

D&D 3.5 – FEATS

This is a summary of Chapter 5 (*Feats*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding chapter in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in blue text. The symbol '–' in the left hand margin signifies a feat that has changed; '*' signifies a new feat.

(F) This feat may be selected as a bonus feat by a fighter.

(*) This feat may be taken multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon, skill, school of magic, or selection of spells.

(+) This feat may be taken multiple times. Its effects stack.

Proficiency with Armor and Shields

- A character who is wearing armor or using a shield with which he or she is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving, including Ride.

| | Prerequisites | Name | Details | Pg. |
|---|------------------------------|-----------------------------------|--|-----|
| – | | Armor Proficiency (light) | When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, Swim, and Tumble checks. | 89 |
| | • Armor Proficiency (light) | Armor Proficiency (medium) | <ul style="list-style-type: none"> Armor Proficiency (light) is automatic for all classes except wizards, sorcerers and monks. Armor Proficiency (medium) is automatic for barbarians, bards, clerics, druids, fighters, rangers, and paladins. Armor Proficiency (heavy) is automatic for fighters, paladins, and clerics. | |
| | • Armor Proficiency (medium) | Armor Proficiency (heavy) | <ul style="list-style-type: none"> Druids are prohibited from using metal weapons. | |
| | | Shield Proficiency | You can use a shield and suffer only the standard penalties (see PHB p.123). <ul style="list-style-type: none"> Automatic for all classes except rogues, wizards, sorcerers and monks. Druids may use only wooden shields. | 100 |
| * | • Shield Proficiency | Tower Shield Proficiency | You can use a tower shield and suffer only the standard penalties (see PHB p.123). <ul style="list-style-type: none"> Automatic for fighters. | 101 |
| * | • Shield Proficiency | Improved Shield Bash (F) | When you perform a shield bash, you may still apply the shield's shield bonus to your AC. <ul style="list-style-type: none"> <i>Without this feat</i>: On performing a shield bash, the shield's bonus to AC is lost until your next turn. | 96 |

Proficiency with Weapons

- A character who uses a weapon with which he or she is not proficient takes a –4 penalty on attack rolls.

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| – | | Simple Weapon Proficiency | Make attack rolls with all simple weapons normally. <ul style="list-style-type: none"> Automatic for all classes except druids, monks, rogues, and wizards; these are initially proficient with only a selection of simple weapons (check their individual class descriptions). | 100 |
| | | Martial Weapon Proficiency (*) (weapon) | Make attack rolls with the selected weapon normally. <ul style="list-style-type: none"> Martial Weapon Proficiency (for all weapons) is automatic for barbarians, fighters, paladins, and rangers. | 97 |
| | • B.A.B. +1 • STR 13 (bastard sword or dwarven waraxe) | Exotic Weapon Proficiency (weapon) (F)(*) | <ul style="list-style-type: none"> Bards, druids, monks and rogues are initially proficient with a selection of martial and/or exotic weapons (check their individual class descriptions). A cleric whose deity's favored weapon is a martial weapon and who chooses War as one of his domains automatically receives the Martial Weapon Proficiency and Weapon Focus feats for that weapon. | 94 |
| – | • B.A.B. +1 | Weapon Finesse (F) | With a light weapon, rapier, whip, or spiked chain (made for a creature of your size category), you can use your DEX modifier in place of STR when making attack rolls. <ul style="list-style-type: none"> If you carry a shield, its armor check penalty applies to your attack rolls. This feat need only be taken once – it can be used with all applicable weapons. | 102 |
| | • B.A.B. +1 • Proficiency with selected weapon | Weapon Focus (weapon) (F)(*) | You gain a +1 bonus on all attack rolls made with the selected weapon. <ul style="list-style-type: none"> You can choose "unarmed strike" or "grapple" (or "ray", if you are a spellcaster) as the selected weapon for this feat. | 102 |
| – | • Weapon Focus (weapon) • Fighter level 4 | Weapon Specialization (weapon) (F)(*) | You gain a +2 bonus on all damage rolls made with the selected weapon. <ul style="list-style-type: none"> For ranged weapons, the bonus applies only if the target is within 30 ft. | 102 |
| * | • Weapon Focus (weapon) • Fighter level 8 | Greater Weapon Focus (weapon) (F)(*) | You gain a +1 bonus on all attack rolls made with the selected weapon. <ul style="list-style-type: none"> Stacks with other bonuses, including the one from Weapon Focus. | 95 |
| * | • Weapon Spec. (weapon) • Greater Weapon Focus (weapon) • Fighter level 12 | Greater Weapon Specialization (weapon) (F)(*) | You gain a +2 bonus on all damage rolls made with the selected weapon. <ul style="list-style-type: none"> Stacks with other bonuses, including the one from Weapon Specialization. | 95 |
| – | • B.A.B. +8 • Proficiency with selected weapon | Improved Critical (weapon) (F)(*) | When using the selected weapon, its critical threat range is doubled. <ul style="list-style-type: none"> This effect doesn't stack with any other effect that expands the threat range of a weapon (e.g. the keen edge spell). | 95 |

Improved Speed of Action

| Prerequisites | Name | Details | Pg. |
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| | Improved Initiative (F) | You get a +4 bonus on Initiative checks. | 96 |
| – • B.A.B. +1 | Quick Draw (F) | You can draw a weapon as a free action, or draw a hidden weapon as a move action. <ul style="list-style-type: none"> You may throw weapons at your full normal rate of attacks (as for attacking with a bow). <i>Without this feat:</i> You may only draw a weapon as a move action, or (if your B.A.B. is +1 or higher) as a free action as part of movement. Drawing a hidden weapon is a standard action. | 98 |
| * • Proficiency with selected crossbow type (hand, light or heavy) | Rapid Reload (F)(*) (crossbow type) | Reload time for the selected type of crossbow is reduced to a free action (hand or light crossbow) or a move action (heavy crossbow). <ul style="list-style-type: none"> Reloading a crossbow still provokes an attack of opportunity. For a hand or light crossbow, you may fire the weapon as many times in a full attack action as you could attack if you were using a bow. <i>Without this feat:</i> You need a move action to reload a hand or light crossbow, or a full-round action to reload a heavy crossbow. | 99 |

Melee Combat

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| | Blind-Fight | (F) | In melee, if you miss because of concealment, you may reroll the concealment miss chance percentile roll (once per attack). <ul style="list-style-type: none">An invisible attacker gets no advantages related to hitting you in melee (no +2 attack bonus, and you don't lose your DEX bonus to AC).You take only half the usual penalty to movement for being unable to see; darkness and poor visibility reduce your speed to three-quarters, instead of one-half.This feat is of no use against the subject of a <i>blink</i> spell.<i>Without this feat:</i> Standard attack modifiers for invisible attackers apply (and you lose your DEX bonus to AC), as do penalties for darkness and poor visibility. | 89 |
| – | Combat Reflexes | (F) | You may make a number of additional attacks of opportunity (up to your DEX bonus) each round. <ul style="list-style-type: none">You may make attacks of opportunity while flat-footed.You can still only make one attack of opportunity <i>per opportunity</i>.This feat does not allow a rogue to use the opportunist special ability more than once per round.<i>This feat may be selected as a bonus feat by a monk at 2nd level.</i><i>Without this feat:</i> You may make only one attack of opportunity per round, and cannot make attacks of opportunity while flat-footed. | 92 |
| | • DEX 13 | Dodge | (F) During your action, designate an opponent and receive a +1 dodge bonus to AC against a designated opponent. <ul style="list-style-type: none">You can select a new opponent on any action. | 93 |
| | • Dodge | Mobility | (F) You gain +4 dodge bonus to AC against attacks of opportunity caused by moving out of or within a threatened area. | 98 |
| – | • Mobility • B.A.B. +4 | Spring Attack | (F) When using the attack action with a melee weapon, you can move both before and after the attack (provided that the total distance moved is not greater than your speed) without provoking an attack of opportunity from the defender you attack. <ul style="list-style-type: none">You may still provoke attacks of opportunity from other creatures.You cannot use this feat if you are wearing heavy armor.<i>You must move at least 5 ft. both before and after you make your attack.</i> | 100 |
| – | • INT 13 | Combat Expertise | (F) You can take a penalty on your attack roll and add the same number (up to your B.A.B., max. +5) as a dodge bonus to your AC. <ul style="list-style-type: none">This feat can only be used when you choose the attack or full attack action in melee. The changes to attack rolls and armor class last until your next action.<i>Without this feat:</i> You can fight defensively while using the attack or full attack action to take a –4 penalty on attack rolls and gain a +2 dodge bonus to AC. | 92 |
| – | • Combat Expertise | Improved Disarm | (F) You do not provoke an attack of opportunity when attempting to disarm an opponent; <i>you also gain a +4 bonus on the opposed attack roll you make to disarm the opponent.</i> <ul style="list-style-type: none">The opponent gets no chance to disarm you if your disarm attempt fails.<i>This feat may be selected as a bonus feat by a monk at 6th level (even lacking the prerequisites).</i><i>Without this feat:</i> The normal disarm rules apply (see PHB p.155). | 95 |
| * | • Combat Expertise | Improved Feint | (F) <i>You can make a Bluff check to feint in combat (see PHB p.155) as a move action.</i> <ul style="list-style-type: none"><i>Without this feat:</i> Feinting in combat is a standard action. | 95 |
| – | • Combat Expertise | Improved Trip | (F) <i>You do not provoke an attack of opportunity when attempting to trip an opponent while unarmed; you also gain a +4 bonus on the Strength check to trip the opponent.</i> <ul style="list-style-type: none">If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.<i>This feat may be selected as a bonus feat by a monk at 6th level (even lacking the prerequisites).</i><i>Without this feat:</i> The normal trip rules apply (see PHB p.158). | 96 |
| – | • Combat Expertise • Spring Attack | Whirlwind Attack | (F) On a full attack action, you can give up your regular attacks and instead make one melee attack at your full attack bonus against each opponent within reach <ul style="list-style-type: none"><i>When using this feat, you forfeit any bonus or extra attacks granted by other feats or abilities (e.g. Cleave or haste).</i> | 102 |

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|---|-------------------------|---------------------------|-----------------|---|----|
| – | • STR 13 | Power Attack | (F) | You can subtract an amount (up to your B.A.B.) from all melee attack rolls and add the same number to all melee damage rolls. • This feat must be used on your action, before making any attack rolls. The penalty on attacks and bonus on damage applies until your next turn. • If attacking with a two-handed weapon, add twice the number subtracted from the attack roll to the damage. • You can't add the bonus from Power Attack to the damage dealt with a light weapon (except for unarmed strikes and natural weapons), although the penalty to attack rolls still applies. | 98 |
| – | • Power Attack | Improved Bull Rush | (F) | When performing a bull rush, you do not provoke an attack of opportunity from the defender; you also gain a +4 bonus on the opposed Strength check made to push back the defender. | 95 |
| * | • Power Attack | Improved Overrun | (F) | When you attempt to overrun an opponent, the target may not choose to avoid you; you also gain a +4 bonus on the Strength check to knock down the opponent. • <i>Without this feat:</i> The target of an overrun can choose to avoid you or to block you. | 96 |
| – | • Power Attack | Improved Sunder | (F) (Sunder) | When you strike at an object held or carried by an opponent (e.g. a weapon or shield), you do not provoke an attack of opportunity; you also gain a +4 bonus on any attack roll made to attack an object held or carried by another character. • <i>Without this feat:</i> Striking at an object held or carried by another character provokes an attack of opportunity. | 96 |
| | • Power Attack | Cleave | (F) | Once per round, after dropping an opponent, you get an immediate, extra melee attack against another foe within reach. • You cannot take a 5-ft. step before making it. It is with the same weapon and at the same bonus as the attack that dropped the previous creature. | 92 |
| | • Cleave • B.A.B. +4 | Great Cleave | (F) | As for Cleave, but can be used any number of times per round. | 94 |

Ranged Combat

- A ranger who has chosen the archery combat style is treated as having gained the feats Rapid Shot (at 2nd level), Manyshot (at 6th level), and Improved Precise Shot (at 11th level), even if he lacks the normal prerequisites for these feats, but only while he is wearing light or no armor.

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| | | Point Blank Shot | (F) | You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 ft. | 98 |
| | • Point Blank Shot | Far Shot | (F) | When you use a projectile weapon (e.g. a bow), its range increment increases by one-half (multiply by 1½). • When you use a thrown weapon, its range increment is doubled. | 94 |
| | • Point Blank Shot | Precise Shot | (F) | You can shoot or throw ranged weapons at an opponent engaged in melee at no penalty. • <i>Without this feat:</i> Shooting or throwing into melee incurs a –4 penalty on your attack roll. | 98 |
| * | • DEX 19 • Precise Shot • B.A.B. +11 | Improved Precise Shot | (F) | Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. • When you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen. • <i>Without this feat:</i> The normal rules for cover and concealment apply (see PHB p.150-152). A character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes. | 96 |
| | • DEX 13 • Point Blank Shot | Rapid Shot | (F) | When using the full attack action, you can get one extra attack per round with a ranged weapon. • The attack is at your highest base attack bonus, but each attack you make in that round (the extra attack and the normal ones) takes a –2 penalty. | 99 |
| * | • DEX 17 • Rapid Shot • B.A.B. +6 | Manyshot | (F) | As a standard action, you may fire two arrows at a single opponent within 30 ft. • Both arrows use the same attack roll (with a –4 penalty) to determine success and deal damage normally. • For every 5 points of B.A.B. above +6, you may add one arrow to this attack (to a maximum of four arrows at +16). However, each arrow after the second adds a cumulative –2 penalty on the attack roll (for a total penalty of –6 for three arrows and –8 for four). • Regardless of the number of arrows fired, you apply precision-based damage (e.g. sneak attack damage) only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage. | 97 |
| – | • Mobility • Point Blank Shot • B.A.B. +4 | Shot on the Run | (F) | When using the attack action with a ranged weapon, you can move both before and after the attack (provided that the total distance moved is not greater than your speed). | 100 |

Combat with Two Weapons

- A ranger who has chosen the two-weapon combat style is treated as having gained the feats Two-Weapon Fighting (at 2nd level), Improved Two-Weapon Fighting (at 6th level), and Greater Two-Weapon Fighting (at 11th level), even if he lacks the normal prerequisites for these feats, but only while he is wearing light or no armor.

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| | • DEX 15 | Two-Weapon Fighting | (F) | Your penalties on attack rolls for fighting with two weapons are reduced (primary hand penalty lessens by 2, off hand penalty lessens by 6). • <i>Without this feat:</i> The normal penalties for fighting with two weapons apply (see PHB p.160). | 102 |
| * | • Two-Weapon Fighting | Two-Weapon Defense | (F) | When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to AC. • When you are fighting defensively or using the total defense action, this shield bonus increases to +2. | 102 |
| – | • DEX 17 • Two-Weapon Fighting • B.A.B. +6 | Improved Two-Weapon Fighting | (F) | In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it (albeit at a –5 penalty). • <i>Without this feat:</i> You can only get a single extra attack with an off-hand weapon. | 96 |
| * | • DEX 19 • Improved Two-Weapon Fighting • B.A.B. +11 | Greater Two-Weapon Fighting | (F) | You get a third attack with your off-hand weapon (albeit at a –10 penalty). | 95 |

Unarmed Combat

| | Prerequisites | Name | Details | Pg. |
|---|--|------------------------------------|---|-----|
| | | Improved Unarmed Strike (F) | You are considered to be armed even when unarmed. <ul style="list-style-type: none"> You do not provoke attacks of opportunity from armed opponents when you attack them while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your option (without taking the normal -4 penalty on attacks to deal lethal damage). Automatic for monks at 1st level. <i>Without this feat</i>: The normal unarmed attack rules apply (see PHB p.139). | 96 |
| * | • DEX 13 • Improved Unarmed Strike | Improved Grapple (F) | You do not provoke an attack of opportunity on the touch attack made to start a grapple; you also gain a +4 bonus on all grapple checks. <ul style="list-style-type: none"> This feat may be selected as a bonus feat by a monk at 1st level (even lacking the prerequisites). <i>Without this feat</i>: The normal grapple rules apply (see PHB p.155). | 95 |
| - | • DEX 13 • Improved Unarmed Strike | Deflect Arrows (F) | Once per round, when you would normally be hit by a ranged weapon, you can deflect it so you take no damage from it. <ul style="list-style-type: none"> You must make a Reflex save against a DC of 20 (plus any magical enhancement bonus possessed by the ranged weapon) to deflect it. You must have at least one hand free (holding nothing) to use this feat. You must be aware of the attack and not flat-footed. Using this feat doesn't count as an action. Unusually massive ranged weapons, such as boulders hurled by giants, and ranged attacks generated by spell effects (e.g. <i>Melf's acid arrow</i>) can't be deflected. This feat may be selected as a bonus feat by a monk at 2nd level (even lacking the prerequisites). | 93 |
| * | • DEX 15 • Deflect Arrows | Snatch Arrows (F) | When using the Deflect Arrows feat, you may catch the weapon instead of simply deflecting it. <ul style="list-style-type: none"> Thrown weapons (e.g. spears or axes) can immediately be thrown back at the original attacker (even though it isn't your turn), or kept for later use. | 100 |
| - | • DEX 13 • WIS 13 • Improved Unarmed Strike • B.A.B. +8 | Stunning Fist (F) | A foe damaged by your unarmed attack must make a Fortitude save (DC 10 + ½ your character level + your WIS modifier) or be stunned for 1 round (until just before your next action). <ul style="list-style-type: none"> You must declare you are using this feat before making your attack roll (i.e. a failed attack roll ruins the attempt). You may attempt a stunning attack once per day for every four levels you have attained, and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned. This feat may be selected as a bonus feat by a monk at 1st level (even lacking the prerequisites). The monk may attempt a stunning attack a number of times per day equal to her monk level, plus one more time per day for every four levels she has in classes other than monk. | 101 |

Mounted Combat

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|---|-----------------------|----------------------------|---|-----|
| | • Ride skill (1 rank) | Mounted Combat (F) | Once per round, when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. <ul style="list-style-type: none"> The hit is negated if your Ride check is greater than the attack roll (essentially, the Ride check result becomes the mount's AC if it's higher than its regular AC). | 98 |
| | • Mounted Combat | Mounted Archery (F) | The penalty you take when using a ranged weapon while mounted is halved. <ul style="list-style-type: none"> The penalty becomes -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running. | 98 |
| | • Mounted Combat | Trample (F) | When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. <ul style="list-style-type: none"> Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets. | 101 |
| - | • Mounted Combat | Ride-By Attack (F) | When mounted and using the charge action, you may move and attack (as for a standard charge) and then move again (continuing the straight line of the charge). <ul style="list-style-type: none"> Your total movement for the round cannot exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent you attack. | 99 |
| | • Ride-By Attack | Spirited Charge (F) | When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance). | 100 |

Turning/Rebuking Creatures

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| | • If you have the ability to turn or rebuke more than one kind of creature (e.g. a good-aligned cleric with access to the Fire domain, who can turn undead and water creatures and can also rebuke fire creatures), each of your turning or rebuking abilities gains the benefits from these feats. | | | |
| - | • Ability to turn/rebuke creatures | Extra Turning (+) | You can use your ability to turn or rebuke creatures four more times per day than normal. <ul style="list-style-type: none"> <i>Without this feat</i>: A character can typically turn or rebuke undead (or other creatures) a number of times per day equal to 3 + his or her Charisma modifier. | 94 |
| * | • Ability to turn/rebuke creatures | Improved Turning | You turn or rebuke creatures as if you were one level higher in the class that grants you the ability. | 96 |

Saving Throws

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| | Great Fortitude | You gain a +2 bonus on all Fortitude saving throws. <ul style="list-style-type: none"> The master of a weasel familiar automatically gains the benefit of this feat when the familiar is within 1 mile. | 94 |
| | Lightning Reflexes | You gain a +2 bonus on all Reflex saving throws. <ul style="list-style-type: none"> The master of a rat familiar automatically gains the benefit of this feat when the familiar is within 1 mile. | 97 |
| | Iron Will | You gain a +2 bonus on all Will saving throws. | 97 |

Casting Spells

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|---|----------------------------------|--|--|-----|
| – | | Combat Casting | You gain a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive, or while you are grappling or pinned . | 92 |
| * | | Eschew Materials | You can cast any spell that has a material component costing 1gp or less without needing that component. | 94 |
| * | | Improved Counterspell | When counterspelling, you may use any spell of the same school that is one or more levels higher than the target spell. • <i>Without this feat</i> : You may counter a spell only with the same spell or with a spell specifically designated as countering the target spell. | 95 |
| * | • WIS 13 • Wild shape ability | Natural Spell | You can complete the verbal and somatic components of a spell while in wild shape. • You can also use any material components or focuses you possess, even if such items are melded within your current form. • This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, nor do you gain the ability to speak while in wild shape. | 98 |
| – | | Spell Focus (*) (school) | Add +1 to the DC for all saving throws against spells from the selected school. | 100 |
| * | • Spell Focus (school) | Greater Spell Focus (*) (school) | Add +1 to the DC for all saving throws against spells from the selected school. • This bonus stacks with the bonus from Spell Focus. | 94 |
| * | • Spell Focus (conjunction) | Augment Summoning | Each creature you conjure with any <i>summon</i> spell gains a +4 enhancement bonus to STR and CON for the duration of the spell that summoned it. | 89 |
| | | Spell Penetration | You get a +2 bonus on caster level checks made to overcome a creature's spell resistance. | 100 |
| * | • Spell Penetration | Greater Spell Penetration | You get a +2 bonus on caster level checks made to overcome a creature's spell resistance. • This bonus stacks with the bonus from Spell Penetration. | |
| | • Wizard level 1 | Spell Mastery (*) (spells) | You can prepare the specified spell(s) without referring to a spellbook. • May be selected as a bonus feat by a wizard. • Each time you take this feat, you may nominate a number of spells equal to your Intelligence modifier that you already know. • <i>Without this feat</i> : You must use a spellbook to prepare all your spells, except <i>read magic</i> . | 100 |

Skills

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| – | | Skill Focus (*) (skill) | You gain a +3 bonus on all checks involving the selected skill. • The master of a bat familiar automatically gains the benefit of Skill Focus (Listen) when the familiar is within 1 mile. • The master of a cat familiar automatically gains the benefit of Skill Focus (Move Silently) when the familiar is within 1 mile. • The master of a hawk familiar automatically gains the benefit of Skill Focus (Spot) when the familiar is within 1 mile and the master is in bright light. • The master of a lizard familiar automatically gains the benefit of Skill Focus (Climb) when the familiar is within 1 mile. • The master of an owl familiar automatically gains the benefit of Skill Focus (Spot) when the familiar is within 1 mile and the master is in shadows. • The master of a raven familiar automatically gains the benefit of Skill Focus (Appraise) when the familiar is within 1 mile. • The master of a snake familiar automatically gains the benefit of Skill Focus (Bluff) when the familiar is within 1 mile. | 100 |
| * | | Acrobatic | You gain a +2 bonus on all Jump and Tumble checks. | 89 |
| * | | Agile | You gain a +2 bonus on all Balance and Escape Artist checks. | 89 |
| | | Alertness | You gain a +2 bonus on all Listen and Spot checks. • The master of a familiar automatically gains the benefit of this feat when the familiar is within 1 mile. | 89 |
| * | | Animal Affinity | You gain a +2 bonus on all Handle Animal and Ride checks. | 89 |
| * | | Athletic | You gain a +2 bonus on all Climb and Swim checks. | 89 |
| * | | Deceitful | You gain a +2 bonus on all Disguise and Forgery checks. | 93 |
| * | | Deft Hands | You gain a +2 bonus on all Sleight of Hand and Use Rope checks. | 93 |
| * | | Diligent | You gain a +2 bonus on all Appraise and Decipher Script checks. | 93 |
| * | | Investigator | You gain a +2 bonus on all Gather Information and Search checks. | 97 |
| * | | Magical Aptitude | You gain a +2 bonus on all Spellcraft and Use Magic Device checks. | 97 |
| * | | Negotiator | You gain a +2 bonus on all Diplomacy and Sense Motive checks. | 98 |
| * | | Nimble Fingers | You gain a +2 bonus on all Disable Device and Open Lock checks. | 98 |
| * | | Persuasive | You gain a +2 bonus on all Bluff and Intimidate checks. | 98 |
| * | | Self-Sufficient | You gain a +2 bonus on all Heal and Survival checks. | 100 |
| * | | Stealthy | You gain a +2 bonus on all Hide and Move Silently checks. | 101 |
| – | | Track | You can find tracks or follow them for one mile with a successful Survival check (DC depends on the surface and the prevailing conditions). • You move at half your normal speed (or at your normal speed with a –5 penalty on the check, or at up to twice your normal speed with a –20 penalty). • Automatic for rangers. • <i>Without this feat</i> : You can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage, but you can't use Search to follow tracks, even if someone else has already found them. | 101 |

Health and Movement

| | Prerequisites | Name | Details | Pg. |
|---|---------------|----------------------|---|-----|
| – | | Toughness (+) | You gain +3 hit points. • The master of a toad familiar automatically gains the benefit of this feat when the familiar is within 1 mile. | 101 |
| – | | Run | When running, you move five times your normal speed (if wearing medium, light or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). • If you make a jump after a running start, you gain a +4 bonus on your Jump check. • While running, you retain your Dexterity bonus to AC. • <i>Without this feat:</i> You move four times your normal speed while running (if wearing medium, light or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC. | 99 |
| – | | Endurance | You gain a +4 bonus to various types of checks made to avoid nonlethal damage; also, you may sleep in light or medium armor without becoming fatigued. • The affected checks are: Swim checks to resist nonlethal damage; CON checks to continue running; CON checks to avoid nonlethal damage from a forced march; CON checks to hold your breath; CON checks to avoid nonlethal damage from starvation or thirst; Fortitude saves to avoid nonlethal damage from hot or cold environments; Fortitude saves to resist damage from suffocation. • Automatic for rangers at 3rd level. • <i>Without this feat:</i> A character who sleeps in medium or heavier armor is automatically fatigued the next day. | 93 |
| * | • Endurance | Diehard | When reduced to between –1 and –9 hp, you automatically become stable (you don't have to roll d% to see if you lose 1 hp each round). • When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious. • When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full-round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action the DM deems as strenuous, including some free actions (such as casting a quickened spell), you take 1 point of damage after completing the act. If you reach –10 hit points, you immediately die. • <i>Without this feat:</i> A character who is reduced to between –1 and –9 hit points is unconscious and dying. | 93 |

Metamagic

- Any of these feats may be selected as a bonus feat by a wizard.
- For spells cast spontaneously (including sorcerer and bard spells, and cleric and druid spontaneously-cast spells): if a spell's normal casting time is 1 action, then casting a metamagic version of the spell is a full-round action (note that this is not the same as a 1-round casting time). For spells with a longer casting time, it takes an extra full-round action to cast a metamagic version of the spell.
- In all ways, a metamagic spell operates at its original spell level (except for Heightened spells). A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll or other device.
- Multiple metamagic feats can be applied to a single spell. Changes to its level are cumulative. You cannot apply the same metamagic feat more than once to a single spell.
- Whether or not a spell has been enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.

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| | Empower Spell | All variable, numeric effects of an empowered spell are increased by one-half. • Saving throws and opposed rolls (e.g. for <i>dispel magic</i>) are not affected, nor are spells without random variables. • An empowered spell uses up a spell slot two levels higher than the spell's actual level. | 93 |
| – | Enlarge Spell | You can alter a spell with a range of Close, Medium, or Long to increase its range by 100%. • Spells whose ranges are not defined by distance, as well as spells whose ranges are not Close, Medium, or Long, do not have increased ranges. • An enlarged spell uses up a spell slot one level higher than the spell's actual level. | 94 |
| | Extend Spell | An extended spell lasts twice as long as normal. • A spell with a duration of Concentration, Instantaneous or Permanent is not affected by this feat. • An extended spell uses up a spell slot one level higher than the spell's actual level. | 94 |
| | Heighten Spell | A heightened spell has a higher spell level than normal (max. 9th level). All level-dependent effects are calculated according to the heightened level. • A heightened spell is as difficult to prepare and cast as a spell of its effective level would be. | 95 |
| | Maximize Spell | All variable, numeric effects of a spell modified by this feat are maximized. • Saving throws and opposed rolls (e.g. for <i>dispel magic</i>) are not affected, nor are spells without random variables. • A maximized spell uses up a spell slot three levels higher than the spell's actual level. | 97 |
| – | Quicken Spell | Casting a quickened spell is a free action which does not provoke an attack of opportunity. • You may cast only one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened. • This feat can't be applied to any spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spell cast spontaneously). • A quickened spell uses up a spell slot four levels higher than the spell's actual level. | 98 |
| – | Silent Spell | A silent spell can be cast with no verbal components (but still provokes attacks of opportunity as normal). • Spells without verbal components are not affected. Bard spells cannot be enhanced by this feat. • A silent spell uses up a spell slot one level higher than the spell's actual level. | 100 |
| – | Still Spell | A still spell can be cast with no somatic components (but still provokes attacks of opportunity as normal). • Spells without somatic components are not affected. • A still spell uses up a spell slot one level higher than the spell's actual level. | 101 |
| * | Widen Spell | You can alter a burst, emanation, line, or spread-shaped spell to increase its area; any numeric measurements of the spell's area increase by 100% (e.g. a widened <i>fireball</i> fills a 40-ft radius spread instead of a 20-ft radius spread). • Spells that do not have an area of one of these four types are not affected. • A widened spell uses up a spell slot three levels higher than the spell's actual level. | 102 |

Item Creation

- Any of these feats may be selected as a bonus feat by a wizard (except Scribe Scroll, which a wizard gets automatically at 1st level).
- To create a magic item, the creator must spend XP (1/25 of the base price) and use up raw materials (costing half of the base price).
- Creating a magic item takes one day per 1000gp in its base price. The minimum time is one day. [The days need not be consecutive.](#)
- Creating a construct (e.g. a golem) now requires the Craft Construct feat (which has prerequisites Craft Wondrous Item and Craft Magic Arms and Armor) (see *Monster Manual*, p. 303).

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| • Caster level 1 | Scribe Scroll | You can create a scroll of any spell you know. <ul style="list-style-type: none"> • The base price of a scroll is its spell level × its caster level × 25gp (treat a 0-level spell as having a spell level of ½). • If the scroll stores a spell with a costly material component or an XP cost, you must expend the material component or pay the XP when scribing the scroll. • Automatic for wizards at 1st level. | 99 |
| • Caster level 3 | Brew Potion | You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. <ul style="list-style-type: none"> • The base price of a potion is its spell level × its caster level × 50gp (treat a 0-level spell as having a spell level of ½). Brewing a potion always takes one day. • If the potion stores a spell with a costly material component or an XP cost, you must expend the material component or pay the XP when scribing the scroll. | 89 |
| • Caster level 3 | Craft Wondrous Item | You can create any wondrous item whose prerequisites you meet (see DMG pp.246-268 for descriptions, prerequisites and base prices). <ul style="list-style-type: none"> • You can mend a broken wondrous item if it is one you could make. Doing so costs half the XP, half the raw materials cost, and half the time it would take to craft the item in the first place. • If the item incurs extra costs in material components or XP, you must pay these costs when creating the item or mending a broken one. | 92 |
| • Caster level 5 | Craft Magic Arms and Armor | You can create any magic weapon, armor or shield whose prerequisites you meet (see DMG pp.216-229 for descriptions, prerequisites and base prices). <ul style="list-style-type: none"> • The weapon, armor, or shield to be enhanced must be a masterwork item that you provide (its cost is additional to the base price). • You can mend a broken magic weapon, suit of armor, or shield if it is one you could make. Doing so costs half the XP, half the raw materials cost, and half the time it would take to craft the item in the first place. | 92 |
| • Caster level 5 | Craft Wand | You can create a wand of any 4th-level or lower spell that you know. <ul style="list-style-type: none"> • The base price of a wand is its spell level × its caster level × 750gp (treat a 0-level spell as having a spell level of ½). A newly-created wand has 50 charges. • If the wand stores a spell with a costly material component or an XP cost, you must expend 50 copies of the material component or pay 50 times the XP cost when creating the wand. | 92 |
| • Caster level 9 | Craft Rod | You can create any rod whose prerequisites you meet (see DMG pp.233-237 for descriptions, prerequisites and base prices). <ul style="list-style-type: none"> • If the rod incurs extra costs in material components or XP, you must pay these costs when creating it. | 92 |
| • Caster level 12 | Craft Staff | You can create any staff whose prerequisites you meet (see DMG pp.243-245 for descriptions, prerequisites and base prices). <ul style="list-style-type: none"> • If the staff incurs extra costs in material components or XP, you must pay these costs when creating it. A newly-created staff has 50 charges. | 92 |
| • Caster level 12 | Forge Ring | You can create any ring whose prerequisites you meet (see DMG pp.229-233 for descriptions, prerequisites and base prices). <ul style="list-style-type: none"> • You can mend a broken ring if it is one you could make. Doing so costs half the XP, half the raw materials cost, and half the time it would take to forge the ring in the first place. • If the ring incurs extra costs in material components or XP, you must pay these costs when creating the item or mending a broken one. | 94 |

Miscellaneous

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| • Character level 6 | Leadership | You can attract loyal companions and devoted followers, subordinates who assist you (at the DM's discretion). <ul style="list-style-type: none"> • See DMG pp.104-6 for information on cohorts and followers, and how to use this feat. | 97 |
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