakra	Mol	38	One of your chakras becomes capable of holding more incarnum than it is normally capable of containing.
Expanded Soulmeld Capacity	Mol	38	Your soul's tie to incarnum allows you to maintain more essentia in a single soulmeld.
Healing Soul	Mol	38	You can draw upon the soul energy of incarnum to heal your wounds.
Heart of Incarnum	Mol	38	You tap into the power of your heart chakra to gain resilience.
Improved Essentia Capacity	Mol	38	Your capability of investing essentia improves.
Incarnum-Fortified Body	Mol	38	The incarnum within you strengthens your body's toughness, enabling you to withstand greater injury.
Incarnum Resistance	Mol	38	Your body, untainted by incarnum, is not easily affected by the power of soul energy.
Incarnum Spellshaping	Mol	38	You gain the ability to invest incarnum into your spellcasting.
Indigo Strike	Mol	38	You can channel incarnum to enhance your ability to deal damage with your skirmish attack, sneak attack or sudden strike.
Midnight Augmentation	Mol	38	You can augment a psionic power with your personal soul energy rather than mental energy.
Midnight Dodge	Mol	39	You can channel incarnum to enhance your ability to avoid attacks against you.
Midnight Metamagic	Mol	39	You can channel incarnum to alter your prepared spells.
Necrocarnum Acolyte	Mol	39	You have experienced the power of necrocarnum, a dark and twisted form of incarnum.
Open Greater Chakra	Mol	39	You open up one of your body's centers of power, allowing you to bind a soulmeld or a magic item to that chakra.
Open Least Chakra	Mol	39	You open up one of your body's centers of power, allowing you to bind a soulmeld or a magic item to that chakra.
Open Lesser Chakra	Mol	40	You open up one of your body's centers of power, allowing you to bind a soulmeld or a magic item to that chakra.
Psycarnum Blade	Mol	40	You can forge your mind blade from a mixture of mental and soul energy, enabling you to deal devastating strikes with the weapon.
Psycarnum Crystal	Mol	40	Your psycrystal taps into the natural ebb and flow of incarnum, turning it into a small reservoir of soul energy.
Psycarnum Infusion	Mol	40	You transform your mental focus into a brief burst of soul energy.

You can channel incarnum to enhance your ability to deliver stunning attacks.

Sapphire Fist	Mol	40	
Sapphire Smite	Mol	40	You can channel incarnum to enhance your ability to deal mighty blows.
Sapphire Sprint	Mol	40	Drawing on the soul energy of great runners of history, you infuse your body with incarnum to speed your steps.
Shape Soulmeld	Mol	40	You gain the ability to shape a single soulmeld.
Share Soulmeld	Mol	41	You can share a soulmeld with an ally with which you have a special bond.
Soulsight	Mol	41	You can attune your soul to sense living creatures near you.
Soultouched Spellcasting	Mol	41	By fusing your spells with incarnum, they become more capable of overcoming enemy magic and spell resistance.
Split Chakra	Mol	41	One of your chakras becomes capable of holding both a bound soulmeld and a magic item.
Undead Meldshaper	Mol	41	Despite having no soul of your own, you maintain the ability to channel incarnum through force of will alone.
Aereni Focus	PE	20	From childhood you have studied one particular path, and these decades of devotion result in remarkable skill.
Aerenal Arcanist	PE	20	Your family has studied wizardry for thousands of years.
Aerenal Half-Life	PE	20	The Priests of Transition have guided you through strange rituals that left you poised between the world of the living and the dead.
Perfect Reflection	PE	25	You are particularly skilled at mimicking the forms and mannerisms of others.
Touch of Captivation	PE	35	You are sakah, and your fiendish gift allows you to captivate people around you.
Touch of Deception	PE	35	You are sakah, and your fiend gift allows you to alter your appearance and trick others.
Touch of Summoning	PE	35	You are sakah, and your fiendish gift allows you to summon fell creatures to do your bidding.
Binding Brand	PE	36	You carry the brand of the binding flame, marking you as a warrior of the Ghaash'kala clans.
Dragon's Insight	PE	48	You can call on the power of your dragonmark to enhance your natural abilities.
Shield of Deneith	PE	48	You can channel the power of your Deneith dragonmark to defend yourself in battle.
Swiftiness of Orien	PE	48	You can draw on the power of your Mark of Passage to temporarily enhance your speed or the speed of your mount.
Aberrant Dragonmark Gift	PE	49	Your aberrant dragonmark is especially potent.
Aberrant Dragonmark Mystery	PE	49	You can use the power of your aberrant mark to enhance your magical abilities.
Aberrant Dragonmark Vigor	PE	49	You can channel the energy of your aberrant mark to enhance your health.
Ritual of Arcane Opposition	PE	60	You have been inured against the effects of arcane magic by a ritual of the Ashbound set.
Ritual of Blight's Embrace	PE	60	You have been warded from the effects of poison and disease by a ritual of the Children of Winter, solidifying your bond with vermin.
Ritual of the Timeless Soul	PE	60	You have been blessed by the faerie lords of Thelanis in a ritual of the Greensinger sect, and you temporarily slip from time's grasp.
Ritual of the Woodland Bond	PE	60	You have formed a bond with the growth of the woods through a ritual of the Wardens of the Wood.
Friends of the Tribes	PE	75	You are deeply familiar with the tribes of the Talenta Plains.
Talenta Dinosaur Bond	PE	75	You have undergone grueling training on the dinosaur back and are skilled in the halfling techniques of fighting while mounted.
Talenta Drifter	PE	75	Your extensive travels on the Talenta Plains give you an advantage while in that region.
Galifaran Scholar	PE	77	You have made an exhaustive study of the history of Galifar, from the earliest roots of the Five Nations, through the formation of the united Kingdom of Galifar, and on to the Last War and the dissolution of the kingdom.
Du'ulora Ancestor	PE	83	The tsucora are the most common of the quori, but they are not the only spirits in Dal Quor.
Hashalaq Ancestor	PE	83	The hashalaq quori essence within you allows you to sense the emotions of others.
Aberration Banemagic	PE	86	You can cast spells that do extra damage to aberrations.
Indomitable Discipline	PE	86	Your strict mental discipline allows you to resist attempts to manipulate your thoughts.
Unnatural Enemy	PE	86	You have been trained in the ways of aberrations, and you know how to recognize them and spot their weaknesses.
Sudden Willow	PE	109	Your monastic training allows great precision with your quarterstaff.

Strike			
Child of the Swamps	PE	119	You can find food and shelter in the deep swamps, and you can move more freely through the difficult terrain.
Battlebred	PE	122	Due to traumatic experiences in past battles, the plane of Shavarath with its endless war seems never far from you.
Chosen of the Deathless	PE	122	You carry with you an intimate familiarity with the positive energy that suffuses the City of the Dead.
Manifest Druid	PE	122	You have a familiarity with the three manifest zones of the Eldeen Reaches and the powers of the planes to which they are linked.
Mastery of the Azure Sky	PE	125	You have learned to calculate the precise location of Syrania at any given time, and to use that knowledge to enhance spells you cast to grant flight.
Mastery of the Battleground	PE	125	You have learned to calculate the precise location of Shavarath at any given time, and to use that knowledge to enhance spells of battle that you cast.
Mastery of Chaos and Order	PE	125	You have learned to calculate the precise locations of Daanvi and Kythri at any given time, and to use that knowledge to imbue your spells with unusual regularity or striking unpredictability -- or both.
Mastery of Day and Night	PE	125	You have learned to calculate the precise locations of Irian and Mabar at any given time, and to use that knowledge to enhance your manipulation of positive and negative energy.
Mastery of the Dead	PE	125	You have learned to calculate the precise location of Dolurrh at any given time, and to use that knowledge to capture the souls of creatures slain with your death spells.
Mastery of Dreams	PE	125	By physically exploring the realm of Dal Quor, you have learned to instill your spells with the stuff of dreams . . . and nightmares.
Mastery of Faerie Enchantment	PE	125	You have learned to calculate the precise location of Thelanis at any given time, and to use that knowledge to improve your ability to control the minds of other creatures.
Mastery of Ice and Fire	PE	126	You have learned to calculate the precise locations of Fernia and Risia at any given time, and to use that knowledge to enhance cold and fire spells that you use.
Mastery of Madness	PE	126	You have learned to reach magically to the ever-distant plane of Xoriat and draw some element of its madness into the world -- but these techniques come with some risk.
Mastery of the Mists	PE	126	By learning of the intricate relationship between the Ethereal Plane and the Material Plane, you gain the ability to see and sometimes reach through the barrier between these two planes.
Mastery of the Silver Void	PE	126	You have gained a deeper understanding of the Astral Plane and its relationship to the other planes of the cosmos. You can use that knowledge to more quickly access that plane.
Mastery of Twilight Denizens	PE	126	You have learned to calculate the precise location of Lamannia at any given time, and to use that knowledge to summon more powerful creatures from that plane.
Mastery of Twisted Shadow	PE	126	You gain the ability to reach into the Plane of Shadow when casting an illusion, concealing yourself in the raw shadowstuff drawn forth.
Shifter Acrobatics	PE	135	Your heritage makes you agile and light-footed.
Shifter Magnetism	PE	135	Your heritage gives you a strong animal presence.
Shifter Stealth	PE	135	You can call upon your bestial heritage to increase your stealth.
Bladebearer of the Valenar	PE	141	You have trained extensively with scimitars, including the Valenar double scimitar. You are adept at striking from horseback with the curved blades of the Valenar.
Shield of Blades	PE	141	As a master of the double scimitar, you can weave a web of steel to protect yourself from attack.
Spirit of the Stallion	PE	141	Your patron ancestor was a legendary cavalry soldier, and her spirit guides you and your mount.
Valenar Trample	PE	141	You are trained in Valenar cavalry techniques emphasizing trampling your opponents into the ground.
Shocking Fist	PE	151	Your slam attack can deal a shock.
Overload Metabolism	PE	151	You can heal damage at a cost to your other physical attributes.
Heretic of the Faith	PF	46	You stray significantly from the teachings of your faith.
Prophet of the Divine	PF	49	Your communications with the divine manifest in a public fashion.
Bane of Infidels	PF	53	In a church locked in eternal conflict with followers of another faith, you have learned to fight effectively against the infidels. You know their ways and how to beat them.
Initiate of Amaunator	PF	58	You have been initiated into the greatest secrets of Amaunator's faith.
Rulership	PF	158	You are a ruler of an economic, frontier, governmental, military, religious, transport, or other community.
Accelerate Metamagic	RDr	98	You can apply a selected metamagic feat to your spells more quickly than normal.
Dragon Breath	RDr	98	You can use your breath weapon as often as a normal dragon.
Dragon Tail	RDr	98	Your draconic ancestry manifests as a muscular tail you can use in combat.

Dragon Trainer	RDr	98	Your draconic nature gives you special insight into training dragons and draconic creatures.
Dragon Wings	RDr	100	Your draconic ancestry manifests as a pair of wings that aid your jumps and allow you to glide.
Dragonwrought	RDr	100	You were born a dragonwrought kobold, proof of your race's innate connection to dragons.
Extraordinary Trapsmith	RDr	100	You are an expert at constructing mechanical traps.
Heavyweight Wings	RDr	100	Your superior strength allows you to fly while heavily burdened.
Improved Dragon Wings	RDr	100	Your draconic wings now grant you flight.
Kobold Endurance	RDr	101	Thanks to your race's determination, you are capable of amazing feats of strength and stamina.
Kobold Foe Strike	RDr	101	You are more effective in combat against your racial enemies.
Practical Metamagic	RDr	101	You can apply a selected metamagic feat to your spells more easily.
Reinforced Wings	RDr	101	You have strengthened the muscles of your wings.
Versatile Spellcaster	RDr	101	You can use two lower-level spell slots to cast a spell one level higher.
Wyrmgrafter	RDr	101	You can apply draconic grafts to other living creatures or to yourself.
Entangling Exhalation	RDr	101	You can use your breath weapon to create an entangling mesh of energy.
Exhaled Barrier	RDr	101	You can use your breath weapon to create a wall of energy.
Exhaled Immunity	RDr	102	You can use your breath weapon to grant a willing creature immunity to energy.
Extra Exhalation	RDr	102	You can use your breath weapon one more time per day than normal.
Furious Inhalation	RDr	102	While raging, you can use your breath weapon to deal energy damage with your bite attacks.
Draconic Arcane Grace	RDr	102	You can convert some of your arcane spell energy into a saving throw bonus.
Draconic Breath	RDr	102	You can convert some of your arcane spell energy into a breath weapon.
Draconic Claw	RDr	102	You develop natural weapons like those of your draconic ancestors.
Draconic Flight	RDr	102	The secret of draconic flight has been revealed to you, granting you the ability to fly occasionally.
Draconic Heritage	RDr	102	You have a greater connection with your draconic bloodline than others of your kind.
Draconic Legacy	RDr	104	You have realized greater arcane power through your draconic heritage.
Draconic Persuasion	RDr	104	Your arcane talents lend you a great deal of allure.
Draconic Power	RDr	104	You have greater power when manipulating the energies of your heritage.
Draconic Presence	RDr	104	When you use your magic, your mere presence can terrify those around you.
Draconic Resistance	RDr	105	Your bloodline hardens your body against effects related to the nature of your progenitor.
Draconic Skin	RDr	105	Your skin takes on a sheen, luster, and hardness related to your draconic ancestor.
Draconic Toughness	RDr	105	Your draconic nature reinforces your body as you embrace your heritage.
Spell Rehearsal	RDr	105	Casting the same spell several times in a row or at the same target enables you to perfect it.
Wing Expert	RDr	105	You can use your wings to create a variety of effects.
Divine Vigor	RH	126	You can channel energy to increase your speed and durability.
Dragonthral	RH	126	You have pledged your life to the service of evil dragonkind.
Bind Vestige	TM	72	You know how to make pacts with otherworldly spirits called vestiges.
Bind Vestige, Improved	TM	73	You can bind a wider range of vestiges.
Defense against the Supernatural	TM	73	Your in-depth knowledge of supernatural forces grants you greater ability to resist their effects.
Empower Supernatural Ability	TM	73	You can use a supernatural ability with greater effect than normal.
Enlarge Supernatural	TM	73	You can increase the range of a supernatural attack.

Ability				
Expel Vestige	TM	73	You can expel a vestige to which you are bound before the duration of its pact with you has expired.	
Extend Supernatural Ability	TM	73	You can cause a supernatural ability with a duration to last longer than normal.	
Favored Vestige	TM	74	Choose one vestige to which you have access. You establish a close, mystical affinity with that spirit.	
Favored Vestige Focus	TM	74	The supernatural abilities of your favored vestige are more potent than normal.	
Ignore Special Requirements	TM	74	The strange constraints that vestiges place on their summoning are meaningless to you.	
Improved Binding	TM	74	You are so adept at binding vestiges that you can contact powerful ones more easily than other soul binders can.	
Practiced Binder	TM	74	When you bind a vestige, you gain an additional power associated with it.	
Rapid Pact Making	TM	74	Your skill with pact magic lets you bind a vestige extremely quickly, even in the heat of combat.	
Rapid Recovery	TM	74	You can use the abilities of your favored vestige more frequently.	
Skilled Pact Making	TM	74	Your strong will serves you well when making pacts with vestiges.	
Sudden Ability Focus	TM	74	One of your special attacks becomes more potent than usual.	
Supernatural Crusader	TM	75	You are adept at fighting supernatural creatures.	
Supernatural Opportunist	TM	75	You are adept at exploiting a creature's momentary distraction while it activates its supernatural abilities.	
Widen Supernatural Ability	TM	75	You can increase the area of your supernatural abilities.	
Empower Mystery	TM	136	You can cast mysteries to greater effect.	
Enlarge Mystery	TM	136	You can cast mysteries farther than normal.	
Extend Mystery	TM	136	You can cast mysteries that last longer than normal.	
Favored Mystery	TM	136	The mystery you choose becomes easier to cast.	
Greater Path Focus	TM	136	Choose a path of shadow magic to which you have already applied the Path Focus feat. Your mysteries of that path are now even more potent.	
Line of Shadow	TM	136	You can cast a mystery without line of sight or line of effect to the target.	
Maximize Mystery	TM	136	You can cast mysteries to maximum effect.	
Nocturnal Caster	TM	137	You are empowered by darkness, making your abilities stronger at night.	
Path Focus	TM	137	Choose a path of shadow magic, such as Touch of Twilight. Your mysteries of that path are more potent than normal.	
Quicken Mystery	TM	137	You can cast a mystery with a moment's thought.	
Reach Mystery	TM	137	You can cast touch-range mysteries without touching the target.	
Shadow Cast	TM	137	Your shadow shimmers as you cast a spell and you seem to cast your mysteries from elsewhere.	
Shadow Familiar	TM	138	Noctumancers developed this feat in order to gain a mystical companion.	
Shadow Reflection	TM	138	Your shadow flickers and moves in an aggressive, independent manner, enabling you to avoid some attacks of opportunity.	
Shadow Vision	TM	138	Your senses grow so attuned with shadow that you gain a limited ability to see in natural and magical darkness.	
Still Mystery	TM	138	You can cast mysteries without gestures.	
Unseen Arrow	TM	138	Developed by shadowblades, this feat allows a member of that class to apply his unseen weapon abilities to thrown or projectile weapons.	
Empower Utterance	TM	228	Your utterances have more powerful effects.	
Enlarge Utterance	TM	229	You can project the power of an utterance to a greater distance.	
Extend Utterance	TM	229	Your utterances have a more lasting effect on the universe.	
Focused Lexicon	TM	229	Your utterances have greater effect against a certain type of creature.	
Minor Utterance of the Evolving Mind	TM	229	Your mastery of Truespeech has led you to the understanding necessary to perform a simple utterance from the Lexicon of the Evolving Mind.	
Obscure Personal	TM	229	Truenames are notoriously difficult to pronounce, but yours is harder than most.	

Truename			
Personal Truename Backlash	TM	229	Your personal truename is so charged with magic power that those who fail to speak it properly are warped by reality run amok.
Truename Rebuttal	TM	229	You are particularly good at negating other truenamers' power with well-chosen truenames.
Truename Research	TM	229	You have a knack for uncovering the personal truenames of friends and foes alike through study and investigation.
Truename Training	TM	229	Unlike most of your peers, you have discovered the secret power of truenames.
Utterance of the Evolving Mind	TM	230	Your further mastery of Truespeech allows you to wield its power more effectively against creatures.
Utterance of the Crafted Tool	TM	230	As you strive for ever more mastery of Truespeech, you gain more power over the universe around you. You can now use the power of Truespeech to affect objects.
Utterance of the Perfected Map	TM	230	The power of the Truespeech can alter the state of reality itself. Reaching toward this great power, you have mastered an utterance from the Lexicon of the Perfected Map.
Utterance Focus	TM	230	You have a particular utterance you favor above others, and your enemies are less able to resist the power of your words.
Quicken Utterance	TM	231	You can speak an utterance with just a moment's thought.
Recitation of the Fortified State	TM	231	This recitation allows you to stand unyielding against the blows of your enemies.
Recitation of the Meditative State	TM	232	This recitation gives you an unparalleled sense of serene calm.
Recitation of Mindful State	TM	232	This recitation narrows and focuses your perception so you can concentrate on a delicate task at hand.
Recitation of the Sanguine State	TM	232	This recitation purges all poisons from your body.
Recitation of Vital State	TM	232	This recitation frees your body of disease and sickness.
Dazzling Energy	CP	49	Your facility with energy is such that enemies are shaken by your prowess.
Deep Vision	CP	49	Your mental focus helps you see farther with darkvision
Dire Flail Mind Blade	CP	49	When you reshape your mind blade, you can change it into an exotic weapon: a dire flail.
Dire Stun	CP	49	When you choose to stun your foe with your lurk augment ability, your foe might be stunned for a long time.
Don Mantle	CP	49	You gain the granted ability of a mantle you have tapped.
Dromite Barrier	CP	49	You can convert uses of your <i>energy ray</i> psi-like ability into walls of energy.
Dromite Ray	CP	49	You can use your <i>energy ray</i> psi-like ability more often.
Duergar Expansion	CP	49	You can use your <i>expansion</i> psi-like ability more often.
Duergar Invisibility	CP	49	You can use your <i>invisibility</i> psi-like ability more often.
Dwarven Urgrosh Mind Blade	CP	49	When you reshape your mind blade, you can change it into an exotic weapon: a dwarven urgrosh.
Ectopic Form	CP	50	This feat allows you to create astral constructs with distinct appearances and specialties.
Elan Repletion	CP	52	As an elan, you can sustain yourself with repletion longer than other members of your race.
Elan Resilience	CP	52	As an elan, you can prevent greater amounts of damage than other members of your race.
Elan Resistance, Enhanced	CP	52	As an elan, you can resist harmful effects more readily than other members of your race.
Elan Retainment	CP	52	You can use your psionic metabolism to aid your ability to retain your psionic focus when you would otherwise expend it.
Elemental Envoy	CP	52	This feat allows you to acquire an elemental steward.
Energize Armor	CP	53	You can charge your armor with psionic energy, making it resistant to energy damage.
Enervation Endurance	CP	53	When facing the aftermath of a wild surge, enervation doesn't sap your power points.
Enhanced Beneficence	CP	53	Your psychic aura is larger than normal, reflecting your devotion to your deity.
Envoy Cognizance	CP	53	When your elemental envoy is nearby, its associated energy enhances your ability to manifest energy powers.
Euphoric Reduction	CP	53	Channel your euphoric surge into a boost for one of your skills.

You gain the aura ability of a mantle you have donned.

Extra Aura	CP	54	
Focused Perception	CP	54	When you concentrate your faculties, your power of sight pierces the darkness.
Focused Shield	CP	54	Your mental focus makes you more adept at using your shield.
Focused Skill User	CP	54	You can take advantage of your psionic focus in new ways.
Gestalt Anchor	CP	54	You have a strong bond to the psionic entity you host.
Githyanki Charm	CP	54	You can leverage your <i>psionic daze</i> psi-like ability to gain greater control over subjects.
Githyanki Control	CP	54	You can leverage your <i>far hand</i> psi-like ability to gain greater control over objects.
Githyanki Dismissal	CP	54	You can leverage your <i>dimension door</i> psi-like ability to gain greater control over other creatures' locations.
Githyanki Ectiform	CP	54	You can leverage your <i>concealing amorpha</i> psi-like ability to gain greater control over your own body.
Githzerai Burst	CP	54	You can leverage your <i>cat fall</i> psi-like ability to gain greater control over yourself in your environment.
Githzerai Feedback	CP	54	You can leverage your <i>inertial armor</i> psi-like ability to further insulate yourself from harm.
Githzerai Knock	CP	54	You can leverage your <i>concussion blast</i> psi-like ability to gain such fine control over manipulating force that you can open locks or sealed doors.
Githzerai Link	CP	55	You can leverage your <i>psionic daze</i> psi-like ability to forge direct mental contact with another creature.
Half-Giant Stomp	CP	55	You can use your <i>stomp</i> psi-like ability more often.
Half-Giant Thunderer	CP	55	You can use your <i>stomp</i> psi-like ability to far greater effect.
Instinctive Consummator	CP	55	You always make good on your threats.
Invest Armor	CP	55	You can charge your armor with additional protective qualities.
Lurk Augment, Extra	CP	55	You can use your lurk augment more often than normal.
Lurk Augment, Ranged	CP	55	You can use some of your lurk augments in conjunction with a ranged attack.
Lurk Master	CP	55	You are more skilled in augmenting your attack than your training would indicate.
Maenad Fury	CP	55	You can use your outburst racial trait more often.
Maenad Scream	CP	55	You can use your <i>energy ray</i> (sonic) psi-like ability more often.
Maenad Deafening Scream	CP	55	You can use your <i>energy ray</i> (sonic) psi-like ability to better effect.
Mantle Focus	CP	55	The powers from one of your mantles become more potent.
Mental Juggernaut	CP	56	You are adroit at avoiding the mind blasting effects of certain psionic abilities and powers.
Mind Cleave	CP	56	When you lay low a foe, you drain off a portion of its excess mental energy into the conduit of your mind blade.
Mind Empowerment	CP	56	When you lay low a foe, you drain off a portion of its excess mental energy into the conduit of your mind blade.
Mind Strike	CP	56	When you use your psychic strike ability, you deal more damage.
Mind Strike, Swift	CP	57	You possess a deadly speed when charging your mind blade with psychic energy.
Orc Double Axe Mind Blade	CP	57	When you reshape your mind blade, you can change it into an exotic weapon: an orc double axe.
Postpone Enervation	CP	57	You can postpone the onset of your psychic enervation.
Practiced Manifester	CP	57	Choose a manifesting class that you possess. The powers you manifest from that class are more powerful.
Privileged Energy	CP	57	You favor one specific energy type over all others.
Psymbiot	CP	57	You gain benefits when you are near other psionic characters or creatures.
Skin of the Construct	CP	57	You can wear an astral construct as if it were a second skin.
Stygian Archon	CP	57	You sear the synapses of your mind with a scar of void and emptiness.
Synad Multitask, Enhanced	CP	58	As a synad, your threefold mind grants you an additional opportunity to multitask.
Tap Mantle	CP	58	You gain the ability to access the powers in a new mantle.
Thri-Kreen Carapace	CP	58	Your carapace is harder than average.
Thri-Kreen Claw	CP	58	You can use your <i>metaphysical claw</i> psi-like ability more often.

Thri-Kreen Displacement	CP	58	You can use your <i>psionic displacement</i> psi-like ability more often.
Thri-Kreen Poison	CP	58	You can use your poison bite more often.
Two-Bladed Mind Blade	CP	58	When you reshape your mind blade, you can change it into an exotic weapon: a two-bladed sword.
Volatile Escalation	CP	58	When you are attacked with a telepathic power, your innate wildness forces a higher mental price on your attacker.
Volatile Leech	CP	58	You gain the power points your attacker wastes attacking you with a telepathic power.
Xeph Burst, Extra	CP	59	You can use your burst racial trait more often.
Xeph Celerity	CP	59	You can use your burst racial trait to gain an extra attack.
Dorje Mastery	CP	59	Psionic dorjes are more potent in your hands.
Dual Dorje	CP	59	You can fight with two dorjes at the same time.
Hostile Mind, Improved	CP	59	You have mental defenses erected against telepathic attacks.
Psionic Mastery	CP	59	You are quick and certain in your efforts to defeat the psionic defenses and powers of others.
Aggressive Mind	CP	60	The psionic entity you host gives you access to psi-like abilities capable of disrupting the mind of your enemy.
Antagonist	CP	60	The psionic entity you host seeks to cause damage and mayhem, and you have powers to further that end.
Defensive Shell	CP	60	The psionic entity living in your mind enables you to better resist attacks.
Host Focus	CP	60	You can use a psi-like ability granted by a host feat an extra time each day.
Pacifist	CP	60	You host a psionic entity that dislikes combat and provides you psi-like abilities to help you avoid a fight.
Spiritual Force	CP	60	Your mind blade is an expression of your inner spirit.
Strength of Two	CP	60	As the host of a formless psionic entity, you possess immense willpower.
Telepathic Affinity	CP	60	The entity you host gives you the ability to better communicate with other creatures.
Illithid Blast	CP	61	You can convert your psionic energy into <i>amind blast</i> .
Illithid Compulsion	CP	61	You can call upon your heritage and enhance your ability to manipulate the minds of other creatures.
Illithid Enthusiast	CP	61	When you manipulate the minds of other creatures, you are heartened and emboldened by your success.
Illithid Extraction	CP	61	Your acceptance of your illithid heritage is so encompassing that you have learned how to extract the brain of a helpless victim.
Illithid Grapple	CP	61	You embrace more of your illithid heritage, and grow at least one long purplish tentacle that you can reveal and unfurl when you open your mouth.
Illithid Heritage	CP	62	Somewhere in the deeps of time, your bloodline was polluted with illithid influence.
Illithid Legacy	CP	62	You have realized greater psionic power through your illithid heritage.
Illithid Legacy, Greater	CP	62	Your knowledge of psionic power has grown even further due to your illithid heritage.
Illithid Skin	CP	62	Your skin takes on the glistening, rubbery, green-mauve consistency of your illithid parentage.
Knockdown Power	CP	62	You can manifest powers that knock creatures off their feet.
Linked Power	CP	62	You can link a power to the power you manifest in this round so that it goes off next round.
Metapower	CP	63	You can permanently modify a psionic power you know with a metapsionic feat.
Paraelemental Power	CP	63	When using a power that allows you to choose a type of energy, you have a wider range of possible choices owing to your ability to mix energy with matter.
Phrenic Leech	CP	63	Psionic foes damaged by your power are also mentally drained.
Stygian Power	CP	64	Psionic powers you manifest that utilize negative energy are branded with an imprint of fear.
Transdimensional Power	CP	64	You can manifest powers that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the power's area.
Acrobatic Strike	PH2	71	Your dexterous maneuvers and skilled acrobatics allow you to slip past a foe's defenses and deliver an accurate strike against him.
Active Shield Defense	PH2	71	Your expert use of your shield allows you to strike at vulnerable foes even when you forgo your own attacks in favor of defense.
Adaptable Flanker	PH2	71	When you and an ally team up against a foe, you know how to maximize the threat your ally poses to ruin your target's defenses.
Agile Shield Fighter	PH2	74	You are skilled in combining your shield bash attack with an armed strike. When you use your shield in unison with a weapon, your training allows you to score telling blows with both.
Arcane Accompaniment	PH2	74	You infuse your performance with magical energy, allowing its effects to continue even as you attend to other tasks.

Arcane Consumption	PH2	74	You can sacrifice your physical health to strengthen a spell. This process leaves you wracked with pain, but the enhanced energy you draw from the spell might provide the margin between victory and defeat.
Arcane Flourish	PH2	74	You use your magical abilities to improve your performance talents.
Arcane Thesis	PH2	74	You have studied a single spell in-depth.
Arcane Toughness	PH2	75	You draw upon the power of your magic to sustain yourself, allowing you to continue fighting long after your physical body has failed you.
Armor Specialization	PH2	75	Through long wear and hours of combat, you have trained your body to believe in its armor.
Battle Dancer	PH2	75	You strike at your foes in time with the music you sing or in cadence with an oration you deliver.
Bonded Familiar	PH2	75	You enjoy a stronger than normal magical bond with your familiar, granting you access to two special abilities.
Bounding Assault	PH2	75	You can move and attack with superior speed and power.
Brutal Strike	PH2	76	You can batter foes senseless with your mace, morningstar, quarterstaff, or flail.
Combat Acrobat	PH2	76	Your acrobatics and agility in combat allow you to maneuver across the battlefield with ease.
Combat Familiar	PH2	76	Your familiar is skilled in delivering attack spells against your foes.
Combat Tactician	PH2	77	You excel at approaching an opponent from an unexpected direction to deliver deadly attacks.
Cometary Collision	PH2	77	You are a thunderbolt of destruction on the battlefield.
Companion Spellbond	PH2	77	You form a special magical link with your animal companion, allowing you to share spells with it over a greater distance.
Crossbow Sniper	PH2	77	You are skilled in lining up accurate, deadly shots with your crossbow.
Crushing Strike	PH2	78	You wield a bludgeoning weapon with superior power, allowing you to batter aside an opponent's defenses.
Cunning Evasion	PH2	78	When an area attack detonates around you, you use the chaos and flash of energy to duck out of sight.
Dampen Spell	PH2	78	From the lowliest prestidigitator to the most august hierophant, spellcasters both arcane and divine recognize the power of counterspelling.
Deadeye Shot	PH2	78	You carefully line up a ranged attack, timing it precisely so that you hit your opponent when his guard is down.
Defensive Sweep	PH2	78	You sweep your weapon through the area you threaten, warding away opponents and forcing them to move away or suffer a fearsome blow.
Driving Attack	PH2	78	When you strike an opponent with a piercing weapon, the brutal impact of your strike sends him sprawling.
Elven Spell Lore	PH2	78	You have studied the mighty arcane traditions of the elven, granting you insight into the intricate workings of magic and the theoretical structures behind spells.
Fade into Violence	PH2	79	While the chaos of battle swirls around you, you rely on your ability to slip into the background to avoid your enemy's notice.
Fiery Fist	PH2	79	By channeling your <i>ki</i> energy, you sheathe your limbs in magical fire.
Fiery <i>Ki</i> Defense	PH2	79	You channel your <i>ki</i> energy into a cloak of flame that injures any who attempt to strike you.
Flay	PH2	79	When fighting unarmored opponents, you excel at twisting your weapon just before impact.
Grenadier	PH2	79	You are skilled in using grenadelike weapons.
Hindering Opportunist	PH2	79	When you have a chance to strike a distracted foe, you instead use that opportunity to aid or protect an ally against him.
Intimidating Strike	PH2	79	You make a display of your combat prowess designed to strike terror in your foe.
Indomitable Soul	PH2	80	Your physical toughness translates into greater mental resiliency.
Keen-Eared Scout	PH2	80	Your sharp sense of hearing allows you to determine much more about your surroundings.
<i>Ki</i> Blast	PH2	80	You focus your <i>ki</i> into a ball of energy that you can hurl at an opponent.
Leap of the Heavens	PH2	80	Your excellent athletic ability and superior conditioning allow you to make near-superhuman leaps.
Lunging Strike	PH2	80	You make a single attack against a foe who stands just beyond your reach.
Lurking Familiar	PH2	80	Your familiar hides within the folds of your robe or takes cover behind you as your opponents close in.
Mad Foam Rager	PH2	80	You fight with the rage that only a rabid badger or a beer-addled dwarf can bring to bear.
Master Manipulator	PH2	80	Your words are your weapons.
Melee Evasion	PH2	81	Your speed, agility, and talent for intelligent fighting allow you to avoid your opponent's blows.
Melee Weapon Mastery	PH2	81	You have mastered a wide range of weapons.
Overwhelming Assault	PH2	81	If you attack a foe who does nothing to turn aside your attack, you press forward with an indomitable strike.

Penetrating Shot	PH2	81	You send a powerful shot cleaving through your enemies.
Ranged Weapon Mastery	PH2	82	You have mastered a wide range of weapons.
Rapid Blitz	PH2	82	You charge across the battlefield, combining your speed and fighting ability to move and attack with unmatched skill.
Robilar's Gambit	PH2	82	By offering Robilar's Gambit, you absorb damage to place yourself in an advantageous position.
Shield Sling	PH2	82	You can hurl your shield as a deadly missile, turning it from a defensive item to a crushing, thrown weapon.
Shield Specialization	PH2	82	You are skilled in using a shield, allowing you to gain greater defensive benefits from it.
Shield Ward	PH2	82	You use your shield like a wall of steel and wood.
Short Haft	PH2	82	You have trained in polearm fighting alongside your comrades in arms, sometimes reaching past them while they shield you, and sometimes shielding them while they attack from behind you.
Slashing Flurry	PH2	82	You swing your weapon with uncanny speed, slicing apart a foe in the blink of an eye.
Spectral Skirmisher	PH2	83	You have trained extensively in the use of magic that renders you invisible.
Spell-Linked Familiar	PH2	83	You and your familiar can share spell energy, allowing your familiar to cast a limited number of spells each day.
Stalwart Defense	PH2	83	You excel at aiding your allies in battle. When an opponent attempts to strike one of them, you make a quick, distracting motion to ruin the foe's efforts.
Steadfast Determination	PH2	83	Your physical durability allows you to shrug off attacks that would cripple a lesser person.
Telling Blow	PH2	83	When you strike an opponent's vital areas, you draw on your ability to land crippling blows to make the most of your attack.
Trophy Collector	PH2	83	A belt of minotaur fur, a hood of cloaker wing-skin, and an amulet fashioned from a petrified dragon's eye -- these are the intimidating symbols of your trade.
Tumbling Feint	PH2	84	When you move near an opponent, your acrobatic maneuvers leave him confused and unable to properly defend himself.
Two-Weapon Pounce	PH2	84	When you charge an opponent while wielding two weapons, you can make two quick attacks.
Two-Weapon Rend	PH2	84	You wield two weapons with an artisan's precision.
Vatic Gaze	PH2	85	Your arcane studies have brought forth your nascent talent to sense magical auras and the power that others are capable of wielding.
Versatile Unarmed Strike	PH2	85	You employ a variety of unarmed fighting styles, allowing you to alter the type of damage your attacks deal.
Vexing Flanker	PH2	85	You excel at picking apart an opponent's defenses when your allies also threaten them.
Wanderer's Diplomacy	PH2	85	Many halflings journey far and wide across the world, spending no more than a few months in one place.
Water Splitting Stone	PH2	85	You channel your <i>ki</i> energy to splinter the defenses of creatures whose tough hides or magical natures normally allow them to shrug off your blows.
Weapon Supremacy	PH2	85	You are a grandmaster in the use of your chosen weapon.
Ritual Blessing	PH2	86	You call upon the powers of goodness and light to bless your allies.
Ritual Blood Bonds	PH2	86	You invest your allies with the mighty power of your totem, god, or similar divine entity.
Combat Awareness	PH2	86	When you maintain your combat focus, you have an uncanny ability to sense the ebb and flow of your opponents' vitality.
Combat Defense	PH2	87	The state of keen focus and mental discipline you attain in combat allows you to shift the focus of your defense from one opponent to another with careful, precise maneuvers.
Combat Focus	PH2	87	The way of the warrior requires more than simple, brute strength.
Combat Stability	PH2	87	When you maintain your combat focus, you become difficult to dislodge.
Combat Strike	PH2	87	Your intense, focused state allows you to see the one critical moment in a battle when you hang suspended between victory and defeat.
Combat Vigor	PH2	88	When you maintain your combat focus, your clarity of purpose and relentless drive allow you to overcome your body's frailties.
Divine Armor	PH2	88	You call upon your deity to protect you in your hour of need by wreathing you in divine power that wards off your enemies' attacks.
Divine Fortune	PH2	88	With a quick prayer, you channel divine energy to help resist a spell, poison, or other deadly effect.
Divine Justice	PH2	88	You can channel divine energy to turn your foe's strength against him, striking him with the same force that he used against you.
Divine Ward	PH2	88	You create a channel of divine energy between yourself and a willing ally.
Profane Aura	PH2	89	You call upon the dark powers you worship to fill the area around you with a dreadful mist that obscures sight.
Sacred Healing	PH2	89	You can channel divine energy to aid in your efforts to tend to a comrade's injuries, sickness, or other conditions.

Sacred Purification	PH2	89	You serve as a conduit of divine energy, filling the area around you with power that aids the living and saps the undead.
Sacred Radiance	PH2	89	You channel divine energy to fill the area around you with a soothing, gentle radiance.
Celestial Sorcerer Aura	PH2	90	The power of your sorcerous heritage shines through, allowing you to infuse the area around you with a menacing aura.
Celestial Sorcerer Heritage	PH2	90	Your ancestry manifests in the form of several special abilities.
Celestial Sorcerer Lance	PH2	90	You can channel your arcane energy into a bolt of power that is baneful to evil creatures.
Celestial Sorcerer Lore	PH2	90	The power of your ancestry grants you access to a variety of new spells.
Celestial Sorcerer Wings	PH2	91	You channel your inborn magical abilities to spawn a pair of spectral, magical wings that glow with majestic power.
Infernal Sorcerer Eyes	PH2	91	Your eyes glow with infernal fire, allowing you to see through magical darkness.
Infernal Sorcerer Heritage	PH2	91	Your innate magic derives from infernal ancestors.
Infernal Sorcerer Howl	PH2	91	You channel the fury of your infernal ancestors into a thunderous roar that blasts your enemies with sonic power.
Infernal Sorcerer Resistance	PH2	91	You are as tough and resilient as an infernal monstrosity, allowing you to shrug off acid and cold damage.
Blistering Spell	PH2	91	Your fire spells sear the flesh from your enemies' bones, leaving them wracked with pain.
Earthbound Spell	PH2	91	You bind a spell into the rock and soil, leaving it there until an opponent stumbles across it.
Flash Frost Spell	PH2	91	Your spells that use cold and ice to damage your foes leave behind a thin layer of slippery frost.
Imbued Summoning	PH2	92	Your summoning spells gain an element of surprise.
Smiting Spell	PH2	92	You can channel the energy of a touch spell into a weapon, causing the spell to discharge when you strike an opponent.
Blood-Spiked Charger	PH2	92	You throw yourself into the fray, using your spiked armor and spiked shield to tear your opponents to pieces.
Combat Cloak Expert	PH2	93	You are adept at turning your cloak into a vital part of your combat repertoire.
Combat Panache	PH2	93	Your glowing personality and sharp performance abilities allow you to navigate the battlefield on sheer chutzpah alone.
Einhander	PH2	94	You excel at wielding a one-handed weapon while carrying nothing in your off hand.
Mad Alchemist	PH2	94	You are an expert at using alchemical items.
Shadow Striker	PH2	94	You melt into the shadows, hiding from your enemies until the time is right.
Abyss-Bound Soul [Vile]	FCI	83	You have pledged your immortal soul to a particular demon lord in return for a gift that aids your evil works in life.
Blood War Conscript [Vile]	FCI	83	Your evil brand indicates your rank in the armies of the Blood War and infuses you with fury.
Chaotic Spell Recall [Abyssal Heritor]	FCI	84	A few choice spells never stray far from your mind.
Claws of the Beast [Abyssal Heritor]	FCI	84	Your hands are twisted like claws. This deformity allows you to deal more damage than usual with your unarmed strikes and sneak attacks.
Cloak of the Obyrith [Abyssal Heritor]	FCI	85	The chaos of the Abyss suffuses your being, as it does the ancient obyriths.
Dark Speech [Vile]	FCI	85	You learn a smattering of the language of truly dark power.
Demonic Conduit [Vile]	FCI	85	Your evil brand incorporates blasphemous runes and sigils that augment magical attacks you make against lawful and/or good targets.
Demonic Skin [Abyssal Heritor]	FCI	85	Your skin has rough, scaly patches that enhance your natural armor.
Demonic Sneak Attack [Abyssal Heritor]	FCI	85	You know exactly how to twist the blade to get the most out of your sneak attacks.
Demon Mastery	FCI	85	You are particularly skilled at summoning demons and convincing them to serve you.
Evil Brand [Vile]	FCI	85	You are physically marked forever as the servant of an evil power greater than yourself – in this case, a demon lord. The symbol is unquestionable in its perversity, depicting a depravity so unthinkable that all who see it know beyond a doubt that you serve the lords of the Abyss.

Extract Demonic Essence	FCI	86	You can draw upon the living essence of a willing or captured demon to fuel the creation of items or the casting of potent spells.
Eyes of the Abyss [Abyssal Heritor]	FCI	86	Your eyes glow with an inner fire of some unusual color. This glow increases your perception and allows you to see in the dark.
Heart of the Nabassu	FCI	86	Your ancestry traces back to a place where the Abyss meets the Negative Energy Plane.
Keeper of Forbidden Lore [Abyssal Heritor]	FCI	86	A shard of demonic racial memory grants you knowledge of numerous ancient magical secrets.
Ordered Chaos	FCI	86	You are an unusually lawful Abyssal heritor.
Otherworldly Countenance [Abyssal Heritor]	FCI	87	You are either stunningly beautiful or wretchedly hideous. Either way, your appearance can be terribly unsettling to others upon whom you focus your attentions.
Poison Healer	FCI	87	Poison isn't always bad for you.
Poison Talons [Abyssal Heritor]	FCI	87	Your claws drip with poison.
Precognitive Visions [Abyssal Heritor]	FCI	87	You periodically experience visions from the near future.
Primordial Scion [Abyssal Heritor]	FCI	87	The Abyss beckons. . . .
Thrall to Demon [Vile]	FCI	87	You formally become a supplicant to a demon lord. In return for your obedience, you gain a small measure of that demon lord's power.
Vestigial Wings [Abyssal Heritor]	FCI	87	A pair of vestigial wings sprouts from your shoulders.
Ability Focus	MM4	202	A particular special ability of a creature with this feat is more potent than normal.
Awesome Blow	MM4	202	A creature with this feat can choose to deliver blows that send its smaller opponents flying like bowling pins.
Clinging Breath	MM4	202	This feat enables a creature's breath weapon to cling to creatures and continue to affect them after it has breathed.
Craft Construct [Item Creation]	MM4	202	A creature with this feat can create golems and other magic automatons that obey its orders.
Flyby Attack	MM4	202	A creature with this feat can attack on the wing.
Githyanki Battlecaster	MM4	202	A creature with this feat ignores arcane spell failure chances when wearing light armor.
Githyanki Dragonrider [Racial]	MM4	202	A creature with this feat has a knack for getting along with red dragons.
Improved Natural Attack	MM4	203	The natural attacks of a creature with this feat are more dangerous than its size and type would otherwise dictate.
Improved Toughness	MM4	203	A creature with this feat is significantly tougher than normal.
Lingering Breath	MM4	203	The breath weapon of a creature with this feat forms a lingering cloud.
Multiattack	MM4	203	A creature with this feat is adept at using all its natural weapons at once.
Powerful Charge	MM4	203	A creature with this feat can charge with extra force.
Quicken Spell-Like Ability	MM4	203	A creature with this feat can employ a spell-like ability with a moment's thought.
Blessed of Vulkoor [Racial]	SX	134	A scorpion-shaped birthmark denotes you as one of the chosen of Vulkoor.
Drow Scorpion Warrior [Racial, Tactical]	SX	134	Your study of the ways of the scorpion grants you special tactics.
Drow Skirmisher [Racial]	SX	134	Your experience with the guerrilla-style combat of the deep jungle grants you mastery of the weapons of the drow.
Earthquake Stomp	SX	134	Your thunderous steps allow you to knock smaller enemies off their feet.
Echoing Spell [Metamagic]	SX	134	Your spells return after you cast them, although with lessened effects.
Elder Giant Magic	SX	135	You have learned a technique developed by ancient giant spellcasters, allowing you to channel additional power in your spells.
Giant Banemagic	SX	135	You can cast spells that deal additional damage to giants.
Jungle Veteran	SX	135	You have a knack for surviving in harsh environments and avoiding the deadly ambushes of natives.
Mysterious Magic	SX	135	Your study of unconventional magic gives your spells an odd appearance and makes

			them difficult to identify.
Rending Claws	SX	135	Your expertise with scorpion claw gauntlets allows you to tear apart your opponents with deadly precision.
Breath of Unlife [Metabreath]	DrF	47	Your breath weapon contains the chill of undeath.
Transdimensional Breath [Psionic]	DrF	50	Your breath weapon affects bordering planes.
Follower of the Scaly Way	DrF	57	You are an adherent of Sammaster's teachings.
Servant of a Dragon Ascendant	DrF	92	You formally supplicate yourself to an immortal dragon quasi-deity.
Initiate of Tchazzar	DrF	92	You have been initiated into the greatest mysteries of Tchazzar's church.
Adaptive Style	ToB	28	With just a short period of meditation, you can change your maneuvers and tactics to meet the threat you currently face.
Avenging Strike	ToB	28	Your strength of will and strong sense of justice allow you to smite your foes.
Blade Meditation	ToB	28	You have learned a meditation that grants you insight into the martial disciplines you have studied.
Desert Fire	ToB	29	The power of the Desert Wind surges through you, and you find power in the motion of the hot winds and shifting sands that you can channel into your Desert Wind strikes.
Desert Wind Dodge	ToB	29	Your training in the Desert Wind discipline allows you to dance across the battlefield like a blistering sirocco.
Devoted Bulwark	ToB	29	Because of your staunch devotion to your cause and your Devoted Spirit training, you can stand your ground even in the face of an enemy's resounding attack.
Divine Spirit [Divine]	ToB	29	The fervor and dedication of the Devoted Spirit discipline, combined with your fanatical adherence to a divine power, turns you into a font of spiritual energy.
Evasive Reflexes	ToB	30	When an opponent gives you an opening in combat, you know exactly what to do: slip away.
Extra Granted Maneuver	ToB	30	You are especially devout or insightful, and you have more control over which of your martial maneuvers are currently granted than other crusaders.
Extra Readied Maneuver	ToB	30	You are an unusually perspicacious student of the Sublime Way, and you find it easy to keep a large number of maneuvers ready for use.
Falling Sun Attack	ToB	31	The discipline of the Setting Sun teaches you how to turn an opponent's strengths into weaknesses.
Instant Clarity [Psionic]	ToB	31	You have sharpened your concentration to the point that you can focus your psionic abilities with just an instant's thought.
Ironheart Aura	ToB	31	Your strength of spirit and martial training inspires those around you.
Martial Stance	ToB	31	You have mastered the fundamentals of a martial discipline, and you are now able to master one of its stances.
Martial Study	ToB	31	By studying the basics of a martial discipline, you learn to focus you <i>ki</i> and perfect the form needed to use a maneuver.
Psychic Renewal [Psionic]	ToB	32	Your mental strength and psionic abilities allow you to focus your mind on combat and use your most devastating maneuvers more frequently.
Rapid Assault	ToB	32	Your fighting style emphasizes taking foes down with quick, powerful blows.
Scribe Martial Script [Item Creation]	ToB	32	You know the secret of creating martial scripts -- small slips of paper into which you infuse your own martial power and skill.
Shadow Blade	ToB	32	In the course of your training in the Shadow Hand discipline, you learn to use your natural agility and speed to augment your attacks with certain weapons.
Shadow Trickster	ToB	32	Your mastery of the Shadow Hand discipline lets you augment your illusion spells with the stuff of shadow.
Song of the White Raven	ToB	32	The White Raven discipline shows you how to rouse dedication and fervor within your allies' hearts.
Snap Kick	ToB	32	You have continued to hone your unarmed combat skills, and you deal more damage with your unarmed strikes.
Stone Power	ToB	32	The principles of the Stone Dragon discipline teach you how to gather and focus your raw, physical strength into an attack.
Sudden Recovery	ToB	33	You can instantly recover your focus, balance, and personal energy after using a martial maneuver.
Superior Unarmed Strike	ToB	33	Your unarmed strikes have become increasingly deadly, enabling you to strike your foes in their most vulnerable areas.
Tiger Blooded	ToB	33	The Tiger Claw discipline teaches students to mimic the rampant, feral qualities of a wild animal.
Unnerving Calm	ToB	33	You know that the secret to defeating your enemies lies within the still center of your own mind.
Vital Recovery	ToB	33	Preparing yourself to execute more of your maneuvers gives you the chance to catch a quick second wind and recover from damage you have sustained in the fight.
White Raven	ToB	33	The White Raven discipline has taught you to shine as a gleaming beacon of hope and endurance amid the chaos of battle.

Defense			
Clarion Commander	ToB	34	On the battlefield, you are a natural leader.
Distant Horizon	ToB	34	An initiate of the Setting Sun sometimes learns a set of combat maneuvers to create the Distant Horizon fighting form.
Faith Unswerving	ToB	34	The initiate of the Devoted Spirit knows that his fanaticism and devotion to a cause are enough to carry him through almost anything.
Gloom Razor	ToB	35	The teachings of the Shadow Hand discipline allow you to confuse your enemies.
Perfect Clarity of Mind and Body	ToB	35	Your mastery of the Diamond Mind discipline allows you to tap into reserves of spiritual and physical strength that other warriors cannot imagine using.
Reaping Talons	ToB	35	When fighting with the Tiger Claw discipline's preferred weapons, you can use a variety of combat options that maximize the benefits of wielding two weapons.
Scorching Sirocco	ToB	35	As a student of the Desert Wind, the burning fury of the desert sirocco is at your command.
Shards of Granite	ToB	36	Like the great Stone Dragon, you hammer through your opponents' defenses using raw, brutal strength.
Stormguard Warrior	ToB	36	The Stormguard Warrior feat encompasses a number of the more advanced tactics and techniques you would use as a student of the Iron Heart school.
Armor of Scales [Ceremony]	DM	15	You imbue a target with the protection of a dragon's blade.
Black Dragon Lineage [Draconic]	DM	15	You have attuned yourself to your black dragon ancestry and can poison foes with your touch.
Blue Dragon Lineage [Draconic]	DM	15	You have learned to harness the power of your blue dragon ancestry and can hurl orbs of lightning.
Brass Dragon Lineage [Draconic]	DM	16	You have unlocked the power of your brass dragon ancestry and can put foes to sleep with ease.
Bronze Dragon Lineage [Draconic]	DM	16	You have tapped into your bronze dragon blood and can channel arcane energy to repel foes.
Copper Dragon Lineage [Draconic]	DM	16	You have learned to channel the powers of your copper dragon ancestry to hinder your enemies' mobility.
Double Draconic Aura	DM	16	You can project two draconic auras simultaneously.
Draconic Armor [Draconic]	DM	16	You learn to block damage from successful attacks, lessening the blows with spell energy.
Draconic Aura	DM	16	You can tap into the raw power of dragons to create a variety of potent auras around you.
Draconic Heritage [Draconic]	DM	17	You have a greater connection with your draconic bloodline than others of your kind.
Draconic Knowledge [Draconic]	DM	17	Your draconic blood lets you access ancient draconic knowledge.
Draconic Senses [Draconic]	DM	17	Your draconic blood grants you great sensory powers.
Draconic Vigor [Draconic]	DM	17	You gain some of the vitality of your draconic ancestry when casting spells.
Dragonfire Assault [Draconic]	DM	17	You can augment your most powerful melee attacks with draconic power.
Dragonfire Channeling [Draconic]	DM	17	You channel draconic fire through your holy symbol.
Dragonfire Inspiration [Draconic]	DM	17	You can channel the power of your draconic ancestry into the attacks of your allies.
Dragonfire Strike [Draconic]	DM	18	You can call upon your innate draconic powers to augment certain weapon attacks.
Dragontouched [Draconic]	DM	18	You have a trace of draconic power, a result of dragons in your ancestry or a spiritual connection between you and the forces of dragonkind.
Gold Dragon Lineage [Draconic]	DM	19	You can harness the legacy of your gold dragon ancestry to protect your allies.
Heart of Dragons	DM	19	You imbue your allies with draconic power.

[Ceremony]			
Initiate of Aasterinian [Initiate]	DM	20	You live for the moment, reveling in new experiences without fear of consequence.
Initiate of Astilabor [Initiate]	DM	20	You share your deity's desire to acquire and protect treasure, and she has recognized this by granting you an edge in achieving these goals.
Initiate of Bahamut [Initiate]	DM	20	The Platinum Dragon has entrusted you with great power in the battle against evil.
Initiate of Falazure [Initiate]	DM	20	Your celebration of death and decay has opened up new magical secrets involving the living and undead.
Initiate of Garyx [Initiate]	DM	20	You channel the cleansing fire of destruction, as wielded by your deity.
Initiate of Hlal [Initiate]	DM	21	Fueled by faith in your deity, your audacity and bravery truly know no bounds.
Initiate of Io [Initiate]	DM	21	Your deity has entrusted you with the responsibility of tending to dragonkind.
Initiate of Lendys [Initiate]	DM	21	Your dedication to justice grants you the ability to ferret out and punish wrongdoers.
Initiate of Tamara [Initiate]	DM	21	You wield the twin powers of mercy and death in service to your draconic patron.
Initiate of Tiamat [Initiate]	DM	21	Your homage to the creator of evil dragonkind has been rewarded with physical and mental power.
Red Dragon Lineage [Draconic]	DM	21	The fiery blood of red dragons runs within your veins, allowing you to produce flames from thin air.
Silver Dragon Lineage [Draconic]	DM	22	You are the descendant of silver dragons and can harness your ancestors' power to paralyze your opponents.
Slayer of Dragons [Ceremony]	DM	22	You protect your allies from the ravages they are sure to face while hunting dragons.
White Dragon Lineage [Draconic]	DM	22	Your veins run with the savage blood of white dragons, allowing you to whyp yourself into a ragelike state.
Words of Draconic Power [Ceremony]	DM	22	You tap into the great tradition of draconic magic to enhance the words of your allies.
Action Healing	FE	145	You can spend an action point to enhance your healing power.
Ancestral Whispers	FE	145	Through intense focus and divine energies, you can hear the advice of past ancestors.
Ceremonial Empowerment	FE	145	Your divine might increases on your patron's holy days.
Construct Grafter [Item Creation]	FE	145	You can apply construct grafts to other living creatures or to yourself.
Divine Alacrity [Divine]	FE	145	You can channel divine energies into your own body, increasing your speed.
Divine Countermagic [Divine]	FE	146	You channel divine energies to counter spells.
Divine Warrior [Divine]	FE	146	Through divine power, you wield your deity's favored weapon to devastating effect.
Domain Spontaneity [Divine]	FE	147	You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.
Frantic Rage	FE	147	Your divine madness allows you to channel your fury into frenetic agility rather than might.
Heroic Channeling [Divine]	FE	147	You can call on your personal strength of will to channel positive or negative energy into divine feats.
Heroic Devotion [Divine]	FE	147	Your devotion to your faith allows you to manipulate fate at the expense of some spellcasting ability.
Lucid Channeling	FE	147	When you invite a celestial into your body, you open your mind completely to the divine spirit.
Nightbringer Initiate	FE	147	You have been trained in the ways of the Nightbringers, a new offshoot of the Children of Winter.
Sacred Resilience	FE	147	You can channel divine energies to protect your allies from harm.

Touch of Silver	FE	148	Your devotion to the Silver Flame allows you to burn the Church's foes with holy energies.
Unquenchable Flame of Life	FE	148	You are hardened to the attacks of the undead.
Unyielding Bond of Soul	FE	148	You are hardened to the attacks of the beings of other worlds.
Worldly Focus	FE	148	Your belief in the omnipresence of the gods is so strong, you can channel your spells through the environment rather than a holy symbol.
Wrest Possession	FE	148	If you resist control by a possessing fiend, you can attempt to seize control of its abilities.
Enduring Life	Rav	200	You can ignore the effect of negative levels for a short time.
Lasting Life	Rav	200	You can shed negative levels with an act of will.
Favored in Guild	Rav	205	You are an active and valued member of your guild.
Acidic Splatter	CM	37	You can channel magical energy into orbs of acid.
Alacritous Cogitation	CM	37	You can leave a prepared spell slot open to spontaneously cast a spell.
Aquatic Breath [Reserve]	CM	39	Your reservoir of magic allows you to breathe normally even underwater.
Battlecaster Defense [Tactical]	CM	39	You have mastered techniques for taking full advantage of spells in melee while remaining unharmed.
Battlecaster Offense [Tactical]	CM	40	You cunningly mix melee combat and spellcasting to increase the potency of both.
Blade of Force [Reserve]	CM	40	You can surround a weapon with a short-lived aura of force.
Borne Aloft [Reserve]	CM	40	You can channel the magic of the winds to briefly grant you flight.
Captivating Melody	CM	40	You can expend some of your musical abilities to increase the potency of your enchantment or illusion spells.
Clap of Thunder [Reserve]	CM	40	You can deliver a thunderous roar with a touch.
Cloudy Conjunction	CM	40	Your conjured creations and summoned beings appear in a puff of sickening black smoke, and you vanish in a cloud of the same when you teleport.
Clutch of Earth [Reserve]	CM	40	You briefly increase the earth's pull on the target creature.
Dazzling Illusion	CM	41	Casting illusions causes the air about you to be filled with flashing colors that dazzle your foes.
Defending Spirit	CM	41	Your watchful spirit helps keep you safe in combat.
Delay Potion	CM	41	You can drink a potion and postpone its effects.
Dimensional Jaunt	CM	41	With a single step, you can cross an entire room.
Dimensional Reach [Reserve]	CM	41	You can transport small objects to you with an act of will.
Drowning Glance [Reserve]	CM	41	With a look, you create a small but incapacitating amount of water in the subject's lungs.
Elemental Adept	CM	42	You can spontaneously cast a spell of the element you have mastered.
Energy Abjuration	CM	42	Casting an abjuration spell grants you protection from energy damage.
Energy Gestalt [Tactical]	CM	42	You have learned to combine multiple energy effects to great advantage.
Face-Changer [Reserve]	CM	42	Your mastery of illusions allows you to subtly alter your appearance at whim.
Favored Magic Foe	CM	42	Through study, you have learned how best to defend yourself against your favored enemies' spells and how to best affect them with your own.
Fearsome Necromancy	CM	42	Creatures subjected to your necromantic spells feel the chill of fear.
Fey Heritage [Heritage]	CM	43	You are descended from creatures native to the fey realms. You are naturally resistant to the most common effects produced by
Fey Legacy [Heritage]	CM	43	The magical powers of your ancestors manifest in you.
Fey Power [Heritage]	CM	43	Your fey heritage augments the power of certain types of magic.
Fey Presence [Heritage]	CM	43	You share your ancestor's knack for playing tricks on the minds of others.
Fey Skin	CM	43	Your fey heritage guards you against all weapons except those crafted from the dreaded cold iron.

[Heritage]				
Fiendish Heritage [Heritage]	CM	43	You are descended from creatures native to the Lower Planes.	
Fiendish Legacy [Heritage]	CM	43	The magical powers of your ancestors manifest in you.	
Fiendish Power [Heritage]	CM	43	Your fiendish heritage augments the power of certain types of magic.	
Fiendish Presence [Heritage]	CM	43	You share your ancestors' ability to tamper with the minds of weak-minded fools.	
Fiendish Resistance [Heritage]	CM	43	Your bloodline inures you against corrosion and fire.	
Fiery Burst [Reserve]	CM	43	You channel your magical talent into a blast of fire.	
Hasty Spirit	CM	44	Your watchful spirit lends you a burst of speed in times of great need.	
Hurricane Breath [Reserve]	CM	44	The power of elemental air you hold in your mind allows you to exhale the wind.	
Insightful Divination	CM	44	Casting a divination spell grants you an uncanny insight into danger.	
Invisible Needle [Reserve]	CM	44	You can create tiny darts of force.	
Magic Device Attunement	CM	44	You have a knack for activating familiar magic items.	
Magic Disruption [Reserve]	CM	44	You can use your powers of abjuration to interfere with other casters' spells.	
Magic Sensitive [Reserve]	CM	44	You literally see the emanations of magic around you.	
Master of Undeath	CM	44	You can control an undead that you create . . . for a time.	
Melodic Casting	CM	44	You can weave your music and magic together into a single perfect voice.	
Metamagic School Focus	CM	45	You are unusually skilled at modifying the effects of a particular school of magic.	
Metamagic Spell Trigger	CM	45	You can apply metamagic feats you know to spell effects from magic items you activate with a spell trigger.	
Metamagic Vigor [Tactical]	CM	45	The energy you pour into increasing the power of your spells feeds back upon itself in an ever-increasing cycle.	
Minor Shapeshift [Reserve]	CM	45	Your mastery of shapeshifting magic allows you to reshape your flesh in small but significant ways.	
Mystic Backlash [Reserve]	CM	45	With a touch, your magic corrupts the spells of your enemy.	
Piercing Evocation	CM	46	Your evocation spells ignore an amount of energy resistance.	
Ranged Recall	CM	46	Your magical ranged attacks rarely miss.	
Rapid Metamagic	CM	46	You possess an uncanny mastery of your magic, enabling you to modify spells on the fly much faster than others can.	
Residual Magic [Tactical]	CM	46	You can use the lingering energy from a spell you cast to boost the effect of a later spell.	
Retributive Spell [Metamagic]	CM	47	You can keep a spell in reserve to use when a foe causes you harm.	
Shadow Veil [Reserve]	CM	47	You draw wisps of darkness across your enemy's eyes, obscuring the world around him.	
Sickening Grasp [Reserve]	CM	47	You wreak havoc with the inner organs of a target, causing it to grow ill.	
Somatic Weaponry	CM	47	You are adept at performing somatic spell components while your hands are occupied.	
Storm Bolt [Reserve]	CM	47	The electrical energy contained within your magic rages inside you, begging to be released.	
Summon Elemental [Reserve]	CM	47	You can channel the summoning power you hold to briefly bring forth an elemental servant.	
Sunlight Eyes [Reserve]	CM	48	The bright magic within you allows you to see through the darkest shadow.	
Touch of	CM	48	Your touch briefly clouds the mind of a foe, impeding its efforts.	

Distraction [Reserve]				
Toughening Transmutation	CM	48	Casting a transmutation spell briefly transforms your skin or that of an ally into sterner stuff.	
Unsettling Enchantment	CM	48	Your enchantment spells cloud the minds of even those who would otherwise resist their effects.	
Vengeful Spirit	CM	48	Your watchful spirit takes revenge on foes that have harmed you.	
Wind-Guided Arrows [Reserve]	CM	48	Your mastery of the wind allows you to alter the flight of a ranged weapon.	
Winter's Blast [Reserve]	CM	48	The frozen magic within you can burst forth in a hail of frost.	
Manticores Sting	Dra	44	You are a master of the art of throwing numerous, sharp projectiles, such as daggers and darts.	
Ashbound Mark	Dra	135	As a member of the Ashbound sect, you use the power of your dragonmark to rid the world of those who practice arcane magic.	
Bane of Argonnessen	Dra	135	Your Siberys dragonmark swirls as you battle dragons, empowering your weapons to deal greater harm.	
Breath of Siberys	Dra	135	Your breath weapon becomes even more deadly.	
Cannith Forgecraft	Dra	135	You have a gift for repairing warforged and other constructs.	
Dragonmark Adept	Dra	138	Your lesser dragonmark gives you access to a new spell-like ability.	
Dragonmark Battlestrike	Dra	138	You use the power of your mark to deal devastating blows to other dragonmarked scions.	
Dragonmark Fist	Dra	138	The power of your dragonmark lets you deal devastating unarmed strikes.	
Dragonmark Mastery	Dra	138	You can quickly and instinctively call upon the power of your dragonmark.	
Dragonmark Prodigy	Dra	138	Your least dragonmark gives you access to a new spell-like ability.	
Dragonmark Rage	Dra	138	In combat, your dragonmark fuels the fury of your rage.	
Dragonmark Smite	Dra	139	Your dragonmark strengthens your smite ability.	
Dragonmark Spellturning	Dra	139	With a flesh of power from your dragonmark, you turn a spell directed at you back upon its caster.	
Dragonmark Visionary	Dra	139	Your greater dragonmark gives you access to a new spell-like ability.	
Dragonmarked Summoner	Dra	139	Your summoned creatures bear glowing marks, resembling your dragonmark, that help deflect attacks made against them.	
Eldritch Dragonbane	Dra	139	Your eldritch blasts deal more damage to dragons and their ilk.	
Eldritch Mark	Dra	139	You channel the power of your dragonmark into your eldritch blast.	
Evokers Mark	Dra	140	You can use your dragonmark to empower your more destructive spells.	
Eye of Medani	Dra	140	The power of your dragonmark sharpens your senses.	
Feral Mark	Dra	140	Your dragonmark becomes more jagged and angular. As it grows in power, so do your ties to the animal world.	
Gatekeepers Mark	Dra	140	As a member of the Gatekeepers sect, you have learned how to use the power of your dragonmark to better fight and fend off aberrations.	
Grace of Ghallanda	Dra	140	The power of your dragonmark fills you with social grace, and diplomacy becomes your shield.	
Greater Aberrant Dragonmark	Dra	140	As it increases in power, your aberrant dragonmark expands to cover much of your body.	
Greensingers Mark	Dra	141	Your dragonmark increases the damage you deal to aberrations and evil outsiders while in a wild shape.	
Healing Strike	Dra	141	Your dragonmark allows you to heal and fight at the same time.	
Heart of Siberys	Dra	141	You channel the power of your Siberys dragonmark to protect and heal any ally in combat.	
Hunters Mark	Dra	141	Your dragonmark makes it easier to hunt and kill your favored enemies.	
Improved Draconic Aura	Dra	141	You draw power from your dragonmark to enhance your draconic aura.	
Lesser Aberrant Dragonmark	Dra	141	Your aberrant dragonmark increases in size and becomes more powerful.	
Mark of the Dauntless	Dra	142	Your dragonmark helps you shake off effects that would daze or stun a normal person, as well as help similarly affected creatures regain their senses.	
Mark of	Dra	142	Your dragonmark helps deflect attacks made against you.	

Deflection				
Mark of Destiny	Dra	142	You can call upon the power of your Siberys mark to enhance your combat prowess.	
Mark of Madness	Dra	142	Your aberrant dragonmark causes momentary madness in creatures.	
Mark of Purity	Dra	142	Your dragonmark renders you immune to effects that would sicken or nauseate you, and gives you the power to rid others of similar debilitations.	
Mark of the Recovery	Dra	142	You draw upon the power of your dragonmark to stay alive.	
Mark of Resilience	Dra	142	The power of your dragonmark gives you a survival edge.	
Mark of Stars	Dra	142	If the stars are the eyes of dragons that have ascended to godhood, they are watching over you.	
Mark of Truth	Dra	142	The power of your dragonmark aids your attacks against foes with aberrant marks.	
Mark of Twelve Moons	Dra	142	Your dragonmark has mysterious ties to one of Eberrons twelve moons.	
Mark of Vengeance	Dra	143	Your aberrant dragonmark strikes at the hearts of dragonmarked foes you attack.	
Mark of Vermin	Dra	143	Your aberrant dragonmark gives you a natural affinity for vermin.	
Mark of the Wilderness	Dra	143	As a member of the Wardens of the Wood sect, you call upon the power of your dragonmark to help you defend the wilderness.	
Mark of Xoriat	Dra	143	You are what the witches of Droaam call a byeshkalzah -- a scion of Khyber whose aberrant dragonmark has been warped by exposure to the lingering horrors of Xoriat.	
Master of Wards	Dra	143	You use the power of your dragonmark to shield your allies.	
Mighty Dragonmark	Dra	143	Your dragonmark is particularly strong, and its powers are harder to resist and dispel.	
Nightborn Dragonmark	Dra	143	You are more in tune with your dragonmark at night.	
Orien Battle Stride	Dra	143	Thanks to your dragonmark, you are more difficult to push around on the battlefield.	
Protective Mark	Dra	143	Your dragonmark makes you more resilient against certain weapon attacks.	
Quicken Dragonmark	Dra	143	You can use your dragonmark powers more quickly.	
Quill of Sivis	Dra	144	Your dragonmark makes you more adept at deciphering and using scrolls, as well as avoiding magic traps that involve glyphs, runes, and symbols.	
Sentinel Stance	Dra	144	As your dragonmark improves, so does your ability to protect your allies in combat.	
Shield of Siberys	Dra	144	Your dragonmark protects you against the powers of those cursed with aberrant dragonmarks.	
Storms Riposte	Dra	144	Your dragonmark enables you to make deadly ripostes in melee combat.	
Stormrider	Dra	144	Your dragonmark improves your balance and ability to weather the elements.	
Trap Warden	Dra	144	Your dragonmark allows you to sense, avert, and disarm traps more easily.	
Umbral Mark	Dra	144	Your dragonmark grants you new insight into the ways of shadow, making it harder for opponents to critically wound you.	
Unlock Dragonmark	Dra	144	You can unlock the other powers of your dragonmark.	
Ward of Khyber	Dra	145	Your aberrant dragonmark protects you against the powers of those with true dragonmarks.	
Winters Mark	Dra	145	As a member of the Children of Winter sect, you use the dark power of your aberrant dragonmark to cleanse the world.	
City Magic [Metamagic]	Ci	59	You can use the city itself to shape and enhance your spellcasting.	
Deceptive Spell [Metamagic]	Ci	60	You can cast spells that seem to come from somewhere other than where they should.	
Efficient Defender	Ci	60	You have learned to use new techniques and modifications to your armor to increase its protective ability.	
Extra Contacts	Ci	61	You make connections and alliances easily.	
Favored	Ci	61	You are an active and valued member of your guild, church, or other organization.	
Invisible Spell [Metamagic]	Ci	61	You can make your spell effects invisible.	
Primary Contact	Ci	61	Your rapport with one of your contacts is stronger than your relationship with the rest.	
Roof-Jumper [Tactical]	Ci	62	You can make use of the features of the city as handholds and footholds, defying the pull of gravity.	
Roofwalker	Ci	63	You are adept at moving and fighting on rooftops and ledges.	
Sculpt Spell [Metamagic]	Ci	63	You can alter the area of your spells.	
Special	Ci	63	You have been given leave to carry even banned armor, weapons, and equipment in a given area.	

Dispensation			
Strong Stomach	Ci	64	You have greater resilience to illness and foul odors than most people.
Swift Tumbler	Ci	64	You can flip, twist, and roll with great speed.
Urban Tracking	Ci	64	You can track down the location of missing persons or wanted individuals within communities.
Brand of the Nine Hells	FCII	81	You gain an infernal brand, a symbol proclaiming you as the property of an archdevil. This brand might be a physical symbol, or it could be a strange change in your body's structure.
Devil's Aura [Devil-Touched]	FCII	81	Your close association with diabolic powers stains your soul. By focusing your power, you can cause other creatures to become unsettled and nervous in your presence.
Devil's Favor [Devil-Touched]	FCII	81	You have entered into an infernal pact with a dark power. In return for an indelible stain on your soul, and possibly an eternity of torment in Hell, you gain the ability to call upon the powers of Hell to aid your efforts.
Devil's Flesh [Devil-Touched]	FCII	82	Your skin thickens and assumes a scaled, leathery texture that turns aside blows but serves as a clear mark of your taint.
Devil's Sight [Devil-Touched]	FCII	83	Your eyes glow with infernal energy, allowing you to pierce magical darkness.
Devil's Stamina [Devil-Touched]	FCII	83	Your body is infused with the toughness and fortitude of a devil. You can shrug off attacks that would slay a lesser creature.
Devil's Tongue [Devil-Touched]	FCII	83	You gain a devil's talent for trickery and deceit. Your words form a verbal maze that clouds your opponent's mind. As a physical mark of this ability, your tongue becomes forked like a serpent's.
Dilate Aura	FCII	83	You can extend the range of your aura.
Disrupting Spell [Metamagic]	FCII	83	You can cast spells that disrupt other caster's magical capabilities.
Divine Censure [Divine]	FCII	83	You can channel divine energy to instill fear in evil outsiders.
Divine Defiance [Divine]	FCII	83	You can channel divine energy to counter spells without readying an action in advance.
Divine Justice [Divine]	FCII	83	You can channel divine energy to deal extra melee damage to evil outsiders.
Mark of Avernus	FCII	84	Your unflinching allegiance to Bel gives you special strategic insights into the best ways to overcome your enemies. By examining your opponents, you can land telling blows.
Mark of Cania	FCII	84	Behind Mephistopheles's mask of civility and quick wit burns the fire of frustration and hatred. You acquire this archdevil's temperament, and you can channel it to destroy your foes.
Mark of Dis	FCII	84	The infernal attention of Dispater has made you paranoid and cautious, giving you decided advantages in combat. Your attention to detail in battle leaves few openings for your opponents to attack.
Mark of Maladomini	FCII	84	Maladomini is a sinking mire of corruption and filth. Those who serve the Lord of Flies acquire some of his most unsavory characteristics. You exude stinking ichor like your master.
Mark of Malbolge	FCII	84	Malbolge has transformed into a place of disturbing growth and decay. Glasya, the new mistress, has blessed you with the same essence that infects everything in her domain, enabling you to draw power from the remains of the Hag Countess.
Mark of Minauros	FCII	84	Mammon is an expert at managing the various powers of Hell. From service to this archdevil, you know when to use explosive violence and when to beat a hasty retreat.
Mark of Nessus	FCII	84	All bow before Asmodeus. The Lord of Nessus grants you a hint of his commanding nature.
Mark of Phlegethos	FCII	85	The disturbing infatuation of physical pleasure and pain has indelibly touched your mind, enabling you to draw strength from your own suffering, as well as that of others.
Mark of Stygia	FCII	85	Levistus demands that his servants work endlessly to extract him from his icy tomb. From your time on the glacier, you have learned to use your environment to best advantage.
Persistent Refusal [Divine]	FCII	85	You can channel divine energy to make a second save against an effect that specifically targets you.
Pious Defiance [Divine]	FCII	85	You can channel positive or negative energy to firm your resolve.
Rapid Regeneration	FCII	85	You regenerate more rapidly.
Supernatural Instincts	FCII	85	Your uncanny insight enables you to take advantage of the subtle opportunities created when an opponent uses supernatural abilities against you.
Undo Resistance	FCII	85	You learn to use cold iron weapons to unravel your opponent's magical defenses with a well-placed sneak attack.
Vengeful Surge	FCII	85	Opponents who target you with magical effects risk sparking your ire.
Advantageous Avoidance [Luck]	CS	73	You have a knack for ducking at just the right moment.
Ascetic Stalker	CS	73	You have practiced a secret technique that combines your considerable talents in unarmed combat with a greater understanding of your inner <i>ki</i> .
Better Lucky Than Good [Luck]	CS	74	You can succeed where others would surely fail.

Chant of the Long Road [Bardic Music]	CS	74	You can channel the power of your bardic music to encourage your allies to pick up the pace on a long walk.
Chord of Distraction [Bardic Music]	CS	75	You can channel the power of your bardic music to make a sudden sound or gesture that momentarily distracts an opponent.
Concussion Attack [Ambush]	CS	75	Your attacks can damage your opponent's ability to think clearly.
Cool Head	CS	75	Your mental acuity serves you better than most.
Daredevil Athlete	CS	76	You are capable of pulling off amazing stunts.
Daring Outlaw	CS	76	You combine grace and stealth to deadly effect.
Daring Warrior	CS	76	You combine agility and extraordinary combat prowess to great effect.
Deadly Defense	CS	76	You are at your most dangerous when forced to protect yourself.
Deafening Strike [Ambush]	CS	76	Your stealthy attack leaves your foe's head ringing.
Disemboweling Strike [Ambush]	CS	76	You can slash open your opponent to devastating effect.
Dumb Luck [Luck]	CS	77	You can survive situations that should kill you.
Eldritch Erosion [Ambush]	CS	77	Your attack can weaken your foe's resistance to magic.
Expanded Ki Pool	CS	77	You know the secret mantras that grant you greater understanding of your <i>ki</i> .
Enduring Ki	CS	77	You can channel inner energy to make your <i>kipowers</i> last longer.
Epic of the Lost King [Bardic Music]	CS	77	You can channel the power of your bardic music to reinvigorate your allies.
Fortuitous Strike [Luck]	CS	77	You can hit a foe in just the right place.
Freerunner	CS	77	You can move in more baffling ways than others.
Good Karma [Luck]	CS	77	You can use your luck to aid an ally -- at the risk of your own neck.
Head Shot [Ambush]	CS	77	By striking at your opponent's head, you can temporarily disrupt his thought processes.
Healer's Luck [Luck]	CS	78	Your spells can heal more damage.
Impeding Attack [Ambush]	CS	78	Your strikes render your target temporarily clumsy and awkward.
Improved Familiar	CS	78	You can acquire a new familiar from a nonstandard list of creatures.
Improved Skirmish	CS	78	With a few extra steps, you gain even greater benefits from your skirmishing combat style.
Lucky Break [Luck]	CS	79	You can hit an object in just the right place.
Lucky Fingers [Luck]	CS	79	Your good fortune can help prevent you from falling to your doom.
Lucky Start [Luck]	CS	79	Sometimes your luck overcomes a slow natural reaction.
Magical Fortune [Luck]	CS	79	Even you are sometimes surprised by how well your spells work.
Make Your Own Luck [Luck]	CS	79	Your hard work lets you exploit minor loopholes.
Martial Stalker	CS	79	You practice a powerful fighting style that focuses equally on martial skill and mystical dedication.
Master Spellthief	CS	79	Your arcane studies allow you to mingle arcane magic of different flavors for great effect.
Merciful Strike [Ambush]	CS	79	You can strike a creature's vital areas without killing it.
Mind Drain [Ambush]	CS	79	Your attack can weaken your opponent's mental powers.
Miser's Fortune [Luck]	CS	80	Items belonging to you and your allies are abnormally resistant to damage.
Persistent Attacker [Ambush]	CS	80	Once you find a target's weak point, you can easily strike it again.

Poison Expert	CS	80	Your skill at crafting and delivering toxins has made you a more deadly poisoner.
Poison Master	CS	80	The toxins you create and use are particularly virulent.
Psithief	CS	80	You can drain psychic energy and use it against others.
Psychic Luck [Luck]	CS	80	Some psions claim that luck doesn't exist. You know better.
Savvy Rogue	CS	80	You have mastered one or more of your rogue special abilities.
Sly Fortune [Luck]	CS	81	Your luck helps you find the right place to move to.
Sound of Silence [Bardic Music]	CS	81	You can channel the power of your bardic music to deafen your foes.
Sure Hand	CS	81	You can perform more amazing displays of legerdemain than normal.
Survivor's Luck	CS	81	You can avoid situations that would surely affect others.
Sweet Talker	CS	81	Your social expertise is more pronounced than that of most others.
Swift Ambusher	CS	81	You combine your scout training with the stealth of a rogue to open up new methods of ambushing enemies.
Swift Hunter	CS	81	You have applied the hit-and-run tactics learned from scouting to your strong hunting abilities.
Tempting Fate [Luck]	CS	81	You are very hard to kill.
Third Time's the Charm [Luck]	CS	81	Your deity smiles upon you.
Throat Punch [Ambush]	CS	82	By making a precise punch to the throat, you can render a target unable to speak effectively.
Unbelievable Luck [Luck]	CS	82	The powers of fortune truly smile on you more than most mortals.
Victor's Luck [Luck]	CS	82	You strike with devastating accuracy more often.
Warning Shout [Bardic Music]	CS	82	The force of your performance is so potent that it can guide an ally to safety.
Altitude Adaptation	SoS	114	Your body adapts quickly to changes in altitude
Ascetic Psion	SoS	115	You are a practitioner of one of the many style comprising the kalashtar path of shadows, such as the Tashalatora. Mixing meditation, discipline, and movement have taught you to become psionically focused more easily while distracted.
Breath Control	SoS	115	You have mastered your body's need for air.
Cold Endurance	SoS	115	Either because of growing up in a cold environment or training your body and mind to ignore the biting effect of cold, you can exist with ease in low-temperature environments.
Dream of Contact [Dreamtouched]	SoS	115	The dreamspace threads through you and those you know, allowing your thoughts to touch in dreams.
Dream of Insight [Dreamtouched]	SoS	116	Your connection to the dreamspace grants you insightful visions.
Dream of Perception [Dreamtouched]	SoS	116	Your senses are sharpened where the dreamspace unfolds around you.
Dream of Strength [Dreamtouched]	SoS	116	Your connection to the dreamspace floods you with grim intensity and determination.
Dream of the Moment [Dreamtouched]	SoS	116	The voices of the dreamspace give you whispered glimpses of the actions unfolding around you.
Dream Scion [Dreamtouched]	SoS	116	Your knowledge and study allows you to tap into an otherworldly source of mystical energy -- the dreamspace.
Edgewalker Sentinel	SoS	117	The techniques and training of the Edgewalker rangers help you battle creatures from other worlds.
Flying Tiger [Style]	SoS	117	You have mastered the style of fighting with two hook swords at the same time, and you can perform astounding maneuvers with them.
Gestalt Might [Host, Psionic]	SoS	117	You call on your inner spirit to provide you with a burst of adrenaline.
Hazing Strike	SoS	117	Your successful stunning attack clouds the mind as it hampers the body.
Insidious Terror [Psionic, Racial]	SoS	117	Your intuitive sense of your victim's fears enhances the effectiveness of your psionic powers.
Kalashtar Mindlink [Psionic, Racial]	SoS	117	You are innately talented with your racial <i>mindlink</i> psi-like ability.
Mind Mask	SoS	117	Your mind conceals some of your traits.

[Psionic]				
Monk's Spade Mind Blade	SoS	118	When you reshape your mind blade, you can change it into an exotic weapon: a monk's spade.	
Mountain Stance	SoS	118	You know how to stabilize yourself against unbalancing attacks.	
Pole Master	SoS	118	Your monastic training included extensive work with pole arms.	
Psychic Warfare [Host, Tactical]	SoS	118	You have studied the telepathic combat techniques of the Inspired and the kalashtar, and can draw on your inner spirit to strengthen your attacks.	
Quori Dread [Psionic, Racial]	SoS	118	You can unsettle an enemy, filling his mind with whispers of nightmare drawn from Dal Quor.	
Repel Outsiders	SoS	118	Your study of Sarlona's manifest zones and planar breaches gives you a measure of control over the outsiders that lurk there.	
Stone Breaker [Style]	SoS	118	You have mastered the style of fighting with two picks at the same time, allowing you to deal heavy damage to your foes.	
Stunning Master	SoS	119	You have become so proficient with techniques using Stunning Fist that you can use it with monk weapons.	
Tashalatora	SoS	119	You have successfully integrated martial arts with psionic power under the tutelage of Tashalatora masters.	
Versatile Unarmed Strike	SoS	119	You employ a variety of unarmed fighting styles, allowing you to alter the type of damage your attacks deal.	
Wind and Fire [Style]	SoS	119	You have mastered the style of fighting with two cutting wheels at the same time, and you are adept at opening wounds with them.	
Combat Tinkering	Du	44	You can disarm traps or pick locks quickly and efficiently, even under the pressure of combat.	
Gnome Tunnel Acrobatics [Tactical]	Du	44	Goblin raiding parties whisper of the crazed but effective tactics that gnome tunnel guards use to defend their homes. The gnomes excel at using acrobatics to penetrate enemy ranks or launch devastating attacks from above.	
Hammer and Piton [Style]	Du	45	You can drive pitons into your foes, giving you a useful perch from which to strike.	
Quick Reconnoiter	Du	46	You are skilled at scanning an area or object quickly and thoroughly.	
Trap Engineer	Du	46	You have spent a great deal of time studying trap construction and recognize the work of famous builders, which gives you an edge against their devices.	
Trap Sensitivity	Du	46	Your senses are so attuned that you can detect mechanical traps that are close by.	
Tunnel Fighting	Du	46	You are adept at maneuvering and fighting in tight spaces and underground passages.	
Undermountain Tactics [Tactical]	Du	46	Dwarves have developed a variety of cunning tactics to defeat those foolish enough to enter their mountain redoubts, as have gnomes.	
Weapon and Torch [Style]	Du	47	You have mastered a style of fighting that uses a melee weapon and a torch to devastating effect. You can dazzle and burn your opponent with the open flame.	
Sanctify Relic [Item Creation]	MIC	222	You can create magic items that are imbued with a connection to your deity.	
True Believer	MIC	222	Your deity rewards your unquestioning faith and devotion.	
Dragonmark Luck	ELQ	11	You can draw upon the power of your dragonmark to increase your chance of success.	
Dragon Ward	ELQ	11	Your dragonmark gives you protection against dragons and their kin.	
Least Legacy [Legacy]	EDP	179	You awaken the basic abilities of a specific item of legacy.	
Lesser Legacy [Legacy]	EDP	179	You awaken more powerful abilities of a specific item of legacy.	
Greater Legacy [Legacy]	EDP	179	You awaken the most powerful abilities of a specific item of legacy.	
Air Devotion [Domain]	CC	54	You can defend yourself with the power of air.	
Animal Devotion [Domain]	CC	54	You enhance your own abilities with the characteristics of animals.	
Awesome Smite [Tactical]	CC	55	Through a combination of sheer muscle and mystical acumen, you can deliver devastating smite attacks.	
Battle Blessing	CC	55	You can cast spells more quickly than usual in the heat of battle.	
Bestial Charge [Tactical]	CC	56	You have learned to take complete advantage of the animal forms you can assume.	
Chaos Devotion [Domain]	CC	56	The forces of chaos assist you in combat.	
Charnel Miasma [Reserve]	CC	57	Your close connection to death magic causes others to find your company unpleasant.	
Death Devotion [Domain]	CC	57	The power of death imbues your weapon with exceptional might.	
			Your attacks weaken your opponents' defenses.	

Destruction Devotion [Domain]	CC	57	
Earth Devotion [Domain]	CC	58	You can manipulate the earth to your advantage.
Elemental Essence [Wild]	CC	58	You can channel the power of the four elements from the natural world around you.
Evil Devotion [Domain]	CC	58	The power of evil cloaks you and your allies.
Fire Devotion [Domain]	CC	58	You can burn your enemies with your melee attacks.
Fragile Construct [Reserve]	CC	58	Your innate attunement to the forces of entropy allows you to weaken objects with the force of your will.
Good Devotion [Domain]	CC	58	The power of good shields you and your allies.
Great and Small [Wild]	CC	59	By channeling spirits of all creatures, you can increase or decrease your size without otherwise changing your form.
Healing Devotion [Domain]	CC	59	You can heal damage faster than normal.
Holy Potency [Tactical]	CC	59	You have learned to manipulate the energies of the divine to great martial effect.
Holy Warrior [Reserve]	CC	60	Your zeal on the battlefield allows you to deal extra damage in combat.
Imbued Healing [Metamagic]	CC	60	You imbue your healing spells with additional benefits based on the power of your belief.
Knowledge Devotion [Domain]	CC	60	You can use your knowledge to exploit your foes' weaknesses and overcome their strength.
Law Devotion [Domain]	CC	61	The power of law assists you in combat.
Luck Devotion [Domain]	CC	61	Luck makes your attacks more effective.
Magic Devotion [Domain]	CC	61	You channel your faith into a bolt of energy that strikes your target from afar.
Mitigate Suffering [Reserve]	CC	61	You can temporarily relieve ability damage.
Plant Devotion [Domain]	CC	61	Your body takes on the resilience of plants.
Protection Devotion [Domain]	CC	61	You exude an aura that protects you and those around you.
Protective Ward [Reserve]	CC	61	Your connection to the divine principle of protection shields you or an ally from attacks.
Retrieve Spell [Divine]	CC	62	You can channel raw divine energy to recharge a previously cast spell.
Spiritual Counter [Divine]	CC	62	Your devotion and faith allow you to counter the effects of other spells.
Spontaneous Domains	CC	62	You need not prepare your domain spells in advance.
Strength Devotion [Domain]	CC	62	You can overcome an opponent's normal resistance to damage.
Sun Devotion [Domain]	CC	62	Your weapon blazes with the power of the sun.
Swift Call	CC	62	You can call your special mount in the blink of an eye.
Swift Wild Shape [Wild]	CC	62	You can shift forms in the blink of an eye.
Touch of Healing [Reserve]	CC	62	You can channel divine energy into healing with a touch.
Travel Devotion [Domain]	CC	62	You can move quickly around the battlefield.
Trickery Devotion [Domain]	CC	63	You project a simulacrum of yourself that can perform limited tasks.
Umbral Shroud [Reserve]	CC	63	You control darkness and shadows.

Venom's Gift [Wild]	CC	63	You can imbue your natural attacks with a touch of venom.
War Devotion [Domain]	CC	63	You can control your abilities more effectively in combat.
Water Devotion [Domain]	CC	64	You can create a water guardian.
At Home in the Deep	DrU	47	Your innate power over the darkness extends to your senses.
Blend into Shadows	DrU	47	You can draw from nearby magical shadow to cloak yourself in darkness.
Cautious Attack	DrU	47	When you take your time in combat, you quickly assess the flow of battle to respond rapidly to threats.
Chosen Foe	DrU	47	At the expense of attention to other distractions, you focus on a single opponent to give you a decided advantage while fighting against him.
Clever Opportunist	DrU	47	When an unwary opponent gives you an opportunity, you use it to change positions with your foe.
Coercive Spell [Metamagic]	DrU	47	Living foes damaged by your spell become more pliable and vulnerable to your commands.
Constant Guardian	DrU	47	By paying careful attention to nearby allies and reducing the accuracy of your attacks, you help protect your companions.
Dazzling Fire	DrU	48	The illumination you can bestow on others impedes their ability to fight.
Deafening Spell [Metamagic]	DrU	48	You can modify a spell so it deafens targets.
Deceptive Illumination	DrU	50	Your innate power to create mobile light is far more precise than others'.
Dutiful Guardian	DrU	50	You put yourself into harm's way to protect your allies.
Fade into Darkness	DrU	50	By precisely controlling the shadows around you, you render yourself unseen.
Fascinating Illumination	DrU	50	The lights you create have the power to hypnotize others.
Gift of the Spider Queen	DrU	50	You can combine your racial spell-like abilities in new and potent ways.
Hand Crossbow Focus	DrU	50	Your hand crossbow attacks gain accuracy and speed.
Imperious Command	DrU	50	You strike deep and abiding terror in your foes.
Instinctive Darkness	DrU	50	After extensive training, you can negate light instinctively.
Intensify Darkness	DrU	50	By extending your effort, you can expand the area of your <i>darkness</i> spell-like ability.
Knight of Lolth	DrU	51	You have mastered techniques of waging war when mounted on a monstrous spider (or similar vermin).
Master of Poisons	DrU	51	You are highly trained and adept in the use of toxic substances.
Master of Shadow	DrU	51	You gain extra uses of your drow powers of light and darkness.
Paralyzing Fists	DrU	51	You can make multiple unarmed attacks to paralyze an opponent in a single round.
Poison Spell	DrU	51	You can mystically transfer a poison to the target of your spells.
Psychic Refusal	DrU	51	Spells that target your mind have difficulty penetrating your defenses.
Radiant Flicker	DrU	51	You cloak yourself or another with a nimbus of flickering, bewildering light.
Reactive Resistance	DrU	52	Through extensive practice and meditation, you can lower your spell resistance quickly.
Sadistic Reward	DrU	52	Your mind and body are fortified by harming others.
Shadowborn Warrior	DrU	52	You are adept at fighting in darkness.
Spider Companion	DrU	52	Instead of an animal, you bond with a monstrous spider.
Spiderfriend Magic	DrU	52	Your spells cannot harm your vermin allies.
Staggering Critical	DrU	52	Your critical hits leave your opponents reeling.
Surprising Riposte	DrU	52	Through deft maneuvering, you unravel your opponent's defenses.
Umbral Spell	DrU	52	You add the darkness descriptor to a spell you cast.

[Metamagic]			
Vermin Trainer	DrU	53	Your service to the Spider Queen gives you insight into training vermin.
Verminfriend	DrU	53	Thanks to your racial connection to their kind, vermin regard you as one of their own.
Versatile Combatant	DrU	53	You have learned to combine attacks with the favored weapon of the drow.
Gloom Strike [Ambush]	DrU	54	Your sneak attacks leave a residue of darkness that clouds your enemy's vision.
Sickening Strike [Ambush]	DrU	54	Your sneak attacks leave enemies reeling in pain.
Terrifying Strike [Ambush]	DrU	54	Your sneak attacks inspire fear.
Venomous Strike [Ambush]	DrU	54	You know where to place your sneak attacks to deliver a highly effective poisoned strike.
Divine Intercession [Divine]	DrU	54	You can channel divine energy to remove yourself from a dangerous situation.
Lolth's Boon [Divine]	DrU	54	You can channel negative energy to empower vermin.
Lolth's Caress [Divine]	DrU	54	You can channel negative energy to accelerate poisonous effects.
Profane Agony [Divine]	DrU	54	You can channel negative energy to deal terrible pain.
Unspeakable Vow [Vile]	DrU	55	You willingly give yourself to the service of an evil deity or cause, denying yourself an ordinary life to serve your unspeakable ends.
Vow of Decadence [Vile]	DrU	55	You have taken an unspeakable vow to indulge your every desire, even at the expense of others around you.
Vow of the Spider Queen [Vile]	DrU	55	You have taken an unspeakable vow to further the interests of the Spider Queen at all costs.
Vow of Vengeance [Vile]	DrU	55	Filled with hate, you have made an unspeakable vow to visit vengeance on those whom you believe wronged you and your people.
Aleval School [Style]	DrU	56	You have learned House Aleval's fighting techniques, allowing you to deal damage that weakens your enemy's physical or mental state.
Despana School [Style]	DrU	56	You have learned House Despana's fighting techniques, which involve teaming up against an enemy with summoned creatures.
Eilservs School [Style]	DrU	56	You have learned the fighting techniques of House Eilservs, which utilize magic staves in combat.
Inlindl School [Style]	DrU	56	You have learned House Inlindl's fighting techniques, which focus on using light weapons and shields.
Shi'Quos School [Style]	DrU	56	You have learned the mobile fighting style of House Shi'Quos.
Steal and Strike [Style]	DrU	56	You are a master of the style of fighting that involves using a rapier and a kukri at the same time.
Tormtor School [Style]	DrU	57	You have learned House Tormtor's fighting technique from its weapon masters.
Vae School [Style]	DrU	57	You have learned House Vae's fighting style.
Xaniquos School [Style]	DrU	57	You have learned the fighting style of House Xaniquos, which favors aggressive crossbow maneuvers.
Energy Substitution [Metamagic]	SSL	149	With this feat, you can modify an energy-based spell to use another type of energy instead.
Exotic Armor Proficiency	SSL	149	When you have this feat associated with a specific kind of exotic armor, such as spidersilk, you understand how to wear that type of exotic armor properly.
Highborn Drow	SSL	150	When you take this feat, you have learned how to tap into the advanced magical abilities of your noble drow heritage.
Lolth's Blessing	SSL	150	If you have this feat, the Spider Queen has blessed you with additional magical abilities.
Battle Mage Tactics	MM5	84	Through intense training and impeccable timing, you and your allies learn to augment each other's magical attacks when you focus your efforts on a single target.
Mage Slayer	MM5	85	You have studied the ways and weaknesses of spellcasters and can time your attacks and defenses against them expertly.
Kuo-Toan Monasticism	MM5	97	The monitors learn to use the strange, sticky substance common to kuo-toas as part of their martial arts.
Mind-Shattering Strike	MM5	97	Violent madness lurks just beneath the surface in all kuo-toas. The monitors learn to control this madness and channel it into their enemies.
			You are capable of discerning sources of quintessence, a magic substance precious to

Sense Quintessence	MM5	110	Thoon.
Brutal Throw	MM5	134	You have learned how to hurl weapons to deadly effect.
Ability Focus	MM5	204	A particular special ability of a creature with this feat is more potent than normal.
Awesome Blow	MM5	204	A creature that has this feat can choose to deliver blows that send its smaller opponents flying like bowling pins.
Empower Spell-Like Ability	MM5	204	The creature can use a spell-like ability with greater effect than normal.
Flyby Attack	MM5	204	A creature that has this feat can attack on the wing.
Hover	MM5	204	The creature can come to a halt in midair.
Improved Natural Attack	MM5	204	The natural attacks of a creature with this feat are more dangerous than its size and type would otherwise dictate.
Improved Toughness	MM5	205	A creature that has this feat is significantly tougher than normal.
Multiattack	MM5	205	A creature that has this feat is adept at using all its natural weapons at once.
Powerful Charge	MM5	205	A creature that has this feat can charge with extra force.
Quicken Spell-Like Ability	MM5	205	A creature that has this feat can employ a spell-like ability with a moment's thought.
Snatch	MM5	205	The creature can grab opponents much smaller than itself and hold them in its mouth or claw.
Wingover	MM5	205	The creature can change direction quickly while flying.
Beloved of Demons [Vile]	EE	23	The tanar'ri reward you with unholy vitality whenever you defeat their enemies.
Blessing of the Goddess [Ceremony, Vile]	EE	23	You invoke the dreadful power of darkness and evil to fill your allies with terrible power.
Divine Denial	EE	24	You harden your will against the power of the deities.
Embody Energy	EE	24	You can sacrifice prepared spells to shroud your body in a particular type of energy.
Evasive Maneuvers	EE	24	You can vanish into the confusion created by area spells.
Evil Brand [Vile]	EE	24	You are physically marked forever as the servant of an evil power greater than yourself. The symbol is unquestionable in its perversity, depicting a depravity so unthinkable that all who see it know beyond a doubt that you serve an evil patron.
Fell Conspiracy [Ceremony]	EE	24	You forge a connection with a target to ease communications and to keep you apprised of developments in the field.
Generous Sacrifice	EE	24	You can relieve your afflictions by donating them to an ally.
Gruesome Finish	EE	24	You deliver a terrifying blow to finish off a victim and strike fear into the hearts of your enemies.
Hellsworn [Vile]	EE	24	You have made a pact with a foul devil from the Nine Hells. In exchange, you can channel the power of that dreadful plane.
Maiming Strike	EE	25	You can make dreadful attacks that disfigure your opponent.
Mask of Gentility	EE	25	You cunningly hide your true motives and nature behind a facade of camaraderie and gentility.
Proteus	EE	26	You are a master of masking your features behind a myriad of disguises.
Slippery Skin	EE	26	You can expertly avoid the grasp of your enemies.
Strength of Conviction	EE	26	You can channel the fury of your deity against a foe.
Twist the Knife	EE	26	You can make a vicious attack that leaves your victim gasping in pain.
Uncanny Forethought	EE	26	You cunningly prepare your spells for any exigency.
Alternate Form	DE	15	You have unlocked the power to move unseen within the human world.
Half-Dragon Form	DE	15	You can assume a half-dragon form, allowing you to retain some of the physical prowess of your true form while still being able to move among humans.
Hidden Strength	DE	15	When you assume a humanoid form, you retain some of your draconic strength.
Abyss-Bound Soul [Vile]	EIE	11	You have pledged your immortal soul to a particular demon lord in return for a gift that aids your evil works in life.
Abominable Form [Vile, Deformity]	EIE	11	You revel in the ruination of your flesh, drawing power from your disturbing deformities.
Apostate [Vile]	EIE	12	Your hatred of the gods cloaks you with potent resistance against their works.
Chosen of Evil [Vile]	EIE	12	Your naked devotion to wickedness causes dark powers to take an interest in your well-being.
Dark Speech [Vile]	EIE	12	You learn a smattering of the language of truly dark power.

Dark Whispers [Vile]	EIE	12	By whispering foul utterances in the Dark Speech, you can drive your enemies insane.
Deformity (Eyes) [Vile, Deformity]	EIE	12	You have either drilled a hole in your forehead trying to add a third eye, or you have supernaturally scarred one of your regular eyes.
Deformity (Face) [Vile, Deformity]	EIE	12	Because of intentional self-mutilation, you have a hideous face.
Deformity (Gaunt) [Vile, Deformity]	EIE	13	Through intentional starvation and macabre operations, you are grossly underweight. You have a skeletal appearance, and your weight is now half normal for creatures of your kind.
Deformity (Madness) [Vile, Deformity]	EIE	13	You revel in madness, embracing your hallucinations, erratic behavior, and deviant cravings. Your mind cannot be touched by outside influences.
Deformity (Parasite) [Vile, Deformity]	EIE	13	You invite parasites into your body in exchange for a greater hardness against diseases and poisons.
Enemy of Good [Vile]	EIE	13	You draw power from your unholy devotion.
Evil's Blessing [Vile]	EIE	13	Entities of utter evil and villainy have a stake in your survival.
Filthy Outburst [Vile]	EIE	13	You shriek a phrase in the Dark Speech to deafen or torment those around you.
Harvester of Souls [Vile]	EIE	13	When you deliver a killing blow, you destroy both the flesh and the soul.
Insane Defiance [Vile]	EIE	13	You adopt insanity as a shield to turn effects that target your mind against those around you.
Lichloved [Vile]	EIE	13	By repeatedly consorting with the undead, you gain dread powers.
Master's Will [Vile]	EIE	13	The elder evil you serve is fickle in its rewards and punishments.
Murderous Intent [Vile]	EIE	14	Your favored enemies fear your savagery and inhumanity.
Reflexive Psychosis [Vile, Deformity]	EIE	14	In the face of adversity, you withdraw into the haunted corridors of your mind.
Slave to Evil [Vile]	EIE	14	You have pledged your soul to an elder evil. You gain benefits that grow more powerful as your master's sign intensifies.
Thrall to Demon [Vile]	EIE	14	You formally become a supplicant to a demon lord. In return for your obedience, you gain a small measure of that demon lord's power.
Vile Ki Strike [Vile]	EIE	14	You can focus evil power into your unarmed strike.
Vile Martial Strike [Vile]	EIE	14	You can focus evil power into your weapon blows.
Vile Natural Attack [Vile]	EIE	14	You can focus evil power into your natural attacks.

3304 results.

Product Key

An	<i>Anauroch: The Empire of Shade</i>
AE	<i>Arms and Equipment Guide</i>
BFK	<i>Barrow of the Forgotten King</i>
BB	<i>Bastion of Broken Souls</i>
BC	<i>Book of Challenges: Dungeon Rooms, Puzzles, and Traps</i>
BE	<i>Book of Exalted Deeds</i>
BV	<i>Book of Vile Darkness</i>
CR	<i>Champions of Ruin</i>
CV	<i>Champions of Valor</i>
CiP	<i>City of Peril</i>
CSW	<i>City of Splendors: Waterdeep</i>
CSQ	<i>City of the Spider Queen</i>
Ci	<i>Civscane</i>

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