

Feat	Bk Pg	Description
Acrobatic	PHB 89	+2 bonus on Jump & Tumble checks
Agile	PHB 89	+2 bonus on Balance & Escape Artist checks
Alertness	PHB 89	+2 bonus on Listen & Spot checks
Animal Affinity	PHB 89	+2 bonus on Handle Animal & Ride checks
Armor Proficiency (L, M, or H)	PHB 89	No armor check penalty on attack rolls
Athletic	PHB 89	+2 bonus on Climb & Swim checks
Attune Gem	MoF 21	Store arcane spell in a gem
Augment Summoning	PHB 89	Summoned creatures gain +4 Str, +4 Con
Blind-Fight	PHB 89	Reroll miss chance for concealment
Brew Potion	PHB 89	Create magic potions
Cleave	PHB 92	Extra melee attack after dropping target
Combat Casting	PHB 92	+2 bonus on Concentration checks for defensive casting
Combat Expertise	PHB 92	Trade attack bonus for AC (max 5 points)
Combat Reflexes	PHB 92	Additional AoO
Craft Magic Arms & Armor	PHB 92	Create magic weapons, armor, & shields
Craft Rod	PHB 92	Create magic rods
Craft Staff	PHB 92	Create magic staves
Craft Wand	PHB 92	Create magic wands
Craft Wonderous Item	PHB 92	Create magic wonderous items
Deceitful	PHB 93	+2 bonus on Disguise & Forgery checks
Deflect Arrows	PHB 93	Deflect one ranged attack per round
Deft Hands	PHB 93	+2 bonus on Sleight of Hand & Use Rope checks
Diehard	PHB 93	Remain conscious at -1 to -9 hp
Diligent	PHB 93	+2 bonus on Appraise & Decipher Script checks
Dodge	PHB 93	+1 dodge bonus to AC against selected target
Improved Two-Weapon Fighting	PHB 96	Gain second off-hand attack
Improved Unarmed Strike	PHB 96	Considered armed even when unarmed
Investigator	PHB 97	+2 bonus on Gather Information & Search checks
Iron Will	PHB 97	+2 bonus on Will saves
Leadership	PHB 97	Attract cohort & followers
Lightning Reflexes	PHB 97	+2 bonus on Reflex saves
Magical Aptitude	PHB 97	+2 bonus on Spellcraft & Use Magic Device checks
Manyshot	PHB 97	Shoot two or more arrows simultaneously
Marital Weapon Proficiency	PHB 97	No penalty on attacks with specific martial weapon
Maximize Spell	PHB 97	Maximize spell's variable, numeric effects
Mobility	PHB 98	+4 dodge bonus to AC against some AoO
Mounted Archery	PHB 98	Half penalty for ranged attacks while mounted
Mounted Combat	PHB 98	Negate hits on mount with Ride checks
Natural Spell	PHB 98	Cast spells while in wilde shape
Negotiator	PHB 98	+2 bonus on Diplomacy & Sense Motive checks
Nimble Fingers	PHB 98	+2 bonus on Disable Device & Open Lock checks
Persuasive	PHB 98	+2 bonus on Bluff checks & Intimidate checks
Power Attack	PHB 98	Trade attack bonus for damage (up to base attack bonus)
Precise Shot	PHB 98	No -4 penalty for shooting into melee
Quick Draw	PHB 98	Draw weapon as free action
Quicken Spell	PHB 98	Cast spells as free action
Rapid Reload	PHB 99	Reload crossbow more quickly
Rapid Shot	PHB 99	One extra ranged attack each round
Ride-By Attack	PHB 99	Move before & after a mounted charge
Run	PHB 99	Run 5x your speed, +4 bonus on Jump checks made after running start
Empower Spell	PHB 93	Increase spell's variable, numeric effects by 50%
Endurance	PHB 93	+4 bonus on checks or saves to resist nonlethal dmg
Enlarge Spell	PHB 94	Double spell's range

Feat	Bk Pg	Description
Eschew Materials	PHB 94	Cast spells without material components
Exotic Weapon Proficiency	PHB 94	No penalty on attacks with specific exotic weapon
Extend Spell	PHB 94	Double spell's duration
Extra Turning	PHB 94	Can turn or rebuke 4 more times per day
Far Shot	PHB 94	Increase range increment by 50% or 100%
Forge Ring	PHB 94	Create magic rings
Great Cleave	PHB 94	No limit to cleave attacks each round
Great Fortitude	PHB 94	+2 bonus on Fortitude saves
Greater Spell Focus	PHB 94	+1 on save DCs vs specific school of magic (stacks with spell focus)
Greater Spell Penetration	PHB 94	+4 to caster lvl checks to defeat spell resistance
Greater Two-Weapon Fighting	PHB 95	Gain third off-hand attack
Greater Weapon Focus	PHB 95	+2 bonus on attack rolls with selected weapon
Greater Weapon Specialization	PHB 95	+4 bonus on damage rolls with selected weapon
Heighten Spell	PHB 95	Cast spells as higher lvl
Improved Bull Rush	PHB 95	+4 bonus on bull rush attempts; no AoO
Improved Counterspell	PHB 95	Counterspell with a spell of same school
Improved Critical	PHB 95	Double threat range of weapon
Improved Disarm	PHB 95	+4 bonus on disarm attempts; no AoO
Improved Feint	PHB 95	Feint in combat as move action
Improved Grapple	PHB 95	+4 bonus on grapple checks; no AoO
Improved Initiative	PHB 96	+4 bonus on initiative checks
Improved Overrun	PHB 96	+4 bonus on overrun attempts; no AoO
Improved Precise Shot	PHB 96	Ignore less than total cover/concealment on ranged attacks
Improved Shield Bash	PHB 96	Retain shield bonus to AC when shield bashing
Improved Sunder	PHB 96	+4 bonus on sunder attempts; no AoO
Improved Trip	PHB 96	+4 bonus on trip attempts; no AoO
Improved Turning	PHB 96	+1 lvl for turning checks
Scribe Scroll	PHB 99	Create magic scrolls
Self-Sufficient	PHB 100	+2 bonus on Heal & Survival checks
Shield Proficiency	PHB 100	No armor check penalty on attack rolls
Shot on the Run	PHB 100	Move before & after ranged attack
Silent Spell	PHB 100	Cast spells without verbal components
Simple Weapon Proficiency	PHB 100	No -4 penalty on attack rolls with simple weapons
Skill Focus	PHB 100	+3 bonus on checks with selected skill
Snatch Arrows	PHB 100	Catch a deflected ranged attack
Spell Focus	PHB 100	+1 bonus on save DCs against specific school of magic
Spell Mastery	PHB 100	Can prepare some spells without spellbook
Spell Penetration	PHB 100	+2 bonus on caster lvl checks to defeat spell resistance
Spirited Charge	PHB 100	Double damage with mounted charge
Spring Attack	PHB 100	Move before & after melee attack
Stealthy	PHB 101	+2 bonus on Hide & Move Silently checks
Still Spell	PHB 101	Cast spells without somatic components
Stunning Fist	PHB 101	Stun opponent with unarmed strike
Toughness	PHB 101	+3 hit points
Tower Shield Proficiency	PHB 101	No armor check penalty on attack rolls
Track	PHB 101	Use Survival skill to track
Trample	PHB 101	Target cannot avoid mounted overrun
Two-Weapon Defense	PHB 102	Off-hand weapon grants +1 shield bonus to AC
Two-Weapon Fighting	PHB 102	Reduce two-weapon fighting penalties by 2
Weapon Finesse	PHB 102	Use Dex instead of Str mod on attacks with light melee weapons
Weapon Focus	PHB 102	+1 bonus on attack rolls with selected weapon
Weapon Specialization	PHB 102	+2 bonus on damage rolls with selected weapon
Whirlwind Attack	PHB 102	One melee attack against each opponent within reach
Widen Spell	PHB 102	Double spell's area

Feat	Bk Pg	Description
Alluring	S&S 38	+2 bonus on Diplomacy checks & your mind affecting spells DC
Ancestral Relic	BoED 39	Create personal magic item
Animal Control	MotW 20	Rebuke or command animals as an evil cleric rebukes undead
Animal Defiance	MotW 20	Turn (but not destroy) animals as a good cleric turns undead
Animal Friend	BoED 41	+4 exalted bonus on wild empathy checks
Arcane Defense	T&B 38	+2 to your saving throws against spells of the chosen school
Arcane Preparation	T&B 38	Sorcerer/Bards prepare metamagic feats instead of casting as full rnd action
Arcane Schooling	FR 33	One arcane spellcasting class becomes favored class
Arterial Strike	S&S 38	Forgo 1d6 sneak attack dmg for non-stop bleeding wound at 1 pnt dmg a rnd
Artist	FR 33	+2 bonus on Perform & one Craft skill checks
Attune Gem	MoF 21	Store arcane spell in a gem
Blindsight	MotW 21	Function in surroundings using sound/vibrations instead of vision
Blindsight, 5-ft Radius	S&F 5	Detect opponents in the darkness
Blooded	FR 33	+2 Initiative & Spot checks
Bloodline of Fire	FR 34	+4 saving throw vs fire & +2 DC for casters fire spells
Boost Spell Resistance	BoVD 47	+2 to existing innate spell resistance
Boost Spell-Like Ability	BoVD 47	+2 DC on one spell-like ability 3 times a day
Brachiation	MotW 21	Swing through trees at normal speed
Bullheaded	FR 34	+1 Will save bonus & +2 bonus on Intimidate checks
Celestial Familiar	BoED 41	Additional familiar choices
Celestial Mount	BoED 42	Mount gains celestial creature template
Chain Spell	T&B 39	Spell arcs to targets equal to caster lvl doing half dmg as main target
Charlatan	S&S 38	+2 bonus on Bluff and Disguise checks
Chink in the Armor	S&S 38	Standard action to study an opponent to ignor half of his armor bonus
Circle Kick	S&F 5	Kick multiple opponents with the same attack action
Clever Wrestling	MotW 22	Gain grapple bonus to escape grapple or pin vs larger creatures
Close-Quarters Fighting	S&F 5	Skilled at fighting at close range and resisting grapple attacks
Consecrate Spell	BoED 42	Adds good descriptor to spell
Consecrate Spell Trigger	BoED 42	Use turning ability to add good descriptor to triggered spell
Consecrate Spell-Like Ability	BoED 42	Adds good descriptor to spell-like ability
Cooperative Spell	T&B 39	2 casters cast spell at same time with +2 DC
Corrupt Spell	BoVD 47	Half of spells damage is considered unholy
Corrupt Spell-Like Ability	BoVD 48	Half of spell-like abilities damage is considered unholy
Cosmopolitan	FR 34	One skill becomes class skill & gain +2 bonus on that skills checks
Courteous Magocracy	FR 34	+2 bonus on Diplomacy & Spellcraft checks
Create Infusion	MotW 22	Store divine spell within specially prepared herb
Create Portal	FR 34	Ability to craft a portal
Cunning Sidestep	Drac 103	Avoid a bull rush or trip attack more easily

Feat	Bk Pg	Description
Innate Spell	T&B 41	Cast a spell at will once a rnd as a spell-like ability
Inscribe Rune	FR 36	Cast any divine spell as a rune
Insidious Magic	FR 36	Enemies make DC 11 + your caster lvl to reveal your spells
Instantaneous Rage	MotW 23	Activate rage instantly even when it's not your turn
Intimidating Rage	MotW 24	1 enemy suffers -2 attack, saves, and checks while you rage
Intuitive Attack	BoED 44	Use Wis mod instead of Str on attacks with simple/natural weapons
Jack of All Trades	S&S 40	Use any skill untrained
Knight of Stars	BoED 44	+1 luck bonus on any one roll or check
Knock-Down	S&F 7	Make trip attack as free action vs same target when you deal 10+ dmg
Lichloved	BoVD 49	+1 saves on mind effects/poison/sleep/paralysis/stunning/disease
Lightning Fists	S&F 7	Make two extra attacks in a round at -5 penalty
Lingering Song	S&S 40	Bardic music stays with the listeners 2x as long as normal
Luck of Heroes	FR 36	+1 bonus on all saving throws
Magical Artisan	FR 36	Cost of creating magical items is multiplied by 75%
Magical Training	FR 36	Cast dancing light, daze, & mage hand once per day each
Malign Spell Focus	BoVD 49	+2 DC for save throws with casters evil spells
Mantis Leap	S&F 7	Inflict normal dmg + Str mod x2 with jump-charge attack
Mercantile Background	FR 36	+2 bonus on Appraise & 1 Craft or Profession check
Militia	FR 36	Gain longbow, longpear, shorbow, & shortsword proficiency
Mind Over Body	FR 37	Use Int instead of Con mod to gain HP, +1 HP per metamagic feat
Monkey Grip	S&F 7	Use 1 melee weapon 1 size larger than you 1 handed with -2 attack
Mortalbane	BoVD 49	+2d6 spell-like ability dmg vs nonoutsiders, half dmg vs non-mortals
Multitattack	MotW 24	Secondary attacks with natural weapons suffer only -2 penalty
Multicultural	S&S 40	+4 bonus on Cha checks made to alter attitude of a chosen race
Multidexterity	MotW 24	Ignore penalties for using off hands
Nemesis	BoED 44	Detect presence of favored enemies
Nimbus of Light	BoED 44	+2 bonus on Diplomacy & Sense Motive checks with good creatures
Nonlethal Substitution	BoED 44	Transform spell's energy damage to nonlethal
Nymph's Kiss	BoED 44	+2 bonus on Cha checks, +1 on save throws vs spells, +1 skill point/lvl
Obscure Lore	S&S 40	+3 bonus on checks using your Bardic Knowledge ability
Off-Hand Parry	S&F 7	Loss all off-hand attacks for the rnd for +2 dodge bonus to AC
Overhead Thrust	Drac 106	Make AoO against foe attacking from above with bonus
Pain Touch	S&F 8	Victims of stun nauseated for 1 round
Pernicious Magic	FR 37	Enemies make DC 11 + your caster lvl to counterspell your spells
Persistent Spell	T&B 41	Make one spell last all day
Pin Shield	S&F 8	Pin opponents shield so he gets no shield AC bonus
Plant Control	MotW 24	Rebuke or command plants as an evil cleric rebukes undead
Plant Defiance	MotW 24	Turn (but not destroy) plants as a good cleric turns undead

Feat	Bk Pg	Description	Feat	Bk Pg	Description
Dark Speech	BoVD 48	Speak Dark Speech & cause effects to self/others (see pg 32-33)	Poison Immunity	BoVD 49	Immune to specific type poison & +1 save vs other poisons
Dash	S&S 38	Wearing light/no armor speed is 5 feet faster	Power Critical	MotW 24	Declare weapon as automatic threat 1/day, roll for crit
Daylight Adaptation	FR 34	No longer suffer penalties to light	Power Lunge	S&F 8	Inflict double your Str mod damage in charge
Death Blow	S&F 6	Do coup de grace vs helpless defender as a standard action	Prone Attack	S&F 8	Attack from a prone position without penalty
Deformity (clawed hands)	BoVD 48	Gain clawed hands that deal 1d6 dmg	Proportionate Wild Shape	MotW 24	Wild shape into animal of same size category
Deformity (eyes)	BoVD 48	Gain altered eye that can see invisibility 1/min a day	Purify Spell	BoED 44	Spell turns good; neutral opp. take half dmg, good opp. take none
Deformity (face)	BoVD 48	+2 bonus on Intimidate & Diplomacy checks	Purify Spell Trigger	BoED 45	Turn ability triggers wand/staff spell & uses Purify Spell feat ability
Deformity (gaunt)	BoVD 48	1/2 normal weight gaining +2 Dex/Escapist Artist/Intimidate & -2 Con	Purify Spell-Like Ability	BoED 45	Spell-like ability turns good; neutral opp. take half dmg, good opp. take none
Deformity (obese)	BoVD 48	Triple normal weight gaining +2 Con/Intimidate/poison saves & -2 Dex	Pyro	S&S 40	Flames do extra 1 pnt dmg/die, Ref save DC to put out flames raised +5
Deft Strike	Drac 103	Spot check allows next attack to ignore target's armor bonuses	Quell the Profane	BoED 45	Potential Str dmg to evil creature on critical hit
Delay Spell	T&B 39	spell doesn't activate until 1 to 5 rounds after it's cast	Quicken Spell-Like Ability	BoVD 49	Use spell-like ability as free action
Destructive Rage	MotW 22	+8 Str bonus to break open objects	Quicken Turning	DoF 20	Turn or rebuke undead as free action once per rnd with -4 penalty
Dirty Fighting	S&F 6	Inflict an additional 1d4 points of damage	Quicker Than the Eye	S&S 40	Use Bluff to make opponent look away while you take a partial action
Disciple of Darkness	BoVD 49	+1 luck bonus on any die roll for evil acts	Ranged Smite Evil	BoED 45	Smite evil with ranged attack
Discipline	FR 34	+1 Will save bonus & +2 bonus on Concentration checks	Reach Spell	DoF 20	Touch attack spells become a ranged touch attack
Disguise Spell	S&S 38	Spell can't be identified through a Spellcraft check	Reactive Counterspell	MoF 22	React quickly to counterspells cast by enemies
Divine Cleansing	DoF 19	Spend 1 turn/rebuke attempt to imbue allies +2 Fort save	Remain Conscious	S&F 9	When 0 HPs, take 1 partial action on your turn until you die
Divine Might	DoF 19	Spend 1 turn/rebuke attempt for weapon dmg equal to Cha mod	Repeat Spell	T&B 41	Cast a spell that repeats the following round automatically
Divine Resistance	DoF 19	Spend 1 turn/rebuke attempt to imbue allies with fire/cold/elect resist 5	Requiem	S&S 40	Your bardic music affects undead creatures
Divine Shield	DoF 19	Spend 1 turn/rebuke attempt for shield bonus equal to Cha mod	Resist Disease	MotW 25	+4 bonus on Fort saves vs disease
Divine Vengeance	DoF 20	Spend 1 turn/rebuke attempt to add 2d6 dmg melee attack vs undead	Resist Poison	MotW 25	+4 bonus on Fort saves vs poison
Divine Vigor	DoF 20	Spend 1 turn/rebuke attempt to increase speed 10-ft & +2 Constitution	Resistance to Energy	MotW 25	Gain resist 5 vs one energy type
Dragon Cohort	Drac 104	Gain the service of a loyal dragon ally	Resounding Blow	BoED 45	Potential covering effect on critical hit
Dragon Familiar	Drac 104	Choose wyrmlike dragon as new familiar	Righteous Wrath	BoED 45	Potential shaken effect against evil creatures
Dragon Hunter	Drac 104	+2 saves/attacks/special abilities/opposed checks vs dragons	Sacred Spell	DoF 20	Half of dmg dealt by spell is not reduced by Protection from Elements
Dragon Hunter Bravery	Drac 104	Allies in 30-ft gain +4 HD & Will save vs dragon's frightful presence	Sacred Strike	BoED 45	Sneak attacks deal d8s against evil creatures
Dragon Hunter Defense	Drac 104	Gain evasion vs breath weapon & half-lvl save bonus vs dragons' magic	Sacred Vow	BoED 45	+2 perfection bonus on Diplomacy checks
Dragon Steed	Drac 105	Dragonnel serves as loyal mount for you	Sacrificial Mastery	BoVD 50	+4 Knowledge religion check during a sacrifice
Dragon Wild Shape	Drac 105	You can take the form of a dragon	Saddleback	FR 37	Spells duration lasts 24 hours
Dragonbane	Drac 105	+4 attack bonus & extra 2d6 dmg vs dragons	Sanctify Ki Strike	BoED 46	+1 or +1d4 bonus on unarmed dmg rolls against evil creatures
Dragoncrafter	Drac 105	You can create dragoncraft items	Sanctify Martial Strike	BoED 46	+1 or +1d4 bonus on weapon dmg rolls against evil creatures
Dragonloom	Drac 105	Weapons critical multiplier improves vs dragons	Sanctify Natural Attack	BoED 46	+1 or +1d4 bonus on natural attack dmg rolls against evil creatures
Dragonfoe	Drac 105	+2 attack, +2 caster lvl checks vs dragons SR, dragons take -2 penalties	Sanctify Weapon	BoED 46	Aligned weapon becomes sanctified
Dragonfriend	Drac 105	+4 bonus on Diplomacy & Ride checks vs dragons	Sanctum Spell	T&B 41	Spell is 1 lvl higher in designated area, 1 lvl lower if outside area
Dragon's Toughness	MotW 22	+12 hit points	Scent	MotW 25	Detect enemies, sniff out hidden foes, & track by sense of smell
Drongsong	Drac 105	+2 bonus on Perform checks & bardic music save throws	Sculpt Spell	T&B 42	Modify an area spell by changing the area's shape
Dragonthrall	Drac 105	+4 bonus on Bluff & Ride checks & frightful presence of evil dragons	Sense Weakness	Drac 106	Ignore 5 points of target's DR with selected weapon
Dual Strike	S&F 6	If both have this feat you & ally get a +4 bonus on attack roll	Servant of the Heavens	BoED 46	+1 luck bonus on any one roll or check
Dwarfs Toughness	MotW 22	+6 hit points	Shadow	S&S 40	+2 bonus on Hide & Spot checks while following specific person
Eagle Claw Attack	S&F 6	Strike an opponents weapon or shield with an unarmed strike	Shadow Weave Magic	FR 37	+1 to save DCs & +1 caster lvl check vs SR for Ench/III/Necro schools
Education	FR 34	+1 bonus on any 2 Knowledge skills	Sharp-Shooting	S&F 9	+2 bonus to ranged attacks vs enemy with some degree of cover
Empower Spell-Like Ability	BoVD 49	All numeric effects of spell-like ability increase by one-half 2/day	Shield Charge	DoF 20	Inflict double damage with shield as weapon
Empower Turning	DoF 20	Take -2 turning check and add +2d6 turning dmg	Shield Expert	S&F 9	Use a shield as an off-hand weapon while retaining its armor bonus
Energy Admixture	T&B 39	Doubles spells damage with 50% acting as another energy type	Signature Spell	FR 37	Convert arcane spells into chosen mastered spell
Energy Substitution	MoF 21	Modify spell that uses one type of energy to use another type of energy	Silver Palm	FR 37	+2 bonus on Appraise & Bluff checks
Ethran	FR 34	+2 bonus on Animal Empathy & Intuit Direction checks	Smooth Talk	FR 37	+2 bonus on Diplomacy & Sense Motive checks
Evil Brand	BoVD 49	+2 Diplomacy & Intimidate checks vs evil creatures	Snake Blood	FR 38	+2 bonus on Fort saves vs poison & +1 bonus on Ref saves
Exalted Companion	BoED 42	Additional animal companion choices	Snatch	MotW 25	Grapple better with your claws or bite
Exalted Smite	BoED 42	Weapon good-aligned when smiting evil	Snatch Weapon	S&S 40	You can disarm an opponent, then pluck the weapon from midair
Exalted Spell Resistance	BoED 42	+4 to SR vs evil spells & spell-like abilities of evil outsiders	Speaking Wild Shape	MotW 25	Speak with same type animals as your wild shape form
Exalted Turning	BoED 42	Extra 3d6 points of dmg when turning	Spell Girding	MoF 22	Dispel checks against your spells made at -2 penalty
Exalted Wild Shape	BoED 42	Additional wild shape options	Spell Specialization	T&B 42	Dmg-dealing spells that make a ranged touch attack gain +2 dmg
Expert Tactician	S&S 38	Make extra attack action vs enemies denied dex bonus	Spell Thematics	MoF 22	Spells have distinct visual or auditory effects
Extended Rage	MotW 22	Rage ability lasts 5 rounds longer	Spellcasting Prodigy	FR 38	Treat casters spell Ability score as +2 for gaining bonus spells & DCs
Extra Favored Enemy	MotW 22	Gain an additional favored enemy	Spellfire Wielder	MoF 23	Control raw magic in the form of spellfire
Extra Music	S&S 39	Use your bardic music four extra times per day	Split Ray	T&B 42	Affect 2 targets with 1 dmg dealing ranged touch spell at half dmg
Extra Rage	MotW 22	Gain 2 more rages per day	Stigmata	BoED 46	Heal others' wounds by taking Con dmg
Extra Slot	T&B 40	Gain one extra spell slot in your daily allotment	Street Smart	FR 38	+2 bonus on Bluff & Gather Information checks
Extra Smiting	DoF 20	Gain 1 more attempt to smite per day	Strong Soul	FR 38	+1 Fort/Will saves & save throws vs energy drain/death effects
Extra Spell	T&B 40	Learn one additional spell up to 1 lvl lower than highest spell	Subdual Substitution	T&B 42	Modify spell that uses energy to do dmg, making it do subdual dmg
Extra Stunning Attacks	S&F 6	Make 3 extra stunning attacks per day	Subduing Strike	BoED 46	No penalty doing nonlethal dmg; sneak attack does nonlethal dmg
Extra Wild Shape	MotW 22	Gain 2 more wild shapes per day	Subsonics	S&S 40	Play music so softly that enemy doesn't notice it
Eyes in the Back of Your Head	S&F 6	Attackers do not gain the usual +2 attack bonus when flanking you	Supernatural Blow	MotW 25	Inflict +1d6 dmg vs favored enemy immune to critical hits
Fast Wild Shape	MotW 22	Use wild shape as a move action	Survivor	FR 38	+1 bonus on Fort saves & +2 bonus on Wilderness Lore checks
Faster Healing	MotW 22	Recover lost hit points & ability score points 50% faster	Tattoo Focus	FR 38	+1 DC & caster lvl checks 1d20+ caster lvl from specialized school
Favored Critical	MotW 23	Critical hit threat range is doubled vs 1 favored enemy	Tenacious Magic	FR 38	Enemies make DC 15 + your caster lvl to dispel your spells
Favored of the Companions	BoED 43	+1 luck bonus on any one roll or check	Thrall to Demon	BoVD 50	+1 luck bonus on any one roll for evil acts
Feign Weakness	S&F 6	Use Bluff to lure foe into thinking you're unarmed so he attempts an AoO	Throw Anything	S&F 9	Throw any weapon you can use
Fist of the Heavens	BoED 43	+2 to Stunning Fist DC	Thug	FR 38	+2 bonus on Initiative & Intimidate checks
Fists of Iron	S&F 6	Deal an extra 1d4 points of dmg with an unarmed attack	Thunder Twin	FR 38	+2 bonus on Cha checks & detect location of your twin DC 15
Fleet of Foot	S&S 39	Make a single direction change of 90 degrees or less	Touch of Golden Ice	BoED 47	Evil creatures touched ravaged by golden ice
Flick of the Wrist	S&S 39	Draw a light weapon and catch your opponent flat-footed	Treetopper	FR 38	+2 bonus on Climb checks & no Dex or attacker penalty
Flyby Attack	MotW 23	Take a move action plus another partial action anytime during move	Trustworthy	S&S 40	+2 bonus on all Diplomacy and Gather Information checks
Foe Hunter	FR 34	+1 melee/ranged dmg & Improved Crit feat vs 1 creature type	Twin Spell	T&B 42	Cast a spell simultaneously with another spell similar to it
Forester	FR 35	+2 bonus on Heal & Wilderness Lore checks	Twin Sword Style	FR 39	+2 AC vs one enemy when using a bladed weapon in each hand
Frightful Presence	Drac 106	Lower lvl enemies become shaken 1d6+Cha mod/rnds, DC Will saves	Vermifriend	BoVD 50	Vermir refuse to attack if succeeds a Cha DC 20 check
Giant's Toughness	MotW 23	+9 hit points	Vile Ki Strike	BoVD 50	Deal 1 extra point of damage with unarmed strike
Gift of Faith	BoED 43	+2 bonus on saving throws to resist fear and despair effects	Vile Martial Strike	BoVD 50	Deal 1 extra point of damage with specific kind of weapon
Gift of Grace	BoED 43	Share Cha saving throw bonus	Vile Natural Attack	BoVD 50	Deal 1 extra point of damage with natural attack
Greater Resiliency	MotW 23	+1 to damage reduction	Violate Spell	BoVD 50	Half of spells damage is considered vile
Green Ear	S&S 39	Bardic music and virtuoso performance affect plants and plant creatures	Violate Spell-Like Ability	BoVD 50	Half of spell-like abilities damage is considered vile
Hamstring	S&S 39	Forgo 2d6 sneak attack dmg to reduce targets land speed by half	Vow of Abstinence	BoED 47	+4 perfection bonus on Fort saves against poisons & drugs
Hands of a Healer	BoED 43	+2 bonus to Cha for lay on hand ability	Vow of Chastity	BoED 47	+4 perfection bonus on Will saves against charms & phantasms
Heighten Turning	DoF 20	Pick # of cleric lvl or less, add to turn/rebuke check, minus turn dmg.	Vow of Nonviolence	BoED 47	+4 bonus on save DCs of nondamaging spells
Hold the Line	S&F 7	Make an attack of opportunity against an opponent who charges you	Vow of Obedience	BoED 47	+4 perfection bonus on Will saves against compulsions
Holy Ki Strike	BoED 44	+2d6 bonus on dmg rolls against evil creatures	Vow of Peace	BoED 47	Calming aura; +6 varied bonus to AC
Holy Radiance	BoED 44	Glow with light harmful to undead	Vow of Poverty	BoED 47	Bonuses to AC, ability scores, & saves; bonus feats (see pg 29)
Holy Subdual	BoED 44	Transform bonus & smite damage to nonlethal	Vow of Purity	BoED 47	+4 perfection bonus on Fort saves against disease & death effects
Horse Nomad	FR 35	Gain composite shortbow proficiency & +2 on Ride checks	Willing Deformity	BoVD 50	+2 bonus on Intimidate checks
Improved Familiar	T&B 40	Ability to acquire a new familiar of compatible alignment	Wingover	MotW 25	Turn at 180 degree angle while airborne
Improved Flight	MotW 23	Maneuverability when flying improves by one grade	Words of Creation	BoED 47	Ability to use Words of Creation (see pg 31)
Improved Swimming	MotW 23	Swim 1/2 land speed as move action, 3/4 land speed as full-rnd action	Zen Archery	S&F 9	Use Wis instead of Dex mod with ranged attack vs an enemy within 30-ft