

Pathfinder Feats Handbook

Notes for reading this guide

1. This is NOT a handbook that gives opinions on feats. The feats are NOT rated in any way, they are simply organized to similar builds/classes/types etc.
2. Specificity wins over general. (E.g. a feat that has both improved unarmed strike and monk level restrictions will be found in the monk section rather than the unarmed strike melee build section.)
3. For the most part, the handbook goes from specific to general as you go down the guide. This means that the most general feats (i.e. ones that more builds can take) are located closer to the bottom of the guide.
4. Archetypes are not considered when assigning class-specific feats to the classes. (E.g. All feats related to sneak attack will be found under the rogue section, all channel feats will be found under the cleric section etc.)
5. For overlap of class abilities between classes, the most traditional class to gain an ability will contain the feats for that class ability. (E.g. cleric contains the channel feats and paladin does not because cleric is the more traditional class to gain those feats). There are some exceptions to this rule and certain classes may have overlapping feat sections for certain class abilities.
6. For the most part, class abilities that are found in both a parent class and a hybrid class will be found in the parent class. If you are using a hybrid class, please check the parent class sections for relevant feats to your class abilities.
7. I am trying to be as complete as possible but there may be mistakes or mischaracterizations of feats. If you see a feat that doesn't belong or there is a missing feat or you have a suggestion for categories please just let me know in a comment on this page. I will try to update feats asap when notified.
Thanks!

Key to special entries

non-PFS: This tag means that the feat is banned in official PFS play. Some sections have this tag on the section headings (E.g. monster feats or story feats) if every feat contained within is banned in PFS play. Disclaimer: These may not be 100% accurate. Check the PFS official list for the complete listing.

Sources

Update Log of Sources Included

RPG Books

Core Rulebook; Advanced Player's Guide; Bestiary; Ultimate Magic; Ultimate Combat; Advanced Race Guide; Ultimate Campaign; Advanced Class Guide; Monster Codex; Pathfinder Unchained; Occult Adventures; Ultimate Intrigue; Horror Adventures; Adventurer's Guide; Villain Codex

Player Companions

Cheliax, Empire of Devils; Dwarves of Golarion; Andoran, Spirit of Liberty; Gnomes of Golarion; Adventurer's Armory; Sargava, the Lost Colony; Orcs of Golarion; Halflings of Golarion; Faiths of Balance; Goblins of Golarion; Faiths of Corruption; Dragon Empires Primer; Blood of Fiends; Blood of Angels; Varisia, Birthplace of Legends; People of the North; Blood of the Night; Knights of the Inner Sea; Dungeoneer's Handbook; Animal Archive; Champions of Purity; Quests and Campaigns; Pathfinder Society Primer; Kobolds of Golarion; Dragonslayer's Handbook; Faiths and Philosophies; Demon Hunter's Handbook; Bastards of Golarion; People of the Sands; Magical Marketplace; Blood of the Moon; Champions of Balance; Alchemy Manual; Undead Slayer's Handbook; The Harrow Handbook; Blood of the Elements; People of the River; People of the Stars; Champions of Corruption; Advanced Class Origins; Ranged Tactics Toolbox; Giant Hunter's Handbook; Melee Tactics Toolbox; Familiar Folio; Heroes of the Wild; Cohorts and Companions; Monster Summoner's Handbook; Dirty Tactics Toolbox; Heroes of the Streets; Black Markets; Weapon Master's Handbook; Agents of Evil; Arcane Anthology; Spymaster's Handbook; Legacy of Dragons; Haunted Heroes Handbook; Healer's Handbook; Paths of the Righteous; Occult Origins; Mythic Adventures; Magic Tactics Toolbox; Blood of the Beast; Psychic Anthology; Heroes of the High Court; Divine Anthology; Armor Master's Handbook; Blood of Shadows; Divine Anthology; Monster Hunter's Handbook; Heroes of the Darklands; Legacy of the First World; Adventurer's Armory 2; Blood of the Sea; Elemental Master's Handbook;

Campaign Settings

Inner Sea World Guide; Inner Sea Gods; Seekers of Secrets; Cities of Golarion; Classic Horrors Revisited; Guide to the River Kingdoms; Classic Treasures Revisited; Faction Guide; City of Strangers; Book of the Damned - Volume 2: Lords of Chaos; Rival Guide; Inner Sea Magic; Giants Revisited; Mystery Monsters Revisited; Chronicle of the Righteous; Demons Revisited; Inner Sea Combat; Occult Mysteries; Technology Guide; Undead Unleashed; Tombs of Golarion; Andoran, Birthplace of Freedom; Inner Sea Monster Codex; Inner Sea Races; Distant Shores; Inner Sea Intrigue; Path of the Hellknight; Planes of Power; Inner Sea Temples; Horror Realms; The First World Realm of the Fey; Qadira Jewel of the East; Aquatic Adventures; Lands of Conflict,

Sources to be added

Core RPG Books

Book of the Damned

Pathfinder Player Companions

Antihero's Handbook; Blood of the Coven, People of the Wastes

Campaign Setting

Construct Builder's Guidebook

● Racial Feats

- Aasimar
 - Amplified Radiance, Angel Wings, Angelic Blood, Angelic Flesh, Blinding Light, Celestial Servant, Channel Force, Improved Channel Force, Greater Channel Force, Consecrate Spell, Extraplanar Conjunction, Heavenly Radiance, Inner Light, Metallic Wings, Revered Guidance, Supernal Feast^{non-PFS}, Student of Sulunai,
- Catfolk^{non-PFS}
 - Black Cat, Catfolk Exemplar, Claw Pounce, Feline Grace, Lucky^{non-PFS}, Nimble Striker,
- Changelings
 - Coven Caster^{non-PFS}, Mother's Gift, Unusual Heritage (Changeling),
- Dhampir
 - Blood Drinker^{non-PFS}, Blood Feaster^{non-PFS}, Blood Salvage^{non-PFS}, Diverse Palate^{non-PFS}, Life-Dominant Soul, Natural Charmer, Unusual Heritage (Dhampir), Vampiric Companion^{non-PFS},
- Drow^{non-PFS}
 - Ancestral Weapon Mastery, Drow Nobility, Improved Drow Nobility, Greater Drow Nobility, Eyes of the Twilight, Noble Spell Resistance, Seeping Darkness, Shadow Caster, Sharp Senses, Sniper's Lantern, Spider Climber, Spider Summoner, Suppressive Fire, Surface Scout, Umbral Shift, Umbral Scion, Improved Umbral Scion,
- Duergar^{non-PFS}
 - Giant Steps, Gray Dwarf Magic, Innate Flexibility, Lingering Invisibility, Tough as Iron,
- Dwarves
 - Ancestral Weapon Mastery, Brewmaster, Cleave Through, Cloven Helm, Dented Helm, Earth Child Binder, Earth Child Style, Earth Child Topple, Eternal Enmity, Fight On, Giant Killer, Giantslaying Team, Goblin Cleaver, Hard-Headed, Improved

Stonecunning, Ironguts, Ironhide, Ledge Walker, Let Them Come^{non-PFS}, Living Fortress, Orc Hewer, Shatterspell, Steel Soul, Stone Sense, Stone Singer, Stone Strider, Stone-Faced, Toxic Recovery, Twin Thunders, Twin Thunders Flurry, Twin Thunders Master,

- Elves
 - Ancestral Weapon Mastery, Arcane Talent, Attuned to the Wild, Concentrated Fire, Discerning Eye, Elven Accuracy, Elven Battle Training, Eyes of the Twilight, Guardian of the Wild, Leaf Singer, Light Step, Mage of the Wild, Shared Remembrance, Sharp Senses, Spirit of the Wild, Stabbing Shot, Suppressive Fire,
- Fetchlings
 - Crepuscular Cowl, Dark Sight, Improved Dark Sight, Extraplanar Conjunction, Gloom Sight, Gloom Strike, Improved Shadowy Resistance, Shadow Ghost, Shadow Magic Defense, Shadow Walker, Umbral Shift, Unusual Heritage (Fetchling),
- Gathlain
 - Biological Lattice, Hydroponic Adaptation, Step of the Flighty Fey, Strange Yield,
- Gillmen^{non-PFS}
 - Aberration-Bane Caster, Aboleth Deceiver, Aphotic Explorer, Surface Survivor, Unusual Heritage (Gillman)^{non-PFS}
- Gnomes
 - Ancestral Weapon Mastery, Arcane School Spirit, Arcane Talent, Babble-Peddler^{non-PFS}, Bewildering Koan, Blood Ties, Casual Illusionist, Caustic Slur, Earth Child Binder, Earth Child Style, Earth Child Topple, Echoes of the First World, Eerily Centered, Effortless Trickery, Eternal Enmity, Expanded Resistance, Extra Gnome Magic, Eyes of the Twilight, Giantslaying Team, Gnome Trickster, Gnome Weapon Focus, Great Hatred, Groundling, Haunted Gnome, Haunted Gnome Assault, Haunted Gnome Shroud, Helpless Prisoner, Invoke Primal Instinct, Master of Wonders^{non-PFS}, Mirror Kin, Sharp Senses, Suppressive Fire, Tantrum, Threatening Illusion, Twin Thunders, Twin Thunders Flurry, Twin Thunders Master, Vast Hatred, Wild Speaker Witty Feint,
- Goblins
 - Ankle Biter, Battle Singer, Burn! Burn! Burn!, Burn It Down!, Combat Distraction, Dog Killer, Fire Hand, Flame Heart, Fire Tamer, Goblin Gunslinger, Horse Hunter, Lead from the Back, Letter Fury, Returning Throw, Roll With It, Saddle Shrieker, Tangle Feet, Vandal,
- Grippi
 - Agile Tongue, Ancestral Weapon Mastery,
- Half-Elves
 - Arcane Talent, Child of Two Fates, Discerning Eye, Drow Spirit, Elven Spirit, Exile's Path, Eyes of the Twilight, Half-Drow Paragon^{non-PFS}, Human Spirit, Inspiring Talent, Leaf Singer, Multitalented Mastery, Neither Elf nor Human, Pass For Human, Seen

and Unseen, Shared Insight, Shared Manipulation, Sharp Senses, Sociable, Suppressive Fire, True Breed,

- Half-Orcs
 - Amplified Rage, Ancestral Weapon Mastery, Beast Rider, Blood Vengeance, Brutal Grappler, Crowd of Bullies, Deathless Initiate, Deathless Master, Deathless Zealot, Destroyer's Blessing^{non-PFS}, Ferocious Resolve, Ferocious Summons, Ferocious Tenacity^{non-PFS}, Fight On, Fire God's Blessing^{non-PFS}, Gore Fiend, Horde Charge, Ironguts, Ironhide, Keen Scent, Pack Intimidation, Pass For Human, Razortusk, Resilient Brute, Smash, Smell Fear, Sympathetic Rage, Tenacious Survivor^{non-PFS}, Thrill of the Kill, True Breed, Warleader's Rage, War Singer,
- Halflings
 - Adaptive Fortune, Ancestral Weapon Mastery, Arcane Jinxy, Area Jinx, Blundering Defense, Bolster Jinx, Cautious Fighter, Courageous Resolve, Desperate Swing, Distant Jinx, Eyes of the Twilight, Fascination Jinx, Fortunate One, Halfling Slinger, Improved Low Blow, Jinx Alchemy, Jinxed Spell, Lucky^{non-PFS}, Lucky Halfling, Lucky Healer, Lucky Strike, Malicious Eye, Pass For Human, Relentless Cheer, Risky Striker, Shared Ownership, Sharp Senses, Sluggish Jinx, Sure and Fleet, Suppressive Fire, Surprise Strike, Uncanny Defense, Versatile Jinx, Well-Prepared, Worst Case Jinx,
- Hobgoblins^{non-PFS}
 - Bred Commander, Commander of Goblinkind, Deafening Explosion, Demoralizing Lash, Focusing Blow, Hobgoblin Discipline, Returning Throw, Taskmaster, Terrorizing Display, Warmonger,
- Humans
 - Bestow Luck, Critical Versatility, Dauntless Destiny, Deadly Troupe, Defiant Luck, Diplomatic Ruse, Eclectic, Fast Learner, Fearless Curiosity, Friendly Rivalry, Heroic Will, High Magic Focus, Huntmaster, Improved Improvisation, Improvisation, Inexplicable Luck, Intimidating Confidence, Juju Way, Loyal to the Death, Lucky^{non-PFS}, Martial Mastery, Martial Versatility, One Mind, Pursuit of Glory, Quah Bond, Racial Heritage, Ruthless Opportunist, Scion of the Lost Empire, Surge of Success, Triangulate,
- Ifrits
 - Blazing Aura, Blistering Feint, Elemental Jaunt, Elemental Strike, Extraplanar Conjunction, Firesight, Flow of Elements, Inner Flame, Scorching Weapons,
- Kitsune
 - Fox Shape, Gruesome Shapechanger, Human Guise^{non-PFS}, Magical Tail, Realistic Likeness, Shapechanging Savage, Shrouded in Mystery, Startling Shapechange, Swift Kitsune Shapechanger, Vulpine Pounce,
- Kobolds^{non-PFS}
 - Ambush Squad, Draconic Aspect, Draconic Breath, Draconic Glide, Draconic Magic, Draconic Paragon, Kobold Ambusher, Kobold Confidence, Kobold Sniper, Merciless

Magic, Merciless Precision, Mixed Scales, Redeemed Kobold, Scaled Disciple, Slurk Rider, Tail Terror,

- Merfolk^{non-PFS}
 - Sea Hunter,
- Nagaji
 - Shrouded in Mystery, Spit Venom,
- Orcs^{non-PFS}
 - Amplified Rage, Ancestral Weapon Mastery, Beast Rider, Blood Vengeance, Born Alone, Brutal Grappler, Bullying Blow, Deathless Initiate, Deathless Master, Deathless Zealot, Destroyer's Blessing^{non-PFS}, Ferocious Action, Ferocious Horde, Ferocious Resolve, Ferocious Summons, Ferocious Tenacity, Fight On, Fire God's Blessing^{non-PFS}, Foment the Blood, Grudge Fighter, Gore Fiend, Horde Charge, Ironguts, Ironhide, Keen Scent, Orc Weapon Expertise, Resilient Brute, Resolute Rager, Reverse-Feint, Smell Fear, Sympathetic Rage, Tenacious Survivor, Thrill of the Kill, Trap Wrecker, Unyielding Ferocity, Warleader's Rage, War Singer,
- Oreads
 - Dwarf Blooded, Echoes of Stone, Elemental Jaunt, Elemental Strike, Extraplanar Conjunction, Flow of Elements, Murmurs of Earth, Oread Burrower, Oread Earth Glider, Stony Step,
- Ratfolk
 - Burrowing Teeth, Cooperative Swarmer, Gnawer, Sharpclaw, Pack Rat, Rat Stack, Rending Swarm, Scurrying Swarmer, Shared Stash, Sharptooth, Squirming Pile, Tunnel Rat, Underfoot,
- Samsaran
 - Life's Blood, Shrouded in Mystery,
- Skinwalker
 - Bat Shape, Bloodmarked Flight, Dire Bat Shape, Extra Feature, Fast Change, Gruesome Shapechanger,
- Strix^{non-PFS}
 - Cloak of Feathers^{non-PFS}, Eternal Enmity, Stretched Wings,
- Suli
 - Extra Elemental Assault, Extraplanar Conjunction, Incremental Elemental Assault,
- Svirfneblin^{non-PFS}
 - Echoes of the First World, Eternal Enmity, Giantslaying Team, Shadow Magic Defense, Stoic Pose,
- Sylphs
 - Airy Step, Cloud Gazer, Elemental Jaunt, Elemental Strike, Extraplanar Conjunction, Flow of Elements, Inner Breath, Wings of Air,
- Tengu
 - Blood Beak, Carrion Feeder, Long-Nose Form, Loveable Scoundrel, Scavenger's Eye, Shrouded in Mystery, Tengu Raven Form, Tengu Wings,

- Tieflings
 - Ancestral Scorn, Armor of the Pit, Banner of Doom, Blinding Sneak Attack, Eclipse Strike^{non-PFS}, Expanded Fiendish Resistance, Extraplanar Conjunction, Fiendish Darkness, Improved Fiendish Darkness, Fiendish Facade, Improved Fiendish Sorcery, Fiendish Resilience, Fiend Sight, Fury of the Tainted, Improved Fury of the Tainted, Grasping Tail, Monstrous Mask, Shadow Shroud^{non-PFS}, Terrifying Mask, Wicked Valor,
- Undine
 - Aquatic Ancestry, Elemental Jaunt, Elemental Strike, Extraplanar Conjunction, Flow of Elements, Hydraulic Maneuver, Steam Caster, Triton Portal, Water Skinned,
- Vanara
 - Tree Hanger,
- Vishkanya
 - Ancestral Weapon Mastery, Deadly Kiss, Eyes of the Twilight, Sleep Venom, Suppressive Fire, Vishkanya Perfume,
- Wayangs
 - Extra Light and Dark, Shadowy Dash, Shrouded in Mystery, Wayang Soothsayer
- Wyvarans
 - Brood Defender, Draconian Law, Relic Familiarity, Sincere Flattery, Wyvaran Spellcasting,
- Alien Races
 - Alien Mindpaths,
- Monster Feats^{non-PFS}
 - Specific Monster Abilities
 - Unyielding Ferocity, Latching Horror, Greater Rending Fury, Improved Rending Fury, Rending Fury, Aquatic Adaption, Aquatic Advantage, Engulf Horror, Engulf Revulsion, Consume Essence, Horrific Gorging, Improved Stench, Pungent Stench, Toxic Stench, Spawnlink, Final Embrace, Final Embrace Horror, Final Embrace Master, Ability Focus, Death Roll,
 - Boggard
 - Extra Croaking, Powerful Tongue, Sonic Croak, Stunning Croak, Throat Pouch,
 - Bunyip
 - Breach, Improved Roar,
 - Cecaelia
 - Cecaelia Focus Tattoo,
 - Demons
 - Babau Rogue Talent, Consume Undeath, Demonic Possession, Improved Death-Stealing, Improved Infuse Weapon, Improved Possession,
 - Ghouls

- Bag of Bones, Brain Eater, Civilized Ghouliness, Corpse Companion, Old as Dust, Sleeper, Skin Suit, Warren Digger, Whispered Knowledge,
- Giant
 - Ancestral Enmity, Blasting Boulder, Born of Frost, Chilled Rock, Earthtouched, Icy Stare, Smoking Boulder, Sure on Ice, Smoking Boulder, Stone Awareness, Stone Magic,
- Girtablilu
 - Guardian of Tradition,
- Gnolls
 - Snapping Jaws,
- Lizardfolk
 - Dangerous Tail, Swift Swimmer,
- Ogre
 - Corrupted Flesh, Fetid Breath, Gluttonous Gobbler, Ogre Crush, Night Stalker, Raging Brute, Savage Critical, Vestigial Head,
- Plant Type
 - Nature's Wrath,
- Sahuagin
 - Blood Tide, Greater Blood Frenzy,
- Serpentfolk
 - Innate Arcana, Serpentine Compression, Tail Weapon, Telepathic Distraction, Venomous Spray,
- Triton
 - Ally Caller, Aquatic Squires,
- Troll
 - Cooperative Rend, Great Rend, Mighty Bite, Raging Regeneration, Regenerate Muscles, Sprinting Troll,
- Urdefhan
 - Assured Destruction, Empowered Daemonic Pact, Siphoning Blade, Skaveling Companion, Urdefhan Bladebreaker, Voracious Blade,
- Vampire
 - Aversion Tolerance, Exsanguinate, Famine Tolerance, Improved Bestial Transformation, Improved Gaseous Form, Improved Swarm Form, Skin Suit, Variant Prayer Scroll, Whispered Knowledge,

● Class Specific

○ Prestige Classes

- Crepuscular Cowl, Daring Exploit, Extra Impromptu Sneak Attack, Extra Shadow Jump, Favored Prestige Class, Flexible Shadow Jump, Prestigious Spellcaster, Sliding Dash, Shadow Magic Defense, Structural Strike, Terrifying Assassination,

- **Alchemist**
 - Alchemical Strike, Close-Quarters Thrower, Deceptive Exchange, Die for Your Master, Divine Fighting Technique (Cayden Cailean's Blade and Tankard), Extra Bombs, Extra Discovery, Implant Bomb, Pinpoint Poisoner, Planar Preservationist, Potion Glutton, Reject Poison, Remote Bomb, Spirit Oni Master,
- **Arcanist**
 - Eldritch Aid, Expanded Preparation, Extra Arcanist Exploit, Extra Reservoir, Extra Spontaneous Spell Mastery,
- **Barbarian**
 - Ambush Sense, Bear's Balance, Extra Rage, Extra Rage Power, Fighting Frenzy, Furious Finish, Lightning Rager, Mad Magic, Ostentatious Rager, Raging Brutality, Raging Deathblow, Raging Hurler, Raging Throw, Raging Vitality, Ready for Anything, Rebuffing Reduction, Reckless Rage, Recovered Rage, Skilled Rager, Uncanny Ally, Unfettered Rage,
- **Bard**
 - Basic Harmony, Battle Cry (DTT), Charming Performance, Compelling Harmonies, Counterpoint to Inspiration, Disconcerting Knowledge, Discordant Voice, Diva Advance, Diva Strike, Diva Style, Divine Expression, Expeditious Sleuth, Extra Performance, Ensemble, Fire Music, Grand Master Performer^{non-PFS}, Harmonic Sage, Harmonic Spell, Hymn Singer, Greater Dirge of Doom, Improved Dirge of Doom, Inspired by Fear, Inspiring Mentor, Instrumental, Intimidating Performance, Introspective Performance, Know Weakness, Lingering Performance, Master Performer^{non-PFS}, Omnipresent Mentor, Persuasive Performer, Silent Performer^{non-PFS}, Spellsong, Verbose Performer^{non-PFS}, Wind Song
- **Bloodrager**
 - Blasting Charge, Bloodied Arcane Strike, Draconic Manifestation, Flumefire Rage, Mad Magic, Rage Casting, Raging Absorption, Raging Concentration,
- **Brawler**
 - Anticipate Dodge, Barroom Brawler, Bull-Catcher Style, Bull-Catcher Toss, Bull-Catcher Wrangler, Counterpunch, Extra Martial Flexibility, Improved Awesome Blow^{non-PFS},
- **Cavalier**
 - Animal Soul, Bully Breed, Chain Challenge, Horse Master, Monstrous Companion^{non-PFS}, Practiced Tactician, Rebounding Leap,

- Cleric

- Align Equipment, Alignment Channel, Angelbane Strike^{non-PFS}, Aura Flare, Aura of Succumbing, Beacon of Hope, Bestow Hope, Blazing Channel, Bless Equipment, Greater Bless Equipment, Improved Bless Equipment, Bolster Undead, Channel Discord, Channel Endurance, Channel Hate, Channel Ray, Channel Smite, Greater Channel Smite, Channel Surge, Channel Viciousness, Channeled Revival, Channeled Shield Wall, Channeling Force, Channeling Scourge, Channeling Variance, Clarifying Channel, Command Undead, Contingent Channeling, Conversion Channel, Crusader's Flurry, Disciple of the Sword, Disconcerting Knowledge, Disrupting Fist, Divine Barrier, Divine Expression, Domain Strike, Elemental Channel, Energy Channel, Extra Channel, Extra Variance, Fateful Channel, Forceful Channel, Guided Hand, Hellish Shackles, Improved Channel, Ironbound Master, Ki Channel, Liberation Channel, Life Lure, Lingering Smite, Poisoner's Channel, Protective Channel, Purifying Channel, Quick Channel, Reactive Healing, Sacred Summons, Seductive Channel, Selective Channeling, Selfish Channel, Shatter Control, Shatter Resolve, Siphon Channel, Spontaneous Nature's Ally, Steelskin Channel, Thicket Channel, Touch of Evil, Trailblazing Channel, Turn Undead, Versatile Channeler, War Blessing, Warrior Priest,

- Druid

- Andoren Falconry, Animal Soul, Aspect of the Beast, Boon Companion, Bully Breed, Companion Figurine, Distant Spell Link, Evolved Companion^{non-PFS}, Fast Empathy, Fey Spell Lore, Genie-Touched Companion, Greater Wild Empathy, Heroic Leader, Improved Share Spells, Improved Spell Sharing, Lay of the Land, Monstrous Companion^{non-PFS}, Monstrous Mount, Monstrous Mount Mastery, Mystic Stride, Natural Spell, Pack Flanking, Pack Tactics, Pacify Animal, Planar Wild Shape, Powerful Shape, Quick Wild Shape, Scion of the Land, Shapeshifting Hunter, Shaping Focus, Share Healing, Share Spells, Special Delivery, Spirit's Gift, Startling Shapechange, Totem Beast, Vermin Heart, Wild Speech,
- Animal Companion Feats
 - Extra Item Slot, Forceful Charge, Improved Forceful Charge, Jumper, Lithe Attacker, Narrow Frame, Spell Sponge, Stable Gallop, Sure-Footed, Valiant Steed,

- Fighter

- Ace Disarm, Ace Trip, Advanced Armor Training, Advanced Weapon Training, Armor Material Expertise, Armor Material Mastery, Bravery in Action, Burrowing Shot^{non-PFS}, Critical Mastery, Courage in a Bottle, Cushioning Armor, Cushioning Shield, Cut from the Air, Defended Movement, Devastating Assault, Difficult Swings, Feint Defender, Finesse Shot, Guarded Charge, Imposing Bearing, Impressive Grit, Improved Bravery, Inspiring Bravery, Intense Blows, Ironclad Reactions, Greater Ironclad Reactions, Knocking Blows, Liberating Shot, Marksman's Utility, Modification Trainer,

Pin Down, Poised Bearing, Quick Study, Retributive Kick, Ricochet Toss, Schooled Resolve, Secured Armor, Shield Brace, Shielded Stand, Smash from the Air^{non-PFS}, Social Bravery, Spellcut, Sprightly Armor, Stumbling Bash, Sunder Blessing^{non-PFS}, Targeted Blow, Toppling Bash, Tower Shield Specialist, Unbreakable, Unbound Bravery, Undaunted Bravery Unhindering Shield, Weapon Material Mastery, Weapon Style Mastery, Weapon Specialization, Greater Weapon Specialization,

- **Gunslinger**

- Blowout Shot Deed, Casterbane Shot, Daring Exploit, Deft Shootist, Extra Grit, Fabulist, Gun Twirling, Leaping Shot, Musketeer's Dodge, Musketeer's Reposition, Named Bullet, No Name, Poison Shot Deed^{non-PFS}, Redirected Shot, Ricochet Shot Deed, Secret Stash Deed^{non-PFS}, Signature Deed, Whip-Shot Deed,

- **Hunter**

- Expanded Hunter Tactics, Expanded Studies, Extended Animal Focus, Planar Focus,

- **Inquisitor**

- Baneful Judgment, Branded for Retribution, Channeling Scourge, Disciple of the Sword, Double Bane, Exploit Lore, Extended Bane, Extra Bane, Eyes of Judgment, Favored Judgment, Grant Initiative, Improved Monster Lore, Insightful Gaze, Instant Judgment, Intimidating Bane, Intimidating Gaze, Judgment Surge, Menacing Bane, Merciful Bane, Righteous Healing, Shared Judgment, Spell Bane, Thoughtful Discernment,

- **Investigator**

- Daring Exploit, Expeditious Sleuth, Extra Inspiration, Extra Investigator Talent, Focused Inspiration, Formula Recollection, Insightful Delivery, Inspired Alchemy, Inspired Sneak Attack, Inspired Strike, Ranged Study, Surprise Maneuver, Studied Expertise,

- **Kineticist**

- Delay Blast, Elemental Knowledge, Elemental Overload, Expanded Metakinesis, Extra Wild Talent, Flumefire Rage, Improved Elemental Counterspell, Interweave Composite Blast, Kinetic Counter, Kinetic Crafting, Kinetic Invocation, Kinetic Leap, Metamagic Invocation, Mobile Gathering, Parting Blast,

- **Magus**
 - Banishing Critical, Dimensional Awareness, Dimensional Disruption, Disruptive Recall, Extra Arcana, Extra Arcane Pool, Maximized Spellstrike, Tripping Staff, Tripping Twirl, Unhindering Shield,
- **Medium**
 - Channel Spirit^{non-PFS}, Legendary Influence, Improved Legendary Influence, Spirit Focus,
- **Mesmerist**
 - Bleeding Stare, Blinding Stare, Bouncing Trick, Compounded Pain, Confusing Stare, Contingent Trick, Demoralizing Stare, Disconcerting Stare, Entwining Stare, Excoriating Stare, Extended Combat Meditation, Extended Stare, Extra Mesmerist Tricks, Extra Touch Treatment, Fatiguing Stare, Gaze Reflection, Greater Mesmerizing Feint, Intense Pain, Intimidating Glance, Manifold Stare, Mesmerizing Feint, Ready for Battle, Ready for Pain, Obliviating Stare^{non-PFS}, Penetrating Stare, Perturbing Stare, Reflexive Trick, Spell Trick, Split Trick, Swap Trick, Venomous Stare,
- **Monk**
 - Anticipate Dodge, Bull-Catcher Style, Bull-Catcher Toss, Bull-Catcher Wrangler, Cartwheel Dodge, Chakra Mandala, Clambering Escape, Cloud Step, Crusader's Flurry, Deep Drinker, Deny Death, Dimensional Agility, Dimensional Assault, Dimensional Dervish, Dimensional Maneuvers, Dimensional Savant, Dimensional Step Up, Divert Harm, Improved Duck and Cover, Elusive Redirection, Enhanced Ki Throw, Ennobled Resistances, Extra Investiture Points, Extra Ki, Extra Vested Power, Fast Drinker, Feinting Flurry, Improved Feinting Flurry, Feral Combat Training, Gliding Steps, Horn of the Criosphinx, Ki Diversity^{non-PFS}, Ki Stand, Leaping Evasion, Monastic Legacy, Pinpoint Poisoner, Quivering Palm Adept, Quivering Palm Versatility, Pinning Knockout, Spectrum Sight, Spider Step, Spiritual Balance, Twist Away, Unhindering Shield, Wings of the Androsphinx,
- **Occultist**
 - Efficient Focus Shift, Extend Resonant Power, Extra Focus Power, Extra Mental Focus, Implement Focus, Implement Mastery, Rapid Focus Shift, Strong Implement Link,
- **Oracle**
 - Abundant Revelations, Divine Expression, Extra Revelation, Oracular Intuition, Prophetic Visionary, Revelation Strike, Seeker of the Eternal Emperor, War Blessing, Warrior Priest,

- **Paladin**
 - Adept Champion, Channel Surge, Crusader's Fist, Devil Sense, Dragonbane Aura, Dual Enhancement, Extra Lay on Hands, Extra Mercy, Favor of the Empress of Torrents, Fearless Aura, Greater Mercy, Hands of Valor, Painful Anchor, Protective Strike, Protector's Strike, Pure Faith, Radiant Charge, Reactive Healing, Resilient Armor, Reward of Grace, Reward of Life, Righteous Orator, Sin Seer, Smite Evil Magic, Stone to Flesh Savant, Sunblade, Ultimate Mercy, Ultimate Resolve, Unsanctioned Detection, Unsanctioned Knowledge, Word of Healing,
- **Psychic**
 - Disciplinary Devotee, Expanded Phrenic Pool, Extra Amplification,
- **Ranger**
 - Advanced Ranger Trap, Bounding Step, Cartwheel Dodge, Earth Magic, Expansive Trap Ability, Extra Ranger Trap, Fast Empathy, Favored Defense, Favored Enemy Spellcasting, Fey Spell Versatility, Flexible Foe, Focused Aberration Expertise, Focused Animal Expertise, Focused Construct Expertise, Focused Dragon Expertise, Focused Fey Expertise, Focused Magical Beast Expertise, Focused Ooze Expertise, Focused Outsider Expertise, Focused Plant Expertise, Focused Undead Expertise, Focused Vermin Expertise, Foebane Magic, Giant-Bane Caster, Greater Wild Empathy, Inured to Draconic Majesty, Mystic Stride, Natural Pathseeker, Planar Hunter, Scion of the Land, Shapeshifting Hunter, Shared Quarry, Slayer's Knack, Terrain Celerity, Vermin Heart,
- **Rogue (And Ninja)**
 - Accomplished Sneak Attacker, Acute Shot, Ambush Sense, Anatomical Savant, Betrayal Sense, Bludgeoner, Bookish Rogue, Cartwheel Dodge, Clambering Escape, Cooperative Disabling, Cunning Intuition, Dastardly Finish, Disable Dweomer, Divert Harm, Extra Ninja Trick, Extra Rogue Talent, Flensing Strike^{non-PFS}, Hellcat Pounce, Improved Duck and Cover, Inspired Sneak Attack, Knockout Artist, Leaping Evasion, Onslaught, Pernicious Stab, Quiet Death, Ready for Anything, Sap Adept, Sap Master, Shadows of Fear, Sneaking Critical, Sneaking Precision, Surprise Maneuver, Talented Magician, Treacherous Toxin, True Deception, Twist Away, Uncanny Ally,
- **Samurai**
 - Maximized Spellstrike, Unconquerable Resolve, Wave Strike,
- **Shaman**
 - Amplified Hex, Flexible Hex, Ritual Hex^{non-PFS}, Spirit Talker, Spiritual Guardian,

- **Skald**
 - Basic Harmony, Charming Performance, Compelling Harmonies, Counterpoint to Inspiration, Expanded Spell Kenning, Greater Skald's Vigor, Intimidating Performance, Introspective Performance, Reckless Rage, Recovered Rage, Stouthearted, Skald's Vigor, Wind Song
- **Slayer**
 - Extra Slayer Talent, Extreme Prejudice, Focused Target, Gruesome Slaughter, Kick Up, Killing Flourish, Merciless Butchery, Seething Hatred, Silent Kill, Slayer's Feint, Terrifying Assassination,
- **Sorcerer**
 - Aberrant Tumor, Create Sanguine Elixir^{non-PFS}, Draconic Manifestation, Irrisen Icemanifested Blood, Raging Blood, Sorcerous Bloodstrike, Sorcerous Strike,
- **Spiritualist**
 - Distant Delivery, Emotional Conduit, Focused Phantom, Overwhelming Phantom, Phantom Ally, Phantom Fighter, Phantom Fortification, Shared Soul, Spirit Symbiosis, Spiritualist's Call, Vigilant Phantom,
- **Summoner**
 - Defending Eidolon, Distant Spell Link, Extra Evolution, Extra Summons, Focused Eidolon, Heroic Leader, Improved Share Spells, Improved Spell Sharing, Resilient Eidolon, Sense Link, Share Healing, Share Spells, Special Delivery, Summoner's Call, Vigilant Eidolon,
- **Swashbuckler**
 - Cat and Mouse, Confounding Tumble Deed, Dastardly Trick, Disarming Threat Deed, Divine Protection, Dueling Cape Deed, Enrage Opponent, Extra Panache, Fencing Grace, Kick Up, Musketeer's Daring, Musketeer's Sidestep, Pommel Strike Deed, Seize Advantage, Starry Grace, Lightning Draw, Structural Strike, Unhinding Shield,
- **Vigilante**
 - Agent of Fear, Convincing Persona, Masked Symbol, Notorious Vigilante, Shadows of Fear, Startling Getaway, Willing Accomplice,
- **Warpriest**
 - Channeled Blessing, Dual Enhancement, Energy Channel, Expanded Studies, Quicken Blessing, Resilient Armor,

- Witch

- Abeyance^{non-PFS}, Accursed Hex, Amplified Hex, Blunt Blade, Boon Companion, Bull's Eye, Cataract, Companion Figurine, Consumption, Decoy's Misdirection, Distant Spell Link, Emissary's Emboldening, Evolved Familiar, Extra Blood Hex, Extra Hex, Falter, Familiar Spell^{non-PFS}, Far-Roaming Familiar, Figment's Fluidity, Group Deliver Touch Spells, Group Shared Spells, Guardian's Return, Heroic Leader, Hex Strike, Hinder^{non-PFS}, Improved Familiar, Improved Share Spells, Improved Spell Sharing, Mascot's Affection, Mauler's Endurance, Polyglot Familiar, Poppet Familiar, Ritual Hex^{non-PFS}, Sage's Guidance, Seeds of Doubt, Share Healing, Share Spells, Special Delivery, Spell Hex, Spirit Talker, Spirit's Gift, Split Hex, Split Major Hex, Telepathic Link, Uncertainty, Unfettered Familiar, Witch Knife,

- Wizard

- Boon Companion, Companion Figurine, Cypher Script, Distant Spell Link, Decoy's Misdirection, Eldritch Aid, Emissary's Emboldening, Evolved Familiar, Familiar Spell^{non-PFS}, Far-Roaming Familiar, Figment's Fluidity, Flexible Wizardry, Greater School Familiar, Group Deliver Touch Spells, Group Shared Spells, Guardian's Return, Heroic Leader, Improved Flexible Wizardry, Improved Familiar, Improved Share Spells, Improved Spell Sharing, Poppet Familiar, Share Healing, Share Spells, Special Delivery, Mascot's Affection, Mauler's Endurance, New Thassilonian Magic, Polyglot Familiar, Sage's Guidance, School Familiar, School Strike, Spell Mastery, Spirit's Gift, Telepathic Link, Unfettered Familiar,
- Familiar Feats
 - Critical Conduit, Extra Item Slot, Familiar Focus, Jumper, Lithe Attacker, Master of Your Kind, Narrow Frame, Spell Sponge, Stable Gallop, Sure-Footed, Valiant Steed

- Combat Build Specific

- Melee Combat

- Natural Weapons

- Beartrap Bite, Bear Hug, Blood Feast, Buffeting Wings, Eldritch Claws, Feral Combat Training, Fling, Rending Claws, Improved Natural Attack, Multiattack^{non-PFS}, Powerful Wings^{non-PFS}, Snapping Flank^{non-PFS}, Snatch and Drop, Spirit Oni Master,

- Improvised Weapons

- Catch Off-Guard, Chairbreaker, Equipment Trick (Dirty Pick), Hook Fighter, Improvised Weapon Mastery,

■ Weapon and Shield

- Bashing Finish, Covering Defense, Covering Shield, Cushioning Shield, Defended Movement, Equipment Trick (Release Shield), Equipment Trick (Ricochet Shield), Feint Defender, Greater Shield Focus, Greater Shield Specialization, Improved Shield Bash, Missile Shield, Mobile Bulwark Style, Mobile Fortress, Mobile Stronghold, Mounted Shield, Ray Shield, Saving Shield, Shield Brace, Shield Focus, Shield Master, Shield Proficiency, Shield Slam, Shield Snag, Shield Specialization, Shield Wall, Shielded Caster, Shielded Gauntlet Style, Shielded Gauntlet Attack, Shielded Gauntlet Master, Stumbling Bash, Toppling Bash, Upsetting Shield Style, Upsetting Strike, Upsetting Vengeance, Vanguard Hustle, Vanguard Style, Vanguard Ward, Weapon Trick (Feint and Bash),

■ Two-Weapon Fighting

- Break Guard, Divine Fighting Technique (Cayden Cailean's Blade and Tankard), Double Slice, Improved Two-Weapon Feint, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, Multiweapon Defense^{non-PFS}, Multiweapon Fighting^{non-PFS}, Multiweapon Specialist^{non-PFS}, Two-Weapon Defense, Two-Weapon Drunkard, Two-Weapon Fighting, Two-Weapon Rend, Two-Weapon Feint, Weapon Trick (Dual Strike),

■ Two-Handed

- Cleaving Sweep^{non-PFS}, Furious Focus, Horn of the Criosphinx, Giant-Killer Stance, Phalanx Formation, Pushing Assault, Shield Brace, Shield of Swings, Spear Dancer, Steadfast Slayer, Weapon Trick (Choke Up), Weapon Trick (Haft Bash), Weapon Trick (Quick Brace),

■ Finesse (Dex-based)

- Bladed Brush, Dervish Dance, Fencing Grace, Piranha Strike, Slashing Grace, Starry Grace, Two-Weapon Grace, Weapon Finesse,

■ Unarmed

- Befuddling Strike, Belier's Bite, Bonebreaker, Cockatrice Strike, Cornugon Stun, Counterpunch, Crushing Blow, Dazing Fist, Disorienting Blow, Dispelling Fist, Divine Fighting Technique (Way of the Perfected Fist), Draining Strike, Elemental Fist, Equipment Trick (Cleat Stomp), Gorgon's Fist, Hamatulatsu^{non-PFS}, Improved Ki Throw, Improved Unarmed Strike, Jawbreaker, Joyless Toil, Ki Throw, Medusa's Wrath, Mountain-Splitting Strike, Nightmare Fist, Paralyzing Strike, Perfect Strike, Punishing Kick, Scorpion Style, Staggering Fist, Stone-Handed, Stunning Fist, Stunning Fist Adept, Touch of Serenity, Vicious Stomp,

■ Nonlethal

- Betraying Blow, Bludgeoner, Cudgeler Style^{non-PFS}, Cudgeler Sweep^{non-PFS}, Cudgeler Takedown^{non-PFS}, Divine Fighting Technique (Sarenrae's Mercy), Enforcer, Golden Legion's Stayed Blade, Pinning Knockout, Sap Adept, Sap Master, Stage Combatant,

■ Fragile Weapons

- Disposable Weapon, Splintering Weapon,

■ Specific Weapons

- Proficiencies
 - Choir of Blades, Exotic Weapon Proficiency, Martial Weapon Proficiency, Modified Weapon Proficiency, Simple Weapon Proficiency, Weapon Adept
- Aldori Dueling Sword
 - Aldori Artistry, Aldori Dueling Mastery, Aldori Dueling Disciple, Aldori Style, Aldori Style Aegis, Aldori Style Conquest, Duelist of the Roaring Falls, Duelist of the Shrouded Lake, Falling Water Gambit, Garen's Discipline, Redistributed Might, Serren's Masterstroke,
- Dagger
 - Deific Obedience (Pharsma), Twin Fang Lunge, Twin Fang Strike, Twin Fang Style,
- Dwarven Dorn-Dergar
 - Darting Viper, Dorn-Dergar Master,
- Earth Breaker and Klar
 - Thunder and Fang
- Falcata
 - Taldan Duelist,
- Falchion
 - Divine Fighting Technique (Way of the Carving Blade),
- Glaive
 - Bladed Brush,
- Greatsword
 - Divine Fighting Technique (Gorum's Swordsmanship),
- Kaava Musk
 - Equipment Trick (Careful Steps), Equipment Trick (Fast Flask), Equipment Trick (Make the Kill), Equipment Trick (Musk Blinding), Equipment Trick (Musk Poison), Equipment Trick (Musk Sickening), Equipment Trick (Reactive Splashing), Equipment Trick (Splashproof Shield), Equipment Trick (Stink-Fighting),

- Kama
 - Twin Fang Lunge, Twin Fang Strike, Twin Fang Style,
- Kukri
 - Divine Fighting Technique (Way of the Carving Blade),
- Lasso
 - Strangler,
- Longsword
 - Disciple of the Sword, Divine Fighting Technique (Iomedae's Inspiring Sword),
- Mace
 - Divine Fighting Technique (Way of the Mace),
- Net
 - Equipment Trick (Binding Trick), Equipment Trick (Grappling Net), Knotted Nets, Net Adept, Net and Trident, Net Maneuvering, Net Trickery,
- Quarterstaff
 - Quarterstaff Master, Tripping Staff, Tripping Twirl,
- Rapier
 - Fencing Grace,
- Sawtooth Sabre
 - Bloody Sabres,
- Scimitar
 - Dervish Dance, Divine Fighting Technique (Way of the Merciful),
- Scythe
 - Divine Fighting Technique (Way of Hunger),
- Spiked Chain
 - Cornugon Shield, Cornugon Trip, Divine Fighting Technique (Zon-Kuthon's Flensing), Equipment Trick (Knotted Weapon),
 -
- Starknife
 - Divine Fighting Technique (Way of the Shooting Star), Guided Star, Starry Grace,
- Torch
 - Firebrand, Torch Bearer, Torch Handling,
- Warhammer
 - Blessed Hammer, Deific Obedience (Torag), Divine Fighting Technique (Way of Patient Strikes),
- Whip
 - Balor Whip, Greater Balor Whip, Improved Balor Whip, Divine Fighting Technique (Calistria's Poisoned Lash), Equipment Trick (Lash), Fury's

Snare, Greater Serpent Lash, Greater Whip Mastery, Improved Whip Mastery, Serpent Lash, Whip Mastery,

- Ranged Combat

- General Ranged Feats

- Acute Shot, Bull's Eye, Bullseye Shot, Circuitous Shot, Clinging Climber, Clustered Shots, Coordinated Shot, Covering Fire, Deadly Aim, Diversion Shot, Enfilading Fire, False Opening, Far Shot, Focused Shot, Friendly Fire, Friendly Fire Maneuvers, Greater Snap Shot, Impact Critical Shot, Improved Precise Shot, Improved Snap Shot, Lob Shot, Master Sniper, Parting Shot, Pinpoint Targeting, Point Blank Master, Point Blank Shot, Precise Shot, Ranged Disarm, Ranged Disable, Ranged Feint, Ranged Trip, Rapid Shot, Reckless Aim, Relentless Shot, Shot on the Run, Snap Shot, Target of Opportunity, Trick Shooter, Volley Fire, Weathered Warrior, Weapon Trick (Hindering Shot), Weapon Trick (Suppressing Shot), Wounded Paw Gambit, Aquadynamic Shot,

- Specific Ranged Build Feats

- Archery
 - Divine Fighting Technique (Way of the Distracting Shot), Erastil's Blessing, Exceptional Pull, Manyshot, Savior's Arrow,
- Crossbow
 - Artillery Team, Crossbow Mastery, Divine Fighting Technique (Abadar's Crossbow), Prone Shooter, Rapid Reload,
- Thrown
 - Alchemical Strike, Arcing Lob, Bounding Hammer, Charging Hurler, Close-Quarters Thrower, Concentrated Splash, Deadly Dealer, Disposable Weapon, Distance Thrower, Divine Fighting Technique (Way of the Shooting Star), Equipment Trick (Hurl Scabbard), Equipment Trick (Tangle), Equipment Trick (Hurl Shield), Equipment Trick (Ricochet Shield), Equipment Trick (Lodge Sunrod), Guided Star, Improved Charging Hurler, Quick Draw, Ricochet Splash Weapon, Sliding Axe Throw, Splash Weapon Mastery, Splash Volley, Splintering Weapon, Throw Anything, Throw Back Arrows, Thuvian Grenadier, Two-Handed Thrower,
- Firearms
 - Artillery Team, Covering Fire, Grand Duchy Familiarity, Gunsmithing, Rapid Reload, Prone Shooter, Protective Line,
- Sling

- Ammo Drop, Arc Slinger, Halfling Slinger, Juggle Load, Large Target, Prone Shooter, Prone Slinger, Sling Flail, Whip-Slinger,
 - Siege Weapons
 - Cannon Master^{non-PFS}, Master Siege Engineer^{non-PFS}, Siege Commander^{non-PFS}, Siege Engineer^{non-PFS}, Siege Gunner^{non-PFS},
- Taking Advantage of Attacks of Opportunity
 - Bodyguard, Broken Wing Gambit, Celestial Obedience (Jaidz), Combat Patrol, Coordinated Capture, Combat Reflexes, Counter Reflexes, Counterpunch, Greater Snap Shot, Improved Snap Shot, Intrepid Rescuer, Outflank, Paired Opportunists, Porcupine Defense, Relentless Shot, Seize the Moment, Stand Still, Steady Engagement, Snap Shot, Swarm Strike, Vicious Stomp, Weapon Trick (Stylish Riposte), Weapon Trick (Off-Hand Opportunity), Weapon Trick (Feint and Bash),
- Anti-Spellcaster
 - Abeyance^{non-PFS}, Arcane Trap Suppressor, Arcane Vendetta, Atheist Abjurations, Banishing Critical, Blighted Critical^{non-PFS}, Blighted Critical Mastery, Casterbane Shot, Censoring Critical, Coordinated Distraction, Destructive Dispel, Detect Expertise, Dimensional Step Up, Dispel Focus, Dispel Synergy, Dispelling Critical, Dispelling Fist, Disrupting Shot, Disruptive, Disruptive Recall, Divine Fighting Technique (Gorum's Swordsmanship), Equipment Trick (Shield Gag), Exorcist's Rebuttal, Greater Blighted Critical, Greater Dispel Focus, Hellknight Aegis, Jawbreaker, Parry Spell, Scrutinize Spell, Shapeshifter Foil, Spell Bluff, Spellbreaker, Strangler, Teleport Tactician, Witchbreaker,
- Crit-Fishing Builds
 - Critical Focus Tree
 - Accursed Critical, Bleeding Critical, Blinding Critical, Censoring Critical, Crippling Critical, Critical Focus, Critical Mastery, Deafening Critical, Destroy Identity, Dirty Critical Hit, Entreating Critical^{non-PFS}, Exhausting Critical, Sickening Critical, Staggering Critical, Stunning Critical, Tiring Critical, Sun Striker,
 - All Others
 - Anatomical Savant, Butterfly's Sting, Blighted Critical^{non-PFS}, Blighted Critical Mastery, Greater Blighted Critical, Celestial Obedience (Damerrich), Dispelling Critical, Disposable Weapon, Divine Fighting Technique (Way of the Mace), Divine Fighting Technique (Way of Patient Strikes), Divine Fighting Technique (Way of the Perfected Fist), Dragonslayer, Eldritch Assault^{non-PFS}, Flaying Critical, Impact Critical Shot, Impaling Critical, Improved Critical, Improved Impaling Critical, Jaguar Pounce, Martial Dominance, Outflank, Seize the Moment, Wingclipper,

○ Combat Maneuvers

- General
 - Agile Maneuvers, Barrage of Styles, Coordinated Maneuvers, Dirty Fighting, Focused Discipline, Knocking Blows, Solo Maneuvers, Traditional Weapons, Trick Shooter, Undermining Exploit,
- Awesome Blow
 - Awesome Blow, Improved Awesome Blow, Awesome Charge^{non-PFS},
- Bull Rush
 - Breaker of Barriers, Bull Rush Strike, Dimensional Maneuvers, Equipment Trick (Smash Through), Equipment Trick (Steer Opponent), Greater Bull Rush, Guarded Charge, Harder They Fall, Hurricane Punch, Impact Critical Shot, Imposing Bearing, Improved Bull Rush, Merciless Rush, Poised Bearing, Quick Bull Rush, Raging Throw, Rebuffing Reduction, Spinning Throw, Spiked Destroyer, Squash Flat, Undermine, Weapon Trick (Close Sweep),
- Dirty Trick
 - Improved Dirty Trick, Greater Dirty Trick, Net Trickery, Quick Dirty Trick, Dirty Trick Master^{non-PFS}, Dirty Critical Hit, Dirty Disarm, Dirty Grapple, Superior Dirty Trick, Mud in Your Eye, Improved Underhanded Teamwork, Underhanded Teamwork, Kitsune Style, Kitsune Tricks, Kitsune Vengeance, Divine Fighting Technique (Abadar's Crossbow), Divine Fighting Technique (Cayden Cailen's Blade and Tankard), Divine Fighting Technique (Way of the Mace), Divine Fighting Technique (Way of Thunder), Weapon Trick (Free Hand Maneuver), Equipment Trick (Heel Crush), Equipment Trick (Binding Trick), Equipment Trick (Dirty Pick),
- Disarm
 - Improved Disarm, Greater Disarm, Disarming Strike, Break Guard, Dimensional Maneuvers, Net Maneuvering, Steady Engagement, Hold the Blade, Shield Snag, Directed Disarm, Ranged Disarm, Dirty Disarm, Disarm Partner^{non-PFS}, Improved Disarm Partner^{non-PFS}, Darting Retrieval, Divine Fighting Technique (Way of Patient Strikes), Serpent Lash, Greater Serpent Lash, Weapon Trick (Free Hand Maneuver), Weapon Trick (Strike and Seize), Weapon Trick (Arm Bind), Equipment Trick (Capture Weapon),
- Drag
 - Balor Whip, Improved Drag, Greater Drag, Net Maneuvering, Net Trickery, Quick Drag, Riptide Attack, Undermine, Poised Bearing, Imposing Bearing, Weapon Trick (Free Hand Maneuver),
- Feint (I know, I know, it's not actually a combat maneuver but it is close enough. Note that bonuses to bluff are not included)
 - Improved Feint, Greater Feint, Deceptive Exchange, Disengaging Feint, Disengaging Flourish, Disengaging Shot, Improved Two-Weapon Feint,

Passing Trick, Two-Weapon Feint, Wave Strike, Slayer's Feint, Twinned Feint, Sly Draw, Feint Partner, Improved Feint Partner, Team Pickpocketing, Out of the Sun, Incite Paranoia, Manipulative Agility, Ranged Feint, Weapon Trick (Confounding Shield), Weapon Trick (Feint and Bash), Equipment Trick (Distracting Cloak), Equipment Trick (Suerte de Capote),

- Grapple
 - Improved Grapple, Greater Grapple, Snatch^{non-PFS}, Binding Throw, Body Shield, Greater Whip Mastery, Neckbreaker, Pinning Knockout, Rapid Grappler, Stunning Pin, Pinning Rend, Bushwhack, Hamatula Grasp, Hamatula Strike, Sleeper Hold, Snoutgrip, Bear Hug, Unfair Grip, Deadly Grappler, Explosive Escape, Dirty Grapple, Flying Tackle, Chokehold, Pinning Knockout, Bonebreaker, Jawbreaker, Demonic Obedience (Mazmezz)^{non-PFS}, Snatch and Drop, Piercing Grapple^{non-PFS}, Equipment Trick (Grappling Net), Equipment Trick (Hogtie), Equipment Trick (Shield Gag), Bull-Catcher Style, Bull-Catcher Toss, Bull-Catcher Wrangler, Claw Wrench,
- Overrun
 - Improved Overrun, Greater Overrun, Charge Through, Elephant Stomp, Spiked Destroyer, Flying Tackle, Breaker of Barriers, Mounted Onslaught, Guarded Charge, Poised Bearing, Imposing Bearing,
- Reposition
 - Improved Reposition, Greater Reposition, Repositioning Strike, Dimensional Maneuvers, Net Maneuvering, Net Trickery, Quick Reposition, Tactical Reposition, Wings of the Androsphinx, Undermine, Serpent Lash, Greater Serpent Lash, Clambering Escape, Weapon Trick (Free Hand Maneuver), Weapon Trick (Close Sweep),
- Steal
 - Improved Steal, Greater Steal, Quick Steal, Divine Fighting Technique (Abadar's Crossbow), Swipe and Stash, Weapon Trick (Free Hand Maneuver),
- Sunder
 - Improved Sunder, Greater Sunder, Sundering Strike, Iconoclast, Shrapnel Strike, Deific Obedience (Rovagug), Sabotaging Sunder, Improved Sabotaging Sunder, Gate Breaker, Relic Breaker, Weapon Trick (Crush Armor),
- Trip
 - Improved Trip, Greater Trip, Tripping Strike, Improved Ki Throw, Ki Throw, Under and Over, Tripping Staff, Tripping Twirl, Dimensional Maneuvers, Disorienting Maneuver, Drag Down, Felling Escape, Felling Smash, Impact Critical Shot, Net Maneuvering, Net Trickery, Spinning Throw, Vicious Stomp, Cleaving Sweep^{non-PFS}, Cornugon Trip, Fury's Fall, Fury's Snare, Sliding Axe Throw, Riptide Attack, Steady Engagement, Ranged Trip, Relentless Shot, Tandem Trip, Harder They Fall, Squash Flat, Divine Fighting Technique (Way

of Patient Strikes), Serpent Lash, Greater Serpent Lash, Topple Foe, Poised Bearing, Imposing Bearing, Toppling Bash, Weapon Trick (Close Sweep), Equipment Trick (Tangle Leg), Equipment Trick (Break Ground),

- Uncivilized Tactics

- Greater Uncivilized Tactics, Improved Uncivilized Tactics, Uncivilized Tactics,

- Mounted Combat

- Mounted Combat, Ride-By Attack, Spirited Charge, Trample, Unseat, Mounted Shield, Mounted Skirmisher, Trick Riding, Mounted Archery, Undersized Mount, Horn Rider, Horn Rider's Charge, Cavalry Formation, Indomitable Mount, Mounted Onslaught, Wheeling Charge, Armored Rider, Improved Mounted Archery, Mounted Blade, Mounted Onslaught, Mounted Blade,

- Mixing Magic with Martial

- Arcane Armor Mastery, Arcane Armor Training, Arcane Strike, Combat Casting, Accursed Critical, Uncanny Concentration, Dispelling Critical, Dispelling Fist, Dimensional Agility, Dimensional Assault, Dimensional Dervish, Dimensional Maneuvers, Dimensional Savant, Lunging Spell Touch, Riving Strike, Greater Weapon of the Chosen, Improved Weapon of the Chosen, Weapon of the Chosen, Sunlit Strike, Flame Blade Dervish, Electric Discharge, Blessed Hammer, Divine Dignity, Perfect Casting, Darkness Trick, Shielded Mage, Unhindering Shield, Caster's Champion, Signifier Armor Training

- Switch-Hitting (Using melee and ranged in combat)

- Opening Volley, Sword and Pistol, Equipment Trick (Hurl Scabbard),

- Combat Feats (Non-build specific)

- Attack Bonus

- Greater Weapon Focus, Weapon Focus, Death or Glory, Disorienting Maneuver, Anticipate Dodge, Death from Above, Perfect Strike, Mutual Hatred, Bullseye Shot, Patient Strike, Phalanx Formation, Strike True, Cunning Killer, Improved Surprise Follow-Through, Surprise Follow-Through, Outflank, Distracting Charge, Spirit of the Corps, Ferocious Loyalty, Harryng Partners, Open Up, Cold Celerity, Death from Below, Desperate Battler, Flagbearer, Focused Discipline, Harrowed, Cruelty, Bloodstone Manhunter^{non-PFS}, Choir of Blades, Timely Coordination, Measure Foe, Tracer Fire, Aquadynamic Focus,

- Damage Bonuses (Also see Vital Strike feats)

- Power Attack, Deadly Stroke, Precise Strike, Death or Glory, Hammer the Gap, Mutual Hatred, Piranha Strike, Branch Pounce, Martial Focus, Legacy of Ozem, Cunning Killer, Spirit of the Corps, Desperate Battler, Flagbearer, Focused Discipline, Cruelty, Bloodstone Manhunter^{non-PFS}, Let Them Come^{non-PFS}, Kinslayer^{non-PFS}, Reap the Infirm,

- Vital Strike Feats

- Greater Vital Strike, Improved Vital Strike, Vital Strike, Devastating Strike, Improved Devastating Strike, Faerie's Strike, Grasping Strike, Winter's Strike, Staggering Blow, All-Consuming Swing, Deep Toxin, Painful Blow, Soulwrecking Strike, Divine Fighting Technique (Gorum's Swordsmanship), Divine Fighting Technique (Way of Patient Strikes), Weapon Trick (Cleaving Smash), Cloak and Dagger Style, Cloak and Dagger Subterfuge, Cloak and Dagger Tactics,

- In-Combat Utility

- Cleave, Great Cleave, Lunge, Spring Attack, Strike Back, Whirlwind Attack, Gang Up, Second Chance, Improved Second Chance, Cleaving Finish, Improved Cleaving Finish, Barroom Brawler, Rhino Charge, Weapon Versatility, Cry Challenge, Mirror Move, Weapon Trick, Spirit of the Corps, Overwhelm, Suppress Regeneration, Tribal Hunter, Potion Glutton, Blades Above and Below, Misdirection Redirection, Misdirection Attack, Cunning Intuition, My Blade is Yours, Equipment Trick (Steer Opponent), Equipment Trick (Fast Sunrod), Equipment Trick (Coil), Anatomical Savant, Improved Outflank, Quick Stow,

- Defensive Upgrades

- Armor/Shield Bonuses

- Heavy Armor Proficiency, Light Armor Proficiency, Medium Armor Proficiency, Tower Shield Proficiency, Improved Natural Armor^{non-PFS}, Fortified Armor Training, Shield Proficiency, Quillbreaker Defense, Shrug On, Shield Focus, Shield Proficiency, Greater Shield Focus, Greater Shield Specialization, Missile Shield, Ray Shield, Shield Specialization, Shield Wall, Extend the Bulwark, Scale and Skin^{non-PFS}, Deific Obedience (Lamashtu), Armor Focus, Cushioning Shield, Defended Movement, Feint Defender, Tower Shield Specialist, Unhindering Shield, Greater Ray Shield, Hellknight Aegis, Weapon Trick (Warding Weapon), Equipment Trick (Improve Armor), Swift Iron Style, Swift Refuge, Swift Sprint, Agile Maiden, Kraggodan's Stance,

- Dodge Bonuses/Negating Attacks

- Dodge, Deflect Arrows, Lightning Stance, Snatch Arrows, Wind Stance, Low Profile, Mobility, Artful Dodge, Juke, Just out of Reach^{non-PFS}, Redirect Attack^{non-PFS}, Defensive Weapon Training, Osyluth Guile, Reach Defense,

Combat Expertise, Ally Shield, Stone Dodger, Cataract, Circling Offense, Misdirection Tactics, Misdirection Redirection, Misdirection Attack, Weapon Trick (Mindful Dodge), Improved Punishing Step, Punishing Step, Celestial Obedience (Jaidz), Hammer Guards the Anvil, Fey Obedience (The Lost Prince)

- Negating flank bonuses
 - Flanking Foil, Stance of the Xorn, Back to Back, Improved Back to Back, Got Your Back, Shrewd Tactician, Fey Obedience (Count Ranalc),
- Negating penalty from other feat
 - Monkey Lunge,
- Other Types of Bonuses
 - Arcane Insight, Wings of the Androsphinx, Lastwall Phalanx, Swarm Scatter, Harryng Partners, Blunt Blade, Survivor, Steelskin Channel, Legionnaire's Inspiration, Primal Ancestry, Measure Foe, Secured Armor, Shielded Stand, Equipment Trick (Little Wall),
- Anti Combat Maneuver
 - Defensive Combat Training, Porcupine Defense, Ground-Grabber, Coordinated Defense, Advanced Defensive Combat Training^{non-PFS}, Demonic Obedience (Mazmezz)^{non-PFS}, Demonic Obedience (Shivaska)^{non-PFS}, Celestial Obedience (Falayna), Intense Blows, Crowd Control, Traditional Weapons, Equipment Trick (Grab Purchase), Resisting Grappler, Storm Breaker,

- Overcoming Damage Reduction and Hardness

- Blessed Striker, Greater Penetrating Strike, Penetrating Strike, Clustered Shots, Greater Weapon of the Chosen, Improved Weapon of the Chosen, Weapon of the Chosen, Weapon Versatility, Esoteric Advantage, Punch Through, Breaker of Barriers, Divine Fighting Technique (Way of Thunder), Studied Spell, Caster's Champion,

● Skill Based

- General
 - Skill Focus, Cosmopolitan, Ostentatious Display, Divine Denouncer, Osirionology, Celestial Guidance, Armored Athlete, Signature Skill, Harrowed, Hermean Blood, Death's Suitor^{non-PFS}, Timely Coordination, Improved Armor Focus, Improved Shield Focus, Tool Optimizer, Cunning, Fey Obedience (Magdh),
- Occult Skill Unlocks

- Cranial Adjustment, Cranial Implantation^{non-PFS}, Haruspicy^{non-PFS}, Rhabdomancy, Spectrum Sight, Trepanation, Truth in Wine, Empath, Psychic Healing, Psychic Maestro, Psychic Sensitivity, Psychic Virtuoso, Third Eye^{non-PFS},
- Acrobatics
 - Disorienting Maneuver, Leaping Shot, Nightmare Fist, Passing Trick, Bounding Step, Acrobatic, Sea Legs, Edge Runner, Mobile Acrobat, Reckless Moves, Expert Boarder, Cat's Fall, City Sprinter, Weapon Trick (Polearm Balance), Equipment Trick (Parachute Cloak), Expert Boarder,
- Bluff
 - Deceitful, Surprising Combatant^{non-PFS}, Taunt, Visceral Threat, Childlike, Voice of the Sibyl, Secret Language, Careful Speaker, Secret Signs, Deific Obedience (Calistria), Deific Obedience (Norgorber), Celestial Obedience (Arshea), Blustering Bluff, But a Scratch, Confabulist, Feign Curse^{non-PFS}, Incite Paranoia, Intoxicating Flattery, Misdirection Tactics, Willing Accomplice, Peerless Courtier,
- Climb
 - Athletic, Sea Legs, Sure Grasp, Clinging Climber, Edge Runner, Graceful Athlete, Reckless Moves, Deific Obedience (Gorum), Celestial Obedience (Arqueros), Expert Boarder, Weapon Trick (Piercing Climb), Equipment Trick (Counterweight), Equipment Trick (Grab Purchase), Equipment Trick (Lifeline), Equipment Trick (Quick Release), Expert Boarder, Assisted Ascension,
- Craft
 - Craft Shoddy Item, Master Alchemist, Field Repair^{non-PFS}, Master Craftsman, Dragoncrafting, Improved Toxicological Timing, Instant Alchemy, Poison Focus, Sure-Handed Alchemy, Toxicological Timing, Prodigy, Trapper's Setup, Cooperative Crafting^{non-PFS}, Deific Obedience (Shelyn), Equipment Trick (Improve Armor), Equipment Trick (Quick Fix), Armor Adept, Creative Armorsmith, Creative Weaponsmith, Modification Master,
- Diplomacy
 - Sycophant, Persuasive, Antagonize, Voice of the Sibyl, Rhetorical Flourish, Diabolical Negotiator, Nightmare Scars, Deific Obedience (Calistria), Deific Obedience (Iomedae), Deific Obedience (Norgorber), Celestial Obedience (Arshea), Call Truce, Entreating Critical, Criminal Reputation, Ironclad Logic, Play to the Crowd, Persuasive Bribery, Quick Favor, Peerless Courtier, Tag-Team Interrogation,
- Disguise
 - Deceitful, Childlike, Deific Obedience (Calistria), Twilight Tattoo, Fool Magic, True Deception, Willing Accomplice, Convincing Persona, Monstrous Disguise, Monstrous Masquerade,
- Disable Device
 - Deft Hands, Close Call, Ranged Disable, Sabotage Specialist, Sabotaging Sunder, Improved Sabotaging Sunder, Cooperative Disabling, Equipment Trick (Let Myself In), Equipment Trick (Ranged Chicanery),

- Escape Artist
 - Stealthy, Free Spirit, Falcon's Cry, Dislocate, Equipment Trick (Slip Away),
- Fly
 - Acrobatic, Storm-Lashed, Graceful Flier^{non-PFS}, Careful Flyer,
- Handle Animal
 - Animal Affinity, Train Plants^{non-PFS}, Respectful Prey, Friend to Animals, Nightmare Scars, Equipment Trick (Lure), Al-Zabriti-Trained Horse, Horse Whisperer, Improved Horse Whisperer,
- Heal
 - Self-Sufficient, Siphon Poison, Combat Medic, Improvisational Healer,
- Intimidate
 - Dazzling Display, Intimidating Prowess, Dreadful Carnage, Enforcer, Taunt, Gory Finish, Disheartening Display, Hurtful^{non-PFS}, Shocking Bellow, Visceral Threat, Cornugon Smash, Motivating Display^{non-PFS}, Violent Display^{non-PFS}, Destructive Persuasion, Warning Shot, Frightening Ambush, Terrifying Assault, Golden League Tattoos^{non-PFS}, Brutal Coup de Grace, Empty Threats, Persuasive, Antagonize, Scarred Legion, Nightmare Fist, Pile On^{non-PFS}, Callous Casting, Fearsome Finish, Iconoclast, Nightmare Scars, Deific Obedience (Calistria), Fearsome Barricade^{non-PFS}, Celestial Obedience (Arshea), Strongarm^{non-PFS}, Criminal Reputation, Cutting Humiliation, Martial Dominance, Nerve-Racking Negotiator, Threatening Negotiator, Undaunted Bravery, Weapon Trick (Two-Handed Menace), Equipment Trick (Dazzling Trail), Sinister Reputation, Tag-Team Interrogation, Position of Strength, Improved Position of Strength,
- Knowledge
 - Breadth of Experience, Nature Soul, Celestial Guidance, Underworld Connections^{non-PFS}, Cunning Killer, Collective Recollection, Demon Hunter, Noble Scion, Scholar, Master of Knowledge, Deific Obedience (Iomedae), Deific Obedience (Irori), Dilettante, Master Delver, Street Smarts, Knowledgeable Spellcaster, Monster Spotter,
- Linguistics
 - Esoteric Linguistics, Orator, Druidic Decoder, Xenoglossy,
- Perception
 - Alertness, Uncanny Alertness, Stone Read, One Eye Open, Wary Smuggler, Storm-Lashed, Deific Obedience (Sarenrae), Master Delver, Jackal Heritage, Expeditious Sleuth, Monster Spotter, Needle in a Haystack, Sense Metals and Minerals,
- Perform
 - Prodigy, Voice of the Sibyl, Ensemble, Deific Obedience (Calistria), Deific Obedience (Shelyn),
- Profession
 - Breadth of Experience, Prodigy,

- Ride
 - Animal Affinity, Armored Rider, Horse Whisperer,
- Sense Motive
 - Alertness, Uncanny Alertness, Verify^{non-PFS}, Sense Loyalties, Sense Assumptions, Street Smarts, Sense Relationships, Telepathy Tap, Peerless Courtier, Measure Foe,
- Sleight of Hand
 - Deft Hands, Close Call, Wary Smuggler, Team Pickpocketing, Twilight Tattoo, Deft Catcher, Graceful Steal, Manipulative Agility, Walking Sleight, Swipe and Stash, Equipment Trick (Ranged Chicanery),
- Spellcraft
 - Magical Aptitude, Cursed Item Detection, Sense Magical Interrogation, Scrutinize Spell,
- Stealth
 - Go Unnoticed, Lie Low, Forest Ambush, Expert Sniper, Friendly Shroud, Stealthy, Hellcat Stealth, River Raider, Subtle Devices^{non-PFS}, Wary Smuggler, Stealth Synergy, Reckless Moves, Diversion Shot, Dampen Presence, Divine Fighting Technique (Way of the Silent Shiv), Careful Sneak, Exquisite Sneak, Equipment Trick (Distracting Cloak),
- Survival
 - Self-Sufficient, Nature Soul, Weather Eye, Underworld Connections^{non-PFS}, Altitude Affinity, Desert Dweller, Deific Obedience (Erastil), Maze Expert, Monster Spotter,
- Swim
 - Athletic, Sea Legs, River Raider, Aquatic Combatant, Graceful Athlete, Wave Master, Deific Obedience (Gorum), Celestial Obedience (Arqueros),
- Use Magic Device
 - Compulsion Mastery, Curse Mastery, Dispel Mastery, Energy Mastery, Flight Mastery, Illusion Mastery, Telekinetic Mastery, Teleportation Mastery, Vision Mastery, Curative Mastery, Magical Aptitude, Uncanny Activation, Subtle Devices^{non-PFS}, Ability Mastery, Concealment Mastery, Force Shield Mastery, Racial Item Mastery, Resistance Mastery, Restoration Mastery, Weapon Evoker Mastery, Symbolic Mastery, Cypher Magic, Wand Dancer, Divine Deception^{non-PFS}, False Casting, Darkness Trick, Fool Magic, Sabotage Magic Item, Legalistic Reading, Equipment Trick (Counter Dispelling), Equipment Trick (Favored Item),

● Spellcasting

- Generic Spell Empowering or utility
 - Elemental Spell, Eschew Materials, Spell Specialization, Herbal Components, Cunning Caster^{non-PFS}, Elemental Commixture, Burning Amplification, Chilling

Amplification, Shocking Amplification, Varisian Tattoo, Arithmancy^{non-PFS}, Coordinated Blast, Equipment Trick (Like the Sun), Equipment Trick (Aura Mastery),

- Making sure your spell takes effect

- Spell Bluff, Uncanny Concentration, Steadfast Mind, Waterway Caster, Grappled Caster, Lunging Spell Touch, Combat Casting, Greater Spell Focus, Spell Focus, Elemental Focus, Greater Elemental Focus, Merciless Magic, Peacemaker, Favored Enemy Spellcasting, Ambuscading Spell, Greater Spell Penetration, Spell Penetration, Ancient Draconic, Esoteric Advantage, Sacrificial Adept, Diviner's Delving, Allied Spellcaster, Shielded Caster, Spell Chain, Deific Obedience (Nethys), Ominous Mien^{non-PFS}, Bloatmage Initiate, Celestial Obedience (Chadali), Acrobatic Spellcaster, Conceal Spell, Improved Conceal Spell, Knowledgeable Spellcaster,

- Versatility in Spell Preparation (And getting more spells)

- Expanded Arcana, Major Spell Expertise, Minor Spell Expertise, Preferred Spell, Extra Cantrips or Orisons, Greater Spell Specialization, Planned Spontaneity, Quick Preparation, Versatile Spontaneity, Magical Epiphany, False Focus, Brilliant Spell Preparation, Eye for Ingredients^{non-PFS},

- Counterspelling (and dispelling)

- Improved Counterspell, Destructive Dispel, Dispel Synergy, Dispelling Critical, Ordered Mind, Dispel Focus, Greater Dispel Focus, Atheist Abjurations, Spell Bluff, Secret Signs, Cooperative Counterspelling, Countering Loophole, Equipment Trick (Counter Dispelling),

- Occult Rituals

- Haruspicy^{non-PFS}, Ritual Hex^{non-PFS}, Mutilating Ritualist, Sacrificial Ritualist, Avid Spellbook Reader, Ritualistic Preparation, Practiced Ritualist,

- Specific to Possession (Possessing others and defenses against being possessed)

- Hidden Presence, Intrusive Presence, Manipulative Presence, Rahadoumi Exorcist, Soulwrecking Strike, Spiritual Training, Subconscious Usurpation^{non-PFS}, Banish Possessor, Death's Host^{non-PFS}, Exorcising Mutilation, Penetrating Possession^{non-PFS}, Spirit Vision^{non-PFS},

- Specific Schools of Magic

- Abjuration
 - Emergency Attunement, Reflexive Caster, Atheist Abjurations,
- Conjunction
 - Tapestry Traveler, Dimensional Agility, Spirit Ally, Hindrance Dismissal, Celestial Obedience (Lymnieris), Cartogramancer, Planar Wanderer, Extra Contingency, Painful Cures, Insidious Healing
- Divination

- Diviner's Delving, Divination Guide, Astrological Timing, Supernatural Tracker, Haruspicy^{non-PFS}, Detect Expertise, Cursed Item Detection, Eye of the Arclord^{non-PFS}, Fortune Teller, Messenger of Fate, Read Spell Traces, Superior Scryer, Telepathy Tap, Seeker of the Eternal Emperor, Conceal Aura, Sense Magical Interrogation, Extended Scrying, Devil Sense,
- Enchantment
 - Primal Ancestry, Subtle Enchantments,
- Evocation
 - Flame Blade Dervish, Flumefire Rage, Hindrance Dismissal,
- Illusion
 - Believable Veils, Shadow Gambit,
- Necromancy
 - Undead Master, Charnel Soldiers^{non-PFS}, Death's Host^{non-PFS}, Stubborn Curse, Haruspicy^{non-PFS}, Curse of Vengeance, Deific Obedience (Urgathoa),
- Transmutation
 - Tenacious Transmutation, Emergency Attunement, Scale and Skin^{non-PFS}, Elemental Vigor,
- Metamagic
 - Feats that affect metamagic
 - Spell Perfection, Spontaneous Metafocus, Mystical Reverberation, Expanded Metakinesis, Sacred Geometry^{non-PFS}, Calculating Mind^{non-PFS}, Greater Stylized Spell, Stylized Spell Mastery, Stylized Spontaneity, Metamagic Invocation, Seeker of the Eternal Emperor,
 - Metamagic Feats
 - Altering spell variables
 - Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Maximize Spell, Quicken Spell, Widen Spell, Focused Spell, Intensified Spell, Lingering Spell, Reach Spell, Selective Spell, Merciful Spell, Brisk Spell, Encouraging Spell, Vast Spell^{non-PFS}, Fleeting Spell,
 - Adding additional effects
 - Dazing Spell, Disruptive Spell, Sickening Spell, Thundering Spell, Burning Spell, Concussive Spell, Flaring Spell, Rime Spell, Toppling Spell, Solar Spell, Toxic Spell, Trick Spell, Fearsome Spell, Scarring Spell, Traumatic Spell, Contingent Spell, Scouting Summons, Yai-Mimic Spell, Shadow Grasp, Umbral Spell, Conditional Spell, Eclipsed Spell, Snuffing Spell, Centered Spell, Benthic Spell, Brackish Spell,
 - Affecting different creature types
 - Ectoplasmic Spell, Thanatopic Spell, Threnodic Spell, Coaxing Spell, Verdant Spell,

- Making sure the spell works
 - Silent Spell, Still Spell, Bouncing Spell, Persistent Spell, Echoing Spell, Piercing Spell, Seeking Spell, Aquatic Spell, Solid Shadows, Furious Spell, Intuitive Spell, Logical Spell, Contagious Spell, Tenebrous Spell, Studied Spell, Stylized Spell, Tenacious Spell, Murky Spell, Steam Spell,
- Spell-like ability effects
 - Empower Spell-Like Ability^{non-PFS}, Quicken Spell-Like Ability^{non-PFS}, Bouncing Spell-Like Ability, Disruptive Spell-Like Ability, Fearsome Spell-Like Ability, Intensified Spell-Like Ability, Lingering Spell-Like Ability, Reach Spell-Like Ability, Scarring Spell-Like Ability, Sickening Spell-Like Ability, Traumatic Spell-Like Ability,
- Magic Item Creation^{non-PFS}
 - Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll, Master Craftsman, Craft Construct, Create Reliquary Arms and Shields, Craft Ooze, Craft Shadow Piercing, Grow Plant Creature, Infuse Poison, Haunt Scavenger, Fleshwarper, Cooperative Crafting, Disassemble Magic Item, Inscribe Magical Tattoo, Kinetic Crafting, Grisly Ornament, Harvest Parts, Monstrous Crafter,
- Summoning
 - Augment Summoning, Moonlight Summons, Sacred Summons, Skeleton Summoner, Starlight Summons, Sunlight Summons, Superior Summoning, Evolved Summoned Monster^{non-PFS}, Nimble Natural Summons, Summon Good Monster, Summon Neutral Monster, Harrowed Summoning, Summon Evil Monster, Proxy Summoning, Summon Plant Ally, Augment Calling^{non-PFS}, Expanded Summon Monster, Summon Guardian Spirit^{non-PFS}, Tattoo Attunement, Tattoo Conversion, Tattoo Transformation, Versatile Summon Monster, Versatile Summon Nature's Ally, Profane Studies, Putrid Summons,
- Sacrifice a spell to create an effect
 - Arcane Blast, Arcane Shield, Force Dash, Divine Interference, Arcane Insight, Eldritch Aid, Reactive Arcane Shield, Theurgy,

● Making Yourself Harder to Kill

- Not dying
 - Diehard, Endurance, Toughness, Heroic Defiance, Heroic Recovery, Fast Healer, Bolstered Resilience, Improved Stalwart, Stalwart, Drunken Brawler, Lifebound, Combat Vigor, Fortuitous Vigor, Restorative Vigor, Take a Breather, Vim and Vigor,

Desert Dweller, Fey Foundling, Godless Healing, Rugged Northerner, Survivor, Divine Fighting Technique (Way of Hunger), Divine Fighting Technique (Way of the Merciful), Elemental Vigor, Flagellant, Siphon Channel, To the Last, Endure Pain (Zon-Kuthon's Kiss), Touched by Sacred Fire^{non-PFS}, Drunkard's Recovery, Plague Resistance, Growth in Ash, Fey Obedience (Imbrex), Pressure Adept,

- Increases to Saves

- Against Divine Spells
 - Divine Defiance, Focused Disbelief, Pure Legion Assault,
- Any saving throw
 - Divine Protection, Strong Comeback, Worldwound Walker, Shake It Off, Spirit of the Corps, Harrowed, Death's Suitor^{non-PFS},

- Fortitude

- Great Fortitude, Improved Great Fortitude, Drunken Brawler, Necromantic Affinity, Purging Emesis, Demonic Obedience (Nurgal)^{non-PFS}, Deep Breath,
- Nauseated/Sickened/Fatigue/Exhaustion
 - Demonic Obedience (Xoveron)^{non-PFS}, Demonic Obedience (Cyth-V'sug)^{non-PFS}, Vim and Vigor, Filth Forager,
- Disease and Poison
 - Filth Forager, Deific Obedience (Cayden Cailean), Demonic Obedience (Andirifkhu)^{non-PFS}, Demonic Obedience (Areshkagal)^{non-PFS}, Demonic Obedience (Cyth-V'sug)^{non-PFS}, Demonic Obedience (Deskari)^{non-PFS}, Demonic Obedience (Gogunta)^{non-PFS}, Demonic Obedience (Jubilex)^{non-PFS}, Demonic Obedience (Kabrirri)^{non-PFS}, Demonic Obedience (Andirifkhu)^{non-PFS}, Celestial Obedience (Chucaro), Celestial Obedience (Halcamora), Celestial Obedience (Immonhiel),

- Reflex

- Improved Lightning Reflexes, Lightning Reflexes, Twist Away, Covering Shield, Divert Harm, Leaping Evasion, Duck and Cover, Improved Duck and Cover, Stone Dodger,

- Will

- Improved Iron Will, Iron Will, Drunken Brawler, Exorcist's Rebuttal, Clarity of Pain, Exorcising Mutilation, Zealous Mind, Lifeless Gaze, Scarred Legion, Tribe Mentality, Courage in Numbers, Careful Speaker, Flagbearer, Focused Discipline, Free Spirit, Stoic, Devilish Pride, Demonic Obedience (Sifikesh), Demonic Obedience (Socothbenoth), Jackal Heritage, Celestial Obedience

(Olheon), Eagle's Resolve, Falcon's Cry, Twilight Tattoo, Unimpeachable Honor, Inured to Draconic Majesty, Eagle's Resolve,

- Illusions
 - Demonic Obedience (Mestama), Demonic Obedience (Shax), Demonic Obedience (Angazhan), Celestial Obedience (Eritrice), Celestial Obedience (Zohls), Fey Obedience (The Lantern King),

- Against Specific Spell Types

- Against Specific types of enemies
 - Celestial Obedience (Jalaijatali), Celestial Obedience (Ylimancha), Witchbreaker, Dragonheart, Demonic Obedience (Dagon)^{non-PFS}, Demonic Obedience (Pazuzu)^{non-PFS}, Demonic Obedience (Zevgavizeb)^{non-PFS}, Celestial Obedience (Ragathiel), Fey Obedience (Ragadahn),

- Effects against specific subtypes
 - Celestial Obedience (Korada), Deific Obedience (Abadar), Celestial Obedience (Winlas), Celestial Obedience (Black Butterfly), Celestial Obedience (Seramaydiel), Celestial Obedience (Ghenshau), Demonic Obedience (Haagenti)^{non-PFS}, Celestial Obedience (Irez), Spell Denial, Fey Obedience (The Green Mother),
 - Charm/Compulsion
 - Uncanny Alertness, Demonic Obedience (Abraxas)^{non-PFS}, Demonic Obedience (Pazuzu)^{non-PFS}, Demonic Obedience (Nocticula)^{non-PFS},
 - Death and Pain Effects
 - Outer Planes Traveler, Death's Host^{non-PFS}, Fey Foundling, Flagellant, Demonic Obedience (Orcus)^{non-PFS},

- Effects against specific conditions
 - Demonic Obedience (Nocticula)^{non-PFS}, Demonic Obedience (Shax)^{non-PFS}, Celestial Obedience (Halcamora), Demonic Obedience (Kabrir)^{non-PFS}, Demonic Obedience (Baphomet)^{non-PFS}, Demonic Obedience (Baphomet)^{non-PFS}, Uncanny Alertness, Celestial Obedience (Tanagaar), Celestial Obedience (Sinashakti), Celestial Obedience (Andoletta), Deific Obedience (Zon-Kuthon),

- Elemental Effects
 - Storm-Lashed, Deific Obedience (Asmodeus), Deific Obedience (Gozreh), Touched by Sacred Fire, Demonic Obedience (Flauros)^{non-PFS}, Demonic Obedience (Kostchtchie)^{non-PFS}, Demonic Obedience (Urxehl)^{non-PFS}, Celestial Obedience (Lalaci), Celestial Obedience (Tolc), Celestial Obedience (Valani),

- Ability Score Damage

- Celestial Obedience (Shei), Celestial Obedience (Soralyon), Celestial Obedience (Vildeis), Demonic Obedience (Yhidothrus)^{non-PFS}, Fey Obedience (Ng),
- Misc
 - Careful Reader, Demonic Obedience (Abraxas)^{non-PFS}, Celestial Obedience (Pulura), Celestial Obedience (Black Butterfly), Outer Planes Traveler, Calm Disposition^{non-PFS}, Demonic Obedience (Jezelda)^{non-PFS}, Weapon Trick (Shielded View), Equipment Trick (Keen Eye),

● Increasing Mobility

- Acrobatic Steps, Fleet, Nimble Moves, Run, Spring Attack, Step Up, Following Step, Improved Sidestep, Sidestep, Step Up and Strike, Underfoot, Flyby Attack^{non-PFS}, Hover^{non-PFS}, Wingover^{non-PFS}, Dimensional Agility, Dimensional Assault, Dimensional Dervish, Dimensional Maneuvers, Dimensional Savant, Disengaging Feint, Disengaging Flourish, Disengaging Shot, Landing Roll, Passing Trick, Canny Tumble, Force Dash, Scuttle, Circling Mongoose, Juke, Bounding Step, Edge Runner, Cut Your Losses, Swap Places, Coordinated Charge, Escape Route, Pack Attack, Improved Swap Places, Intercept Charge, Coordinated Reposition^{non-PFS}, Swing About, Stick Together, Callous Casting, Heroic Interposition, Liberation Channel, Trailblazing Channel, Friendly Switch, Wheeling Charge, Fast Crawl, Circling Offense, Slaying Sprint^{non-PFS}, Celestial Obedience (Rowdrosh), Acrobatic Spellcaster, Sliding Dash, City Sprinter, Weapon Trick (Warded Movement), Equipment Trick (Sharp Veer), Spring-Heeled Reaping, Spring-Heeled Sprint, Spring-Heeled Style, Dimensional Step Up, Tundra Stride, Master Swimmer,

● Being a Team Player

- Bodyguard, Cooperative Crafting^{non-PFS}, Covering Defense, In Harm's Way, Low Profile, Saving Shield, Swift Aid, Team Up, Channeled Shield Wall, Divine Interference, Menacing Bane, Shared Judgment, Battle Cry, Butterfly's Sting, Motivating Display^{non-PFS}, Merciless Beating, Eldritch Aid, Combat Advice, Friendly Shroud, Fear Eater, Siphon Poison, Cut Your Losses, Glorious Heat, Flagbearer, Divine Fighting Technique (Iomedae's Inspiring Sword), Divine Fighting Technique (Way of the Distracting Shot), Fateful Channel, Hands of Valor, Heroic Interposition, Intrepid Rescuer, Savior's Arrow, Steelskin Channel, Friendly Switch, Fearsome Barricade^{non-PFS}, Grand Master Performer^{non-PFS}, Master Performer^{non-PFS}, Falcon's Cry, Legionnaire's Inspiration, Bonded Mind, Exceptional Aid, Take the Hit, Insightful Advice, Inspiring Bravery, Caster's Champion, Weapon Trick (Hindering Shot), Weapon Trick (Suppressing Shot), Vanguard Hustle, Vanguard Style, Vanguard Ward, Falcon's Cry,

Fanged Crown Massacre, Legionnaire's Inspiration, Scarlet Rose Devotion, Sisterhood Dedication, Sisterhood Rampart, Sisterhood Style, Conduit Casting, Spell Synergy, Coordinated Capture,

● Special Training Against Selected Foes

- Incorporeal Foes
 - Ghostslayer, Spirit Sense, Rahadoumi Exorcist, Spiritual Training, Absorb Spirit, Incorporeal Intuition, Spirit Speaker, Ghost Whisperer, Sun Striker,
- Undead
 - Flame Blade Dervish, Holy Water Assault, Charge of the Righteous, Conviction, Potent Holy Symbol, Eerie Sense, Sun Striker, Demonic Obedience (Zura)^{non-PFS}, Demonic Obedience (Kabiriri)^{non-PFS}, Celestial Obedience (Ashava), Spirit Beacon, Spirit Rebuke, Spirit Sight,
- Outsiders
 - Angelbane Strike^{non-PFS}, Charge of the Righteous, Demon Hunter, Spirit Beacon, Spirit Rebuke, Spirit Sight,
- Constructs
 - Celestial Obedience (Bharnarol),
- Fey
 - Fey Friend, Spirit Beacon, Spirit Rebuke, Spirit Sight,
- Dragons
 - Dragonslayer, Wingclipper, Snoutgrip, Dragonheart, Tandem Evasion, Hunter of Dahak,
- Haunts
 - Spirit Sense, Soulblade, Absorb Spirit, Spirit Speaker, Ghost Whisperer, Eerie Sense,
- Swarms
 - Swarm Scatter, Rat Catcher,

● Taking advantage of being small

- Low Profile, Go Unnoticed, Taunt, Under and Over, Underfoot, Passing Trick, Small But Deadly, Wall of Flesh,

- How Not to be Afraid of the Dark (Mitigation of Visibility Issues and Taking Advantage of the Dark)

- Deepsight, Shadow Strike, Blind-Fight, Improved Blind-Fight, Greater Blind-Fight, Moonlight Stalker, Moonlight Stalker Feint, Moonlight Stalker Master, Nightmare Fist, Nightmare Striker, Nightmare Weaver, Dampen Presence, Shadow Dodge, Eldritch Assault^{non-PFS}, Equipment Trick (Find the Hidden), Equipment Trick (Twice as Brightly), Blinded Blade Style, Blinded Competence, Blinded Master, Aural Insight, Obscuring Beacon, Bilge Rat, Mountain Eyes,

- Feats for the Gentleman Poisoner

- Powerful Poisoning, Unseen Poison, Subtle Poisoner, Daggermark Lore, Infuse Poison^{non-PFS}, Poison Focus, Reject Poison, Divine Fighting Technique (Calistria's Poisoned Lash), Poisoner's Channel,

- Ability Scores for Non-Traditional Uses

- Agile Maneuvers, Weapon Finesse, Guided Hand, Slashing Grace, Steadfast Personality, Kobold Confidence, Artful Dodge, Bladed Brush, Erastil's Blessing, Guided Star, Divine Protection, Osyluth Guile, Diabolical Negotiator, Divine Fighting Technique (Abadar's Crossbow), Divine Fighting Technique (Way of the Shooting Star), Ironclad Logic, Starry Grace, Elven Battle Focus,

- Gaining Abilities from other Classes

- Eldritch Heritage, Greater Eldritch Heritage, Improved Eldritch Heritage, Learn Ranger Trap, Amateur Gunslinger, Amateur Investigator, Amateur Swashbuckler, Aberrant Tumor, Believer's Boon, Believer's Hands, Improved Studied Combatant, Nature Magic, Slow Faller, Stalker's Focus, Studied Combatant, War Blessing, Adept Channel, Improved Learn Ranger Trap, Animal Ally, Totem Beast, Familiar Bond, Improved Familiar Bond, Dedicated Adversary, Wasp Familiar^{non-PFS}, Psychic Adept, Psychic Combatant^{non-PFS}, Psychic Disciple, Martial Focus, Spirit Ridden, Psychic Sensitivity, Dreamed Secrets^{non-PFS}, Ironbound Master, Bloodstone Manhunter^{non-PFS}, Masked Renown, Masked Symbol, Improved Armor Focus, Improved Shield Focus, Minor Miracle, Creature Focus,

- Applying conditions to people (And then taking advantage of it)

- Dazed
 - Cockatrice Strike, Dazing Assault, Dazing Fist, Medusa's Wrath,
- Paralyzed/Unconscious/Helpless
 - Cockatrice Strike, Bonebreaker, Jawbreaker, Paralyzing Strike, Throat Slicer^{non-PFS}, Deadly Finish, Medusa's Wrath,
- All the Rest
 - Draining Strike, Aura Flare, Befuddling Strike, Disorienting Blow, Spear Dancer, Blinding Flash, Blood Spurt, Touch of Serenity, Scorpion Style, Filthy Weapons, Bloody Assault, Jawbreaker, Bloody Vengeance, Bloodletting, Hamatulatsu^{non-PFS}, Bloody Sabres, Divine Fighting Technique (Zon-Kuthon's Fencing), Divine Fighting Technique (Way of the Carving Blade), Divine Fighting Technique (Way of Hunger), Divine Fighting Technique (Way of the Mace), Footslasher, Equipment Trick (Cleat Stomp), Equipment Trick (Tangle), Equipment Trick (Flare), Searing Distraction, Improved Precise Strike,
- Shaken
 - Dazzling Display, Dreadful Carnage, Enforcer, Gory Finish, Hurtful^{non-PFS}, Shocking Bellow, Cornugon Smash, Violent Display^{non-PFS}, Warning Shot, Frightening Ambush, Brutal Coup de Grace, Nightmare Fist, Pile On^{non-PFS}, Callous Casting, Iconoclast, Fearsome Barricade^{non-PFS}, Strongarm^{non-PFS}, Martial Dominance,
- Staggered
 - Cockatrice Strike, Staggering Fist, Sunlit Strike, Aura Flare, Gorgon's Fist, Medusa's Wrath, Destroy Identity, Hamatulatsu^{non-PFS}, Divine Fighting Technique (Way of the Carving Blade),
- Stunned
 - Deadly Stroke, Cockatrice Strike, Stunning Assault, Bonebreaker, Jawbreaker, Stunning Irruption, Medusa's Wrath, Stunning Fist, Stunning Fist Adept, Destructive Dispel,
- Flanking/Flat-footed/Denied Dex Bonus
 - Catch Off-Guard, Deadly Stroke, Cockatrice Strike, Shatter Defenses, Betrayer, Improved Surprise Follow-Through, Surprise Follow-Through, Canny Tumble, Jaguar Pounce, Circling Mongoose, Press to the Wall, Frightening Ambush, Medusa's Wrath, Divine Fighting Technique (Way of the Mace), Divine Fighting Technique (Way of the Silent Shiv), Sliding Dash,

● Having Friends (Gaining Followers or Boons Gained From Being Part of a Faction)

- Squire^{non-PFS}, Torchbearer^{non-PFS}, Practiced Leadership, Vile Leadership^{non-PFS}, Recruits^{non-PFS}, Guild Emissary^{non-PFS}, Leadership, Aspis Partner^{non-PFS}, Associate, Pathfinder Society Ally, Red Mantis Collaborator^{non-PFS}, Whispering Way Disciple^{non-PFS}, Black Market Dealings^{non-PFS}, Black Market Sleuth, Connected Criminal^{non-PFS}, Golden League Tattoos^{non-PFS}, Pure Legion Assault, Heroic Leader, Tribal Scars, Improved Day Job, Renown, Corsair of Taldor, Touvette Defender, Advanced Defensive Combat Training, Bloodstone Manhunter^{non-PFS}, Calm Disposition^{non-PFS}, Death's Suitor^{non-PFS}, Disassemble Magic Item^{non-PFS}, Fearsome Barricade^{non-PFS}, Grand Master Performer^{non-PFS}, Ki Diversity^{non-PFS}, Let Them Come^{non-PFS}, Master Performer^{non-PFS}, Nameless Servitor^{non-PFS}, Old Cults Awakener^{non-PFS}, Silent Performer^{non-PFS}, Touched by Sacred Fire^{non-PFS}, Verbose Performer^{non-PFS}, Whispered Knowledge^{non-PFS}, Mark of the Devoted, Eagle's Resolve, Expert Boarder, Falcon's Cry, Legionnaire's Inspiration, Strongarm^{non-PFS}, Twilight Tattoo, Hellknight Aegis, Hellknight Obedience, Additional Affiliations, Aspis Partner, Expert Boarder, Falcon's Cry, Gray Maiden Initiate, Legionnaire's Inspiration, Favored Community, Client, Colleague, Partner

● Going First

- Ambush Awareness, Befuddling Initiative^{non-PFS}, Bushwhack, Reflexive Caster, River Raider, Ambuscading Spell, Lookout, Improved Lookout, Surprising Combatant^{non-PFS}, Terrifying Assault, Cold Celerity, Improved Initiative, Shocking Bellow, Hinder^{non-PFS}, Deific Obedience (Desna), Celestial Obedience (Picoperi), Trade Initiative, Ready for Anything, Sprightly Armor, Bravery in Action, Fey Obedience (Shyka),

● Worshipping the Gods (And killing their followers)

- Core Deities
 - General
 - Diverse Obedience, Deific Obedience^{ISG}, Divine Communion, Deific Obedience^{DA}, Minor Miracle, Reward of the Faithful,
 - Abadar
 - Measured Response, Divine Dignity, Divine Fighting Technique (Abadar's Crossbow), Perfect Casting, Deific Obedience (Abadar),
 - Asmodeus

- Firebrand, Verify, Conversion Channel, Devilish Pride, Divine Fighting Technique (Way of the Mace), Deific Obedience (Asmodeus),
- Calistria
 - Bloody Vengeance, Wasp Familiar^{non-PFS}, Curse of Vengeance, Divine Fighting Technique (Calistria's Poisoned Lash), Seductive Channel, Deific Obedience (Calistria),
- Cayden Cailean
 - Drunken Brawler, Two-Weapon Drunkard, Courage in a Bottle, Divine Fighting Technique (Cayden Cailen's Blade and Tankard), Liberation Channel, Deific Obedience (Cayden Cailean), Bravery in Action, Unbound Bravery, Undaunted Bravery
- Desna
 - Butterfly's Sting, Guided Star, Divine Fighting Technique (Way of the Shooting Star), Trailblazing Channel, Deific Obedience (Desna),
- Erastil
 - Nimble Natural Summons, Erastil's Blessing, Divine Fighting Technique (Way of the Distracting Shot), Savior's Arrow, Thicket Channel, Deific Obedience (Erastil),
- Gorum
 - Channel Viciousness, Divine Fighting Technique (Gorum's Swordsmanship), Ironbound Master, To the Last, Deific Obedience (Gorum),
- Gozreh
 - Riptide Attack, Channel Endurance, Wave Master, Deific Obedience (Gozreh),
- Iomedae
 - Disciple of the Sword, Divine Fighting Technique (Iomedae's Inspiring Sword), Hands of Valor, Protective Channel, Deific Obedience (Iomedae),
- Irori
 - Steady Engagement, Divine Fighting Technique (Way of the Perfected Fist), Ki Channel, Master of Knowledge, Deific Obedience (Irori),
- Lamashu
 - Destroy Identity, Fearsome Finish, Divine Fighting Technique (Way of the Carving Blade), Nightmare Scars, Deific Obedience (Lamashu),
- Nethys
 - Arcane Insight, Forceful Channel, Magical Epiphany, Deific Obedience (Nethys),
- Norgorber
 - Reject Poison, Shadow Dodge, Divine Fighting Technique (Way of the Silent Shiv), Poisoner's Channel, Deific Obedience (Norgorber),
- Pharamsa

- Eerie Sense, Fateful Channel, Messenger of Fate, Deific Obedience (Pharsma),
- Rovagug
 - Merciless Rush, Squash Flat, Breaker of Barriers, Divine Fighting Technique (Way of Thunder), Oath of the Unbound, Deific Obedience (Rovagug),
- Sarenrae
 - Bestow Hope, Glorious Heat, Divine Fighting Technique (Way of the Merciful), Sun Striker, Deific Obedience (Sarenrae),
- Shelyn
 - Bladed Brush, Clarifying Channel, Divine Expression, Persuasive Performer, Deific Obedience (Shelyn),
- Torag
 - Blessed Hammer, Divine Fighting Technique (Way of Patient Strikes), Steelskin Channel, Stone Strider, Deific Obedience (Torag),
- Urgathoa
 - Shatter Resolve, Bolster Undead, Divine Fighting Technique (Way of Hunger), Potion Glutton, Deific Obedience (Urgathoa),
- Zon-Kuthon
 - Bloodletting, Welcome Pain, Shade of the Uskwood^{non-PFS}, Cruelty, Flagellant, Deific Obedience (Zon-Kuthon), Divine Fighting Technique (Zon-Kuthon's Flensing),
- Demon Lords^{non-PFS}
 - Demonic Obedience,
- Empyreal Lords
 - Celestial Obedience,
- Other Deities
 - Pantheistic Blessing, Green Faith Acolyte, Aura of Succumbing, Beacon of Hope, Believable Veils, Bloody Sabres, Channel Discord, Channel Hate, Divine Barrier, Dreamed Secrets^{non-PFS}, Elemental Vigor, Fey Friend, Hellish Shackles, Heroic Interposition, Hunter of Dahak, Intrepid Rescuer, Siphon Channel, Polytheistic Blessing, Favor of the Empress of Torrents, Touch of the Brackish Emperor
- Defeating divine casters and divine followers
 - Demonic Nemesis, Iconoclast, Seeds of Doubt, Divine Fighting Technique, Sunder Blessing^{non-PFS}, Smiting Reversal^{non-PFS}, Pure Legion Assault, Angelbane Strike^{non-PFS}, Symbolic Mastery, Conceal Aura,

● General Character Options

- Additional Traits, Precocious Youth, Brilliant Planner,

● Style Feats

- Perfect Style Related
 - Perfect Style, Unblinking Flame Feint, Unblinking Flame Fist, Unfolding Wind Rush, Unfolding Wind Strike, Untwisting Iron Skin, Untwisting Iron Strength
- Skill Based
 - Fox Style, Fox Insight, Fox Trickery, Owl Style, Owl Swoop, Owl Dive, Diva Advance, Diva Strike, Diva Style,
- Weapon Based
 - Ascetic Style^{non-PFS}, Ascetic Form^{non-PFS}, Ascetic Strike^{non-PFS}, Startoss Style, Startoss Comet, Startoss Shower, Overwatch Style^{non-PFS}, Overwatch Tactician^{non-PFS}, Overwatch Vortex^{non-PFS}, Kyton Style, Kyton Shield, Kyton Cut, Wyvern Fury Style, Wyvern Sting, Wyvern Wing, Slipslinger Style, Slipslinger Grenadier, Slipslinger Bombardment, Outslug Style, Outslug Weave, Outslug Sprint, Spear Dancing Style, Spear Dancing Spiral, Spear Dancing Reach, Swordplay Style, Swordplay Upset, Swordplay Deflection, Empty Quiver Style, Empty Quiver Flexibility, Empty Quiver Flurry, Dwarven Hatred Style, Dwarven Seething^{non-PFS}, Dwarven Fury^{non-PFS}, Elven Battle Style, Elven Battle Focus, Elven Battle Torrent, Illusive Gnome Style, Illusive Gnome Surprise, Illusive Gnome Bewilderment, Orc Fury Style^{non-PFS}, Orc Rampage^{non-PFS}, Orc Snarl^{non-PFS}, Smashing Style, Smashing Dent, Smashing Crush, Cloak and Dagger Style, Cloak and Dagger Subterfuge, Cloak and Dagger Tactics,
- Grapple
 - Grabbing Style, Grabbing Drag, Grabbing Master, Kraken Style, Kraken Throttle, Kraken Wrack,
- Combat Maneuvers
 - Kobold Style, Kobold Groundling, Kobold Flood, Wolf Style, Wolf Trip, Wolf Savage^{non-PFS}, Kitsune Style, Kitsune Tricks, Kitsune Vengeance, Smashing Crush, Smashing Dent, Smashing Style, Brute Assault, Brute Stomp, Brute Style, Cudgeler Style^{non-PFS}, Cudgeler Sweep^{non-PFS}, Cudgeler Takedown^{non-PFS}, Bulette Charge Style, Bulette Leap, Bulette Rampage, Cloak and Dagger Style, Cloak and Dagger Subterfuge, Cloak and Dagger Tactics,
- Unarmed Styles
 - Combat Style Master, Djinni Spin, Djinni Spirit, Djinni Style, Efreeti Stance, Efreeti Style, Efreeti Touch, Dragon Ferocity, Dragon Roar, Dragon Style, Crane Riposte, Crane Style, Crane Wing, Janni Rush, Janni Style, Janni Tempest, Kirin Path, Kirin Strike, Kirin Style, Mantis Style, Mantis Torment, Mantis Wisdom, Marid Coldsnap, Marid Spirit, Marid Style, Monkey Moves, Monkey Shine, Monkey Style, Panther Claw, Panther Parry, Panther Style, Shaitan Earthblast, Shaitan Skin, Shaitan Style, Snake Fang, Snake Sidewind, Snake Style, Snapping Turtle Clutch, Snapping Turtle Shell, Snapping Turtle Style, Tiger Claws, Tiger Pounce, Tiger Style, Jabbing Dancer, Jabbing Master, Jabbing Style, Pummeling Bully, Pummeling Charge,

Pummeling Style, Archon Diversion, Archon Justice, Archon Style, Charging Stag Style, Stag Horns^{non-PFS}, Stag Submission^{non-PFS}, Linnorm Style, Linnorm Vengence, Linnorm Wrath, Tatzlwurm Claw Style, Tatzlwurm Grappler, Tatzlwurm Rake, Boar Ferocity, Boar Shred, Boar Style, Deadhand Initiate, Deadhand Master, Deadhand Style, Maddening Obliteration, Maddening Strike, Maddening Style, Street Style, Street Sweep, Street Carnage, Electric Eel Conduit, Electric Eel Shock, Electric Eel Style, Dolphin Dart, Dolphin Style, Dolphin Circle, Shark Leap, Shark Style, Shark Tear,

● Optional Rule sets/Misc Feats

- Achievement Feats
 - Chainbreaker^{non-PFS}, Devil's Foe^{non-PFS}, Eagle Knight Candidate^{non-PFS}, Talmandor's Lifting^{non-PFS}
- Being a drug addict
 - Pesh Healing^{non-PFS}, Pesh Rejuvenation^{non-PFS}, Sahir-Afiyun^{non-PFS}, Pesh Euphoria^{non-PFS},
- Blood Hexes
 - Abeyance^{non-PFS}, Blunt Blade, Bull's Eye, Cataract, Consumption, Extra Blood Hex, Falter, Hinder^{non-PFS}, Uncertainty,
- Called Shots
 - Ranged Disarm, Ranged Trip,
- Chakra Feats
 - Chakra Adept, Chakra Initiate, Chakra Master,
- Combat Stamina
 - Combat Stamina^{non-PFS}, Extra Stamina^{non-PFS}, Push the Limits^{non-PFS},
- Damnation Feats
 - Fiendskin, Maleficium, Mask of Virtue, Soulless Gaze,
- Downtime/Retraining
 - Focused Overseer^{non-PFS}, Focused Worker^{non-PFS}, Expert Trainer, Secret Capital^{non-PFS},
- Duels (And Psychic Duels)
 - Call Out^{non-PFS}, Improved Parry, Sweeping Dodge, Alter Binary Mindscape^{non-PFS}, Psychic Defender^{non-PFS}, Shatter Mental Mask^{non-PFS}, Ironclad Logic, Play to the Crowd, Righteous Orator,
- Hero Points
 - Blood of Heroes^{non-PFS}, Hero's Fortune^{non-PFS}, Luck of Heroes^{non-PFS},
- Influence System
 - Conservatory Trained,
- Kingdom Building/Building Ownership/Mass Combat/Settlement Modifiers

- Center of Power, Fortunate Manager^{non-PFS}, Fortunate Ruler^{non-PFS}, Inspirational Commander^{non-PFS}, Natural Ruler^{non-PFS}, Superintendent, Underworld Connections^{non-PFS},
- Meditation Feats
 - Bend with the Wind, Body Control, Body Mastery, Combat Meditation, Meditation Master, Meditative Concentration, Perfect Awareness, Perfect Center, Slow Time, Greater Meditation Master, Mindful Meditation, Mindfulness Mastery, Sensory Control
- Mythic
 - Ascendant Spell, Marked for Glory, Mythic Companion
- Nameless One Feats
 - Mask Focus, Masked by Fear, Masked Intent, Nameless One, Ritual Mask,
- Overland Travel
 - Motivated March,
- Performance Combat^{non-PFS}
 - Dramatic Display, Hero's Display, Master Combat Performer, Masterful Display, Mocking Dance, Murderer's Circle, Performance Weapon Mastery, Performing Combatant, Savage Display, Leapfrog, Second Wind, Awe-Inspiring Smash, Black Powder Spectacle, Masterful Flourish, Ostentatious Weakness, Savage Surge, Spectacular Exit, Thrilling Vengeance,
- Planar Travel
 - Lucid Dreamer^{non-PFS}, Planar Wanderer,
- Possessed Hand Feats
 - Hand's Autonomy^{non-PFS}, Hand's Detachment^{non-PFS}, Hand's Knowledge^{non-PFS}, Hand's Sight^{non-PFS}, Possessed Hand^{non-PFS},
- Story Feats^{non-PFS}
 - Accursed, Arisen, Battlefield Healer, Champion, Damned, Deny the Reaper, Eldritch Researcher, Fearless Zeal, Feral Heart, Foeslayer, Forgotten Past, Glimpse Beyond, Innocent Blood, Liberator, Lost Legacy, Magnum Opus, Monument Builder, Nation Builder, Nemesis, Prophet, Redemption, Shamed, Stronghold, Thief of Legend, Town Tamer, True Love, Unforgotten, Vengeance, Apotheosis, Artifact Hunter, Blessed, Damned, Dynasty Founder, Explorer, Foeslayer, Liberator, Object of Legend, Planar Traveler, Prophet, Truth-Seeker, Dragon-Touched, Vengeful Banisher, Crisis of Conscience, Giant Vendetta, Betrayed, Cursed Love, Dead Inside, Gruesome Butcher, Otherworldly Influence, Overachiever, Wretched Curator, Ascendant, Conciliator, Inerrant Justice, Infiltrator, Magical Engima, Puppet Master, Rival, Supernatural Spy, Wily Warrior, Enemy Cult, Ghost Guide, Protector of the People, Twisted Love, Aspiring Noble, Noble Impostor, Self-Exiled Noble, City-Locked, Embrace of the Dark Fey, Fascinated by the Mundane, Child of Two Worlds,
- Technology

- Empathy, Extra Surge, Nanite Disruption, Rapid Recovery, Rapid Repair, Craft Cybernetics^{non-PFS}, Craft Pharmaceutical^{non-PFS}, Craft Technological Arms and Armor^{non-PFS}, Craft Technological Item^{non-PFS}, Robot's Bane, Scavenger's Luck, Technologist, Technology Adept, Technophobe, Wrest Charge,
- Vehicles
 - Expert Driver^{non-PFS}, Skilled Driver^{non-PFS},
- Feats with a variety of embedded options
 - Virtuous Creed, Elongated Cranium, Draconic Heritage, Tribal Scars, Noble Scion, Totem Spirit, Agonizing Obedience^{non-PFS}, Masked Symbol, Enlightened Noble, Noble Stipend, Hellknight Obsession,