

Feat Tree

Combat Feats

Feat	Prerequisite
Armor Proficiency: Light	None
-Armor Proficiency: Medium	Armor Proficiency: Light
-Armor Proficiency: Heavy	Armor Proficiency: Light and Medium
Blind-Fight	None
-Eyes Closed Sight*	Blind-Fight, Improved Evasion class ability
Combat Reflexes	None
Dodge	Dex 13+
-Improved Dodge	Dex 13+, Dodge, base attack bonus +6 or higher
-Mobility	Dex 13+, Dodge
-Spring Attack	Dex 13+, Dodge, Mobility, base attack bonus +4 or higher
-Whirlwind Attack (see Parry)	Dex 13+, Int 13+, Dodge, Mobility, Parry, Spring Attack, base attack bonus +4 or higher
Double Attack	Monk level 9+, paladin 12+, ranger 12+, rogue 11+, shadow knight 12+ or warrior 9+
Dual Wield	Bard level 11+, Beastlord 8+, monk 1+, ranger 11+, rogue 8+ or warrior 7+
Finishing Blow	Character level 21+
Fire Hand*	Base attack bonus +9 or higher, feign death class ability
Hand to Hand	None
-Deflect Arrows	Dex 13+, Hand to Hand
-Improved Hand to Hand	Hand to Hand
Improved Critical	Proficient with weapon, base attack bonus +8 or higher
Improved Initiative	None
Mounted Combat	Ride skill (4+ ranks)
-Mounted Archery	Mounted Combat, Ride skill (4+ ranks)
-Ride By Attack	Mounted Combat, Ride skill (4+ ranks)
-Spirited Charge	Mounted Combat, Ride By Attack, Ride skill (8+ ranks)
-Trample	Mounted Combat, Ride skill (4+ ranks)
Parry	Int 13+
-Improved Disarm	Int 13+, Parry
-Improved Parry	Int 13+, Parry
-Improved Trip	Int 13+, Parry
Point Blank Shot	Dex 13+
-Far Shot	Dex 13+, Point Blank Shot
-Precise Shot	Dex 13+, Point Blank Shot
-Rapid Shot	Dex 13+, Point Blank Shot
-Shot on the Run	Dex 13+, Dodge, Mobility, Point Blank Shot
Power Attack	Str 13+
-Cleave	Str 13+, Power Attack
-Great Cleave	Str 13+, Cleave, Power Attack, base attack bonus +4 or higher
-Heavy Blow*	Str 13+, Power Attack
-Sunder	Str 13+, Power Attack

* denotes a feat from Realms of Norrath: Freeport

Quick Draw	Base attack bonus +1 or higher
Riposte	Bard level 29+, beastlord 20+, monk 18+, paladin 16+, ranger 18+, rogue 16+, shadow knight 16+ or warrior 14+
Shield Proficiency	None
-Bash	Shield Proficiency
-Improved Bash	Str 13+, Bash, base attack bonus +6 or higher
Slam	Size Larger or larger, or Barbarian race
-Improved Slam	Str 13+, Slam, base attack bonus +6 or higher
Two-Weapon Fighting	None
-Improved Two-Weapon Fighting	Dex 15+, Ambidexterity, Two-Weapon Fighting OR Dual Wield, base attack bonus +9 or higher
Weapon Class Proficiency	None
Weapon Finesse	Proficient with weapon, base attack bonus +1 or higher
Weapon Focus	Proficient with weapon, base attack bonus +1 or higher
Weapon Specialization	Proficient with weapon, Weapon Focus plus ranger 8+ (archery weapon only), rogue (piercing weapon only) or warrior (any weapon)

General Feats

Feat	Prerequisite
Alertness	None
Ambidexterity	Dex 15+
Beggar	None
Brutish	None
Create Scarecrow*	Knowledge (Monster Lore-Undead) skill 8+ ranks, Knowledge (Mysticism) skill 8+ ranks, ability to cast 5 th level necromancer or shadow knight spells
Endurance	None
Great Fortitude	None
Improved Healing	Character level 11+
Iron Will	None
Leadership	Character level 6+
Lightning Reflexes	None
Pure Heart*	None
Rebuke Undead*	Knowledge (Monster Lore-Undead) skill 8+ ranks, Knowledge (Mysticism) skill 8+ ranks, ability to turn undead
Resistance	Character level 11+
-Improved Resistance	Character level 21+, Resistance (for same attack type)
Run	None
-Swift	Dex 13+, Run
Skill Talent	1+ ranks in the skill that Skill Talent is chosen for
Toughened	None
Track	Wilderness Lore skill (1+ ranks)

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Mystic/Metamagic Feats

Feat	Prerequisite
Combat Casting	Ability to cast 1 st level spells
Enlarge Spell	Ability to cast 1 st level spells
Extend Spell	Ability to cast 1 st level spells
Healing Adept	Caster level 21+
Heighten Spell	Ability to cast 1 st level spells
Mental Clarity	Meditation skill (15+ ranks)
Mystic Capacity	Ability to cast 1 st level spells
Mystic Focus*	Ability to cast 1 st level spells
Quest Spell	Ability to cast 1 st level spells
School Specialization	Ability to cast 2 nd level spells, must know at least one spell from school to be specialized in
Second Elemental*	Magician level 9+, Knowledge (Mysticism) skill 12+ ranks
Silent Spell	Ability to cast 1 st level spells
Soulless Mesmerization*	Access to the Mesmerize spell line
Spell Focus	Ability to cast 1 st level spells, must know at least one spell from school to be specialized in
Still Spell	Ability to cast 1 st level spells
Undead Melody*	Ability to perform magical songs

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