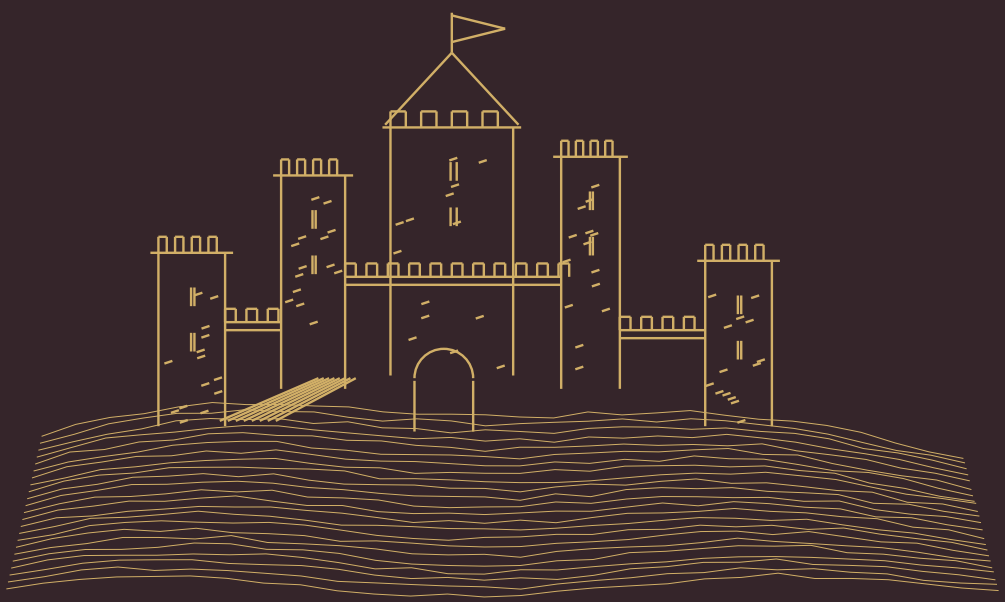
Baldur's Gate • Icewind Dale

Enhanced Editions

The Adventurer's Book of Feats

The 3.5 Edition Feat System



SKILLS AND ABILITIES

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Player edition • Single-player campaigns and custom parties

Before setting out

The fourth proficiency option in Skills and Abilities replaces weapon-point allocation with feats. Some feats teach a weapon or a fighting style. Others reward an accident of birth, change the way a spell is cast, or grant a veteran a high-level ability.

For a new campaign

Install EEex first. Use the game's original interface, or install Infinity UI++ Core before the feat system. Install any subrace, equipment, creature, or high-level ability changes you intend to use first. In Skills and Abilities, choose 3.5 Edition Feat System under Proficiency Overhaul. If you use its optional Weapon Style Overhaul, install that first as well.

Starting a party

Start a fresh single-player campaign or create a custom party. Start fresh again after a reinstall. An exported character should have been created with the feat system. Keep the same installation when saving and reloading during a campaign.

Your first choice

A human fighter begins with Simple and Martial training and training in all armor and shields. These grants cost nothing. The fighter also receives two general points and one fighter point. Spend a general point on Luck of Heroes if you want it. Spend the fighter point on Weapon Focus for a trained weapon. Your second general point can buy another eligible feat.

A word from Candlekeep

A longsword hanging in the armory tells you little about the hand that will wield it. Ask what your character already knows before spending a point to teach it again.

At the advancement screen

Character creation, ordinary level-up, and initial dual-class setup use the feat picker where weapon points used to be assigned. Its list changes with the point currently being spent.

Read the two lists

Available feats appear on the left. Known feats and the choices you have just added appear on the right. Scroll the list on the left. Hover over an entry to reveal its boxed question mark. Click the question mark to read the description without spending a point.

Choose a particular weapon or school

Open Weapon Focus to see trained weapons. Select a weapon and use Add feat to put that choice on the right. Spell Focus works the same way for schools. Hover over a particular choice for its question mark. Opening the family or reading help costs nothing.

Finish or reconsider

Until you finish the surrounding character creation or advancement, your choices are provisional. Cancel an open advancement to discard its choices. Naming a new character keeps the feats you chose. After confirmation, open Feats on the character record. The original Icewind Dale sheet uses a Feats button beside Kit Description. Infinity UI++ uses the shield tab.

Why a feat may be absent

Look first at the point type, then at ability scores, earlier feats, and active class levels. Backgrounds disappear after character creation. Some feats require optional rules such as Concentration or Turn Undead. A free grant you already possess cannot be bought a second time.

Combat modes in play

Use the innate ability for Power Attack or Combat Expertise to switch stance immediately. The portrait shows the active stance and the action bar offers Deactivate. The improved versions also replace the current melee stance. Rapid Shot has its own switch and applies while using a bow or crossbow.

Who earns a feat

Each party member earns and spends their own feat points. Four kinds of point appear over an adventurer's career.

General points

Gain one at character level 1 and one at levels 3, 6, 9, and every third level thereafter. Humans gain one additional general point at creation. With IE Subraces, Strongheart halflings gain it too. Lightfoot halflings and planetouched characters do not. A general point can buy an eligible combat, spellcasting, or metamagic feat. It cannot buy an Epic feat.

Fighter points

Gain one at fighter level 1 and another at every even fighter level through 20. Spend these on feats marked for fighter points in the reference. Paladins and rangers have their own starting grants; the fighter bonus schedule requires fighter levels.

Caster points

At levels 5, 10, 15, and 20 in your highest mage, sorcerer, cleric, druid, or shaman class, gain a point for spellcasting or metamagic. A cleric/mage at 5/5 earns one caster point. When the first class reaches 10, the next point arrives. Bards can qualify for caster feats using general points.

Two careers

For general awards, a simultaneous multiclass uses its highest class level. A fighter/mage at 3/3 has reached the level-3 award once. A sequential dual counts the sum of its class levels for general awards. Class-specific prerequisites can still require an active class. A dormant fighter cannot qualify you for higher weapon feats.

Epic points

In BG2EE, EET, and IWDEE, a qualifying class level at or above 3,000,000 XP earns one Epic point. See The epic threshold for split experience, combined dual-class experience and high-level spells.

Weapons and armor

A character can use most weapons without training, but an untrained attack carries a class-dependent penalty. Training removes it. Weapon Focus improves one trained type. These are separate purchases.

The three groups

Simple covers dagger, spear, flail and morning star, mace, quarterstaff, crossbow, dart, sling, and club. Martial covers bastard sword, long sword, short sword, axe, two-handed sword, war hammer, halberd, longbow, and shortbow. Exotic covers katana, scimitar, wakizashi, and ninjato.

Three blades, one proficiency

In this build, scimitars, wakizashis, and ninjatos share Exotic training and a single focus line. Druids receive the shared line through their starting weapon package. Weapon Finesse can still recognize individual wakizashis and ninjatos. Bastard swords receive Martial training. This distinction matters when choosing Exotic for a character with a particular blade in mind.

Four ranks in one weapon

Begin with Weapon Focus. Weapon Specialization requires fighter 4, Greater Weapon Focus fighter 6, and Greater Weapon Specialization fighter 8. Each step also requires the earlier feats for the same weapon. Any class with Focus gains +½ attack per round with that weapon. Greater Weapon Specialization adds another +1, giving +1½ in total.

Armor has two costs

Without the matching armor or shield proficiency, the item's armor check penalty applies to your attacks. Training removes that penalty. Arcane failure from armor and shields is separate. Bards ignore light armor failure, and Eldritch Scions ignore light and medium armor failure. A shield can still matter. Arcane Armor Training, Arcane Armor Mastery, and Still Spell offer different ways to handle failure.

Limits that remain

Personal, race, alignment, and ability requirements can still matter. Robes retain their mage and sorcerer restriction. Kensai keep their armor and missile-weapon bans. A Shield Breaker keeps light, medium, and heavy armor training but cannot equip shields or select Shield Proficiency, Shield Focus, or Shield Specialization.

Training by class

A multiclass or dual-class character receives the starting packages of each class. Overlapping grants confer their benefit once. Race and kit grants can extend or replace parts of the package.

Fighter and paladin

Simple and Martial weapons. Light, medium, and heavy armor and shields. A barbarian starts with light and medium armor and shields. Kensai and Samurai gain Exotic weapon training.

Ranger

Simple and Martial weapons, light armor, and shields. Ordinary rangers begin with Two-Weapon Fighting and gain Improved Two-Weapon Fighting at level 3. Archery kits designated by the system receive Point Blank Shot and later Rapid Shot instead. Buy Rapid Shot early and the point stays spent when level 3 arrives. All rangers, including Archers, receive Toughness at ranger level 5. A single-class ranger gains five maximum hit points at that level. If you bought Toughness earlier, the point stays spent and the hit points are counted only once.

Cleric

Clerics start with Simple weapons, light, medium, and heavy armor, and shields. Their priest spells use prepared slots.

Mage and sorcerer

Both start with the same feat package. They are trained with club, dagger, quarterstaff, crossbow, dart, and sling. Neither base class begins with armor or shield training. Mages prepare spells; sorcerers cast known spells using shared slots. Both can spend a feat on Simple Weapon Proficiency to add the rest of the group.

Thief and bard

Simple weapons plus long sword, short sword, and shortbow. Both start with light armor. Bards also start trained with shields.

Monk

Club, dagger, quarterstaff, crossbow, dart, and sling. Monks start without armor or shield training.

Training by class

Druid

Club, dagger, quarterstaff, spear, dart, sling, and the scimitar family, plus light armor, medium armor, and shields. Druid training includes scimitar, wakizashi, and ninjato without a purchase of Exotic Weapon Proficiency.

Shaman

Club, dagger, quarterstaff, spear, crossbow, dart, sling, axe, and shortbow, plus light armor and shields. Shamans use shared divine spell slots for spontaneous metamagic.

Training by heritage

Elves also receive long sword, longbow, and shortbow. Dwarves receive axe and war hammer. Free grants appear on the record. You may buy a broader weapon group if it adds weapons you have yet to learn.

Metamagic at the spellbook

A metamagic feat lets you cast a modified version of a spell you know. Each version lists the spell slot it uses.

For a prepared caster

Open the mage or priest spellbook at the level the modified spell uses. Magic Missile (Empower Spell), for example, appears among a mage's third-level spells. Click it to fill an empty slot, then rest. If the page is full, remove a preparation yourself to make room. The original Magic Missile stays in your first-level book.

For a spontaneous caster

Open Cast Spell. Normal shows your usual spells. Select a named feat, such as Empower, to see the spells you can cast with it. Click Magic Missile under Empower to cast it with a third-level slot. The number on the icon shows casts remaining at that level. A filter appears only if at least one spell qualifies. Dual-class sorcerers regain these options when their sorcerer abilities reactivate. Bubb's spell menu uses the same filters.

Read the slot cost

Extend, Silent, and Still cost one extra spell level. Empower and Heighten cost two, Maximize three, and Quicken four. A first-level Magic Missile therefore needs a fourth-level slot for Maximize. If a combination is missing, check that the spell is known, that the right book is active, and that the higher slot and supported variant exist.

Three examples

Extend doubles Shield from five minutes to ten. Silent allows Magic Missile while silenced. Heighten adds +2 to the spell's effective save difficulty. The target takes a 2-point penalty to its saving throw, on top of any penalty from Spell Focus. Maximize fixes each damage die at its maximum before resistance. Susceptibility and defenses still matter.

Metamagic at the spellbook

Casting in armor

Still Spell suppresses the feat system's armor and shield failure for that arcane cast. Silent Spell answers silence. Neither answers every cause of spell failure. The ordinary version of the spell remains available under its ordinary rules.

In Icewind Dale

A prepared mage with Empower Spell can memorize Empowered Magic Missile in a third-level slot. A priest with Extend Spell can memorize an Extended Bless in a second-level slot. These choices are available from the spellbook on either interface. If all preparations on the page are occupied, free a slot before adding the new spell.

The epic threshold

High-level abilities appear in the Epic picker in BG2EE, EET, and IWDEE. Reaching level 21 is not the trigger. A class must gain a qualifying level under the 3,000,000 XP rule.

Counting the award

A single class receives one Epic point for each eligible level. Simultaneous multiclasses use total experience split across classes to determine the qualifying level for each class. Two eligible class levels gained together can earn two points. For a dual, add the experience earned in both careers. A former fighter with 1.5 million XP and a mage with 1.5 million XP qualifies at the 3 million threshold. That qualifying mage level earns one Epic point, and each later mage level earns another. The initial change of class earns none. Former fighter levels are counted only once.

Choosing a high-level ability

Only Epic points buy high-level abilities and Epic upgrades. A general or fighter point saved earlier cannot pay for one. Prior ordinary feats can unlock an Epic choice, such as Greater Spell Focus opening Epic Spell Focus in the same school. Canceling level-up discards the pending Epic selection.

Reading the list for your class

The game uses the high-level ability lists installed for your class or kit, including spells and innate abilities. Prerequisites, excluded choices, alignment, and repeat limits still apply. This is why a thief and a mage can reach the same threshold and see different lists.

When two feats have the same benefit

If you use the high-level ability options from Skills and Abilities, install them before the feat system. If your class offers an installed equivalent, that ability determines the effect and repeat limit. For example, installed Epic Toughness can grant 10 maximum hit points per rank for five ranks. The general fallback grants 30 per rank for up to ten. Your character receives one version.

At the table

Open the boxed question mark before confirming an unfamiliar Epic entry. It describes the actual ability your installation offers. The Epic reference describes the built-in choices. Your class or kit may offer additional abilities.

Companions in the field

Recruitable companions use the same feat rules and point budgets as player characters. Their class, equipment, and existing training guide their starting choices. Open the Feats tab on a companion's record to see what they know. Any unassigned points remain available.

Across the battlefield

An enemy's equipment, class, and spellcasting guide its training. A warrior who shares a script with a mage does not qualify for caster feats on that evidence alone. A caster who knows spells through a personal script can qualify. Weapon feats apply to the weapon in hand.

Reading the combat record

A lower THAC0 means a better chance to hit. A lower Armor Class is harder to hit. APR means attacks per round, so +½ APR means one extra attack across two rounds. Weapon speed affects when a blow lands within a round. An improvement to weapon speed alone grants no extra attack.

When enemies change stance

Against a difficult target, a melee opponent favors accuracy. After the penalty, Power Attack requires at least a 50% estimated hit chance and Improved Power Attack at least 65%. Those are minimums: extra damage must still be worthwhile. Stoneskin or Mirror Image makes the attacker favor ordinary blows. An archer weighs the extra shot against accuracy and its current attack rate.

Read an opponent

With the EEex effect menu enabled, hold Left Shift over a creature to inspect its feats and see whether Power Attack or Rapid Shot is active.

Companions in the field

Enemy spellcasters

An eligible enemy can Empower or Maximize a damaging spell, or Heighten a spell that allows a saving throw. The caster weighs the target's defenses and remaining hit points and needs a suitable higher-level slot.

What the installer covers

Creatures from the base game and earlier mods are checked for feat training. Some creatures lack a suitable weapon, spell, or other qualifying feature and receive no new feat.

The weapon ladder

Choose one trained weapon in the focus chooser. Every rung applies to that same weapon. The ordinary bonuses below are totals relative to basic proficiency on the reference installation.

Weapon Focus

Any trained class. +1 to hit, +2 damage, and +½ attack per round.

Weapon Specialization

Requires Weapon Focus and fighter level 4. Total +3 to hit, +3 damage, and +½ attack per round.

Greater Weapon Focus

Requires the preceding ranks and fighter level 6. Total +3 to hit, +4 damage, weapon speed 1 faster, and +½ attack per round.

Greater Weapon Specialization

Requires the preceding ranks and fighter level 8. Total +3 to hit, +5 damage, weapon speed 3 faster, and +1½ attacks per round.

Improved Critical

Requires character level 8 and Weapon Focus in the chosen weapon. Its critical range improves by one with that weapon equipped. The weapon's existing critical bonus still applies. An all-weapons equivalent prevents a duplicate purchase.

Available weapon lines

Bastard sword, long sword, short sword, axe, two-handed sword, katana, scimitar / wakizashi / ninjato, dagger, war hammer, spear, halberd, flail / morning star, mace, quarterstaff, crossbow, longbow, shortbow, dart, sling, and club. Installed weapon tables can change the hit, damage, or speed figures shown above.

Background traits

Use a general point during original character creation. Beginning a new class later does not reopen these choices.

Blooded

Requirements: Can only take this feat at character creation.

A character with this feat has seen battle from an early age, gaining a +1 bonus on saving throws against breath weapons and weapon speed 2 faster.

This does not grant extra attacks or faster casting. Weapon speed modifiers use the native non-stacking rule.

Bullheaded

Requirements: Can only take this feat at character creation.

A character with this feat is stubborn, gaining a +2 bonus on saving throws against spells.

Does not change morale, grant immunity to magical fear or provide a taunt mechanic.

Courteous Magocracy

Requirements: Can only take this feat at character creation.

A character with this feat was educated in a land ruled by mages, gaining +10 Lore and a +1 bonus on saving throws against spells.

Does not modify dialogue reactions.

Luck of Heroes

Requirements: Can only take this feat at character creation.

A character with this feat is unusually lucky, gaining a +1 bonus on all five saving throws.

Cannot be learned during level-up or dual-class setup.

Snake Blood

Requirements: Can only take this feat at character creation.

A character with this feat has a trace of yuan-ti blood, gaining a +1 bonus on saving throws against breath weapons and a +2 bonus on saving throws against death, poison and paralysis.

The poison benefit applies to the entire saving-throw category, not only poison.

Background traits

Spellcasting Prodigy

Requirements: Can only take this feat at character creation, an active spellcasting class.

A character with this feat is a gifted spellcaster: targets suffer a further -1 on saving throws against their spells, stacking with Spell Focus.

Applies to saving-throw-bearing spell projectile effects. Does not increase ability scores, spell slots or spells known.

Strong Soul

Requirements: Can only take this feat at character creation.

A character with this feat has a soul that is hard to sever from the body, gaining a +2 bonus on saving throws against death, poison and paralysis and a +1 bonus on saving throws against spells.

The death-magic benefit is included in the +2 category bonus, not applied a second time.

Arms and armor

Proficiency removes the penalty for the equipment named. Class and race packages granted at creation are listed under Training by class.

Arcane Armor Mastery

Requirements: Character level 7, Armor Proficiency (Medium), Arcane Armor Training. • Eligible for fighter points

A character with this feat has mastered casting arcane spells in armor, reducing the arcane spell failure from their armor and shield by a further 10% (20% with Arcane Armor Training).

Arcane Armor Training

Requirements: Character level 3, Armor Proficiency (Light). • Eligible for fighter points

A character with this feat has learned to cast arcane spells in armor, reducing the arcane spell failure from their armor and shield by 10%.

Armor Proficiency (Heavy)

Requirements: Armor Proficiency (Medium). • Eligible for fighter points

A character with this feat can wear heavy armor without the armor check penalty to attack rolls: Splint mail (-7), Plate mail (-7), Full plate (-6), Mithral full plate (-3). Arcane spell failure still applies.

Fighters, paladins and clerics start with this training.

Armor Proficiency (Light)

Eligible for fighter points

A character with this feat can wear light armor without the armor check penalty to attack rolls: Leather (0), Studded leather (-1), Elven chain (0). Arcane spell failure still applies.

Every class except mage, sorcerer and monk starts with this training.

Armor Proficiency (Medium)

Requirements: Armor Proficiency (Light). • Eligible for fighter points

A character with this feat can wear medium armor without the armor check penalty to attack rolls: Hide (-3), Scale (-4), Chain mail (-5), Mithral chain (-2). Arcane spell failure still applies.

Fighters, paladins, clerics, druids and barbarians start with this training.

Arms and armor

Exotic Weapon Proficiency

Eligible for fighter points

A character with this feat is proficient with every exotic weapon (Katana, Scimitar / Wakizashi / Ninjato), which removes the untrained-weapon to-hit penalty (-2 to -5, depending on class) with them.

Katana and the shared scimitar, wakizashi and ninjato line use Exotic training. Kensai and Samurai start with this training.

Martial Weapon Proficiency

Eligible for fighter points

A character with this feat is proficient with every martial weapon (Bastard Sword, Long Sword, Short Sword, Axe, Two-Handed Sword, War Hammer, Halberd, Longbow, Shortbow), which removes the untrained-weapon to-hit penalty (-2 to -5, depending on class) with them.

Fighters, paladins and rangers start with this training; bards and thieves start with some martial weapons.

Shield Proficiency

Eligible for fighter points

A character with this feat can use shields without the armor check penalty to attack rolls: Buckler (-1), Small shield (-1), Medium shield (-2), Large shield (-3). Arcane spell failure still applies. Covers every shield, large shields included.

Fighters, paladins, clerics, druids, rangers, bards, shamans and barbarians start with this training.

Simple Weapon Proficiency

Eligible for fighter points

A character with this feat is proficient with every simple weapon (Dagger, Spear, Flail / Morning Star, Mace, Quarterstaff, Crossbow, Dart, Sling, Club), which removes the untrained-weapon to-hit penalty (-2 to -5, depending on class) with them.

Bards, clerics, fighters, paladins, rangers and thieves start with this training. Mages, sorcerers, druids, monks and shamans start with their own shorter weapon list and can learn this feat for the rest.

Fighting styles

These figures use the reference installation's style rules. Your in-game description reflects installed changes. Shield Specialization and Two-Handed Specialization can gain extra benefits with the optional Weapon Style Overhaul.

Greater Two-Weapon Fighting

Requirements: Dexterity 17, character level 4, Improved Two-Weapon Fighting. • Eligible for fighter points

A character with this feat is a master of fighting with a weapon in each hand, reducing the to-hit penalties for fighting that way by 2 with the off hand. This stacks with Improved Two-Weapon Fighting and the feats before it.

Improved Two-Weapon Fighting

Requirements: Dexterity 15, character level 2, Two-Weapon Fighting. • Eligible for fighter points

A character with this feat is an expert at fighting with a weapon in each hand, reducing the to-hit penalties for fighting that way by 2 with the main hand and 2 with the off hand. This stacks with Two-Weapon Fighting.

Rangers (except Archers) receive it free at ranger level 3.

Shield Focus

Requirements: Shield Proficiency. • Eligible for fighter points

A character with this feat is skilled at fighting with a one-handed weapon and a shield (bucklers included), gaining a bonus of +2 AC against missiles while doing so.

Shield Specialization

Requirements: Shield Proficiency, Shield Focus. • Eligible for fighter points

A character with this feat has mastered fighting with a one-handed weapon and a shield (bucklers included), gaining a bonus of +2 AC against missiles while doing so. This stacks with Shield Focus.

Single-Weapon Focus

Eligible for fighter points

A character with this feat is skilled at fighting with one one-handed weapon and nothing in the off hand, gaining a bonus of +1 AC while doing so, plus a 19-20 critical range.

Fighting styles

Single-Weapon Specialization

Requirements: Single-Weapon Focus. • Eligible for fighter points

A character with this feat has mastered fighting with one one-handed weapon and nothing in the off hand, gaining a bonus of +1 AC while doing so. This stacks with Single-Weapon Focus.

Two-Handed Focus

Eligible for fighter points

A character with this feat is skilled at fighting with a two-handed melee weapon, gaining a bonus of +1 damage while doing so, plus a 19-20 critical range and weapon speed 2 faster.

Two-Handed Specialization

Requirements: Two-Handed Focus. • Eligible for fighter points

A character with this feat has mastered fighting with a two-handed melee weapon, gaining weapon speed 2 faster while doing so. This stacks with Two-Handed Focus.

Two-Weapon Defense

Requirements: Dexterity 15, Two-Weapon Fighting. • Eligible for fighter points

A character with this feat is skilled at defending with two weapons, gaining +1 Armor Class while fighting with a weapon in each hand.

Two-Weapon Fighting

Requirements: Dexterity 13. • Eligible for fighter points

A character with this feat is skilled at fighting with a weapon in each hand, reducing the to-hit penalties for fighting that way by 2 with the main hand and 2 with the off hand. Without this feat the penalties are -4 with the main hand and -8 with the off hand.

Rangers start with this feat (Archers excepted).

Melee and archery

A passive benefit works as soon as its conditions apply. Select a stance from innate abilities. While it is active, its button offers Deactivate.

Blind-Fight

Eligible for fighter points

While blinded, you recover 2 points of your melee attack penalty. This benefit applies once, even if several effects blind you. Your sight range, Armor Class and ranged attacks follow the normal blindness rules.

Automatic while blinded.

Cleave

Requirements: Strength 13, Power Attack. • Eligible for fighter points

Once per round, killing an enemy with melee weapon damage gives you an immediate main-hand strike against another enemy within reach. The strike rolls to hit and deals physical weapon damage.

Combat Expertise

Requirements: Intelligence 13. • Eligible for fighter points

A character with this feat can fight defensively, taking -3 to hit with melee attacks and gaining +3 Armor Class.

Select the stance from innate abilities. Its portrait icon shows when it is active. Use Deactivate to turn it off, or choose a different melee stance.

Deflect Arrows

Requirements: Dexterity 13. • Eligible for fighter points

A character with this feat is skilled at deflecting missiles, gaining +2 Armor Class against missile attacks.

Great Cleave

Requirements: Strength 13, character level 4, Cleave. • Eligible for fighter points

If your Cleave strike kills its target, you can strike another enemy within reach. The chain ends when a strike misses, leaves its target alive, or runs out of enemies.

Melee and archery

Improved Combat Expertise

Requirements: Intelligence 13, Combat Expertise. • Eligible for fighter points

A character with this feat can fight even more defensively, taking -6 to hit with melee attacks and gaining +6 Armor Class.

Select the stance from innate abilities. Its portrait icon shows when it is active. Use Deactivate to turn it off, or choose a different melee stance.

Improved Initiative

Eligible for fighter points

A character with this feat reacts more quickly than normal in combat, gaining weapon speed 2 faster.

Baldur's Gate has no initiative roll, so this speeds up your attacks instead.

Improved Power Attack

Requirements: Strength 13, Power Attack. • Eligible for fighter points

A character with this feat can make even more powerful melee attacks, taking -6 to hit and gaining +6 damage.

Select the stance from innate abilities. Its portrait icon shows when it is active. Use Deactivate to turn it off, or choose a different melee stance.

Improved Rapid Shot

Requirements: Dexterity 17, character level 6, Point Blank Shot, Rapid Shot. • Eligible for fighter points

A character with this feat no longer takes the -2 ranged to-hit penalty while Rapid Shot is on: the extra attack each round with bows and crossbows comes at no cost.

Point Blank Shot

Eligible for fighter points

You ignore the -8 attack roll penalty for shooting a target at close range. While you wield a ranged weapon, melee attackers lose the +4 to hit and damage they would normally gain against you.

Archers start with this feat.

Melee and archery

Power Attack

Requirements: Strength 13. • Eligible for fighter points

A character with this feat can make exceptionally powerful melee attacks, taking -3 to hit and gaining +3 damage.

Select the stance from innate abilities. Its portrait icon shows when it is active. Use Deactivate to turn it off, or choose a different melee stance.

Rapid Shot

Requirements: Dexterity 13, Point Blank Shot. • Eligible for fighter points

A character with this feat can fire faster, gaining one extra attack per round with bows and crossbows at -2 to hit with ranged attacks. Rapid Reload is included.

Archers who wait receive Rapid Shot free at ranger level 3. If you learn it earlier, the point stays spent and there is no replacement feat. Selected. Select Rapid Shot to activate it and Deactivate Rapid Shot to turn it off. It only takes effect while a bow or crossbow is your selected weapon, and it can be on at the same time as a melee combat mode.

Weapon Finesse

Requirements: Dexterity 13. • Eligible for fighter points

A character with this feat is adept at using light weapons, using Dexterity instead of Strength for melee to-hit rolls with a dagger, short sword, wakizashi or ninjato, or unarmed: the melee to-hit bonus becomes the Dexterity missile to-hit bonus whenever that is higher than the Strength bonus.

It updates automatically when you switch weapons or your Strength or Dexterity changes.

Zen Archery

Requirements: Wisdom 13. • Eligible for fighter points

A character with this feat uses Wisdom instead of Dexterity for ranged to-hit rolls: the ranged to-hit bonus becomes the Dexterity missile bonus a character with that Wisdom score would have, whenever that is higher.

It updates automatically when your Wisdom or Dexterity changes.

Fortitude and skill

Saving-throw bonuses apply to the categories named in each entry. Skill bonuses affect the named skill.

Alertness

A character with this feat is unusually aware of their surroundings, gaining +10 to Detect Illusion and +5 to Lore.

Dodge

Requirements: Dexterity 13. • Eligible for fighter points

A character with this feat is adept at dodging blows, gaining a +1 bonus to Armor Class against all attackers.

Fleet of Foot

Requirements: Dexterity 13. • Eligible for fighter points

A character with this feat moves faster than normal, gaining +2 movement speed.

Great Fortitude

A character with this feat is tougher than normal, gaining a +2 bonus on saving throws against death, poison and paralysis.

Iron Will

A character with this feat has a stronger will than normal, gaining a +2 bonus on saving throws against spells.

Lightning Reflexes

A character with this feat has faster reflexes than normal, gaining a +2 bonus on saving throws against breath weapons.

Skill Focus: Detect Illusion

A character with this feat is particularly skilled at Detect Illusion, gaining +15% to it.

Automatic. This feat may be selected once for each skill.

Fortitude and skill

Skill Focus: Find Traps

A character with this feat is particularly skilled at Find Traps, gaining +15% to it.

Automatic. This feat may be selected once for each skill.

Skill Focus: Hide in Shadows

A character with this feat is particularly skilled at Hide in Shadows, gaining +15% to it.

Automatic. This feat may be selected once for each skill.

Skill Focus: Move Silently

A character with this feat is particularly skilled at Move Silently, gaining +15% to it.

Automatic. This feat may be selected once for each skill.

Skill Focus: Open Locks

A character with this feat is particularly skilled at Open Locks, gaining +15% to it.

Automatic. This feat may be selected once for each skill.

Skill Focus: Pick Pockets

A character with this feat is particularly skilled at Pick Pockets, gaining +15% to it.

Automatic. This feat may be selected once for each skill.

Skill Focus: Set Traps

A character with this feat is particularly skilled at Set Traps, gaining +15% to it.

Automatic. This feat may be selected once for each skill.

Fortitude and skill

Stealthy

A character with this feat is particularly good at avoiding notice, gaining +10 to Hide in Shadows and Move Silently.

Toughness

A character with this feat is tougher than normal, gaining one bonus hit point per level. Hit points are gained retroactively when choosing this feat: taking it at level 5 gives +5, then +1 more each level.

Multiclass characters gain +1 for each class level (a Fighter/Mage 5/5 gains +10). Dual-class characters count only their highest class level (a Fighter 9 who dual-classes to Mage gains nothing more until Mage level 10). Does not heal current damage. All rangers gain Toughness at ranger level 5. If learned earlier, it gives no replacement point or second benefit. Automatic. This feat can be taken once.

Class talents

These choices depend on a class, an ability you already possess, or an optional rule installed in your game.

Extra Rage

Requirements: A rage ability. • Eligible for fighter points

A character with this feat can rage more often, gaining one extra use per day of each rage ability they know (Barbarian Rage, Enrage and mod-added rages).

Extra Smiting

Requirements: A smite ability. • Eligible for fighter points

A character with this feat can smite more often, gaining one extra use per day of each smite ability they know (such as Divine Smite).

Extra Stunning

Requirements: A stunning attack ability. • Eligible for fighter points

A character with this feat can make stunning attacks more often, gaining one extra use per day of each stunning attack they know (such as the monk's Stunning Blow).

Extra Turning

Requirements: Turn Undead ability.

A character with this feat can turn undead one additional time per day.

Requires the Skills and Abilities Turn Undead overhaul.

Extra Wild Shape

Requirements: A shapeshift ability.

A character with this feat can change shape more often, gaining one extra use per day of each shapeshift form they know (druid forms, Shapeshifter werewolf forms).

Hamstring

Requirements: Thief level 1.

A successful multiplied backstab halves the target's movement speed for one round. Further backstabs refresh the duration.

Class talents

Improved Critical: Claw and Bite

Requirements: Grizzly bear. Character level 8. • Eligible for fighter points

Your equipped natural weapon scores a critical hit on a roll one lower than usual.

Improved Natural Armor

Requirements: Grizzly bear. • Eligible for fighter points

Your hide grants +1 Armor Class per rank. You can take this feat up to three times.

Maximum 3 ranks.

Improved Turning

Requirements: Turn Undead ability.

Improve your turning level by one under ordinary turning rules. With the Skills and Abilities Turn Undead overhaul, your turning also deals +2 damage to each undead hit.

Lingering Song

Requirements: Bard level 1.

Timed effects from your bard song last twice their normal duration after each pulse.

Lingering Spirits

Requirements: Shaman level 1.

When you stop your shamanic dance, spirits you summoned can remain for one more round. Resuming the dance during that round keeps them present. The usual summoning limit and distance rules still apply.

Availability depends on the installed shamanic dance.

The schools of magic

Choose among Abjuration, Conjuration, Divination, Enchantment, Illusion, Evocation, Necromancy, and Transmutation. Each choice applies to one school.

Arcane Defense

Requirements: Spell Focus in that school, an active spellcasting class.

Gain +2 on saves against incoming spells of the chosen school.

Epic Spell Focus

Requirements: A qualifying level-up at 3,000,000 XP or more, Greater Spell Focus in that school, an active spellcasting class.

Targets suffer -3 on saves against that school, replacing the earlier penalty. Spend an Epic point.

Greater Spell Focus

Requirements: Spell Focus in that school, an active spellcasting class.

Targets suffer -2 on saves against that school. This replaces the earlier penalty.

Spell Focus

Requirements: An active spellcasting class.

Targets suffer -1 on saves against your spells of the chosen school.

Spellcraft

Caster bonus points can purchase eligible entries on these pages. A general point can do the same.

Augment Summoning

Requirements: Spell Focus: Conjuration, an active spellcasting class.

Your summons gain +2 to hit, +2 damage and +2 hit points per level of the summoned creature. Eligible guards summoned by Tactics Remix mages and clerics also benefit.

Combat Casting

Requirements: An active spellcasting class.

A character with this feat is adept at casting under pressure, gaining +4 on concentration checks against spell disruption when taking damage while casting.

Requires the Skills and Abilities Concentration rules.

Greater Spell Penetration

Requirements: Character level 11, Spell Penetration, an active spellcasting class.

A character with this feat casts spells that are even harder to resist: 20% of their spells ignore magic resistance. This replaces Spell Penetration's 10%.

Practiced Spellcaster (Arcane)

Requirements: A multiclass or dual-class character with an arcane spellcasting class, an active spellcasting class.

A character with this feat casts arcane spells as a more experienced caster, gaining +2 arcane casting level.

For multiclass and dual-class characters with a mage, sorcerer or bard class, whose casting lags behind their character level.

Spellcraft

Practiced Spellcaster (Divine)

Requirements: A multiclass or dual-class character with a divine spellcasting class, an active spellcasting class.

A character with this feat casts divine spells as a more experienced caster, gaining +2 divine casting level.

For multiclass and dual-class characters with a cleric, druid, shaman, paladin or ranger class, whose casting lags behind their character level.

Spell Penetration

Requirements: An active spellcasting class.

A character with this feat casts spells that are harder to resist: 10% of their spells ignore magic resistance (rolled once per spell for each projectile).

The seven metamagic feats

The cost shown is added to the spell's ordinary level. The minimum spell level in the requirement describes what your caster must already be able to cast.

Empower Spell

Requirements: Able to cast level 3 spells.

Cast a supported damage spell using a slot two levels higher. Each variable damage roll deals 50% more damage, rounded down, before damage resistance. Fixed damage is unchanged.

Prepare the modified spell on its higher-level spellbook page. Sorcerers and shamans open Cast Spell and select the feat by name to see its available spells.

Extend Spell

Requirements: Able to cast level 2 spells.

A character with this feat can cast spells that last longer than normal: a supported timed spell prepared in a slot one level higher lasts twice as long.

Prepare the modified spell on its higher-level spellbook page. Sorcerers and shamans open Cast Spell and select the feat by name to see its available spells.

Heighten Spell

Requirements: Able to cast level 3 spells.

Spend a slot two levels higher for +2 to the spell's effective save difficulty. The target takes a 2-point penalty to its saving throw. This stacks with Spell Focus.

Prepare the modified spell on its higher-level spellbook page. Sorcerers and shamans open Cast Spell and select the feat by name to see its available spells.

Maximize Spell

Requirements: Able to cast level 4 spells.

A character with this feat can cast spells to maximum effect: a supported variable-damage spell prepared in a slot three levels higher uses the maximum value of every damage die.

Prepare the modified spell on its higher-level spellbook page. Sorcerers and shamans open Cast Spell and select the feat by name to see its available spells.

The seven metamagic feats

Quicken Spell

Requirements: Able to cast level 5 spells.

Cast a supported spell with casting time zero using a slot four levels higher. Once per round, a completed quickened spell leaves you free to cast another spell immediately.

Prepare the modified spell on its higher-level spellbook page. Sorcerers and shamans open Cast Spell and select the feat by name to see its available spells.

Silent Spell

Requirements: Able to cast level 2 spells.

A character with this feat can cast spells silently: a supported spell prepared in a slot one level higher can be cast while silenced. It does not bypass other spell failure.

Prepare the modified spell on its higher-level spellbook page. Sorcerers and shamans open Cast Spell and select the feat by name to see its available spells.

Still Spell

Requirements: Able to cast level 2 arcane spells.

Cast an arcane spell without gestures using a slot one level higher. Armor and shield spell failure from feat-system equipment penalties does not apply to that cast. Other sources of spell failure still apply.

Prepare the modified spell on its higher-level spellbook page. Sorcerers and shamans open Cast Spell and select the feat by name to see its available spells.

Epic feats

These are built-in Epic choices. When your class offers an installed equivalent, its description and rank limit take precedence. Epic Spell Focus is listed with the schools of magic.

Armor Skin

Requirements: A qualifying level-up at 3,000,000 XP or more.

A character with this feat has toughened skin, gaining a +2 bonus to Armor Class.

Elemental Resistance

Requirements: A qualifying level-up at 3,000,000 XP or more.

A character with this feat gains 10% resistance to acid, cold, electricity and fire damage.

Epic Damage Reduction

Requirements: A qualifying level-up at 3,000,000 XP or more.

A character with this feat shrugs off blows, gaining 10% resistance to crushing, piercing, slashing and missile damage.

Epic Fortitude

Requirements: A qualifying level-up at 3,000,000 XP or more.

A character with this feat gains a +4 bonus on saving throws against death, poison and paralysis.

Epic Prowess

Requirements: A qualifying level-up at 3,000,000 XP or more.

A character with this feat gains a +1 bonus on all attack rolls (THAC0 1 better).

Epic Reflexes

Requirements: A qualifying level-up at 3,000,000 XP or more.

A character with this feat gains a +4 bonus on saving throws against breath weapons.

Epic Spell Penetration

Requirements: A qualifying level-up at 3,000,000 XP or more, Greater Spell Penetration, an active spellcasting class.

A character with this feat casts spells that are very hard to resist: 30% of their spells ignore magic resistance. This replaces Greater Spell Penetration's 20%.

Epic feats

Epic Toughness

Requirements: A qualifying level-up at 3,000,000 XP or more.

A character with this feat gains 30 additional maximum hit points.

Does not heal current damage. Automatic. This feat can be taken up to ten times. Check your class's installed Epic Toughness first.

Epic Will

Requirements: A qualifying level-up at 3,000,000 XP or more.

A character with this feat gains a +4 bonus on saving throws against spells.

Great Charisma

Requirements: A qualifying level-up at 3,000,000 XP or more.

A character with this feat gains +1 Charisma.

Subject to the engine's ability score limits. Automatic. This feat can be taken up to five times.

Great Constitution

Requirements: A qualifying level-up at 3,000,000 XP or more.

A character with this feat gains +1 Constitution.

Subject to the engine's ability score limits. Automatic. This feat can be taken up to five times.

Great Dexterity

Requirements: A qualifying level-up at 3,000,000 XP or more.

A character with this feat gains +1 Dexterity.

Subject to the engine's ability score limits. Automatic. This feat can be taken up to five times.

Great Intelligence

Requirements: A qualifying level-up at 3,000,000 XP or more.

A character with this feat gains +1 Intelligence.

Subject to the engine's ability score limits. Automatic. This feat can be taken up to five times.

Great Strength

Requirements: A qualifying level-up at 3,000,000 XP or more.

A character with this feat gains +1 Strength.

Subject to the engine's ability score limits. Automatic. This feat can be taken up to five times.

Epic feats

Great Wisdom

Requirements: A qualifying level-up at 3,000,000 XP or more.

A character with this feat gains +1 Wisdom.

Subject to the engine's ability score limits. Automatic. This feat can be taken up to five times.

Magic Damage Resistance

Requirements: A qualifying level-up at 3,000,000 XP or more.

A character with this feat gains 10% resistance to magic damage.

This reduces damage of that type; it does not grant a chance to resist spells.

High-level abilities

The following examples illustrate choices drawn from the installed high-level abilities. Eligibility follows the character's installed class and kit lists.

Warriors

Whirlwind Attack and Greater Whirlwind Attack are examples of short-lived combat abilities. Buying the ability adds its use under the rules in its description. It does not permanently raise the weapon's standing attacks per round.

Rogues

A thief can encounter abilities such as Use Any Item and Set Spike Trap. Check whether the entry grants a continuing benefit or an ability to use from the action bar.

Spellcasters

High-level spells such as Dragon's Breath and Summon Planetar illustrate the arcane choices. Choosing a high-level spell through the Epic list still subjects it to its own casting rules.

A class-specific catalogue

Your class, kit, alignment, earlier high-level choices, and mods installed before the feat system determine what appears. Repeat limits are per ability. Read the entry on your own character before spending a point.

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