

Table 5-1: All d20 - 3.5 Edition Main Feats

Feat Name	Source	Type	Prerequisites	Description
Armour (Light)	PHB 89	Combat		The Armour Check Penalty does not apply to Attack Rolls
Armour (Medium)	PHB 89	Combat	Armour (Light)	The Armour Check Penalty does not apply to Attack Rolls
Armour (Heavy)	PHB 89	Combat	Armour (Light), Armour (Medium)	The Armour Check Penalty does not apply to Attack Rolls
Blind-Fight	PHB 89	Combat		You keep your DEX bonus to AC against an invisible opponent. You suffer only half the movement penalty for poor visibility or darkness. If you miss a melee attack due to concealment, you may re-roll the concealment percentage once.
Blindsight	S&F 5	General	WIS 19+, Blind-Fight, +4 Base Attack	When fighting while blind or fighting an invisible foe you combine use of all your other senses to such a degree that you sense all those around you. You count as always being able to see all corporeal creatures within a 5-foot radius, ie. you ignore the Concealment Miss Chance roll (normally if you are permitted to attack an invisible opponent because you have located them, there is still a 50% chance your hit misses)
Brachiation	MoW 21	General	STR 13+, Climb skill 6+, Jump skill 6+	You may move through trees at your base ground movement speed, by swinging from branch to branch. Can not be used if the trees are more than 15' apart, or if you are holding any items in either hand, or if you are wearing heavy armour
Chariot Combat	S&F 78	Combat	Handle Animal, skill 1+	Once per round, you may oppose an attack roll made on one of your steeds using your Handle Animal skill. If your roll is higher, then you negate the hit.
Chariot Archery	S&F 78	Combat	Chariot Combat, Handle Animal skill 1+	You suffer only -2 (instead of -4) for ranged attacks from a chariot performing a double move, and -4 (instead of -8) for ranged attacks when it is running.
Chariot Trample	S&F 78	Combat	Chariot Combat, Handle Animal skill 1+	When you overrun an opponent using your chariot the opponent cannot choose to avoid you. If you know the target down, your steeds may each make one hoof attack against the target at +4 (because they target is prone). In addition, the wheels do 2d6 damage. Make a Handle Animal skill to keep the chariot under control with DC 10 (if small person), DC 15 (if medium), DC 20 (if large).
Chariot Sideswipe	S&F 79	Combat	Chariot Combat, Handle Animal skill 1+	You may charge just to the side of an opponent in a straight line. If you do so, you may attack the opponent and any scythes on your chariot may also attack without provoking any attacks of opportunity.
Chariot Charge	S&F 79	Combat	Chariot Combat, Chariot Sideswipe, Handle Animal skill 1+	When on a chariot performing the charge action, you deal double damage with your melee weapon (triple damage if it is a spear or lance).
Close Quarters Fighting	S&F 5	Combat	+3 Base Attack	When an opponent attempts to grapple you, they can not avoid an attack of opportunity due to the Improved Grapple Feat. Any damage done by your attack of opportunity on them is also added to your check to avoid being grappled.
Combat Expertise	PHB 92	Combat	INT 13+	When you attack (or full attack), you may take -X to hit and get +X to your AC until your next action. X can be no more than your base attack bonus, up to a maximum of 5
Chink in the Armour	S&S 38	Combat	INT 13+, Combat Expertise	You may take a standard action to study an opponent. You deduct half of their base AC bonus due to armour (rnd down). This does not include their shield, natural armour, any enhancement bonuses on the armour, or any bonuses to AC not from armour.
Improved Disarm	PHB 95	Combat	INT 13+, Combat Expertise	When you do a disarm action, your opponent does not get an attack of opportunity or the chance to disarm you if you fail
Snatch Weapon	S&S 40	Combat	INT 13+, Combat Expertise, Improved Disarm	When you succeed at disarming an opponent and you have a free hand, you may catch the weapon instead of letting it fall to the ground. If you do so and you can wield the weapon, you may make a single attack with it immediately (any off hand second attack penalties apply).
Improved Feint	PHB 95	Combat	INT 13+, Combat Expertise	You can make an opposed Bluff check in combat as a move action (instead of an attack action)
Improved Trip	PHB 96	Combat	INT 13+, Combat Expertise	If you are unarmed you do not provoke an attack of opportunity when you attempt to trip an opponent and you gain +4 to Trip attempts. If you successfully trip your opponent, you may immediately attack that opponent as if you had not used your action for the trip.
Knock-Down	S&F 7	Combat	STR 15+, Combat Expertise, Improved Trip, +2 Base Attack	Whenever you do 10+ damage with a single attack in melee, you may attempt a trip action on them as a free action. May not be combined with Cleave or Great Cleave. You may not attack them using the Improved Trip Feat

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Combat Reflexes	PHB 92	Combat		You may make attacks of opportunity while flat-footed. You may make up to 1+ (DEX bonus) in attacks of opportunity per round (instead of the normal limit of 1), but only one such attack per creature each round.
Dual Strike	S&F 6	Combat	Combat Reflexes, +3 Base Attack	When you and an ally who also has this feat flank an opponent (attack from opposing sides). You both have a +4 to hit bonus (instead of +2), as you know how to work as a team
Expert Tactician	S&F 6 S&S 38	Combat	DEX 13+, Combat Reflexes, +2 Base Attack	When an opponent you are in melee range of is denied their DEX bonus to AC, you gain an extra attack action against that opponent. This can be taken either before or after your normal action. This can be used to perform any standard attack action (attack, trip, disarm, grapple, etc). This can be used only once each round
Hold the Line	S&F 7	Combat	Combat Reflexes, +2 Base Attack	When an opponent charges you, they generate an attack of opportunity. You may take this attack before the attack on you is resolved.
Dash	S&S 38	General		If you are wearing light or no armour, and carrying no more than a light load, then your base speed is +5' faster.
Dirty Fighting	S&F 6	General	+2 Base Attack	When making a full attack, if you hit with a melee attack, you deal +1d4 additional damage.
Dodge	PHB 93	Combat	DEX 13+	During your action, you can specify an opponent that you will get +1 AC (dodge bonus) against them until your next action. This stacks with other similar bonuses. A condition which causes the loss of DEX from Armour Class also causes this bonus to be lost
Mobility	PHB 98	Combat	DEX 13+ Dodge	+4 AC (dodge bonus) against attacks of opportunity you generate when moving into or out of an opponents threat area. A condition which causes the loss of DEX from Armour Class also causes this bonus to be lost
Spring Attack	PHB 100	Combat	DEX 13+, Dodge, Mobility, +4 Base Attack	When you move and make a melee attack, you may continue your movement past the defender up to your normal movement speed distance. This does not provoke an attack of opportunity from the defender, but may do from other combatants. You cannot use this feat in heavy armour. You must move a minimum of 5' before and 5' after the attack
Whirlwind Attack	PHB 102	Combat	INT 13+, DEX 13+, Dodge, Mobility, Spring Attack, Combat Expertise, +4 Base Attack	When taking a full attack action, you can attack all opponents within 5 feet at your full attack bonus. May not be combined with other bonus attacks such as cleave or the haste spell
Dragon's Toughness	MoW 22	Combat	+11 Base Fortitude Save	You can take this feat multiple times. +12 hit points.
Dwarf's Toughness	MoW 22	Combat	+5 Base Fortitude Save	You can take this feat multiple times. +6 hit points.
Endurance	PHB 93	General		Allows you to sleep wearing medium or heavy armour without suffering fatigue penalties. +4 on checks for performing a physical action over a period of time, such as swimming and running. For example +4 to CON checks to hold your breath. +4 to Fortitude checks to avoid damage from hot or cold environments.
Diehard	PHB 93 S&F 9 MoW 25	General	Endurance	If you are reduced to between -1 and -9 HPs you automatically become stable. When first reduced to this you may opt to act as if disabled, instead of falling unconscious. Disabled limits you to one move action per round and full attack options may not be used, if a strenuous action such as an attack is made then you lose -1 HP. If you reach -10 HP you are dead.
Eyes in the Back of Your Head	S&F 6	General	WIS 19+, +3 Base Attack	Opponents do not get a bonus against you when you are flanked by two attackers. This benefit is lost if you have lost your DEX bonus to your AC
Faster Healing	MoW 22	General	+5 Base Fortitude Save	You recover lost hit points and ability score points faster than normal. Hit points recover at the following rates: strenuous activity= 1 (normally 0), light activity= 1.5 (normally 1), bed rest= 2 (normally 1.5). Double this rate when under long term care from a successful Heal check. Ability points recover at 2 per day regardless of activity level (normally 0, 1, or 2 depending on activity level). The rate is 3 per day when under long term care from a successful Heal check.

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Feat Name	Source	Type	Prerequisites	Description
Favoured Enemy	PHB 47	General	Ranger	Select a Favoured Enemy. You get +2 to Bluff, Listen, Sense Motive, Spot and Survival checks in dealings with them. You gain a +2 bonus on all damage rolls against them. Each time you gain another Favoured Enemy you gain these bonuses again on all your existing Favoured Enemies. A Favoured Enemy usually includes several creatures, eg. Undead, Humanoid and Outsider are not valid selections, however Orcs, Goblinoids and Demons are
Extra Favoured Enemy	MoW 22	General	Have a favoured enemy, +5 Base Attack	You gain one additional favoured enemy as per the favoured enemy feat. Except current favoured enemy bonuses do not increase. When a new Favoured Enemy is gained bonuses against this Favoured Enemy will increase with the others
Favoured Critical	MoW 23	Favoured Enemy	Have a favoured enemy, +5 Base Attack	This feat may be taken in place of a favoured enemy, if so existing Favoured Enemy bonuses increase as if the Favoured Enemy feat had been taken. You can take this feat multiple times (each with a different weapon). Doubles the threat range for any weapon you are using, including off-hand attacks against a specific favoured enemy. For example, 19-20 becomes 17-20. This does not stack with Improved Critical, but does stack with other similar effects, eg. The Keen Edge spell
Supernatural Blow	MoW 25	Favoured Enemy	Have a favoured enemy, +7 Base Attack	This feat may be taken in place of a favoured enemy, if so existing Favoured Enemy bonuses increase as if the Favoured Enemy feat had been taken. When your attack on a favoured enemy would be a critical hit, and the enemy is immune to critical hits, you deal +1d6 damage multiplied by the weapons critical multiplier. In addition your favoured enemy bonus applies to this creature (normally creatures immune to critical hits are also immune to your Favoured Enemy damage bonus)
Flurry of Blows	S&F 7	General	Monk(1+)	As per the standard rule attacking multiple times in a single round uses a full attack, so only a 5' step is possible in combination with this attack. You gain an additional attack this round, but all attacks are at -2.
Lightning Fists	S&F 7	General	DEX 15+, Flurry of Blows, Monk(4+)	When making a full attack and using Flurry of Blows, you gain another additional attack, but all attacks are at -5.
Giant's Toughness	MoW 23	Combat	+8 Base Fortitude Save	You can take this feat multiple times. +9 hit points.
Great Fortitude	PHB 94	General		+2 on Fortitude saves.
Improved Critical	PHB 95	Combat	Weapon Proficiency (this weapon), +8 Base Attack	You can take this feat multiple times (each with a different weapon). Doubles the threat range for a weapon you are proficient in, including off-hand attacks. For example, 19-20 becomes 17-20. Does not stack with any other similar effects, eg. The Keen Edge spell
Power Critical	MoW 24	Combat	Improved Critical (this weapon), +12 Base Attack	You can take this feat multiple times (each with a different weapon). You may use this feat once per weapon per day. Announce before you roll that you are using this feat. If you hit regardless of the number on the dice it counts as a critical threat, roll again to see if it is a critical hit.
Improved Initiative	PHB 96	Combat		+4 initiative.
Death Blow	S&F 6	Combat	Improved Initiative, +2 Base Attack	You can perform a coup de grace against an opponent as a standard action instead of a full round action.

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Feat Name	Source	Type	Prerequisites	Description
Improved Unarmed Strike	PHB 96	Combat		You are considered armed even when you don't have a weapon. You do not provoke an attack of opportunity if you attack an armed opponent. You may deal Lethal instead of non-lethal damage with your unarmed attacks
Circle Kick	S&F 5	General	DEX 15+, Improved Unarmed Strike, +3 Base Attack	This is a full attack action. You may nominate two separate opponents within 5' from you. If you hit the first with your kick attack, you may immediately roll an attack on the second, as your kick strikes them both. Damage is rolled separately against each of them
Clever Wrestling	MoW 22	Combat	Improved Unarmed Strike, Small or Medium sized	When your opponent is larger than medium size, you gain a circumstance bonus to escape a grapple or pin. This bonus is: large=+2, huge=+4, gargantuan=+6, colossal=+8.
Eagle Claw Attack	S&F 6	General	DEX 15+, Improved Unarmed Strike, +2 Base Attack	Your attacks can shatter objects. When you attack an object held by an opponent with an unarmed attack. You do not provoke an attack of opportunity, and you gain +4 to the opposed roll
Feign Weakness	S&F 6	General	Improved Unarmed Strike, +2 Base Attack	When unarmed as a standard attack action you may make a Bluff check opposed by your opponent's Sense Motive. If passed you trick them into making an attack of opportunity on you. Before they strike you get an immediate attack on them and they lose their DEX bonus to AC. They then continue with their attack of opportunity on you. You may attempt this with a small concealed weapon with a -6 penalty on the bluff check (or -2 for a tiny weapon), disguised weapons (war fan) do not incur this penalty. May be used only once per encounter. An improvement on the Feint combat option
Fists of Iron	S&F 6	General	Improved Unarmed Strike, +2 Base Attack	You can deal +1d4 damage from an unarmed strike. You can do this only 3+(WIS bonus) times per day, and you have to announce before attacking so that a miss uses up one of your uses.
Deflect Arrows	PHB 93	General	DEX 13+, Improved Unarmed Strike	Once per round, if you have a free hand and would be hit by a ranged weapon, you may make a Reflex save against DC 20 (+magic bonus of weapon) in order to deflect the missile.
Snatch Arrows	PHB 100 S&F 9	Combat	DEX 15+, Improved Unarmed Strike, Deflect Arrows	When using the Deflect Arrows feat, you may instead catch the projectile. If a thrown weapon is caught in this manner it may immediately be thrown back at the attacker as a free action
Improved Grapple	PHB 95	Combat	DEX 13+, Improved Unarmed Strike	When you perform a grapple action, you do not provoke an attack of opportunity from the defender and you gain a +4 bonus to all grapple checks, even those you do not initiate
Stunning Fist	PHB 101 S&F 8	General	DEX 13+, WIS 13+, Improved Unarmed Strike, +8 Base Attack	You must declare you are using this feat before rolling your attack. If you hit with your unarmed attack, in addition to taking damage your opponent must pass a Fortitude save DC 10 + (½ your level) + (WIS bonus) or they are stunned until your next action. Stunned: no actions permitted, no DEX bonus to AC and -2 to AC. This feat can be used only once per round, and once per day for every 4 character levels. (aka "pain tch")
Extra Stunning Attacks	S&F 6	General	DEX 13+, INT 13+, Improved Unarmed Strike, Stunning Fist, +8 Base Attack	You can take this feat multiple times. You can make 3 extra stunning fist attacks per day.
Iron Will	PHB 97	General		+2 on Will saves.
Leadership	PHB 97	General	Level 6+	See DMG page 106
Lightning Reflexes	PHB 97	General		+2 on Reflex saves.
Prone Attack	S&F 8	Combat	DEX 15+, Lightning Reflexes, +2 Base Attack	You may attack without penalty while prone. If the attack is successful you may stand up as a free action
Mantis Leap	S&F 7	General	Monk(7+), Jump skill (5+)	When an opponent is within jumping range, you may make a leaping attack against them as a single attack action. Pass a Jump check. You may then make an attack as if charging (-2 AC, +2 to hit), but the STR bonus to damage is doubled.
Monkey Grip	S&F 7	General	STR 13+, Weapon Focus(this weapon), +3 Base Attack	You may wield either a weapon intended as a 1-H weapon for a creature one size category larger than you, or a weapon normally classed as a 2-H weapon in a single hand, this attack suffers a -2 penalty

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Feat Name	Source	Type	Prerequisites	Description
Mounted Combat	PHB 98	Combat	Ride skill (1+)	Once per round, if your mount is hit in combat, you may make a Ride check. If this check is greater than the attacks roll to hit, you negate the hit.
Mounted Archery	PHB 98	Combat	Ride skill (1+), Mounted Combat	You take half the penalty when firing from horseback. ie. When trotting (x2 mounts base move) you may make a ranged attack with a -2 penalty (instead of -4), and when galloping (x4 mounts base move, or x3 in heavy barding) this penalty is -4 (instead of -8).
Ride-by-Attack	PHB 99	Combat	Ride skill (1+), Mounted Combat	When you make a mounted charge attack, you may continue your movement in a straight line past the defender up to your mounts normal movement speed distance. This does not provoke an attack of opportunity from the defender, but may do from other combatants. You cannot use this feat in heavy armour. You must move a minimum of 10' before and 5' after the attack
Spirited Charge	PHB 100	Combat	Ride skill (1+), Mounted Combat, Ride-by-Attack	When you make a mounted charge attack, you cause double damage with your attack, or triple damage if you are using a lance
Trample	PHB 101	Combat	Ride skill (1+), Mounted Combat	When you attempt to overrun an opponent with your mount, they may not choose to avoid you. If you knock your opponent down your mount gets a free attack with its hooves with them as a prone target (+4 bonus to hit)
Multicultural	S&S 40	General	Speak their Language	Choose a humanoid race other than your own. Members of that race react favourably to you. +4 on CHA checks to alter the attitude of the chosen race.
Point Blank Shot	PHB 98	Combat		+1 to hit and damage with ranged weapons at ranges up to 30'
Far Shot	PHB 94	Combat	Point Blank Shot	The range increment of all projectile weapons you use is multiplied by 1.5. And the range increment for all thrown weapons is multiplied by 2.
Precise Shot	PHB 98	Combat	Point Blank Shot	You can shoot or throw ranged weapons into melee without suffering the standard -4 penalty.
Improved Precise Shot	PHB 96 S&F 9	Combat	DEX 19+, Point Blank Shot, Precise Shot, +11 Base Attack	You can shoot targets partially exposed from cover as if they were not behind cover. Does not effect targets behind total cover or totally concealed targets. You may also shoot a target who is involved in a grapple without checking randomly which of the grapplers you hit (aka "sharp-shooting")
Rapid Shot	PHB 99	Combat	DEX 13+, Point Blank Shot	You may take a full round action to shoot any ranged weapon twice or throw two throwing weapons in a single round, both attacks are made at -2. Does not apply to Crossbows.
Manyshot	PHB 97	Combat	DEX 17, Point Blank shot, Rapid Shot, +6 Base Attack	As a standard attack you can shoot two arrows from a bow simultaneously at a target within 30' with a -4 penalty to each shot. When you gain +11 base attack you may shoot 3 arrows at the target with a -6 penalty. When you gain +16 base attack you may shoot 4 arrows at -8. No more than 4 arrows may be shot from a bow
Shot on the Run	PHB 100	Combat	DEX 13+, Point Blank Shot, Dodge, Mobility	When you move and make a ranged attack, you may continue your movement after the attack up to your normal movement speed distance. This may provoke attacks of opportunity from combatants if you enter their threat area. You cannot use this feat in heavy armour. You must move a minimum of 5' before and 5' after the attack

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Power Attack	PHB 98	Combat	STR 13+	When you attack (or full attack), you may take -X to hit and get +X to your Damage roll. X can be no more than your base attack bonus. The -X to hit applies until your next action. Does not apply to Light weapons. The damage bonus is doubled if used with a 2-H weapon or a 1-H medium weapon wielded in two hands
Cleave	PHB 92	Combat	STR 13+, Power Attack	If your attack deals enough damage to drop a creature, you immediately get another attack using the same weapon and attack bonus on another creature within reach. Usable once per round only.
Great Cleave	PHB 94	Combat	STR 13+, Cleave, Power Attack, +4 Base Attack	If your attack deals enough damage to drop a creature, you immediately get another attack using the same weapon and attack bonus on another creature within reach. There is no limit to the number of times this can be used per round.
Improved Bull Rush	PHB 95	Combat	STR 13+, Power Attack	When you perform a bull rush action, you do not provoke an attack of opportunity from the defender and you gain a +4 bonus to the opposed STR roll
Improved Overrun	PHB 96 S&F 7	Combat	STR 13+, Power Attack	When you attempt to overrun an opponent, they may not choose to avoid you and you gain +4 to the opposed STR roll
Improved Sunder	PHB 96	Combat	STR 13+, Power Attack	When you attack an object held by an opponent, you do not provoke an attack of opportunity, and you gain +4 to the opposed roll
Power Lunge	S&F 8	Combat	STR 13+, Power Attack, +3 Base Attack	You cause increased damage whenever you charge an opponent. When calculating the damage caused by the attack apply double your STR bonus to the damage, if this damage involves a 2-H weapon add another ½ STR bonus again (ie. 2-H damage of 1.5 x STR, plus this x2 bonus = x2.5 - official errata). This feat generates an attack of opportunity when you use it
Pyro	S&S 40	General		If you set something on fire, the flames do 1 extra point of damage per die and the Reflex save DC to extinguish the fire is +5. Normally fire causes 1d6 damage and is DC15 to put out
Quick Draw	PHB 98	Combat	+1 Base Attack	You may draw any weapon as a free action (instead of as part of a movement action), and you may draw any hidden weapon as a movement action.
Flick of the Wrist	S&S 39	Combat	DEX 17+, Quick Draw	Once per encounter. If you draw a light weapon and make a melee attack with it in the same round, you catch the opponent flat-footed for this one attack.
Quicker Than the Eye	S&S 40	General	DEX 19+	While under direct observation, you may make a Bluff check (opposed by Spot) as a move equivalent action. If you succeed, you may take a partial action against someone that failed the check (that opponent is denied their DEX bonus to AC).
Rage	PHB 25	General	Barbarian	You may enter a state of Rage as a free action, once per encounter. While raging, you get +4 to STR and CON (ie. +2 to hit, to damage and +(level x2) hit points and +2 morale bonus to Will saves and -2 to AC. You may not cast any spells, activate magic items, use Combat Expertise or any skill based on DEX, INT or CHA with the exception of Balance, Escape Artist, Intimidation and Ride. Lasts for modified CON bonus + 3 rounds, though you may end it at any time before then. When the rage ends deduct level x2 from your hit point total, even if this will cause you to enter negative hits or to die, you also lose -2 STR and DEX and may not charge or run until the end of the current encounter.
Destructive Rage	MoW 22	General	Ability to Rage	While raging, you get +8 on STR checks made to break open doors or to break inanimate, immobile objects.
Extended Rage	MoW 22	General	Ability to Rage	This feat may be taken multiple times. Your rages last an additional 5 rounds.
Extra Rage	MoW 22	General	Ability to Rage	This feat may be taken multiple times. You can rage two more times per day.
Instantaneous Rage	MoW 23	General	Ability to Rage	You can rage at any time, even when it is not your turn or when you are surprised.
Intimidating Rage	MoW 24	General	Ability to Rage	When you rage, you may designate a single foe within 30 feet. That foe makes a Will save DC 10 + half your level + your CHA modifier or they become shaken (-2 morale penalty on attacks, saves, and checks) for as long as you rage and they can see you. This does not work on creature immune to fear
Rapid Reload	PHB 99 S&F 8	Combat	+2 Base Attack, Weapon Proficiency(crossbow)	You can take this feat multiple times (each with a different crossbow). Allows you to reload a hand or light crossbow as a free action or a heavy crossbow as a movement action. This can be used once per round. Reloading a crossbow still provokes an attack of opportunity. If this feat is taken for the Hand or Light crossbow you may also use any feat which normally excludes crossbows such as rapid shot

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Resist Disease	MoW 25	General		You get +4 on Fortitude saves against diseases.
Resist Poison	MoW 25	General		You get +4 on Fortitude saves versus poison.
Resistance to Energy	MoW 25	General	+8 Base Fortitude Save	You can take this feat multiple times (each with a different energy type) or to stack the bonus on one type. Choose an energy form. a damage reduction of 5 vs that type of energy (fire, cold, electricity, acid or sonic). This resistance does not stack with any other resistance effects.
Run	PHB 99	General		When running as a full action, you do not lose your DEX bonus to AC and you move at x5 your base movement (instead of x4). This is reduced to x4 in Medium or Heavy Armour (instead of x3). You gain +4 to all jump rolls when you have a running start
Fleet of Foot	S&S 39	Combat	DEX 15+, Run	While in light or no armour, and carrying no more than a light load. You may change direction while performing a charge, or while sprinting without losing momentum. The turn may be no more than 90°
Shield Proficiency	PHB 100	Combat		You may use bucklers, small and large shields without suffering the shields armour check penalty to attack rolls and rolls made while moving or riding.
Improved Shield Bash	PHB 96 DOF 20 S&F 9	Combat	Shield Proficiency	After making a shield bash with a shield you are proficient with you may still apply the shields bonus to your AC. This feat may not be used with a buckler (aka "Shield Expert")
Shield Charge	DOF 20	Combat	STR 13+, Power Attack, Improved Shield Bash	When you attack with your shield as part of a charge attack, you roll double damage.
Tower Shield Proficiency	PHB 101	Combat	Shield Proficiency	You may use tower shields without suffering the shields armour check penalty to attack rolls and rolls made while moving or riding.
Sneak Attack	PHD 50	General	Rogue (1)	When an opponent is unable to defend themselves you may strike a vital spot and cause additional damage. May be used only when the target has lost their DEX bonus from their armour class (eg. flat footed), or when you have the flanking advantage (they are engaged in combat against someone else). The attack may be ranged provided the target is within 30'. The damage caused varies depending on level, at level 1 it is +1d6. A sap or similar weapon may be used to cause non-lethal damage, but due to the nature of this attack a normal weapon may not be used to cause non-lethal damage (normally possible at -4). Can not be used to target creatures with no discernible anatomy (undead, constructs, oozes, plants, incorporeal creatures, etc). Has no effect against creatures who are immune to critical hits. Can not be used if your vision is impaired in any way (you can't
Arterial Strike	S&S 38	General	Sneak attack ability, +4 Base Attack	When you successfully make a sneak attack, you may forgo +Xd6 of extra damage in order to deliver a wound that continues bleeding for X damage each round. This can be stopped with magical healing or a Heal check (DC20)
Hamstring	S&S 39	General	Sneak attack ability, +4 Base Attack	If you hit with a sneak attack, you may forgo +2d6 of damage to instead reduce your opponent's land speed to 1/2 of normal.
Throw Anything	S&F 9	General	DEX 15+, +2 Base Attack	You can throw any weapon it is not normally possible to thrown which you are proficient in (with RNG = 10')
Toughness	PHB 101	Combat		You can take this feat multiple times. +3 hit points.

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Two-weapon Fighting	PHB 102	Combat	DEX 15+	As per the standard rule attacking multiple times in a single round uses a full attack, so only a 5' step is possible in combination with this attack. Reduces the penalty to attack with two weapons by -2 for the primary hand and -6 for the off hand. Normally the penalties are -6/-10 if the off-hand weapon is medium sized and -4/-8 if it is light. This becomes -4/-4 if the off-hand weapon is medium sized and -2/-2 if it is light. When calculating the damage caused by your off-hand weapon you
Improved Two-Weapon Fighting	PHB 96	Combat	DEX 17+, Two-Weapon Fighting, +6 Base Attack	apply only ½ of your STR bonus (PHB 135). You gain a second extra attack (at -5) with your off-hand weapon. Without this feat the second extra attack you gain with a +6/+1 base attack applies to your main hand only
Greater Two-Weapon Fighting	PHB 95	Combat	Two-Weapon Fighting, Improved Two-Weapon Fighting, DEX 19+, +11 Base Attack	You gain a third extra attack (at -10) with your off-hand weapon. Without this feat the third extra attack you gain with a +11/+6/+1 base attack applies to your main hand only
Pin Shield	S&F 8	Combat	Two-Weapon Fighting, +4 Base Attack	When attacking with two weapons as a full attack, you may use your off-hand to foul your opponents shield. If the off-hand attack hits, you gain an attack of opportunity (attack again with your primary hand), in which your opponent can not apply their shield bonus to AC.
Two-weapon Defence	PHB 102	Combat	DEX 15+, Two-weapon fighting	When wielding two-weapons or a double weapon, you gain a +1 shield bonus to your AC. This does not effect your number of attacks this round
Improved Two-weapon Defence	S&F 7 MOW 24	Combat	DEX 17+, Two-weapon fighting, Two-weapon defense	When wielding two-weapons or a double weapon, you gain an additional +1 shield bonus to your AC, you may also wield a buckler along with your weapons. (aka "off-hand parry")
Weapon Finesse	PHB 102	Combat	Weapon Proficiency (this weapon), +1 Base Attack	You may use your DEX bonus instead of your STR bonus on all your attack rolls with any light weapon, natural weapon, rapier, whip or spiked chain. If you carry a shield you suffer its armour check penalty to all your attack rolls while using this feat, even if you are proficient with that shield
Weapon Focus	PHB 102	Combat	Weapon Proficiency (this weapon), +1 Base Attack	You can take this feat multiple times (each with a different weapon). Unarmed Strike or Grapple may also be selected. Gain +1 on all attack rolls with the weapon, including off-hand attacks
Greater Weapon Focus	PHB 95	Combat	Weapon Proficiency (this weapon), Weapon Focus (this weapon), Fighter (8+)	You can take this feat multiple times (each with a different weapon). Unarmed Strike or Grapple may also be selected. Add an additional +1 on all attack rolls with the weapon, including off-hand attacks
Spell Specialisation	T&B 42	Magic	Weapon Focus(This Ray or Energy Missile Spell), Spellcaster (4+)	You can take this feat multiple times, once for Ray spells and again for Energy Missile spells. Your damage dealing spells that make a ranged touch attack do +2 damage if the target is within 30 feet.
Weapon Specialisation	PHB 102	Combat	Weapon Proficiency (this weapon), Weapon Focus (this weapon), Fighter (4+)	You can take this feat multiple times (each with a different weapon). Unarmed Strike or Grapple may also be selected. Gain +2 on all damage rolls with the weapon, including off-hand attacks
Greater Weapon Specialisation	PHB 95	Combat	Weapon Proficiency (this weapon), Weapon Focus (this weapon), Greater Weapon Focus (this weapon), Weapon Specialization (this weapon), Fighter (12+)	You can take this feat multiple times (each with a different weapon). Unarmed Strike or Grapple may also be selected. Add an additional +2 on all damage rolls with the weapon, including off-hand attacks
Weapon Proficiency (Simple)	PHB 100	Combat		You can take this feat multiple times (each with a different weapon). You may use one specific martial weapon without the -4 penalty.
Weapon Proficiency (Martial)	PHB 97	Combat		You can take this feat multiple times (each with a different weapon). You may use one specific martial weapon without the -4 penalty.
Weapon Proficiency (Exotic)	PHB 94	Combat	+1 Base Attack, STR 13+ for bastard sword or dwarven waraxe	You can take this feat multiple times (each with a different weapon). You may use one specific exotic weapon without the -4 penalty. (Bastard Swords can be used 2-H without this feat)
Zen Archery	S&F 9	General	WIS 13+, +3 Base Attack	You may use your WIS bonus instead of your DEX bonus on all your attack rolls with any ranged weapon, up to 30' range.

Table 5-1: All d20 - 3.5 Edition Skill Feats

Feat Name	Source	Type	Prerequisites	Description
Acrobatic	PHB 89	Skill		+2 on Jump. +2 on Tumble.
Agile	PHB 89	Skill		+2 on Balance. +2 on Escape Artist.
Alertness	PHB 89	Skill		+2 on Listen. +2 on Spot.
Animal Affinity	PHB 89	Skill		+2 on Handle Animal. +2 on Ride.
Athletic	PHB 89	Skill		+2 on Climb. +2 on Swim.
Charlatan	S&S 38			+2 on Bluff. +2 on Disguise.
Deceitful	PHB 93	Skill		+2 on Disguise. +2 on Forgery.
Deft Hands	PHB 93	Skill		+2 on Sleight of Hand. +2 on Use Rope.
Diligent	PHB 93	Skill		+2 on Appraise. +2 on Decipher Script.
Improved Swimming	MoW 23	General	Swim skill 6+	You swim at one half your land speed as a move equivalent action (normally one quarter), or at three-quarters your land speed as a full round action (normally one half).
Investigator	PHB 97	Skill		+2 on Gather Information. +2 on Search.
Jack of All Trades	S&S 40	General	Character level 8+	You may use any skill untrained, even if it would normally be denied to you entirely. This does not grant the ability to gain ranks in any skill you are normally denied.
Magical Aptitude	PHB 97	Skill		+2 on Spellcraft. +2 on Use Magical Device.
Negotiator	PHB 98	Skill		+2 on Diplomacy. +2 on Sense Motive.
Nimble Fingers	PHB 98	Skill		+2 on Disable Device. +2 on Open Locks.
Obscure Lore	S&S 40	General	Bardic knowledge ability	+3 on Bardic Knowledge checks.
Persuasive	PHB 98	Skill		+2 on Bluff. +2 on Intimidate.
Alluring	S&S 38	Skill	Persuasive, Trustworthy	+2 on Diplomacy. +2 on the DC to save against any mind-affecting spells you cast, provided they have a dependency on the language you speak being understood by the target
Self-sufficient	PHB 100	Skill		+2 on Heal. +2 on Survival.
Shadow	S&S 40 MoW 25	Skill		+2 on Hide and +2 on Spot while following someone.
Skill Focus	PHB 100	Skill		You can take this feat multiple times (each with a different skill). +3 on the selected skill.
Stealthy	PHB 100	Skill		+2 on Hide. +2 on Move Silently.
Track	PHB 101	General		Allows the Survival skill to be used for Tracking. See PHB 101
Trustworthy	S&S 40	Skill		+2 on Diplomacy. +2 on Gather Information.

Table 5-1: Ranger Combat Styles (These feats can not be used if the Ranger is wearing Medium or Heavy Armour)

Two-Weapon Style	Source	Type	Level Gained (prerequisites do not apply)	Description
Two-weapon Fighting	PHB 102	Combat	Ranger (2)	Reduces the penalty to attack with two weapons by -2 for the primary hand and -6 for the off hand. Normally the penalties are -6/-10 if the off-hand weapon is medium sized and -4/-8 if it is light. This becomes -4/-4 if the off-hand weapon is medium sized and -2/-2 if it is light
Improved Two-Weapon Fighting	PHB 96	Combat	Ranger (6)	You gain a second extra attack (at -5) with your off-hand weapon. Without this feat the second extra attack you gain with a +6/+1 base attack applies to your main hand only
Greater Two-Weapon Fighting	PHB 95	Combat	Ranger (11)	You gain a third extra attack (at -10) with your off-hand weapon. Without this feat the third extra attack you gain with a +11/+6/+1 base attack applies to your main hand only

Archery Style	Source	Type	Level Gained (prerequisites do not apply)	Description
Rapid Shot	PHB 99	Combat	Ranger (2)	You may take a full round action to shoot any ranged weapon twice or throw two throwing weapons in a single round, both attacks are made at -2. Does not apply to Crossbows.
Manyshot	PHB 97	Combat	Ranger (6)	As a standard attack you can shoot two arrows from a bow simultaneously at a target within 30' with a -4 penalty to each shot. When you gain +11 base attack you may shoot 3 arrows at the target with a -6 penalty. When you gain +16 base attack you may shoot 4 arrows at -8. No more than 4 arrows may be shot from a bow
Improved Precise Shot	PHB 96	Combat	Ranger (11)	You can shoot targets partially exposed from cover as if they were not behind cover. Does not effect targets behind total cover or totally concealed targets. You may also shoot a target who is involved in a grapple without checking randomly which of the grapplers you hit

Table 5-1: Monk Feat Choices

The Choice at Level 1	Source	Type	Prerequisites	Description
Improved Unarmed Strike	PHB 96	Combat	Always granted at Level 1	You are considered armed even when you don't have a weapon. You do not provoke an attack of opportunity if you attack an armed opponent. You may deal Lethal instead of non-lethal damage with your unarmed attacks
Improved Grapple	PHB 95	Combat	Improved Unarmed Strike only (other requirements do not apply)	When you perform a grapple action, you do not provoke an attack of opportunity from the defender and you gain a +4 bonus to all grapple checks, even those you do not initiate
Stunning Fist	PHB 101	Combat	Improved Unarmed Strike only (other requirements do not apply)	You must declare you are using this feat before rolling your attack. If you hit with your unarmed attack, in addition to taking damage your opponent must pass a Fortitude save DC 10 + (½ your level) + (WIS bonus) or they are stunned until your next action. Stunned: no actions permitted, no DEX bonus to AC and -2 to AC. This feat can be used only once per round, and once per day for every 4 character levels.

The Choice at Level 2	Source	Type	Prerequisites	Description
Improved Unarmed Strike	PHB 96	Combat	Always granted at Level 1	You are considered armed even when you don't have a weapon. You do not provoke an attack of opportunity if you attack an armed opponent. You may deal Lethal instead of non-lethal damage with your unarmed attacks
Deflect Arrows	PHB 93	Combat	Improved Unarmed Strike only (other requirements do not apply)	Once per round, if you have a free hand and would be hit by a ranged weapon, you may make a Reflex save against DC 20 (+magic bonus of weapon) in order to deflect the missile.
Combat Reflexes	PHB 92	Combat		You may make attacks of opportunity while flat-footed. You may make up to 1+ (DEX bonus) in attacks of opportunity per round (instead of the normal limit of 1), but only one such attack per creature each round.

The Choice at Level 6	Source	Type	Prerequisites	Description
Improved Trip	PHB 96	Combat	Neither INT 13+ nor Combat Expertise are required	If you are unarmed you do not provoke an attack of opportunity. You gain +4 to Trip attempts. If you successfully trip your opponent, you may immediately attack that opponent as if you had not used your action for the trip.
Improved Disarm	PHB 95	Combat	Neither INT 13+ nor Combat Expertise are required	When you do a disarm action, your opponent does not get an attack of opportunity or the chance to disarm you if you fail

Table 5-1: All d20 - 3.5 Edition Turn/Rebuke Related Feats

Feat Name	Source	Type	Prerequisites	Description
Extra Smiting	DOF 20	Smite	Paladin (4+), or Level (4+) between any combination of classes which have all granted the smiting ability	You may take this feat multiple times. You gain one additional smiting attempt per day.
Turn Undead	PHB 33 PHB 159	Turn/ Rebuke	Good or Neutral Alignment, Neutral Clerics must make this decision at level 1	The ability to turn undead by channelling faith through your holy symbol. You may attempt to turn 3 + CHA bonus times each day. You gain an additional 2 attempts each day if you have 5+ ranks in knowledge(religion). You turn the closest undead first. You can not effect undead more than 60' away. You must have line of effect (see PHB 176) to an undead to effect it. Make a CHA roll and consult the table on PHB 159, you may not effect any undead of higher level than this result. Then roll 2d6 + Cleric level + CHA bonus, to find out how many Hit Dice of undead you actually effect. If your cleric level is double any of the undead hit dice you destroy that undead.
Rebuke Undead	PHB 33 PHB 159	Turn/ Rebuke	Evil or Neutral Alignment, Neutral Clerics must make this decision at level 1	The ability to rebuke undead by channelling your deities power through your holy symbol. You may attempt to rebuke 3 + CHA bonus times each day. You gain an additional 2 attempts each day if you have 5+ ranks in knowledge(religion). You rebuke the closest undead first. You can not effect undead more than 60' away. You must have line of effect (see PHB 176) to an undead to effect it. Make a CHA roll and consult the table on PHB 159, you may not effect any undead of higher level than this result. Then roll 2d6 + Cleric level + CHA bonus, to find out how many Hit Dice of undead you actually effect. Each effected undead cowers before you (+2 bonus to hit them) and may be commanded by using your attack action in any round, these effects end after 10 rounds. You may also bolster any undead against attempts to turn them for 10 rounds, increasing their level for the purposes of turning relative to yours (see PHB 159). In a similar way you
Divine Might	DOF 19	Turn/ Rebuke	CHA 13+, STR 13+, Ability to turn or rebuke creatures, Power Attack	You may take an attack action and lose one of your turn/rebuke attempts to add your CHA bonus to your weapon damage for a number of rounds equal to your CHA bonus.
Divine Shield	DOF 19	Turn/ Rebuke	CHA 13+, STR 13+, Ability to turn or rebuke creatures, Power Attack, Improved Shield Bash	You may take an attack action and lose one of your turn/rebuke attempts to add your CHA bonus to your shield as an enhancement bonus, for a number of rounds equal to your CHA bonus. The shield's bonus applies to defence and to any attacks made with the shield.
Extra Turning	PHB 94	Turn/ Rebuke	Ability to turn or rebuke creatures	You can take this feat multiple times. You can turn or rebuke 4 more times per day than normal. NOTE: Fire domain clerics may be able to turn water elementals in addition to undead. This would allow them to turn undead 4 more times per day and water elementals 4 more times per day
Divine Cleansing	DOF 19	Turn/ Rebuke	CHA 13+, Ability to turn or rebuke creatures, Extra Turning	You may take an attack action and lose one of your turn/rebuke attempts to grant all allies within 60' (including yourself) a +2 sacred bonus on all Fortitude saves for a number of rounds equal to your CHA bonus.
Divine Resistance	DOF 19	Turn/ Rebuke	CHA 13+, Ability to turn or rebuke creatures, Extra Turning, Divine Cleansing	You may take an attack action and lose one of your turn/rebuke attempts to grant all allies within 60' (including yourself) a damage reduction of 5 vs cold, fire, and electricity until the end of your next turn. This resistance does not stack with any other resistance effects.
Divine Vengeance	DOF 20	Turn/ Rebuke	Ability to turn or rebuke creatures, Extra Turning	You may take an attack action and lose one of your turn/rebuke attempts to add 2d6 sacred energy damage to all successful melee attacks you make on undead until the end of your next turn.
Divine Vigour	DOF 20	Turn/ Rebuke	CHA 13+ Ability to turn undead Extra Turning	You may take an attack action and lose one of your turn/rebuke attempts to increase your base speed by 10 feet and to gain +2 CON for a number of minutes equal to your CHA bonus.
Empower Turning	DOF 20	Turn/ Rebuke	CHA 13+, Ability to turn or rebuke creatures, Extra Turning	You may choose to take a -2 on an attempt to turn undead. If you do so and you still succeed, you effect +2d6 more HD
Heighten Turning	DOF 20	Turn/ Rebuke	CHA 13+, Ability to turn or rebuke creatures, Extra Turning	When you turn/rebuke, you may take -X from the d20 roll and gain +X to the 2d6 HD effect roll. X can be no more than your cleric level, or your Paladin level -2
Quicken Turning	DOF 20	Turn/ Rebuke	CHA 13+, Ability to turn or rebuke creatures, Extra Turning	You may choose to turn/rebuke as a free action. If you do so, your attempt is at -4 and you effect 2d6-4 HD. You may still only make one turning attempt each round. This feat may not be used to power a Divine feat.
Improved Turning	PHB 96	Turn/ Rebuke	Ability to turn or rebuke creatures	You turn creatures as if you were one level higher in the class which granted you the ability

Table 5-1: All d20 - 3.5 Edition Wild Shape(Druid) Related Feats

Feat Name	Source	Type	Prerequisites	Description
Ability Focus	MM2 18	Wild		This feat may be taken multiple times, each with a different special attack. +2 DC on one special attack ability.
Blindsight	MoW 21	Wild	Ability to become a Dire Bat with Wild Shape	You have the extraordinary ability to see in the dark like a bat when you want to (see blindsight DMG 73). You can 'see' in all darkness, even magical darkness, provided you can hear. You emit high-frequency sounds when doing this that most creatures cannot hear. You are immune to all blinding attacks, but can be blinded by deafening attacks. You can not read or determine colours. This also works underwater
Extra Wild Shape	MoW 22	Wild	Ability to use Wild Shape	You may take this feat multiple times. Each time you take this feat, you may use Wild Shape two additional times per day. If you are able to use Wild Shape to become an elemental, you gain an additional one time per day with elemental shapes.
Fast Wild Shape	MoW 22	Wild	DEX 13+, Ability to use Wild Shape to become a Dire animal	You can use Wild Shape as a move-equivalent action (instead of a standard attack action).
Flyby Attack	MM 11 MM2 18	Wild	Ability to Fly	You can take a partial action during the middle of a flying move action. You cannot take a second move action that round.
Greater Resiliency	MoW 23	Wild	Damage reduction ability	Your damage reduction increases by +1/-.
Hover	MM2 18	Wild	Ability to Fly	You may halt your forward motion and hover regardless of maneuverability.
Improved Flight	MoW 23	Wild	Ability to Fly	Your manoeuvrability improves by one grade. For example, from poor to good.
Large and in Charge	S&F 61	Wild	Size Large (or larger) with reach, STR 17+	When you make a successful attack of opportunity against an opponent who is moving inside your threatened area, you may make an opposed STR check against that opponent to force them back to the space they were in prior to the attack. You get +4 for each size category larger than the opponent and +1 for every 5 points of damage you dealt.
Multi-Attack	MM 11 MM2 18 MoW 24	Combat	3 or more natural weapons	Secondary attacks with natural weapons are at -2 instead of -5.
Multi-Tasking	S&F 62	Wild	DEX 15+, INT 13+, 3+ natural weapons, Multi-Attack, Two-Weapon Fighting, Improved Two-Weapon Fighting	If you have four or more arms, you may use each pair of arms to perform a different partial action. For example, you could attack with one or two arms while using a magic item, reloading a crossbow, or even casting a spell with the other two arms.
Multi-Weapon Fighting	MM 11 MM2 18	Wild	3 or more hands	Also see Two-Weapon Fighting. Reduces penalties for two-weapon fighting by -2 on each attack.
Multidexterity	MM 11 MM2 18 MoW 24	Combat	3 or more arms, DEX 15+	Also see Ambidexterity. You ignore the -4 penalty for off-hand attacks in combat.
Proportionate Wild Shape	MoW 24	Wild	Ability to use <i>Wild Shape</i> , Not small or medium size	You can use <i>Wild Shape</i> to become an animal that is the same size category as you are. This feat is only applicable if your normal size is not small or medium.
Quicken Spell-Like Ability	MM2 18	Wild	Have a spell-like ability	This feat may be taken multiple times, each time increases the limit by 1 per day. You can quicken each of your spell-like abilities 1 time per day. A quickened ability is a free action. You can do no more than one quickened action per round. An ability that duplicates a spell action that takes longer than 1 round to cast cannot be quickened.
Scent	MoW 25	Wild	WIS 11+ Ability to use <i>Wild Shape</i> to become a Wolf	You gain the scent extraordinary ability (see DMG) while in any form.
Snatch	MM2 18 MoW 25	Wild	Natural weapons	If you hit with a claw or bite attack, you may start a grapple as a free action that does not provoke an attack of opportunity. If you attack with a claw and the opponent is 4 or more sizes smaller than you, you deal your claw attack damage each round you maintain the grapple. If you attack with a bite and the opponent is 3 or more sizes smaller than you, you deal your bite damage each round you maintain the grapple. If you used your bite and take no other action that round, you deal double your bite damage. As a standard action, you may fling the opponent 10 feet (and dealing 1d6 damage) for each size category greater than small that you are. This ends the grapple.
Speaking Wild Shape	MoW 25	Wild	INT 13+ Ability to use <i>Wild Shape</i>	While in a <i>Wild Shape</i> , you act as if you had <i>Speak with Animals</i> in effect for all animals of the same type as you.
Wingover	MM2 18 MoW 25	Wild	Ability to Fly	You may turn at an angle of up to 180 degrees regardless of maneuverability and in addition to other turns allowed. You cannot gain altitude during a round when you do this, but you can dive.

Table 5-1: All d20 - 3.5 Edition Item Creation Feats

Feat Name	Source	Type	Prerequisites	Description
Brew Potion	PHB 89	Item	Spellcaster (3+)	You can create potions from any 3rd level or lower spell you know. It takes 1 day. The base cost of the potion is Spell level x this casting level x 50 gp, the casting level may be any level up to and including your spellcaster level. It costs you 1/25 of the base cost in XP, and requires at least half of the cost in materials. Some potions require additional components, the cost for these components is an added to the base cost
Craft Magic Arms & Armour	PHB 92	Item	Spellcaster (5+)	You can make or mend magic armour, weapons, and shields. It takes 1 day/ 1,000 gp total cost of the item (see DMG), and costs 1/25 of the cost in XP, and requires at least half of the cost in materials not including the cost of the item itself. The item must be masterwork. These costs are halved if repairing/reforging an item which was broken
Craft Rod	PHB 92	Item	Spellcaster (9+)	You can create rods. Costs as per Magic Arms & Armour. Some rods require additional components to create or recharge
Craft Staff	PHB 92	Item	Spellcaster (12+)	You can create Staffs. Costs as per Magic Arms & Armour. Some staffs require additional components to create or recharge
Craft Wand	PHB 92	Item	Spellcaster (5+)	You can create a wand of any spell of 4th level of lower. Costs as per Magic Arms & Armour. Wands require additional components to create or recharge, usually 50x the spell component they store to fill a 50 charge item (the standard size)
Craft Wondrous Item	PHB 92	Item	Spellcaster (3+)	You can create a miscellaneous magic item. Costs as per Magic Arms & Armour. Some items require additional components to create or recharge
Create Infusion	MoW 22	Item	Spellcaster (3+), Survival skill 4+	You can infuse a herb with any 3rd level or lower divine spell you know. It takes 1 day. The base cost of the infusion is Spell level x this casting level x 50 gp, the casting level may be any level up to and including your spellcaster level. It costs you 1/25 of the base cost in XP, and requires at least half of the cost in materials. Some infusions require additional components, the cost for these components is an added to the base cost
Forge Ring	PHB 94	Item	Spellcaster (12+)	You can create Rings. Costs as per Magic Arms & Armour. Some rings require additional components to create or recharge
Scribe Scroll	PHB 99	Item	Spellcaster (1+)	You can create Scrolls. Costs as per Magic Arms & Armour. Some scrolls require additional components to create. Scrolls may not be recharged

Table 5-1: All d20 - 3.5 Edition Magic and Metamagic Feats

Feat Name	Source	Type	Prerequisites	Description
Animal Defiance	MoW 20	Magic	Ability to cast Detect Animals or Plants	You can turn (but not destroy) animals like a Cleric turns undead. Only your single highest Divine caster level counts as your cleric level.
Animal Control	MoW 20	Magic	Ability to cast Speak with Animals and to cast Animal Friendship, Animal Defiance	You can rebuke or command animals like an evil Cleric does with undead. Only your single highest Divine caster level counts as your cleric level. To issue commands, the animals must be able to understand you, so Speak with Animals is normally required. Animals under your control count against your Speak with Animals limit (even if you did not use the spell).
Arcane Defence	T&B 38	Magic	Spell Focus	You can take this feat multiple times (each with a different school). +2 on your save versus spells from a given school.
Arcane Preparation	T&B 38	Metamgc	Bard (1+) or Sorcerer (1+)	You may prepare any spell ahead of time the way a Wizard does. This spell occupies the spell slot for the appropriate spell. This allows you to prepare spells with metamagic feats without suffering the additional metamagic casting time penalty (PHB 88).
Augment Summoning	PHB 89	Magic	Spell Focus (conjuration)	Each creature you summon with a Summon spell gains +4 STR and CON
Bardic Music	PHB 29	General	Bard (1+)	Once per day per bard level, you may activate a bardic song while performing (playing an instrument, reciting poetry, telling an epic tale, etc). This requires considerable concentration, movement is permitted but no complex actions, item activation or spellcasting is allowed. As the performance skill increases new songs become available; Countersong(3 ranks), Fascinate(3 ranks), Inspire Courage(3 ranks), Inspire Competence(bard 3, 6 ranks), Suggestion(bard 6, 9 ranks), Inspire Greatness(bard 9, 12 ranks), Song of Freedom(bard 12, 15 ranks), Inspire Heroics(bard 15, 18 ranks), Mass Suggestion(bard 18, 21 ranks). see PHB 29
Disguise Spell	S&S 38	Metamgc	Bardic music ability, Perform skill 12+	for details May prepare any spell using a slot 1 level higher, though for the purposes of Save rolls and opposed rolls the level remains the same. You can cast a spell during the middle of a performance in such a way that no one knows you cast the spell (unless the effects give you away). You can not activate a bardic song at the same time.
Extra Music	S&S 39	Magic	Bardic music ability	You can take this feat multiple times. You can use your bardic music four extra times per day.
Green Ear	S&S 39	Magic	Bardic music ability Perform skill 10+	You can alter your music or virtuoso performance effects so they influence plants and plant creatures in addition to any other creatures they would affect.
Lingering Song	S&S 40	Magic	Bardic music ability	Your music effects that inspire competence, courage, or greatness last twice as long as they otherwise would.
Requiem	S&S 40	Magic	Bardic music ability Perform skill 12+	You can alter your music or virtuoso performance effects so they influence undead in addition to any other creatures they would affect.
Subsonics	S&S 40	Magic	Bardic music ability Perform skill 10+	You can perform your Bardic music so that it is not heard but still have its full effect.
Chain Spell	T&B 39	Metamgc	Any other Metamagic feat	May prepare any single target spell using a slot 3 levels higher, though for the purposes of Save rolls and opposed rolls the level remains the same. The spell when cast will strike the primary target as normal, then will strike another target of the caster's choice within 30' of the primary at half effect or with a -4 save. This is repeated until the spell has effected the casters spellcaster level in targets, each taking half the effects suffered by the previous target. This effect is visible and may be evaded with a reflex save for half the rolled damage
Combat Casting	PHB 92	Magic		+4 on Concentration when used for a spell while on the defensive, grappled or pinned during combat.
Cooperative Spell	T&B 39	Metamgc	Any other Metamagic feat	You and a group of other spellcasters may work together to cast the same spell as a single entity of great power. If the group is 2 you must be within 5' of each other. If the group is 3 or more you must be within 5' of at least two other members of the group. The DC to save is the best caster in the groups + number of casters in the group. The DC for spell resistance is the best casters + number of casters in the group -1.
Delay Spell	T&B 39	Metamgc	Any other Metamagic feat	May prepare any spell using a slot 3 levels higher, though for the purposes of Save rolls and opposed rolls the level remains the same. Instead of taking effect when cast, the spell waits for 1 to 5 rounds (your choice) before activating. You must select all decisions at the time of casting, not activation. Only usable on personal, touch, and area of affect spells. The spell can be detected and dispelled during the delay.

Table 5-1: All d20 - 3.5 Edition Magic and Metamagic Feats

Feat Name	Source	Type	Prerequisites	Description
Empower Spell	PHB 93	Metamgc		May prepare any spell using a slot 2 levels higher, though for the purposes of Save rolls and opposed rolls the level remains the same. All variable numeric effects of a spell are multiplied by 1.5 (after rolling).
Energy Substitution	T&B 40	Metamgc	Any other Metamagic feat, Knowledge(arcana) 5+	You can take this feat multiple times, each time for a different energy type. Choose an energy type when you take this feat. Choices are: Acid, Cold, Electricity, Fire, and Sonic. You may alter any spell with an energy type to use the chosen energy type instead. This does not change the amount of damage or the level of the altered spell's slot. It also does not remove any secondary effects. For example, if you change from Sonic to Fire, the Shout spell still deafens affected creatures.
Energy Admixture	T&B 39	Metamgc	Any other Metamagic feat, Energy Substitution, Knowledge(arcana) 5+	May prepare any spell using a slot 4 levels higher, though for the purposes of Save rolls and opposed rolls the level remains the same. You can take this feat multiple times, each time for a different energy type. Choose an energy type when you take this feat. Choices are: Acid, Cold, Electricity, Fire, and Sonic. You may alter any spell (including one altered with Energy Substitution) with an energy type to add the use the chosen energy type to the existing energy type. The spell uses both energy types, each type dealing full damage. eg. Ice Storm (3d6 impact and 2d6 cold), switched into an Acidic Fire Storm would cause 3d6 impact, 2d6 acid and 5d6 fire damage.
Enlarge Spell	PHB 94	Metamgc		May prepare any spell using a slot 3 level higher, though for the purposes of Save rolls and opposed rolls the level remains the same. Doubles the range of the spell. Effects spells with a range of close (50' +5'/lvl), medium(200' +20'/lvl) or long(800' +80'/lvl) only. (Does not effect Cone of Cold)
Eschew Materials	PHB 94 T&B 40	Magic		You can cast any spell without material components, if the components cost less than 1 gp.
Extend Spell	PHB 94	Metamgc		May prepare any spell using a slot 1 level higher, though for the purposes of Save rolls and opposed rolls the level remains the same. Doubles the duration of the spell. Does not effect spells with a duration of concentration, instantaneous or permanent
Persistent Spell	T&B 41	Metamgc	Extend Spell	May prepare any spell using a slot 4 levels higher, though for the purposes of Save rolls and opposed rolls the level remains the same. Extends the duration of a personal or fixed range spell to a full 24 hours. Eg. Detect Magic can be used to notice the presence of a magical aura, but you must concentrate to examine the aura and gain further information, when this is done it does not generate an attack of opportunity.
Extra Slot	T&B 40	Magic	Spellcaster (4+)	You can take this feat multiple times. When you take this feat, you gain one extra spell slot of a single level. You may not take this feat for the highest spell level you can cast.
Extra Spell	T&B 40	Magic	Spellcaster (3+)	You can take this feat multiple times. When you take this feat, you gain one extra spell in your repertoire for a single level. You may not take this feat for the highest spell level you can cast.
Heighten Spell	PHB 95	Metamgc		This is only useful for casters such as Sorcerors or Bards. May prepare any spell using a slot 1 level higher. For the purposes of Save rolls and opposed rolls the level increases by 1 (max 9).
Improved Counterspell	PHB 95	Magic		When counterspelling you may use any spell from the same school as the target spell, provided the spell you use is at least one level higher. Ordinarily the spell used must be either the exact spell, a diametrically opposed spell or dispel magic (which does not always work) - see PHB 170
Improved Familiar	T&B 40	Magic	Ability to aquire a familiar, Spellcaster (X+) - eg. familiar(X)	When choosing a familiar you may attract a magic creature. Such as; Celestial Hawk(3) - or other animal, Ice Mephit(7), Small Elemental(5), Fiendish Viper(3) - or other animal, Homunculus(7), Shocker Lizard(5), Stirge(5), Formian Worker(7), Imp(7), Pseudodragon(7), Quasit(7) - See T&B 15 and PHB 50 for details
Innate Spell	T&B 41	Magic	Quicken Spell, Silent Spell, Still Spell	You can take this feat multiple times, each time for a different spell. When you take this feat, select one spell and permanently lose a single spell slot 8 levels higher than the chosen spell. You can now cast this spell at will, as a spell-like ability, no more than once per round. If the spell has an XP cost, you pay that cost each time. If the spell has a costly material component, you must use a single item of that type, but 50 times the cost, as a focus for the ability. A cleric may not convert this spell into a heal/inflict spell.

Table 5-1: All d20 - 3.5 Edition Magic and Metamagic Feats

Feat Name	Source	Type	Prerequisites	Description
Maximize Spell	PHB 97	Metamgc		May prepare any spell using a slot 3 levels higher, though for the purposes of Save rolls and opposed rolls the level remains the same. All variable numeric effects of a spell are the highest possible for those rolls.
Natural Spell	PHB 98 MoW 24	Magic	WIS 13+, Ability to use <i>Wild Shape</i>	You can complete verbal and somatic components of spells while in a Wild Shape by replacing them with noises and movements appropriate to the animal shape you are in. Spell components are automatically used even though they are melded with your form
Plant Defiance	MoW 24	Magic	Ability to cast <i>Detect Animals or Plants</i>	You can turn (but not destroy) plants like a Cleric turns undead. Most plants can not flee, but they will withdraw their outreaching vines from you. Only your single highest Divine caster level counts as your cleric level
Plant Control	MoW 24	Magic	Ability to cast <i>Speak with Plants, Plant Defiance</i>	You can rebuke or command plants like an evil Cleric does with undead. Only your single highest Divine caster level counts as your cleric level. To issue commands, the plants must be able to understand you, so Speak with Plants is normally required. Plants under your control count against your Speak with Plants limit (even if you did not use the spell).
Quicken Spell	PHB 98	Metamgc		May prepare any spell with a casting time of no more than 1 full round using a slot 4 levels higher, though for the purposes of Save rolls and opposed rolls the level remains the same. Casting the spell is a free action, and does not provoke an attack of opportunity.
Reach Spell	DOF 20	Metamgc		May prepare any spell using a slot 1 level higher, though for the purposes of Save rolls and opposed rolls the level remains the same. You may cast a touch spell at a range of up to 30'. The spell effectively becomes a ray and you need to make a ranged touch attack to hit with it.
Repeat Spell	T&B 41	Metamgc	Any other Metamagic feat	May prepare any non-touch spell using a slot 3 levels higher, though for the purposes of Save rolls and opposed rolls the level remains the same. The round after you cast the spell, it generates again from the same location on its own and strikes the same target as the first spell did, provided the target is still within 30' of their previous location.
Sacred Spell	DOF 20	Metamgc	Divine Spellcaster (1+)	May prepare any divine spell using a slot 2 levels higher, though for the purposes of Save rolls and opposed rolls the level remains the same. Half of the damage done by the spell is "sacred" damage. This means that the damage cannot be prevented by Protection from Elements or similar magic. The other half of the damage is dealt normally.
Sanctum Spell	T&B 41	Metamgc	Any other Metamagic feat	You can specify an area to be your sanctum. To do this, spend 3 months (cumulative) in the area, designate it, and then wait 7 days. The area is a circle of 10 feet per level in radius. You may have only one sanctum. If you designate a second one, the first one is no longer your sanctum. When as a Wizard you prepare a spell or as a Sorcerer you casts it, the effective spell level at time of casting if you are within your sanctum is one level higher. If you cast the spell away from the sanctum it is one level lower
Sculpt Spell	T&B 42	Metamgc	Any other Metamagic feat	May prepare any standard area effect spell using a slot 1 level higher, though for the purposes of Save rolls and opposed rolls the level remains the same. You can change the shape of the area of effect to a different shape from this list; cylinder (10 foot radius, 30 feet high), cone (40 feet long, 40 feet wide at the base), four 10 foot cubes, or a sphere (20 foot radius).
Silent Spell	PHB 100	Metamgc		May prepare any spell using a slot 1 level higher, though for the purposes of Save rolls and opposed rolls the level remains the same. The spell may be cast without the need for a verbal component. This feat may not be used on bard spells
Spell Focus	PHB 100	Magic		You can take this feat multiple times (each with a different school). +1 on DC for others to save versus your spells from a given school.
Greater Spell Focus	PHB 94	Magic	Spell Focus (this school)	You can take this feat multiple times (each with a different school). Add an additional +1 on DC for others to save versus your spells from a given school.
Spell Mastery	PHB 100	Magic	Wizard (1+)	You can take this feat multiple times (each with a new list of spells). You may now prepare your INT bonus in a specific list of wizard spells which you know, without your spellbook.
Spell Penetration	PHB 100	Magic		+2 on caster level checks to beat spell resistance.
Greater Spell Penetration	PHB 94	Magic	Spell Penetration	An additional +2 on caster level checks to beat spell resistance.
Split Ray	T&B 42	Metamgc	Any other Metamagic feat	You can split any ray that specifies a single target so that it affects two targets that are within 30 feet of each other (or the same target twice). If the spell does damage, each target takes half damage.

Table 5-1: All d20 - 3.5 Edition Magic and Metamagic Feats

Feat Name	Source	Type	Prerequisites	Description
Still Spell	PHB 101	Metamgc		May prepare any spell using a slot 1 level higher, though for the purposes of Save rolls and opposed rolls the level remains the same. The spell may be cast without the need for a somantic component.
Subdual Substitution	T&B 42	Metamgc	Any other Metamagic feat, Knowledge(Arcana) 5+	You can take this feat multiple times, each time for a different energy type (Acid, Cold, Electricity, Fire or Sonic). You may alter any spell with this energy type to do subdual damage instead of normal damage.
Twin Spell	T&B 42	Metamgc	Any other Metamagic feat	May prepare any spell using a slot 4 levels higher, though for the purposes of Save rolls and opposed rolls the level remains the same. The spell has its full effect take place twice against the same target, as if two spells were cast at the same time.
Widen Spell	PHB 101 T&B 42	Metamgc		May prepare any spell using a slot 3 levels higher, though for the purposes of Save rolls and opposed rolls the level remains the same. The burst, emanation, line or spread spell has its area doubled