

Table 5-1: All d20 - 3.5 Edition Main 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.
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
Athletic	PHB 89	Skill		+2 on Climb. +2 on Swim.
Blind-Fight	PHB 89	Combat		You still get your DEX bonus in melee 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.
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. Where X is your base attack bonus, up to a maximum of 5
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
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. 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.
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.
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.
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
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	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
Extra Turning	PHB 94	Cleric	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
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

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Feat Name	Source	Type	Prerequisites	Description
Improved Initiative	PHB 96	Combat		+4 initiative.
Improved Turning	PHB 96	Cleric	Ability to turn or rebuke creatures	You turn creatures as if you were one level higher in the class which granted you the ability
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
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
Deflect Arrows	PHB 93	Combat	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
Stunning Fist	PHB 101	Combat	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.
Investigator	PHB 97	Skill		+2 on Gather Information. +2 on Search.
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.
Magical Aptitude	PHB 97	Skill		+2 on Spellcraft. +2 on Use Magical Device.
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)
Negotiator	PHB 98	Skill		+2 on Diplomacy. +2 on Sense Motive.
Nimble Fingers	PHB 98	Skill		+2 on Disable Device. +2 on Open Locks.
Persuasive	PHB 98	Skill		+2 on Bluff. +2 on Intimidate.

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Feat Name	Source	Type	Prerequisites	Description
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	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
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
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. Where X is 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
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.
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
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
Self-sufficient	PHB 100	Skill		+2 on Heal. +2 on Survival.
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	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
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.
Skill Focus	PHB 100	Skill		You can take this feat multiple times (each with a different skill). +3 on the selected skill.

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Feat Name	Source	Type	Prerequisites	Description
Stealthy	PHB 100	Skill		+2 on Hide. +2 on Move Silently.
Toughness	PHB 101	General		You can take this feat multiple times. +3 hit points.
Track	PHB 101	General		Allows the Survival skill to be used for Tracking. See PHB 101
Two-weapon Fighting	PHB 102	Combat	DEX 15+	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	DEX 17+, Two-Weapon Fighting, +6 Base Attack	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
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
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
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)

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 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 or 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
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
Augment Summoning	PHB 89	Magic	Spell Focus (conjuration)	Each creature you summon with a Summon spell gains +4 STR and CON
Combat Casting	PHB 92	Magic		+4 on Concentration when used for a spell while on the defensive, grappled or pinned during combat.
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).
Enlarge 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 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
Heighten Spell	PHB 95	Metamgc		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
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
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.
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.
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.
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