

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
Martial 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 lvi 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 lvi
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 lvi 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 lvi 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