

## General

Name	Prerequisites	Summary
<input type="checkbox"/> Acrobatic	-	+2 bonus on Acrobatics and Fly checks
<input type="checkbox"/> Agile Maneuvers	-	Use your Dex bonus when calculating your CMB
<input type="checkbox"/> Alertness	-	+2 bonus on Perception and Sense Motive checks
<input type="checkbox"/> Alignment Channel	Channel energy class feature	Channel energy can heal or harm outsiders
<input type="checkbox"/> Animal Affinity	-	+2 bonus on Handle Animal and Ride checks
<input type="checkbox"/> Arcane Strike	Ability to cast arcane spells	+1 damage and weapons are considered magic
<input type="checkbox"/> Armor Proficiency: Light	-	No penalties on attack rolls while wearing light armor
<input type="checkbox"/> Arcane Armor Training	Armor Proficiency: Light, CL 3rd	Reduce your arcane spell failure chance by 10%
<input type="checkbox"/> Armor Proficiency: Medium	Armor Proficiency: Light	No penalties on attack rolls while wearing medium armor
<input type="checkbox"/> Arcane Armor Mastery	Arcane Armor Training, Armor Proficiency: Medium, CL 7th	Reduce your arcane spell failure chance by 20%
<input type="checkbox"/> Armor Proficiency: Heavy	Armor Proficiency: Medium	No penalties on attack rolls while wearing heavy armor
<input type="checkbox"/> Athletic	-	+2 bonus on Climb and Swim checks
<input type="checkbox"/> Augment Summoning	Spell Focus (conjuration)	Summoned creatures gain +4 Str and Con
<input type="checkbox"/> Blind-Fight	-	-
<input type="checkbox"/> Catch Off-Guard	-	No penalties for improvised melee weapons
<input type="checkbox"/> Channel Smite	Channel energy class feature	Channel energy through your attack
<input type="checkbox"/> Combat Casting	-	+4 bonus on concentration checks for casting defensively
<input type="checkbox"/> Combat Expertise	Int 13	Trade attack bonus for AC bonus
<input type="checkbox"/> Improved Disarm	Combat Expertise	+2 bonus on disarm attempts, no attack of opportunity
<input type="checkbox"/> Greater Disarm	Improved Disarm, BAB +6	Disarmed weapons are knocked away from your enemy
<input type="checkbox"/> Improved Feint	Combat Expertise	Feint as a move action
<input type="checkbox"/> Greater Feint	Improved Feint, BAB +6	Enemies you feint lose their Dex bonus for 1 round
<input type="checkbox"/> Improved Trip	Combat Expertise	+2 bonus on trip attempts, no attack of opportunity
<input type="checkbox"/> Greater Trip	Improved Trip, BAB +6	Enemies you trip provoke attacks of opportunity
<input type="checkbox"/> Combat Reflexes	-	Make additional attacks of opportunity
<input type="checkbox"/> Stand Still	Combat Reflexes	Stop enemies from moving past you
<input type="checkbox"/> Command Undead	Channel negative energy class feature	Channel energy can be used to control undead
<input type="checkbox"/> Critical Focus	Base attack bonus +9	+4 bonus on attack rolls made to confirm critical hits
<input type="checkbox"/> Bleeding Critical	Critical Focus, BAB +11	Whenever you score a critical hit, the target takes 2d6 bleed
<input type="checkbox"/> Bleeding Critical	Critical Focus, BAB +11	Whenever you score a critical hit, the target takes 2d6 bleed
<input type="checkbox"/> Blinding Critical	Critical Focus, BAB +15	Whenever you score a critical hit, the target is blinded
<input type="checkbox"/> Blinding Critical	Critical Focus, BAB +15	Whenever you score a critical hit, the target is blinded
<input type="checkbox"/> Deafening Critical	Critical Focus, BAB +13	Whenever you score a critical hit, the target is deafened
<input type="checkbox"/> Deafening Critical	Critical Focus, BAB +13	Whenever you score a critical hit, the target is deafened
<input type="checkbox"/> Sickening Critical	Critical Focus, BAB +11	Whenever you score a critical hit, the target is sickened
<input type="checkbox"/> Sickening Critical	Critical Focus, BAB +11	Whenever you score a critical hit, the target is sickened
<input type="checkbox"/> Staggering Critical	Critical Focus, BAB +13	Whenever you score a critical hit, the target is staggered
<input type="checkbox"/> Staggering Critical	Critical Focus, BAB +13	Whenever you score a critical hit, the target is staggered
<input type="checkbox"/> Stunning Critical	Staggering Critical, BAB +17	Whenever you score a critical hit, the target is stunned
<input type="checkbox"/> Stunning Critical	Staggering Critical, BAB +17	Whenever you score a critical hit, the target is stunned
<input type="checkbox"/> Tiring Critical	Critical Focus, BAB +13	Whenever you score a critical hit, the target is fatigued
<input type="checkbox"/> Tiring Critical	Critical Focus, BAB +13	Whenever you score a critical hit, the target is fatigued
<input type="checkbox"/> Exhausting Critical	Tiring Critical, BAB +15	Whenever you score a critical hit, the target is exhausted
<input type="checkbox"/> Exhausting Critical	Tiring Critical, BAB +15	Whenever you score a critical hit, the target is exhausted
<input type="checkbox"/> Critical Mastery	Any two critical feats, 14th-lvl fighter	Apply two effects to your critical hits
<input type="checkbox"/> Deadly Aim	Dex 13, BAB +1	Trade ranged attack bonus for damage
<input type="checkbox"/> Deceitful	-	+2 bonus on Bluff and Disguise checks
<input type="checkbox"/> Defensive Combat Training	-	Use your total Hit Dice as your BAB for CMD
<input type="checkbox"/> Deft Hands	-	+2 bonus on Disable Device and Sleight of Hand checks
<input type="checkbox"/> Disruptive	6th-lvl fighter	Increases the DC to cast spells adjacent to you
<input type="checkbox"/> Spellbreaker	Disruptive, 10th-lvl fighter	Enemies provoke attacks if their spells fail
<input type="checkbox"/> Dodge	Dex 13	+1 dodge bonus to AC
<input type="checkbox"/> Mobility	Dodge	+4 AC against attacks of opportunity from movement
<input type="checkbox"/> Shot on the Run	Dex 13, Mobility, Point Blank Shot, BAB +4	Make ranged attack at any point during movement
<input type="checkbox"/> Spring Attack	Mobility, BAB +4	Move before and after melee attack
<input type="checkbox"/> Whirlwind Attack	Dex 13, Combat Expertise, Spring Attack, BAB +4	Make one melee attack against all foes within reach
<input type="checkbox"/> Wind Stance	Dex 15, Dodge, BAB +6	Gain 20% concealment if you move
<input type="checkbox"/> Lightning Stance	Dex 17, Wind Stance, BAB +11	Gain 50% concealment if you move
<input type="checkbox"/> Elemental Channel	Channel energy class feature	Channel energy can harm or heal elementals
<input type="checkbox"/> Endurance	-	+4 bonus on checks to avoid nonlethal damage
<input type="checkbox"/> Diehard	Endurance	Automatically stabilize and remain conscious below 0 hp
<input type="checkbox"/> Eschew Materials	-	Cast spells without material components
<input type="checkbox"/> Exotic Weapon Proficiency	Base attack bonus +1	No penalty on attacks made with one exotic weapon
<input type="checkbox"/> Extra Channel	Channel energy class feature	Channel energy two additional times per day
<input type="checkbox"/> Extra Ki	Ki pool class feature	Increase your ki pool by 2 points
<input type="checkbox"/> Extra Lay On Hands	Lay on hands class feature	Use lay on hands two additional times per day
<input type="checkbox"/> Extra Mercy	Mercy class feature	Your lay on hands benefits from one additional mercy
<input type="checkbox"/> Extra Performance	Bardic performance class feature	Use bardic performance for 6 additional rounds per day
<input type="checkbox"/> Extra Rage	Rage class feature	Use rage for 6 additional rounds per day
<input type="checkbox"/> Fleet	-	Your base speed increases by 5 feet
<input type="checkbox"/> Great Fortitude	-	+2 on Fortitude saves
<input type="checkbox"/> Improved Great Fortitude	Great Fortitude	Once per day, you may reroll a Fortitude save
<input type="checkbox"/> Improved Channel	Channel energy class feature	+2 bonus on channel energy DC
<input type="checkbox"/> Improved Counterspell	-	Counterspell with spell of the same school
<input type="checkbox"/> Improved Critical	Proficiency with weapon, BAB +8	Double the threat range of one weapon
<input type="checkbox"/> Improved Familiar	Ability to acquire a familiar, see feat	Gain a more powerful familiar
<input type="checkbox"/> Improved Initiative	-	+4 bonus on initiative checks
<input type="checkbox"/> Improved Unarmed Strike	-	Always considered armed
<input type="checkbox"/> Deflect Arrows	Dex 13, Improved Unarmed Strike	Avoid one ranged attack per round
<input type="checkbox"/> Snatch Arrows	Dex 15, Deflect Arrows	Catch one ranged attack per round
<input type="checkbox"/> Improved Grapple	Dex 13, Improved Unarmed Strike	+2 bonus on grapple attempts, no attack of opportunity
<input type="checkbox"/> Greater Grapple	Improved Grapple, BAB +6	Maintain your grapple as a move action
<input type="checkbox"/> Scorpion Style	Improved Unarmed Strike	Reduce target's speed to 5 ft.
<input type="checkbox"/> Gorgon's Fist	Scorpion Style, BAB +6	Stagger a foe whose speed is reduced
<input type="checkbox"/> Medusa's Wrath	Gorgon's Fist, BAB +11	Make 2 extra attacks against a hindered foe

## General cont'

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<input type="checkbox"/> Stunning Fist	Dex 13, Wis 13, Improved Unarmed Strike, BAB +8	Stun opponent with an unarmed strike
<input type="checkbox"/> Improvised Weapon Mastery	Catch Off-Guard or Throw Anything, BAB +8	Make an improvised weapon deadly
<input type="checkbox"/> Intimidating Prowess	-	Add Str to Intimidate in addition to Cha
<input type="checkbox"/> Iron Will	-	+2 bonus on Will saves
<input type="checkbox"/> Improved Iron Will	Iron Will	Once per day, you may reroll a Will save
<input type="checkbox"/> Leadership	Character lvl 7th	Gain a cohort and followers
<input type="checkbox"/> Lightning Reflexes	-	+2 bonus on Reflex saves
<input type="checkbox"/> Improved Lightning Reflexes	Lightning Reflexes	Once per day, you may reroll a Reflex save
<input type="checkbox"/> Lunge	Base attack bonus +6	Take a -2 penalty to your AC to attack with reach
<input type="checkbox"/> Magical Aptitude	-	+2 bonus on Spellcraft and Use Magic Device checks
<input type="checkbox"/> Martial Weapon Proficiency	-	No penalty on attacks made with one martial weapon
<input type="checkbox"/> Master Craftsman	5 ranks in any Craft or Profession skill	You can craft magic items without being a spellcaster
<input type="checkbox"/> Mounted Combat	Ride 1 rank	Avoid attacks on mount with Ride check
<input type="checkbox"/> Mounted Archery	Mounted Combat	Halve the penalty for ranged attacks while mounted
<input type="checkbox"/> Ride-by Attack	Mounted Combat	Move before and after a charge attack while mounted
<input type="checkbox"/> Trample	Mounted Combat	Overrun targets while mounted
<input type="checkbox"/> Natural Spell	Wis 13, wild shape class feature	Cast spells while using wild shape
<input type="checkbox"/> Nimble Moves	Dex 13	Ignore 5 feet of difficult terrain when you move
<input type="checkbox"/> Acrobatic Steps	Dex 15, Nimble Moves	Ignore 20 feet of difficult terrain when you move
<input type="checkbox"/> Persuasive	-	+2 bonus on Diplomacy and Intimidate checks
<input type="checkbox"/> Point Blank Shot	-	+1 attack and damage on targets within 30 feet
<input type="checkbox"/> Far Shot	Point Blank Shot	Decrease ranged penalties by half
<input type="checkbox"/> Precise Shot	Point Blank Shot	No penalty for shooting into melee
<input type="checkbox"/> Improved Precise Shot	Dex 19, Precise Shot, BAB +11	No cover or concealment chance on ranged attacks
<input type="checkbox"/> Pinpoint Targeting	Improved Precise Shot, BAB +16	No armor or shield bonus on one ranged attack
<input type="checkbox"/> Rapid Shot	Dex 13, Point Blank Shot	Make one extra ranged attack
<input type="checkbox"/> Manyshot	Dex 17, Rapid Shot, BAB +6	Shoot two arrows simultaneously
<input type="checkbox"/> Power Attack	Str 13, BAB +1	Trade melee attack bonus for damage
<input type="checkbox"/> Cleave	Power Attack	Make an additional attack if the first one hits
<input type="checkbox"/> Great Cleave	Cleave, BAB +4	Make an additional attack after each attack hits
<input type="checkbox"/> Improved Bull Rush	Power Attack	+2 bonus on bull rush attempts, no attack of opportunity
<input type="checkbox"/> Greater Bull Rush	Improved Bull Rush, BAB +6	Enemies you bull rush provoke attacks of opportunity
<input type="checkbox"/> Unseate	Improved Bull Rush, Mounted Combat	Knock opponents from their mounts
<input type="checkbox"/> Improved Overrun	Power Attack	+2 bonus on overrun attempts, no attack of opportunity
<input type="checkbox"/> Greater Overrun	Improved Overrun, BAB +6	Enemies you overrun provoke attacks of opportunity
<input type="checkbox"/> Improved Sunder	Power Attack	+2 bonus on sunder attempts, no attack of opportunity
<input type="checkbox"/> Greater Sunder	Improved Sunder, BAB +6	Damage from sunder attempts transfers to your enemy
<input type="checkbox"/> Quick Draw	Base attack bonus +1	Draw weapon as a free action
<input type="checkbox"/> Rapid Reload	Weapon proficiency (crossbow)	Reload crossbow quickly
<input type="checkbox"/> Run	-	Run at 5 times your normal speed
<input type="checkbox"/> Selective Channeling	Cha 13, channel energy class feature	Choose whom to affect with channel energy
<input type="checkbox"/> Self-Sufficient	-	+2 bonus on Heal and Survival checks
<input type="checkbox"/> Shield Proficiency	-	No penalties on attack rolls when using a shield
<input type="checkbox"/> Improved Shield Bash	Shield Proficiency	Keep your shield bonus when shield bashing
<input type="checkbox"/> Shield Slam	Improved Shield Bash, Two-Weapon Fighting, BAB +6	Free bull rush with a bash attack
<input type="checkbox"/> Shield Master	Shield Slam, BAB +11	No two-weapon penalties when attacking with a shield
<input type="checkbox"/> Shield Focus	Shield Proficiency, BAB +1	Gain a +1 bonus to your AC when using a shield
<input type="checkbox"/> Greater Shield Focus	Shield Focus, 8th-lvl fighter	Gain a +1 bonus to your AC when using a shield
<input type="checkbox"/> Tower Shield Proficiency	Shield Proficiency	No penalties on attack rolls when using a tower shield
<input type="checkbox"/> Simple Weapon Proficiency	-	No penalty on attacks made with simple weapons
<input type="checkbox"/> Skill Focus	-	+3 bonus on one skill (+6 at 10 ranks)
<input type="checkbox"/> Spell Focus	-	+1 bonus on save DCs for one school
<input type="checkbox"/> Greater Spell Focus	Spell Focus	+1 bonus on save DCs for one school
<input type="checkbox"/> Spell Mastery	1st-lvl Wizard	Prepare some spells without a spellbook
<input type="checkbox"/> Spell Penetration	-	+2 bonus on lvl checks to beat spell resistance
<input type="checkbox"/> Greater Spell Penetration	Spell Penetration	+2 bonus on lvl checks to beat spell resistance
<input type="checkbox"/> Spirited Charge	Ride-By Attack	Double damage on a mounted charge
<input type="checkbox"/> Stealthy	-	+2 bonus on Escape Artist and Stealth checks
<input type="checkbox"/> Step Up	Base attack bonus +1	Take a 5-foot step as an immediate action
<input type="checkbox"/> Strike Back	Base attack bonus +11	Attack foes that strike you while using reach
<input type="checkbox"/> Throw Anything	-	No penalties for improvised ranged weapons
<input type="checkbox"/> Toughness	-	+3 hit points, +1 per Hit Die beyond 3
<input type="checkbox"/> Turn Undead	Channel positive energy class feature	Channel energy can be used to make undead flee
<input type="checkbox"/> Two-Weapon Fighting	Dex 15	Reduce two-weapon fighting penalties
<input type="checkbox"/> Double Slice	Two-Weapon Fighting	Add your Str bonus to off-hand damage rolls
<input type="checkbox"/> Improved Two-Weapon Fighting	Dex 17, Two-Weapon Fighting, BAB +6	Gain additional off-hand attack
<input type="checkbox"/> Greater Two-Weapon Fighting	Dex 19, Improved Two-Weapon Fighting, BAB +11	Gain a third off-hand attack
<input type="checkbox"/> Two-Weapon Rend	Double Slice, Improved Two-Weapon Fighting, BAB +11	Rend a foe hit by both your weapons
<input type="checkbox"/> Two-Weapon Defense	Two-Weapon Fighting	Gain +1 shield bonus when fighting with two weapons
<input type="checkbox"/> Vital Strike	Base attack bonus +6	Deal twice the normal damage on a single attack
<input type="checkbox"/> Improved Vital Strike	Vital Strike, BAB +11	Deal three times the normal damage on a single attack
<input type="checkbox"/> Greater Vital Strike	Improved Vital Strike, BAB +16	Deal four times the normal damage on a single attack
<input type="checkbox"/> Weapon Finesse	-	Use Dex instead of Str on attack rolls with light weapons
<input type="checkbox"/> Weapon Focus	Proficiency with weapon, BAB +1	+1 bonus on attack rolls with one weapon
<input type="checkbox"/> Dazzling Display	Weapon Focus	Intimidate all foes within 30 feet
<input type="checkbox"/> Shatter Defenses	Dazzling Display, BAB +6	Hindered foes are flat-footed
<input type="checkbox"/> Deadly Stroke	Greater Weapon Focus, Shatter Defenses, BAB +11	Deal double damage plus 1 Conbleed
<input type="checkbox"/> Greater Weapon Focus	Weapon Focus, 8th-lvl fighter	+1 bonus on attack rolls with one weapon
<input type="checkbox"/> Penetrating Strike	Weapon Focus, 12th-lvl fighter	Your attacks ignore 5 points of damage reduction
<input type="checkbox"/> Greater Penetrating Strike	Penetrating Strike, 16th-lvl fighter	Your attacks ignore 10 points of damage reduction
<input type="checkbox"/> Weapon Specialization	Weapon Focus, 4th-lvl fighter	+2 bonus on damage rolls with one weapon
<input type="checkbox"/> Greater Weapon Specialization	Weapon Specialization, 12th-lvl fighter	+2 bonus on damage rolls with one weapon

Item Creation

	Name	Prerequisites	Summary
<input type="checkbox"/>	Brew Potion	Caster lvl 3rd	Create magic potions
<input type="checkbox"/>	Craft Magic Arms and Armor	Caster lvl 5th	Create magic armors, shields, and weapons
<input type="checkbox"/>	Craft Rod	Caster lvl 9th	Create magic rods
<input type="checkbox"/>	Craft Staff	Caster lvl 11th	Create magic staves
<input type="checkbox"/>	Craft Wand	Caster lvl 5th	Create magic wands
<input type="checkbox"/>	Craft Wondrous Item	Caster lvl 3rd	Create magic wondrous items
<input type="checkbox"/>	Forge Ring	Caster lvl 7th	Create magic rings.
<input type="checkbox"/>	Scribe Scroll	Caster lvl 1st	Create magic scrolls

Metamagic

	Name	Prerequisites	Summary
<input type="checkbox"/>	Empower Spell	-	Increase spell variables by 50%
<input type="checkbox"/>	Enlarge Spell	-	Double spell range
<input type="checkbox"/>	Extend Spell	-	Double spell duration
<input type="checkbox"/>	Heighten Spell	-	Treat spell as a higher lvl
<input type="checkbox"/>	Maximize Spell	-	Maximize spell variables
<input type="checkbox"/>	Quicken Spell	-	Cast spell as a swift action
<input type="checkbox"/>	Silent Spell	-	Cast spell without verbal components
<input type="checkbox"/>	Still Spell	-	Cast spell without somatic components
<input type="checkbox"/>	Widen Spell	-	Double spell area