

Compiled Feats for Kulan: Bluffside Play-by-Post Campaign

Core D&D v.3.5 Sourcebooks

The following list of D&D sourcebooks are considered core references for the Bluffside pbp game. When selecting feats, players don't have to ask for permission to select almost all the feat options from these sourcebooks (see below). (Note that the monster books are listed for completeness.)

TABLE 1: CORE D&D SOURCEBOOKS	
TITLE	TITLE
D&D Dungeon Master's Guide v.3.5 (DMG)	D&D Complete Adventurer (CAr)
D&D Monster Manual v.3.5 (MM)	D&D Complete Arcane (CAr)
D&D Monster Manual II (MM2) (v.3.0)	D&D Complete Divine (CD)
D&D Monster Manual III (MM3)	D&D Complete Warrior (CW)
D&D Monster Manual IV (MM4)	D&D Epic Level Handbook (ELH) (v.3.0)
D&D Magic Item Compendium (MIC)	D&D Fiend Folio (FF) (v.3.0)
D&D Player's Handbook v.3.5 (PHB)	D&D Stronghold Builder's Guide (SBG) (v.3.0)
D&D Spell Compendium (SC)	D&D Unearthed Arcana (UA)

All the Bardic Music, Divine, General, Item Creation, Metamagic, and Wild feats listed in *Complete Adventurer*, *Complete Arcane*, *Complete Divine*, and *Complete Warrior* can be taken without restriction (unless noted elsewhere in this document).

The Tactical and Weapon Style feats listed in *Complete Warrior* are allowed on a case by case basis. Currently, there aren't any major restrictions on these feats but that could change.

Additional Sourcebooks

For these sourcebooks, either not all feats listed in the sourcebook are available for the game, or selecting some or all the feats from the book require DM approval. Any book not listed is considered highly restricted from this game. (Note that not all options will be listed in the first draft of this document or it will take forever to finish.)

This list includes all d20 System/OGL sourcebook options. The main Bluffside book is considered a core reference even though it is listed here (because not all of my players might have access to it).

TABLE 2: ADDITIONAL SOURCEBOOKS FOR BLUFFSIDE GAME		
ABBREVIATION	D&D SOURCEBOOK TITLE	PUBLISHER
BoC	Book of Challenges (v.3.0)	Wizards of the Coast
BoD	Draconomicon: The Book of Dragons	Wizards of the Coast
BoED	Book of Exalted Deeds	Wizards of the Coast
CC	Complete Champion	Wizards of the Coast
Ci	Cityscape	Wizards of the Coast
CM	Complete Mage	Wizards of the Coast
CP	Complete Psionic	Wizards of the Coast
CS	Complete Scoundrel	Wizards of the Coast
DCI	DRAGON Compendium, Vol 1.	Paizo Publishing/Wizards of the Coast
DDg	Deities and Demigods (v.3.0)	Wizards of the Coast
DMG2	Dungeon Master's Guide II	Wizards of the Coast
DrM	Dragon Magic	Wizards of the Coast
ECS	EBERRON Campaign Setting	Wizards of the Coast

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ABBREVIATION	D&D SOURCEBOOK TITLE	PUBLISHER
EME	EBERRON Magic of Eberron	Wizards of the Coast
ESCT	EBERRON Sharn: City of Towers	Wizards of the Coast
FB	Frostburn	Wizards of the Coast
HB	Heroes of Battle	Wizards of the Coast
HH	Heroes of Horror	Wizards of the Coast
LoM	Lords of Madness: Book of Aberrations	Wizards of the Coast
MiHB	Miniatures Handbook	Wizards of the Coast
MotP	Manual of the Planes (v.3.0)	Wizards of the Coast
OA	Oriental Adventures (v.3.0)	Wizards of the Coast
PHB2	Player's Handbook II	Wizards of the Coast
PLH	Planar Handbook	Wizards of the Coast
RD	Races of Destiny	Wizards of the Coast
RE	Races of Eberron	Wizards of the Coast
RS	Races of Stone	Wizards of the Coast
RotD	Races of the Dragon	Wizards of the Coast
RotW	Races of the Wild	Wizards of the Coast
Sa	Sandstorm	Wizards of the Coast
SS	Savage Species	Wizards of the Coast
SW	Stormwrack	Wizards of the Coast
ToM	Tome of Magic: Pact, Shadow, and Truename Magic	Wizards of the Coast
XPH	Expanded Psionics Handbook	Wizards of the Coast
ABBREVIATION	D20 SYSTEM/OGL SOURCEBOOK TITLE	PUBLISHER
CAP	PENUMBRA Crime and Punishment	Atlas Games
As	Airships (v.3.0)	Bastion Press
GC	Guildcraft (v.3.0)	Bastion Press
OFB	Out for Blood	Bastion Press
SCAA	SkillCraft Book One: Agility & Athleticism	Eldersygn Press
BRL	The Book of Roguish Luck	Malhavoc Press
CBEM	The Complete Book of Eldritch Might	Malhavoc Press
YB20	Monte Cook Presents: The Year's Best d20	Malhavoc Press
FnF	Frost & Fur: The Explorer's Guide to the Frozen Lands	MonkeyGod Enterprises
BSCE	Bluffside: City on the Edge (v.3.0)	Samurai Sheepdog (Thunderhead Games)
DES	Dragori Embassy Staff [PDF] (v.3.0)	Samurai Sheepdog (Thunderhead Games)
DLDS	Dry Land: Empires of the Dragon Sands (v.3.0)	Samurai Sheepdog (Mystic Eye Games)
IBEB	Interludes: Brief Expeditions to Bluffside (v.3.0)	Samurai Sheepdog (Thunderhead Games)
ISoP	Interludes: Sands of Pain (v.3.0)	Samurai Sheepdog (Mystic Eye Games)
MBS	Mercenaries of Bluffside [PDF] (v.3.0)	Samurai Sheepdog (Thunderhead Games)
PAM	Player's Advantage: Monk [PDF]	Samurai Sheepdog
PAR	Player's Advantage: Rogue [PDF]	Samurai Sheepdog (Mystic Eye Games)
TD	The Deep [I don't have this book yet]	Samurai Sheepdog (Mystic Eye Games)
BoEF	Book of Erotic Fantasy [Restricted]	Valar Project

TABLE 3: FORBIDDEN/RESTRICTED D&D SOURCEBOOKS FOR BLUFFSIDE GAME	
TITLE	TITLE
D&D Book of Vile Darkness (v.3.0) (BoVD)	D&D Ghostwalk (GW) [Restricted]
D&D Drow of the Underdark (DotU) [Restricted]	D&D Libris Mortis: The Book of Undead [I do not own this book] (LMBU)
D&D Exemplars of Evil (EoE)	D&D Magic of Incarnum (MoI) [Restricted]
D&D Fiendish Codex I: Hordes of the Abyss (FC1)	D&D Tome of Battle: The Book of Nine Swords [I don't have this book yet] (TB9S) [Restricted]
D&D Fiendish Codex II: Tyrants of the Nine Hells (FC2)	D&D Weapons of Legacy (WoL) [Restricted]

Notes for Tables 2 and 3

Any sourcebook listed in **blue text** hasn't had its feats added to Table 4 yet. Any sourcebook listed in **red text** either hasn't had its feats added to Table 4 yet (and most/all of the book's feat options won't be included for this campaign) or I don't own that specific sourcebook. Any sourcebook listed in **green text** hasn't had its feats added to Table 4 yet but are next to be added into the list.

I once owned Libris Mortis but I got rid of it as it didn't fit my personal style. I am very unlikely to reacquire it, so is is completely forbidden for this campaign and any other World of Kulan campaign.

Wold of Kulan Feats

Section still to be written.

TABLE 4: ADDITIONAL FEATS FOR BLIFFSIDE GAME

FEAT	TYPE	SOURCE	PREREQUISITES
Able Learner	Racial	RD	Human or doppelganger
Able Sniper	General	RotW	Dex 13, Hide 5 ranks
Accelerate Metamagic	General	RotD	Dragonblood subtype, Spellcraft 4 ranks, any metamagic feat, ability to spontaneously cast 1st-level spells
Accompaniment	Spellsong	CBEM	Ability to cast spellsongs
Adamantine Body	Racial, Warforged	RE	Warforged, 1st-level only
Aerial Balance	Airship	As	—
Aerial Combat	General	BSCE	Fly speed
Aerial Command	Airship	As	Profession (air sailor) 10 ranks
Aerial Reflexes	General	RotW	Fly speed
Aerial Superiority	General	RotW	Fly speed
Aerial Tactics	Airship	As	Base attack bonus +5, Airship Weapon Proficiency
Agile Athlete	General	RotW	Climb 1 rank, Jump 1 rank
Aid Spellcasting	Eldritch	CBEM	Int 15, Cha 15, ability to cast arcane spells
Airship Weapon Proficiency (Weapon Proficiency [Airship Weapons])	Airship	As	Base attack bonus +3
Alter Breath	General, Monstrous	DLDS	Large or larger, breath weapon
Altitude Adaptation	General	FB	Base Fortitude save bonus +2
Ambush	General	BRL	Sneak attack class feature
Amplify Song (Forte)	General	CBEM	Ability to cast spellsongs
Ancestral Knowledge	Racial	RS	Dwarf, Wis 15
Aquatic Shot	General	SW	Point Blank Shot
Arcane Wit	General	BRL	Sleight of Hand 1 rank or Skeptic
Arctic Priest	General	FB	Access to Cold, North, or Winter cleric domain
Armored Caster	General	IBEB	Dex 13, Armor Proficiency (Light), Armor Proficiency (Medium), or Armor Proficiency (Heavy)
Attune Magic Weapon	Item Creation	ECS	Craft Magic arms and Armor, caster level 5 th
Augment Elemental	General	EME	Knowledge (the planes) 2 ranks
Axespikes	Style	RS	Proficiency with armor spikes, proficiency with greataxe, Armor Proficiency (heavy), Weapon Focus (armor spikes)
Battle Casting	General	RotW	Dex 13, Concentration 5 ranks, Combat Casting
Battle Hardened	Racial	RS	Dwarf, base attack bonus +4
Battle Touch	General	CBEM	Dex 14
Battleshifter Training	Racial, Tactical	RE	Shifter, base attack bonus +6
Beckon the Frozen	General	FB	Augment Summoning, Spell Focus (conjuration)
Behead	General	FnF	Base attack bonus +4, Power Attack, Weapon Focus (any slashing weapon)
Bind Elemental	Item Creation	ECS	Craft Wondrous Item, caster level 9 th
Blazing Berserker	General	Sa	Ability to rage or frenzy
Bondsman	General	CAP	—
Born Flyer	General	RotW	Dex 13
Breath Weapon Substitution	General, Draconic	DLDS	Dragon, Adult age category, breath weapon
Breathing Link	Racial	SW	Aquatic elf, sel'varahn, or water genasi, base Will save +2
Brothers in Arms	General, Tactical	DLDS / DSE	Wis 13, base attack bonus +4

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FEAT	TYPE	SOURCE	PREREQUISITES
Bright Sigil	Racial	RD	Illumian
Brute Fighting	Racial, Tactical	RE	Warforged, Str 13, base attack bonus +3, Power Attack
Burrow Friend	Racial	RS	Gnome or steam gnome, Cha 13
Careful Listener	General	CAP	—
Catlike Pounce (Catfolk Pounce)	Racial	RotW	Catfolk, Rakasta, or feline subtype, Dex 13
Centaur Trample	Racial	RotW	Centaur, Dex 15
Channel Ki Skin	General	DLDS	Con 17, Stunning Fist or similar attack that can stun an opponent with an unarmed attack
Channeled Rage	Racial	RD	Half-orc, ability to rage or frenzy
Child of Winter	General	ECS	Ability to spontaneously cast <i>summon nature's ally</i> , nongood alignment
Chosen of Iborighu	General	FB	Patron deity must be Iborighu
City Magic	Metamagic	Ci	Caster level 3 rd
City Slicker	General	RD	—
Clan Prestige	Racial	RS	Dwarf, Cha 13
Clever Wrestling	General	SW	Small or Medium size, Improved Unarmed Strike
Cliffwalk Elite	Racial, Shifter	RE	Shifter with the cliffwalk trait
Cold Endurance	General	FB	Base Fortitude save bonus +2
Cold Focus	General	FB	—
Cold Iron Tracery	Racial, Warforged	RE	Warforged, two other warforged feats
Cold Spell Specialization	General	FB	Con 13, Frozen Magic, Snowcasting
Complementary Insight	Racial	RD	Half-elf
Confound the Big Folk	Tactical	RotW	Small or smaller, Tumble 10 ranks, Underfoot Combat
Conjure Mastery	Eldritch	CBEM	Cha 17, spellcaster level 7 th
Construct Lock	Racial, Warforged	RE	Warforged, base attack bonus +2
Consume Spell	General	CBEM	Spellcaster level 3 rd
Controlled Shiver	General	FnF	—
Cool Under Pressure	General	BRL	Wis 13
Coordinated Strike	General	RotW	Handle Animal 5 ranks, animal companion or special mount class feature
Counterstrike	General	YB20	—
Coward's Bane	General	YB20	Counterstrike
Craft Rune Circle	Item Creation	RS	Spellcaster level 6 th
Create Soul Magic Spell	Item Creation	CBEM	Knowledge (arcana) 10 ranks, spellcaster level 9 th
Crowd Slipping	General	BRL	Dex 13
Crowd Tactics	Tactical	RD	Hide 5 ranks, Dodge
Crude-Wrestling	General	FnF	Str 13, Improved Unarmed Strike
Cull Wand Essence	General	EME	Use Magic Device 4 ranks
Curling Wave Strike	General	SW	Dex 13, Improved Trip
Cutting Remark	General	BRL	Cha 15
Dallah Thaum's Luck	Racial	RotW	Halfling, Cha 13
Damaging Spell	Metamagic	YB20	—
Dark Halo	Eldritch	BRL	Cha 17, Hide 10 ranks, spellcaster level 9 th
Daylight Adaptation	General	RE	Light blindness or light sensitivity
Deep Vision	Psionic	RS	Darkvision

TABLE 4: ADDITIONAL FEATS FOR BLIFFSIDE GAME

FEAT	TYPE	SOURCE	PREREQUISITES
Deceptive Spell	Metamagic	Ci	—
Defensive Archery	General	RotW	Point Blank Shot
Deflection to Attraction	Eldritch	CBEM	Dex 15, Cha 19, Magical Talent
Deflective Armor	Psionic	RS	Heavy Armor Optimization
Distance Swimming	General	FnF	Swim skill, Endurance
Disturbing Visage	Racial, Tactical	RE	Changeling, Bluff 6 ranks, Quick Change
Diverse Background	Racial	RD	Half-human
Divine Damage Reduction	Divine	RS	Con 13, Wis 13, Earth Sense, Earth's Warding, ability to rebuke earth creature
Divine Spellshield	Divine	RS	Ability to rebuke earth creatures, racial bonus on saves against spells
Diving Charge	General	RotW	Fly speed
Double Steel Strike	General	ECS	Exotic Weapon Proficiency (two-bladed sword), Weapon Focus (two-bladed sword), flurry of blows class feature
Draconic Arcane Grace	Draconic	RotD	Draconic Heritage, sorcerer level 1 st
Draconic Breath	Draconic	RotD	Draconic Heritage, sorcerer level 1 st
Draconic Claw	Draconic	RotD	Draconic Heritage, sorcerer level 1 st
Draconic Flight	Draconic	RotD	Draconic Heritage, sorcerer level 1 st
Draconic Heritage	Draconic	RotD	Sorcerer level 1 st
Draconic Legacy	Draconic	RotD	Any four draconic feats
Draconic Legacy (II)	General, Draconic	DLDS	—
Draconic Persuasion	Draconic	RotD	Draconic Heritage, sorcerer level 1 st
Draconic Power	Draconic	RotD	Draconic Heritage, sorcerer level 1 st
Draconic Presence	Draconic	RotD	Draconic Heritage, sorcerer level 1 st
Draconic Resistance	Draconic	RotD	Draconic Heritage, sorcerer level 1 st
Draconic Resistance (II)	General, Draconic	DLDS	Draconic Legacy (II) or Sorcerer as favored class
Draconic Skin	Draconic	RotD	Draconic Heritage, sorcerer level 1 st
Draconic Toughness	Draconic	RotD	Draconic Heritage, sorcerer level 1 st
Dragon Breath	Racial	RotD	Half-dragon, 6 HD, breath weapon
Dragon Magic	General	CBEM	Int 13, Cha 15, Speak Language (Draconic), spellcaster level 3rd
Dragon Tail	General	RotD	Dragonblood subtype, 1st-level only
Dragon Trainer	General	RotD	Dragonblood subtype, Handle Animal 4 ranks, Speak Language (Draconic)
Dragon Wings	General	RotD	Dragonblood subtype, 1st-level only
Dragonwrought	Racial	RotD	Kobold, 1st-level only
Dreamspeaking	General	CBEM	Wis 15
Drift Magic	General	Sa	Knowledge (local: Burning Sands or No Man's Land), ability to cast spells
Dwarven Armor Proficiency	Racial	RS	Dwarf, Armor Proficiency (heavy)
Dying Blow	General	YB20	Base attack bonus +4, Counterstrike, Might of Courage
Eagle's Fury	General	Sa	Dex 15, proficiency with eagle's claw
Earth Adept	General	RS	Con 13, Wis 13, Earth Sense
Earth Fist	Racial	RS	Dwarf, gnome, or steam gnome, Con 13, Wis 13, Earth Sense, Improved Unarmed Strike
Earth Master	General	RS	Con 13, Wis 13, Earth Adept, Earth Sense
Earth Power	Psionic	RS	Con 13, Wis 13, Earth Sense
Earth Sense	General	RS	Con 13, Wis 13

TABLE 4: ADDITIONAL FEATS FOR BLIFFSIDE GAME

FEAT	TYPE	SOURCE	PREREQUISITES
Earth Spell	General	RS	Con 13, Wis 13, Earth Sense, Heighten Spell
Earth's Warding	Divine	RS	Con 13, Wis 13, Earth Sense, ability to rebuke earth creatures
Ecclesiarch	General	ECS	Knowledge (religion) 6 ranks
Education	General	ECS	1st-level only
Efficient Defender	General	Ci	Armor Proficiency (Heavy)
Elemental Helmsman	General	EME	—
Elf Dilettante	Racial	RotW	Elf, Int 13
Enchanting Song	Bardic Music	RS	Perform (any one) 5 ranks, Spell Focus (enchantment), bardic music class feature
Energize Armor	Psionic	RS	Proficiency with armor worn, Invest Armor
Engine Savant	Metamagic	As	Craft (Airship Engine) 10 ranks
Enhanced Power Sigils	Racial	RD	Illumian, two power sigils
Entangling Exhalation	Breath, Draconic	RotD	Dragonblood subtype, breath weapon
Etch Object Rune	Item Creation	CBEM	Spellcaster level 9 th
Evil Eye	General	FnF	Cha 8 or lower, nongood alignment
Exceptional Artisan	Item Creation	ECS	Any item creation feat
Exhaled Barrier	Breath, Draconic	RotD	Dragonblood subtype, breath weapon
Exhaled Immunity	Breath, Draconic	RotD	Dragonblood subtype, breath weapon
Exotic Armor Proficiency	General	RS	Armor Proficiency of the appropriate sort (see Races of Stone, p. 139)
Exotic Shield Proficiency	General	RS	Base attack bonus +1, Shield Proficiency
Expand Spell	Metamagic	DLDS	—
Expeditious Dodge	General	RotW	Dex 13
Expert Swimmer	General	SW	Swim 4 ranks, Endurance
Extend Breath	General, Monstrous	DLDS	Breath weapon
Extra Ability	General	DLDS	Spell-like ability that is usable 1/day or more
Extra Breath Weapon	Breath, Monstrous	DLDS	Breath weapon that is usable 1/day or more
Extra Contacts	General	Ci	Cha 11
Extra Exhalation	Breath, Draconic	RotD	Dragonblood subtype, breath weapon with limited uses per day
Extra Music	Bardic Music	ECS	Bardic music class feature
Extra Sensing	General	DLDS	Ability to sense spirits
Extraordinary Artisan	Item Creation	ECS	Any item creation feat
Extraordinary Trapsmith	General	RotD	Craft (trapmaking) 9 ranks
Extend Rage	General	ECS	Ability to rage or frenzy
Faith in the Frost	General	FB	Ability to turn or rebuke creatures, access to Cold, North, or Winter domain
Fast Healer	General	FnF	Con 13, Great Fortitude
Fast Talker	General	BRL	Cha 15, Bluff 6 ranks
Favored	General	Ci	Membership in guild, church, or other organization. (See D&D Cityscape, p. 61 for more details.)
Fearless	General	FnF	Wis 8 or lower
Fearless Destiny	Racial	RD	Human or half-human, character level 6 th , Heroic Destiny
Feint	General	GC	Base attack bonus +1, proficiency with weapon used, Weapon Focus (weapon used)
Ferocity	General	FnF	Con 13, Toughness

TABLE 4: ADDITIONAL FEATS FOR BLIFFSIDE GAME

FEAT	TYPE	SOURCE	PREREQUISITES
Fiery Spell	Metamagic	Sa	—
Filth Eater	General	ESCT	—
Find Another Foe	General	FnF	Cha 13, Intimidate skill
Flensing Strike	General	ECS	Exotic Weapon Proficiency (kama), Weapon Focus (kama)
Flick of the Wrist	General	RotW	Dex 17, Sleight of Hand 5 ranks, Quick Draw
Fling Ally	General	RS	Str 19, Rock Hurling or racial ability to throw rocks, size Large or larger or powerful build racial trait
Fling Enemy	General	RS	Str 19, Rock Hurling or racial ability to throw rocks, size Large or larger or powerful build racial trait
Flying Feet	General	DLDS	Dex 15, Great Ki Leap, Improved Tumble
Flying Fish Leap	General	SW	Jump 8 ranks, Swim 4 ranks
Focused Mind	Racial	RotW	Elf, Concentration 2 ranks
Focused Shield	Psionic	RS	Shield Proficiency
Freezer	General	FnF	Con 13, base attack bonus +7, Toughness
Frostfell Prodigy	General	FB	Con 13, Cold Focus, Frozen Magic, Snowcasting
Frozen Berserker	General	FB	Ability to rage or frenzy
Frozen Magic	General	FB	Con 13, Snowcasting
Frozen Wild Shape	Wild	FB	Base Fortitude save bonus +6, wild shape class feature
Furious Inhalation	Breath, Draconic	RotD	Con 13, dragonblood subtype, ability to rage or frenzy, bite attack, breath weapon
Fuse with Item	Eldritch	CBEM	Cha 19, spellcaster level 10 th
Glutton	General	FnF	Con 13, Toughness
Gnome Foe Killer	Racial	RS	Gnome or steam gnome
Goad	General	RS	Cha 13, base attack bonus +1
Good Memory	General	CBEM	—
Graceful Ki Step	General	DLDS	Stunning Fist or similar attack that can stun an opponent with an unarmed attack
Great Captain	General	SW	Knowledge (geography) 7 ranks, Profession (sailor) 7 ranks, Leadership
Great Ki Leap	General	DLDS	Stunning Fist or similar attack that can stun an opponent with an unarmed attack
Greater Cold Focus	General	FB	Cold Focus
Greater Heavy Armor Optimization	General	RS	Base attack bonus +8, Armor Proficiency (heavy), Heavy Armor Optimization
Greater Powerful Charge	General	ECS	Medium or larger size, base attack bonus +4, Powerful Charge
Group Tactics	General, Tactical	CAP	Base attack bonus +1
Haggler	General	BRL	—
Handsome	General	FnF	Cha 13
Hard to Fool	General	CAP	Bluff 3 ranks, or Disguise 3 ranks, or Slight of Hand 3 ranks
Haunting Melody	Bardic Music	ECS	Perform 9 ranks, bardic music class feature
Heat Endurance	General	Sa	Base Fortitude save +2
Heavy Armor Optimization	General	RS	Base attack bonus +4, Armor Proficiency (heavy)
Heavyweight Wings	General	RotD	Str 15, wings and a glide or fly speed, Reinforced Wings
Heroic Companion	General	EME	Companion creature, such as an animal, companion, familiar, special mounts, or homunculus

TABLE 4: ADDITIONAL FEATS FOR BLIFFSIDE GAME

FEAT	TYPE	SOURCE	PREREQUISITES
Heroic Metamagic	General	RE	Any metamagic feat, ability to cast 2nd-level spells
Hip Throw	General	FnF	Str 13, Improved Trip
Hot-Blooded	General	FnF	Native to cold region (e.g. The Far North)
Human Heritage	Racial	RD	Half-human race or human-descended race
Hurl Axe	General	FnF	Str 12, axe proficiency
Hurled Return	General	FnF	Far Shot, Point Blank Shot
Hypothermic Sleep	General	FnF	Hot-Blooded
Ice Harmonics	Bardic Music	FB	Perform (sing) 6 ranks, bardic music class feature
Ice Hearing	General	FnF	Wis 13
Icy Calling	General	FB	Con 13, Snowcasting
Iceshoes	General	FnF	Dex 15, Balance skill
Implant Gambit	Item Creation	CBEM	Any item creation feat, spellcaster level 12 th
Improved Armor Use	General	FnF	Dex 13, Armor Proficiency (Light), Armor Proficiency (Medium), or Armor Proficiency (Heavy)
Improved Balance	General	FnF	Dex 13, Tumble skill
Improved Cold Endurance	General	FB	Base Fortitude save bonus +6, Cold Endurance
Improved Disarm	General	FnF	Dex 13, Weapon Finesse
Improved Dragon Wings	General	RotD	Dragonblood subtype, Dragon Wings, 6 HD
Improved Draw	General	FnF	Dex 13
Improved Flight	General	RotW	Natural fly speed
Improved Frightful Presence	General, Monstrous	DLDS	Frightful presence
Improved Grapple	General	CAP	Dex 13, Improved Unarmed Strike
Improved Heat Endurance	General	Sa	Base Fortitude save +6, Heat Endurance
Improved Homunculus	General	EME	Craft (any) 6 ranks, Craft Construct or craft homunculus class feature,
Improved Knockdown	General	FnF	Str 13, Power Attack
Improved Natural Attack	General	ECS	Base attack bonus +4, natural weapon
Improved Ready	General	FnF	Str 13, Weapon Focus (any weapon)
Improved Resiliency	Racial, Warforged	RE	Warforged
Improved Rock Hurling	General	RS	Str 23, Rock Hurling, size Larger or larger or powerful building racial trait
Improved Sigil (Aesh)	Racial	RD	Illumian, <i>aesh</i> power sigil
Improved Sigil (Hoon)	Racial	RD	Illumian, <i>hoon</i> power sigil
Improved Sigil (Krau)	Racial	RD	Illumian, <i>krau</i> power sigil
Improved Sigil (Naen)	Racial	RD	Illumian, <i>naen</i> power sigil
Improved Sigil (Uur)	Racial	RD	Illumian, <i>uur</i> power sigil
Improved Sigil (Vaul)	Racial	RD	Illumian, <i>vaul</i> power sigil
Improved Tumble	General	DLDS	Dex 15, Tumble 6 ranks
Improved Weapon Familiarity	General	RS	Base attack bonus +1
Indomitable	General	CAP	—
Inside Connection	General	RD	—
Inspire Spellpower	Bardic Music	RS	Perform (any one) 8 ranks, bardic music class feature
Inspiring Leader	General, Leader	MBS	Cha 13, Leadership
Instinctive Navigation	Airship	As	—
Intensify Song (Crescendo)	General	CBEM	Ability to cast spellsongs

TABLE 4: ADDITIONAL FEATS FOR BLIFFSIDE GAME

FEAT	TYPE	SOURCE	PREREQUISITES
Intuitive Knowledge	General	BSCE	—
Invest Armor	Psionic	RS	Proficiency with armor worn
Investigate	General	ECS	—
Invisible Spell	Metamagic	Ci	Any metamagic feat
Ironwood Body	Racial, Warforged	RE	Warforged, 1st-level only
Item Image	Eldritch	CBEM	Int 17, spellcaster level 7 th
Jaws of Death	Racial, Warforged	RE	Warforged
Judged by Aurifar	General	Sa	Patron deity Aurifar, must have survived at least three days in the waste without water
Keymaster	General	BRL	Open Lock 8 ranks
Ki Armor	General	DLDS	Wis 15, Stunning Fist or similar attack that can stun an opponent with an unarmed attack
Killoren Ancient	Racial	RotW	Killoren
Killoren Destroyer	Racial	RotW	Killoren
Killoren Hunter	Racial	RotW	Killoren
Knee Trip	General	FnF	Dex 13
Knight Training	General	ECS	—
Knockback	General	RS	Size Large or larger or powerful build racial trait, Improved Bull Rush, Power Attack
Kobold Endurance	Racial	RotD	Kobold
Kobold Foe Strike	Racial	RotD	Kobold
Lace Spell: Elemental Energies	Eldritch	CBEM	Int 17, spellcaster level 5 th
Lace Spell: Enemy Bane	Eldritch	CBEM	Int 17, spellcaster level 5 th
Lace Spell: Holy/Unholy	Eldritch	CBEM	Int 17, spellcaster level 5 th
Lace Spell: Lawful/Chaotic	Eldritch	CBEM	Int 17, spellcaster level 5 th
Lace Spell: Resistance	Eldritch	CBEM	Int 17, spellcaster level 7 th
Lace Spell: Spellripper	Eldritch	CBEM	Int 17, Cha 21, Magical Talent, spellcaster level 17 th
Lace Spell: Unravel	Eldritch	CBEM	Int 17, Cha 15, Magical Talent, spellcaster level 10 th
Landwalker	Racial	SW	Aquatic elf
Legendary Artisan	Item Creation	ECS	Any item creation feat
Life to the Inanimate	Item Creation	CBEM	Spellcaster level 10 th
Light of the Sun (Light of Aurifar)	General	Sa	Ability to turn or rebuke undead, access to either the Fire or Sun domain
Lightfeet	Racial	RotW	Elf, Dex 13, Balance 2 ranks, Move Silently 2 ranks
Longstride Elite	Racial, Shifter	RE	Shifter with the longstride trait
Lucky	General	FnF	Cha 13
Magic of the Land	General	RotW	Concentration 5 ranks, Knowledge (nature) 5 ranks, Spellcraft 5 ranks, spellcaster level 1 st
Magical Talent	General	CBEM	—
Manufacture Magic Poison	Item Creation	CBEM	Spellcaster level 5 th
Master Linguist	General	RE	Ability to speak four or more languages
Master of Darkness	Eldritch	BRL	Dex 14
Menacing Demeanor	Racial	RD	Orc blood or orc subtype
Metamagic Song	Bardic Music	RS	Bardic music class feature, any two metamagic feats

TABLE 4: ADDITIONAL FEATS FOR BLIFFSIDE GAME

FEAT	TYPE	SOURCE	PREREQUISITES
Might of Courage	General	YB20	Counterstrike
Mirror Sight	Eldritch	CBEM	Cha 19, spellcaster level 1 st
Misleading Song	Bardic Music	RS	Perform (any one) 5 ranks, Spell Focus (illusion), bardic music class feature
Mithral Body	Racial, Warforged	RE	Warforged, 1st-level only
Monastic Training	General	ECS	—
Moradin's Smile	Racial	RS	Dwarf
Mountain Warrior	General	RS	Base attack bonus +3, Survival 5 ranks
Mountaineer	General	FB	—
Music of Gossip	Bardic Music	BRL	Perform (any one) 4 ranks, bardic music class feature
Music of Growth	Bardic Music	ECS	Perform (any one) 9 ranks, bardic music class feature
Music of Love	Bardic Music	BRL	Perform (any one) 10 ranks, bardic music class feature
Music of Making	Bardic Music	ECS	Perform (any one) 9 ranks, bardic music class feature
Music of Mischief	Bardic Music	BRL	Perform (any one) 6 ranks, bardic music class feature
Mutable Body	General, Monstrous	RE	Shapechanger subtype
Natural Mystic	Eldritch	BRL	Cha 15
Natural Pilot	Airship	As	Wis 15
Natural Trickster	Racial	RS	Gnome or steam gnome, Cha 13
Net Master	General	CAP	Proficiency with using the net as a weapon
Old Salt	General	SW	Profession (sailor) 5 ranks
Orphan	General	FnF	1st-level only, you have no family and cannot receive an inheritance
Pack Awareness	General	FnF	—
Pack Communication	General	FnF	—
Pack Scout	General	FnF	Track
Pack Support	General	FnF	—
Part the Clouds	General	OFB	Ability to channel positive energy
Persona Immersion	Racial	RE	Changeling
Pierce the Darkness	Divine	RS	Ability to turn undead, darkvision
Piercing Cold	Metamagic	FB	—
Piercing Sight	Racial	RS	Gnome or steam gnome
Plunging Shot	General	RotW	Dex 13, Point Blank Shot
Poison Resistance	General	FnF	Con 13, Toughness
Powerful Charge	General	ECS	Medium or larger, base attack bonus +1
Powerful Wild Shape	Wild	RS	Wild shape class feature, powerful build racial trait
Practical Metamagic	General	RotD	Dragonblood subtype, Spellcraft 8 ranks, any metamagic feat, ability to spontaneously cast 3rd-level spells
Precise Swing	General	ECS	Base attack bonus +5
Precise Touch	Metamagic	CBEM	—
Priest of the Waste	General	Sa	Access to the Fire, Summer, Sun, Travel, or Water domain
Primary Contact	General	Ci	Favored
Primeval Wild Shape	Wild	FB	Wild shape class feature
Protected Destiny	Racial	RD	Human or half-human, character level 3 rd , Heroic Destiny
Pursue	General	ECS	Combat Reflexes
Quick Change	Racial	RE	Changeling

TABLE 4: ADDITIONAL FEATS FOR BLIFFSIDE GAME

FEAT	TYPE	SOURCE	PREREQUISITES
Quicken Breath	General, Monstrous	DLDS	Con 17, Cha 13, breath weapon
Racial Emulation	Racial	RE	Changeling
Ragewild Fighting	Racial, Tactical	RE	Shifter, base attack bonus +6, Power Attack
Raging Luck	General	ECS	Ability to rage or frenzy
Rampaging Bull Rush	General	RS	Ability to rage or frenzy, size Large or larger or powerful build racial trait, Improved Bull Rush
Rapid Infusion	General	EME	Artificer level 3 rd
Rapid Swimming	General	SW	Natural swim speed, base Fortitude save +2
Rattlesnake Strike	General	Sa	Wis 15, Improved Initiative, Improved Unarmed Strike, Stunning Fist
Reactive Shifting	Racial, Shifter	RE	Shifter, Improved Initiative
Reckless Rage	General	RS	Con 13, ability to rage or frenzy
Recognize Impostor	General	ECS	Sense motive 3 ranks, Spot 3 ranks
Redheaded	General	FnF	Must be a redhead, nongood alignment
Reduce Cover	General	FnF	Wis 13, Spot skill, Point Blank Shot, Precise Shot
Reinforced Wings	General	RotD	Str 13, wings and a glide or fly speed
Relic Hunter (applies to Sem La Vah items)	General	RE	Appraise 1 rank, Knowledge (history) 1 rank
Research	General	ECS	—
Resourceful Buyer	General	RD	—
Retribution	General	FnF	Iron Will
Rigging Combat	Airship	As	Base attack bonus +7, Aerial Balance, Mobility
Rock Hurling	General	RS	Str 19, size Large or larger or powerful build racial trait
Roof-Jumper	Tactical	Ci	Balance 7 ranks, Jump 7 ranks, Dodge, Mobility, Roofwalker
Roofwalker	Tactical	Ci / RD	Balance 5 ranks, Jump 5 ranks, Dodge, Mobility
Roots of the Mountain	Divine	RS	Ability to rebuke earth creatures, stability racial trait
Sahuagin Flip	General	SW	Dex 13, Swim speed, Dodge
Sailor's Balance	General	SW	Profession (sailor) 4 ranks
Sanctify Water	Divine	SW	Cha 13, ability to channel positive energy
Sand Camouflage	General	Sa	Hide 5 ranks, Sandskimmer
Sand Dancer	General	Sa	Wis 13, Tumble 4 ranks
Sand Snare	General	Sa	Combat Expertise, Improved Trip
Sand Spinner	General	Sa	Wis 13, Tumble 8 ranks, Sand Dancer
Sandskimmer	General	Sa	—
Scorpion's Grasp	General	Sa	Str 13, Improved Grapple, Improved Unarmed Strike
Scorpion's Instincts	General	Sa	Dex 13, Hide 5 ranks
Scorpion's Resolve	General	Sa	—
Scorpion's Sense	General	Sa	Scorpion's Resolve
Scourge of the Seas	General	SW	Cha 15, Intimidate 5 ranks
Sculpt Spell	Metamagic	Ci	Any metamagic feat
Sea Legs	General	FB / SW	—
Searing Sight	Metamagic	Sa	—
Second Sight	General	FnF	Wis 13
Second Slam	Racial, Warforged	RE	Warforged, base attack bonus +6
Secret Mark	General	FnF	Con 13

TABLE 4: ADDITIONAL FEATS FOR BLUFFSIDE GAME

FEAT	TYPE	SOURCE	PREREQUISITES
Seer	General	FnF	Wis 13, Second Sight
Sensitive	General	DLDS	Wis 13, ability to sense spirits
Serpent Fang	General	Sa	Wis 15, Improved Unarmed Strike, Stunning Fist
Serpent Strike	General	ECS	Simply Weapon Proficiency (longspear), Weapon Focus (longspear), flurry of blows class feature
Shadow Cloak	General	BRL	—
Shadowed Ki Step	General	DLDS	Stunning Fist or similar attack that can stun an opponent with an unarmed attack
Shaped Splash	Racial	RE	Halfling, Dex 13, base attack bonus +1
Shapeshifting	General, Wild	FnF	Base attack bonus +5, must make peaceful contact with an animal
Shared Fury	General	RotW	Handle Animal 4 ranks, animal companion class feature, rage or frenzy class ability
Shielded Axe	Style	RS	Proficiency with dwarven waraxe, proficiency with handaxe, Shield Proficiency, Two-Weapon Fighting
Shielded Casting	General	RS	Concentration 5 ranks, Combat Casting, Shield Proficiency
Shielded Manifesting	General	RS	Concentration 5 ranks, Combat Manifesting, Shield Proficiency
Shifter Agility	Racial, Shifter	RE	Shifter with the cliffwalk, longstride, or swiftwing trait (swiftwing's not native to the Northwest)
Shifter Ferocity	Racial, Shifter	RE	Shifter, Wis 13
Shifter Instincts	Racial, Shifter	RE	Shifter
Shifter Savagery	Racial, Shifter	RE	Shifter with the longtooth or razorclaw trait, base attack bonus +6, ability to rage or frenzy
Ship Savvy	Racial	RE	Steam gnome, Balance 5 ranks, Profession (sailor or shipwright) 3 ranks, region of origin Bluffside
Ship's Mage	General	SW	Profession (sailor) 2 ranks, Spellcraft 4 ranks
Silent Ki Step	General	DLDS	Stunning Fist or similar attack that can stun an opponent with an unarmed attack
Silent Kill	General	BRL	Base attack bonus +3, Move Silently 6 ranks, sneak attack class feature
Silver Smite	General	ECS	Follower of the Silver Flame, smite class feature
Silver Tracery	Racial, Warforged	RE	Warforged, two other warforged feats
Simpleminded	General	FnF	Wis 8 or lower
Sixth Sense	General	IBEB	Wis 13, Sense Motive 5 ranks
Skeptic	General	BRL	Int 13 or Wis 13
Ski Combat	General	FnF	Balance skill
Skill Sacrifice	Special	BSCE	Cha 15, Bard level 3 rd
Skin of the Dragon	General	DLDS	Draconic Legacy or Sorcerer as favored class
Slashing Strike	General	BRL	Sneak attack +2d6
Slide-By Attack	General	FnF	Balance skill
Sleight of Mind	General	BRL	—
Slippery	General	BRL	Dex 13
Slippery Tongue	General	CAP	Bluff 3 ranks
Smatterings	General	RD	Int 13
Smite Fiery Foe	General	FB	Smite class feature

TABLE 4: ADDITIONAL FEATS FOR BLIFFSIDE GAME

FEAT	TYPE	SOURCE	PREREQUISITES
Snake Charm	Eldritch	BRL	Cha 17, Intimidate 8 ranks
Snatch	General	BRL	Sleight of Hand 8 ranks
Sniper	General	BRL	Sneak attack class feature
Snow Fight	General	FnF	—
Snowcasting	General	FB	Con 13
Snowflake Wardance	Bardic Music	FB	Perform (dance) 6 ranks, bardic music class feature
Snowrunner	General	FB	Woodland stride class feature
Snowshoes	General	FnF	Dex 15, Balance skill
Sociable Personality	Racial	RD	Half-elf, Cha 13
Song of the Heart	Bardic Music	ECS	Perform 6 ranks, bardic music class feature, inspire competence ability
Soothe the Beast	Bardic Music	ECS	Perform 6 ranks, bardic music class feature
Spear Catching	General	FnF	Dex 13, Deflect Arrows, Improved Unarmed Strike
Spear Throwing	General	FnF	Dex 12, Simple Weapon Proficiency (shortspear or javelin), Weapon Focus (shortspear or javelin)
Special Dispensation	General	Ci	Favored
Specialist	General	DLDS	—
Speed Swimming	General	FnF	Dex 13, Swim skill
Spell Cleave	General	YB20	Damaging Spell
Spell of Opportunity	General	YB20	Combat Casting
Spell Rehearsal	Tactical	RotD	Spellcaster level 1 st
Spellrazor	Style	RS	Concentration 5 ranks, Combat Casting, Exotic Weapon Proficiency (gnome quickrazor), Two-Weapon Fighting
Spellsense	General	CAP	Wis 12, Spellcraft 2 ranks
Spiked Body	Racial, Warforged	RE	Warforged, one other warforged feat
Spinning Combat	General	BRL	Dodge, Mobility
Spirit Affinity	General	DLDS	Cha 13
Spontaneous Casting	General	ECS	Caster level 5 th
Sprint	General	BRL	Run
Stable Footing	Racial	RE	Dwarf or warforged
Steam Magic	General	SW	Spellcraft 4 ranks or steam gnome
Stone Form	Wild	RS	Con 13, wild shape class feature
Stone Rage	General	RS	Con 13, Wis 13, Earth Sense, rage or frenzy ability
Stoneback	General	RS	Shield Proficiency, Tunnel Fighting
Storm Magic	General	FB / SW	—
Strong Mind	General	ECS	Wis 11
Strong Stomach	General	Ci	Con 13, Endurance
Subliminal Spellcasting	Eldritch	CBEM	Cha 11, Bluff 1 rank, spellcaster level 3 rd
Subtle Scrying	General	CBEM	—
Subtle Sigil	Racial	RD	Illumian
Sugliin Mastery	General	FB	Base attack bonus +5, Exotic Weapon Proficiency (sugliin)
Sunken Song	Bardic Music	SW	Perform (sing) 4 ranks, bardic music class feature
Suppress Spell Energy	Metamagic	CAP	—
Sustain Song (Sostenuto)	General	CBEM	Ability to cast spellsongs

TABLE 4: ADDITIONAL FEATS FOR BLIFFSIDE GAME

FEAT	TYPE	SOURCE	PREREQUISITES
Swarm's Embrace	General	ESCT	Child of Winter
Swift Tumbler	General	Ci	Tumble 7 ranks
Swim-by Attack	General	SW	Swim speed
Team Fighting	General, Tactical	MBS	Base attack bonus +1
Titan Fighting	Racial	RS	Dodge, racial dodge bonus to Armor Class against monsters of the giant type
Toothed Blow	General	SW	Str 13, Improved Unarmed Strike
Trel	General	FnF	Dex 13, Weapon Focus (club)
Trivial Knowledge	Racial	RS	Gnome or steam gnome, Int 13
Tunnel Fighting	General	RS	Base attack bonus +1
Tunnel Riding	General	RS	Ride 2 ranks, Mounted Combat, Tunnel Fighting
Turtle Dart	Style	RS	Exotic Armor Proficiency (battle plate or mountain plate), Exotic Shield Proficiency (extreme shield) or Tower Shield Proficiency, Weapon Focus (short sword)
Twist the Knife	General	CAP	Base attack bonus +4
Unarmored Body	Racial, Warforged	RE	Warforged, 1st-level only
Undead Empathy	General	ECS	Cha 13
Underfoot Combat	General	RotW	Small or smaller, Tumble 10 ranks
Urban Stealth	General	RD	Knowledge (local) 2 ranks
Urban Tracking	General	Ci / RD	—
Vermin Companion	General	ECS	Druid level 3 rd , nongood alignment, ability to acquire a new animal companion, Child of Winter, minimum level requirement (see <i>Eberron Campaign Setting</i> , p. 62)
Vermin Shape	General	ECS	Druid level 5 th , nongood alignment, Child of Winter
Versatile Spellcaster	General	RotD	Ability to spontaneously cast spells
Vivify Song (Maestoso)	General	CBEM	Ability to cast spellsongs
Wand Mastery	General	ECS	Craft Wand, caster level 9 th
Wand Surge	General	EME	Caster level 3 rd
Warrior's Path	General	YB20	Base attack bonus +6, Cleave, Great Cleave, Power Attack
Water Adaptation	General	SW	Aquatic half-elf
Weapon-Catching	General	FnF	Dex 12, Shield Proficiency
Weapon Panache	General	BRL	Base attack bonus +1, proficiency with weapon used
Whirling Steel Strike	General	ECS	Martial Weapon Proficiency (longsword), Weapon Focus (longsword), flurry of blows class feature
Wind Sensing	Metamagic	FnF	Wis 13, Enlarge Spell
Wing Expert	Tactical	RotD	Wings and a glide or fly speed, Flyby Attack
Windsinger	Bardic Music	SW	Perform (sing or wind instrument) 5 ranks, bardic music class feature
Winged Warrior	Tactical	RotW	Must have wings, base attack bonus +4, Hover
Winter's Champion	General	FB	Paladin level 1 st
Winter's Mount	General	FB	Special mount class feature
Wizard Nose	Eldritch	BRL	Wis 17, Arcane Wit
Wolfpack	Tactical	RotW	Dex 15, base attack bonus +6, Dodge, Mobility, Spring Attack
Woodland Archer	Tactical	RotW	Base attack bonus +6, Point Blank Shot
Wyrmgrafter	Item Creation	RotD	Heal 10 ranks, Knowledge (arcana) 5 ranks

TABLE 4: ADDITIONAL FEATS FOR BLUFFSIDE GAME			
FEAT	TYPE	SOURCE	PREREQUISITES
Youngest	General	FnF	1st-level only, you are the youngest child in your family but not an only child

Table 4 Notes

Any feat listed in **blue text** requires that the player get the Dungeon Master's approval before selecting it. Any feat listed in **red text** is considered restricted for the current Bluffside campaign. Such feats cannot be taken at this time.