

GENERAL FEATS

Feat	Prerequisites	Benefits
Acrobatic		+2 to all Jump and Tumble checks.
Agile		+2 to all Balance and Escape Artist checks.
Alertness		+2 to all Listen and Spot checks.
Animal Affinity		+2 to all Handle Animal and Ride checks.
Armor Proficiency (Heavy)	Armor Proficiency (Light); Armor Proficiency (Medium)	Only standard penalties apply.
Armor Proficiency (Light)		Only standard penalties apply.
Armor Proficiency (Medium)	Armor Proficiency (Light)	Only standard penalties apply.
Athletic		+2 to all Climb and Swim checks.
Augment Summoning	Spell Focus (Conjuration)	All creatures conjured with any <i>Summon</i> spell gain +4 enhancement bonus to Str and Con. Invisible attackers get no bonus to attack you. Also, ¾ speed in dark areas.
Blind-Fight		Invisible attackers get no bonus to attack you. Also, ¾ speed in dark areas.
Cleave	Str 13+; Power Attack	Able to make an attack against another enemy (same bonus and weapon) after killing one.
Combat Casting		+4 to Concentration for spells / spell-like abilities.
Combat Expertise	Int 13+	Can take a penalty to attack to gain an AC bonus.
Combat Reflexes		Dex bonus added to number of AoO per round.
Deceitful		+2 to all Disguise and Forgery checks.
Deflect Arrows	Dex 13+; Improved Unarmed Strike	You can deflect any ranged weapon once per round, except for unusually massive weapons.
Deft Hands		+2 to all Sleight of Hand and Use Rope checks.
Die Hard	Endurance	You remain conscious after being reduced to negative HP. You act as if disabled.
Diligent		+2 to all Appraise and Decipher Script checks.
Dodge	Dex 13+	+1 AC to a single opponent.
Endurance		+4 to stamina based checks and some Fortitude saves. Can sleep in med. armor without fatigue.
Eschew Materials		Can cast spells without needing material components. Spells with materials costing 1gp + are not effected.
Exotic Weapon Proficiency*	Base Attack of +1 or higher	Can use an exotic weapon without penalty.
Extra Turning**	Ability to Turn/Rebuke undead	All Turn/Rebuke abilities gain +4 uses per day.
Far Shot	Point Blank Shot	Projectile weapons range increased by ½. Thrown weapons range is doubled.
Great Cleave	Str 13+; Power Attack; Cleave; Base Attack of +4 or higher	Same as Cleave, but there is no limit to the amount of times you may use the feat in one round.
Great Fortitude		+2 to all Fortitude saving throws.
Greater Spell Focus*	Spell Focus	Additional +1 to DC of chosen school of magic.
Greater Spell Penetration	Spell Penetration	Additional +2 to caster level checks to beat SR.
Greater Two- Weapon Fighting	Dex 19+; Two-Weapon Fighting; Improved Two-Weapon Fighting; Base Attack of +11 or higher	You get a 3 rd attack with your off-hand weapon at a -10 penalty.
Greater Weapon Focus*	Fighter level 8 th +; Proficient with weapon; Weapon Focus	Additional +1 to attack using same weapon as with Weapon Focus.
Greater Weapon Specialization*	Fighter level 12+; Proficient with weapon; Weapon Focus; Greater Weapon Focus; Weapon Specialization	Additional +2 damage with same weapon used in the feat Weapon Focus.
Improved Bull Rush	Str 13+; Power Attack	When performing a bull rush you do not provoke an AoO. +4 on opposed Str check.
Improved Counterspell		For counterspelling, you may use a spell of the same school that is at least one level higher.
Improved Critical*	Proficient with weapon; Base Attack of +8 or higher	Doubles the critical range of one weapon.
Improved Disarm	Int 13+; Combat Expertise	You do not suffer an AoO when you attempt to disarm an opponent. +4 to opposed attack roll.

Improved Feint	Int 13+; Combat Expertise	You can make a Bluff check to feint in combat as a move action, instead of a standard action.
Improved Grapple	Dex 13+; Improved Unarmed Strike	You do not provoke an AoO when starting a grapple. Gain +4 on all grapple checks. +4 on all Initiative checks.
Improved Initiative		
Improved Overrun	Str 13+; Power Attack	When attempting an overrun, your target cannot avoid you. +4 to Str check to knock them down.
Improved Precise Shot	Dex 19+; Point Blank Shot; Precise Shot; Base Attack of +11 or higher	You ignore the AC bonus and the miss chance of your targets cover or concealment bonus, when it is anything less than total. Also, you hit the target you where aiming at when attacking into a grapple.
Improved Shield Bash	Shield Proficiency	Retain shield AC bonus during a shield bash.
Improved Sunder	Str 13+; Power Attack	When striking a held or carried object, you do not provoke an AoO. +4 to attack such objects.
Improved Trip	Int 13+; Combat Expertise	You may trip an opponent and make an attack as though you hadn't made the trip attempt. You gain +4 to Str checks to trip opponents.
Improved Turning	Ability to Turn/Rebuke undead	You Turn/Rebuke as if you were one level higher.
Improved Two-Weapon Fighting	Dex 17+; Two-Weapon Fighting; Base Attack of +6 or higher	You receive a second attack with your off-hand weapon at a -5 penalty.
Improved Unarmed Strike		You are considered to be armed even when not.
Investigator		+2 to all Gather Information and Search checks.
Iron Will		+2 to all Will saving throws.
Leadership	Character level 6th+	You attract loyal companions and followers.
Lightning Reflexes		+2 to all Reflex saving throws.
Magical Aptitude		+2 on all Spellcraft and Use Magic Device checks.
Manycast	Dex 15+; Point Blank Shot; Rapid Shot; Base Attack of +6 or higher	Standard action, you can fire 2 arrows at a target within 30ft. Every 5 points of base attack above+6, you gain an extra arrow (max. of 4 arrows). Cumulative -2 to attack with each arrow.
Martial Weapon Proficiency*		Can use a type martial weapon without penalty.
Mobility	Dex 13+; Dodge	+4 AC to attacks of opportunity.
Mounted Archery	Ride 1+ ranks; Mounted Combat	Your penalty is halved when using a ranged weapon from horseback.
Mounted Combat	Ride 1+ ranks	Can make a ride check to negate a hit to your mount.
Natural Spell	Wis 13+; Ability to use <i>Wild Shape</i>	You are able to use the verbal and somatic components of spells while you are in a <i>Wild Shape</i> .
Negotiator		+2 on all Diplomacy and Sense Motive checks.
Nimble Fingers		+2 on all Disable Device and Open Lock checks.
Persuasive		+2 on all Bluff and Intimidate checks.
Point Blank Shot		+1 to attack with ranged weapons within 30ft.
Point Blank Shot		+1 to attack with ranged weapons within 30ft.
Power Attack	Str 13+	Take a penalty to attack; add that to damage.
Precise Shot	Point Blank Shot	Don't suffer -4 to attack when shooting into a melee.
Quick Draw	Base Attack of +1 or higher	Drawing a weapon is a free action.
Rapid Reload*	Proficient with crossbow	Reload time of chosen crossbow type is reduced.
Rapid Shot	Dex 13+; Point Blank Shot	You get 1 extra attack (ranged weapon) per round. Each attack has -2 penalty.
Ride-By Attack	Ride 1+ ranks; Mounted Combat	When you charge an enemy, you continue to move after the attack without provoking an AoO.

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METAMAGIC FEATS

Run		Running is now x5. +4 on a running jump.
Self-Sufficient		+2 on all Heal and Survival checks.
Shield Proficiency		Only standard penalties apply with shields.
Shot on the Run	Dex 13+; Point Blank Shot; Dodge; Mobility; Base Attack of +4 or higher	When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.
Simple Weapon Proficiency		Without this feat suffer a -4 penalty to attack.
Skill Focus*		+3 to a single skill.
Snatch Arrows	Dex 15+; Improved Unarmed Strike; Deflect Arrows	You can grab incoming weapons or projectiles. Thrown weapons can be thrown back as an immediate free action. Projectiles can be shot back with appropriate weapon next turn.
Spell Focus*		+1 DC to a single school of magic.
Spell Mastery*	Wizard level 1 st +	Spells equal to Int don't need memorization.
Spell Penetration		+2 to caster level checks to beat spell resistance.
Spirited Charge	Ride 1+ ranks; Mounted Combat; Ride-By Attack	When you charge an enemy, you deal double damage with a melee weapon (or x3 with a lance).
Spring Attack	Dex 13+; Dodge; Mobility; Base Attack of +4 or higher	When using the attack action with a melee weapon, you can move both before and after the attack, but not more than your speed. Does not provoke an attack of opportunity.
Stealthy		+2 on all Hide and Move Silently checks.
Stunning Fist	Dex 13+; Wis 13+; Improved Unarmed Strike; Base Attack of +8 or higher	Foes damaged by the use of this feat (you must call before making unarmed the attack); can be stunned for one round. (DC 10 + ½ your level + Wis modifier)
Toughness**		Gain +3 HP.
Tower Shield Proficiency	Shield Proficiency	Only standard penalties apply using a tower shield.
Track		Able to find tracks using the Survival skill.
Trample	Ride 1+ ranks; Mounted Combat	An enemy may not avoid you when you attempt to knock them down while mounted.
Two-Weapon Defense	Dex 15+; Two-Weapon Fighting	With two weapons gain +1 shield AC bonus. This increases to +2 while fighting defensively.
Two-Weapon Fighting	Dex 15+	Penalties are lowered when using 2 weapons.
Weapon Finesse*	Proficiency with weapon; Base Attack of +1 or higher	Use your Dex bonus instead of Str on melee attack rolls (must have a free hand).
Weapon Focus*	Proficient with weapon; Base Attack of +1 or higher	+1 to attack using a particular weapon.
Weapon Specialization*	Fighter level 4 th +; Proficient with weapon; Weapon Focus	+2 damage with same weapon used in the feat Weapon Focus.
Whirlwind Attack	Dex 13+; Int 13+; Dodge; Mobility; Spring Attack; Combat Expertise; Base Attack of +4 or higher	When you perform the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach. You also give up any extra attacks granted by other feats or abilities.

Feat	Prerequisites	Benefits
Empower Spell		Spell effects increased by ½. (2 slots higher)
Enlarge Spell		Spell range doubled. (1 slot higher)
Extend Spell		Spell duration doubled. (1 slot higher)
Heighten Spell		Spell used as a higher level. (Same slot as used)
Maximize Spell		Spell gains max on all rolls. (3 slots higher)
Quicken Spell		Spell cast as a free action. (4 slots higher)
Silent Spell		Spell cast silently, non bardic. (1 slot higher)
Still Spell		Spell cast without gestures. (1 slot higher)
Widen Spell		Spell area doubled. (3 slots higher)

FEAT CHANGED FROM 3E TO 35E

Old Feat Name	New Feat Name	Folded Into	Notes
Ambidexterity	n/a	Two-Weapon Fighting	Two-Weapon Fighting includes all benefits
Expertise	Combat Expertise		
Weapon Finesse (weapon)	Weapon Finesse		Grants benefit with all qualified weapons
Sunder	Improved Sunder		Sunder now name of the special attack
Shield Expert	Improved Shield Bash		Originally appeared in Sword & Fist

ITEM CREATION FEATS

Feat	Prerequisites	Benefits
Brew Potion	Spell Caster level 3 rd +	Able to put up to 3 rd level spells into potions.
Craft Magic Arms and Armor	Spell Caster level 5 th +	Able to mend and make magic arms and armor.
Craft Rod	Spell Caster level 9 th +	Able to create magic rods.
Craft Staff	Spell Caster level 12 th +	Able to craft magic staffs with many effects.
Craft Wand	Spell Caster level 5 th +	Able to create wands, which cast spells.
Craft Wondrous Item	Spell Caster level 3 rd +	Able to create miscellaneous magic items.
Create <i>Portal</i> (Described in the Stronghold Builders Guidebook)	Spell Caster level 3 rd +; Craft Wondrous Item	Create gateways to distant, predetermined locations.
Forge Ring	Spell Caster level 12 th +	Able to forge a magic ring with varied magics.
Scribe Scroll	Spell Caster level 1 st +	Able to scribe any spell known to be used later.