

0.1 Feat Consolidation v1.2

As a rule, feats do no longer inherit the prerequisites of their prerequisites. If you somehow get a feat without passing through its prerequisites, you can continue down the chain without backing up to fulfill the earlier prerequisites first.

0.1.1 Cut Feats

The following feats have been deleted. If they were a prerequisite for anything, that prerequisite is now no longer needed.

Feat	Book	Change
Agile Maneuvers	CRB	You can still use Dex with weapons with the Finesse property, including maneuvers performed unarmed. It is no longer possible to substitute Dex for Str when making a maneuver with a non-Finesse weapon. Making Finesse a standard option made this feat mostly redundant. And it isn't really desirable that it can be used with non-Finesse weapons.
Deadly Aim	CRB	All characters with BAB +1 may make Deadly Aim attacks. You no longer need a feat for that. Deadly Aim is to ranged characters what Power Attack is to melee characters. See below.
Mounted Combat	CRB	Anyone with 1 rank in Ride may now use this ability. The intent is to take away some of the barriers to using mounts for those characters that either didn't foresee becoming mounted, or that just can't afford the feats.
Power Attack	CRB	All characters with BAB +1 may now make Power Attacks. You no longer need a feat for that. Power Attack was a mandatory feat; the damage bonus was too good to pass up for almost full-BAB character. Mandatory feats take away from free choice, so this one had to go.
Weapon Finesse	CRB	Anyone can now do this without a feat; "Finesse" is a property of all light weapons, as well as those weapons that could previously be used with Weapon Finesse. If you use this option, the ACP of your shield (if any) also penalizes your to-hit rolls. Weapon Finesse was the mother of all feat taxes for the rogue.

0.1.2 Added Feats

Deft Maneuvers

You are skilled at deft maneuvers.

Prerequisites: Int 13 or Combat Expertise

Benefit: You do not provoke an attack of opportunity when performing a dirty trick, disarm, reposition, steal or trip combat maneuver. You receive +2 on checks to make such maneuvers, and +2 CMD against them. [The Combat Expertise prerequisite was always rather burdensome, and unlocking only one maneuver is also a bit tight-fisted. Now the entry requirement is much easier to fulfill; characters can take either the Int or CE prerequisite. Smart fighters save on feats.](#)

Powerful Maneuvers

You are skilled at powerful maneuvers.

Prerequisites: Str 13 or BAB +1

Benefit: You do not provoke an attack of opportunity when performing a bull rush, drag, overrun or sunder combat maneuver. You receive +2 on checks to make such maneuvers, and +2 CMD against them. [While the prerequisite wasn't hard to meet for warriors, it's yet another barrier to 1st-level characters from classes without full BAB. And bundling these maneuvers together should make it easier not to become a one-trick pony.](#)

0.1.3 Replaced Feats

These feats have been replaced. If they were a prerequisite for anything else, that prerequisite is now the feat replacing these. Likewise, if a character would gain one of these feats as a bonus feat, he gains the replacement feat instead.

Feat	Book	Replacement
Improved Bull Rush	CRB	<i>Powerful Maneuvers</i>
Improved Dirty Trick	APG	<i>Deft Maneuvers</i>
Improved Disarm	CRB	<i>Deft Maneuvers</i>
Improved Drag	APG	<i>Powerful Maneuvers</i>
Improved Overrun	CRB	<i>Powerful Maneuvers</i>
Improved Reposition	APG	<i>Deft Maneuvers</i>
Improved Steal	APG	<i>Deft Maneuvers</i>
Improved Sunder	CRB	<i>Powerful Maneuvers</i>
Improved Trip	CRB	<i>Deft Maneuvers</i>

0.1.4 Changed Feats

The following feats have been changed. Most of these changes are to the prerequisites. Changes are *italicized*, additions are **bold** and cuts are ~~strikethrough~~.

Feat	Book	Change
Combat Expertise	CRB	Prerequisites: Int 13 Benefit: You can choose to take a 1 penalty on melee attack rolls and combat maneuver checks to gain a +2 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by 1 and the dodge bonus increases by +2. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn. The Int requirement is gone so that dumb fighters can still get access to Deft Maneuvers. Think of CE as a sort of remedial training. Note that the bonus to Dodge has been increased to make CE attractive on its own.
Deathless Initiate	UC	Prerequisites: Str 13, Con 13, Diehard, Endurance, ore or half-ore , BAB +6 Extend: When you meet the prerequisites for Deathless Master and Deathless Zealot, you gain those feats as Extension Feats. Dropped silly racial requirement, dropped inherited Endurance requirement, extended.
Diehard	CRB	Prerequisites: Endurance This feat is not powerful enough to warrant a prerequisite.
Far Shot	CRB	Prerequisites: Point-Blank Shot Needless feat tax.
Felling Smash	UC	Prerequisites: Int 13, Combat Expertise, Improved Trip, Deft Maneuvers, BAB +1 or Str 13, BAB +6 Under the new paradigm, you can make do with either the Str or the PA.
Gang Up	APG	Prerequisites: Int 13 or Combat Expertise Int is no longer a requirement for Combat Expertise. If you want to learn Gang Up, you have to have either one, you no longer need both. Stupid rogues can take Combat Expertise instead of Int.
Impact Critical Shot	UC	Prerequisites: Dex 13, Point-Blank Shot , BAB +9. Reduce fetishization of PBS
Improved Feint	CRB	Prerequisites: Int 13 or Combat Expertise Extends: Greater Feint Feinting is not a maneuver, but shouldn't be buried behind CE.
Improved Two-Weapon Feint	UC	Prerequisites: Int 13, Dex 17, Combat Expertise, Two-Weapon Fighting, Improved Two-Weapon Fighting, BAB +6, Two-Weapon Feint Originally, 2W-Feint wasn't a prerequisite, although this was probably an error. Now this feat extends from 2W-Feint. All the deleted prerequisites were inherited.
Ironhide	APG	Prerequisites: Str 13, Con 13, dwarf, ore or half-ore Racial prerequisites are silly, especially if new races are added all the time. The Str prerequisite takes its place.
Moonlight Stalker	UC	Prerequisites: Int 13 or Combat Expertise, Blind-Fight, Bluff 3 ranks, darkvision or low-light vision racial trait. Extends: Moonlight Stalker Feint, Moonlight Stalker Master Extended as usual. Relaxed the darkvision/low-light vision requirement so that it doesn't need to be a racial ability. The Shadowdancer PrC for example grants Darkvision, and would be a suitable candidate for these feats.
Mounted Skirmisher	APG	Prerequisites: Mounted Combat , Ride 6 ranks, Trick Riding. Special: A ranger with the Mounted Combat style adds Mounted Skirmisher to the list of bonus feats he can choose at level 6. The Ride ranks requirement has been reduced significantly to encourage mounted combat characters. The Ranger Combat Style's early entry has been adjusted accordingly.
Precise Shot	CRB	Prerequisites: Point-Blank Shot or BAB+1 Reducing PBS as a feat tax
Rapid Shot	CRB	Prerequisites: Point-Blank Shot Again reducing PBS tax.
Snap Shot	UC	Prerequisites: Dex 13, Rapid Shot , Point-Blank Shot, Weapon Focus (any appropriate), BAB +6 Extends: Improved Snap Shot, Greater Snap Shot Removed Rapid Shot to make it more appetizing to crossbowmen.

Stalwart	UC	Prerequisites: Endurance, Diehard, BAB +4 Benefit: While using the total defense action, fighting defensively action, or Combat Expertise, you can forgo the dodge bonus to AC you would normally gain to instead gain an equivalent amount of DR, to a maximum of DR 5/-, until the start of your next turn. This damage reduction stacks with DR you gain from class features, such as the barbarian's, but not with DR from any other source. If you are denied your Dexterity bonus to AC, you are also denied this DR. Any bonus beyond 5 is still applied to Dodge AC. Updated prerequisites and made provisions for overflow Dodge, due to Combat Expertise now generating more Dodge AC than before.
Swift Aid	APG	Prerequisite: Int 13 or Combat Expertise, BAB +3 The BAB requirement was really unneeded; this feat isn't that powerful. The CE requirement has been relaxed as usual.
Trick Riding	APG	Prerequisites: Mounted Combat, Ride rank 4 Special: A ranger with the Mounted combat style adds Trick Riding to the 2nd level bonus feats available to him. Prerequisite has been reduced significantly to make mounted combat more attractive at lower levels.
Two-Weapon Feint	UC	Prerequisites: Int 13 or Combat Expertise, Dex 15, Two-Weapon Fighting Extend: If you meet the prerequisites for Improved Two-Weapon Feint, you gain it as an Extension Feat. The CE requirement has been relaxed. The Dex requirement was inherited from 2WF. It's been extended to the Improved version, which previously didn't list it as a requirement.
Uncanny Concentration	UM	Prerequisites: Combat Casting Mounted and seaborne spellcasting have little to do with melee spellcasting.
Under And Over	APG	Prerequisites: Agile Maneuvers, small size or smaller Note: This feat allows you to trip creatures normally too big for you to trip.

0.1.5 Updated Prerequisites

The following feats have their prerequisites updated, because feats no longer inherit the prerequisites of their prerequisites. These are not independent changes, but the cascading effect of the cut, added, replaced and changed feats shown above.

Feat	Book	Removed Prerequisites	Remaining Prerequisites
Binding Throw	UC	Improved Trip, Improved Unarmed Strike	Improved Grapple, Ki Throw
Bull Rush Strike	APG	Str 13, Power Attack, Improved Bull Rush	BAB +9, <i>Powerful Maneuvers</i>
Deathless Master	UC	Str 13, Con 15, Diehard, Endurance, ore or half ore	BAB +9, Ironhide, Deathless
Deathless Zealot	UC	Str 13, Con 17, Diehard, Endurance, Deathless	Initiate BAB +12, Deathless Master
Deceptive Exchange	UC	Int 13, Combat Expertise	Improved Feint
Disarming Strike	APG	Int 13, Combat Expertise, Improved Disarm	BAB +9, <i>Deft Maneuvers</i>
Disengaging Feint	UC	Int 13, Combat Expertise	Improved Feint
Disengaging Flourish	UC	Int 13, Combat Expertise, Improved Feint	Disengaging Feint
Disengaging Shot	UC	Int 13, Combat Expertise, Improved Feint, Mobility	Disengaging Feint, Dodge
Drag Down	UC	Int 13, Combat Expertise, Improved Trip	<i>Deft Maneuvers</i>
Elusive Redirection	UC		Elusive target class feature, <i>Combat Expertise</i> or <i>Int 13</i> , Improved Unarmed Strike, flowing monk level 12th. <i>Deft Maneuvers</i>
Felling Escape	UC	Int 13, Combat Expertise, Improved Trip	<i>Deft Maneuvers</i>
Sundering Strike	APG	Str 13, Power Attack, Improved Sunder	BAB +9, <i>Powerful Maneuvers</i>
Greater Bull Rush	CRB	Str 13, Power Attack, Improved Bull Rush	BAB +6, <i>Powerful Maneuvers</i>
Great Cleave	CRB	Power Attack	BAB +4, Cleave
Greater Drag	CRB	Str 13, Power Attack, Improved Drag	BAB +6, <i>Powerful Maneuvers</i>
Greater Feint	CRB	Int 13, Combat Expertise	BAB +6, Improved Feint
Greater Overrun	CRB	Str 13, Power Attack, Improved Overrun	BAB +6, <i>Powerful Maneuvers</i>
Greater Dirty Trick	APG	Int 13, Combat Expertise, Improved Dirty Trick	BAB +6, <i>Deft Maneuvers</i>
Greater Disarm	APG	Int 13, Combat Expertise, Improved Disarm	BAB +6, <i>Deft Maneuvers</i>
Greater Reposition	APG	Int 13, Combat Expertise, Improved Reposition	BAB +6, <i>Deft Maneuvers</i>
Greater Snap Shot	UC	Point-Blank Shot, Rapid Shot, Snap Shot	BAB +12, Dex 17, Improved Snap Shot
Greater Steal	APG	Int 13, Combat Expertise, Improved Steal	BAB +6, <i>Deft Maneuvers</i>

Greater Sunder	CRB	Str 13, Power Attack, Improved Sunder	BAB +6, <i>Powerful Maneuvers</i>
Greater Trip	APG	Int 13, Combat Expertise, Improved Trip	BAB +6, <i>Deft Maneuvers</i>
Heroic Defiance	APG	Endurance	Diehard, base Fortitude save of +8
Improved Precise Shot	CRB	Point-Blank Shot	BAB +11, Dex 19, Precise Shot
Improved Snap Shot	UC	Point-Blank Shot, Rapid Shot, Weapon Focus	BAB +9, Dex 15, Snap Shot
Manyslot	CRB	Point-Blank Shot	BAB +6, Rapid Shot
Moonlight Stalker	UC	Int 13, Blind-Fight, Combat Expertise, darkvision or low-light vision racial trait	Moonlight Stalker, Bluff 6 ranks
Feint			
Moonlight Stalker Master	UC	Int 13, Blind-Fight, Combat Expertise, Improved Feint, Moonlight Stalker, darkvision or low-light vision racial trait	Moonlight Stalker Feint, Bluff 9 ranks
Passing Trick	UC	Int 13, Combat Expertise, Mobility	Size small or smaller, Improved Feint, Dodge
Quick Bull Rush	UC	Str 13, Power Attack, Improved Bull Rush	BAB +6, <i>Powerful Maneuvers</i>
Quick Drag	UC	Str 13, Power Attack, Improved Drag	BAB +6, <i>Powerful Maneuvers</i>
Quick Reposition	UC	Int 13, Combat Expertise, Improved Reposition	BAB +6, <i>Deft Maneuvers</i>
Quick Steal	UC	Int 13, Combat Expertise, Improved Steal	BAB +6, <i>Deft Maneuvers</i>
Repositioning Strike	APG	Int 13, Combat Expertise, Improved Reposition	BAB +9, <i>Deft Maneuvers</i>
Spinning Throw	UC	Combat Expertise, Improved Bull Rush, Improved Trip, Improved Unarmed Strike	<i>Powerful Maneuvers</i> , Ki Throw
Team Up	APG	Int 13, Combat Expertise	BAB +6, Gang Up
Tripping Staff	UM	Int 13, Combat Expertise, Improved Trip	BAB +6, <i>Deft Maneuvers</i> , Weapon Focus (Quarterstaff)
Tripping Strike	APG	Int 13, Combat Expertise, Improved Trip	BAB +9, <i>Deft Maneuvers</i>
Tripping Twirl	UM	Int 13, Combat Expertise, Improved Trip, Weapon Focus(Quarterstaff)	BAB +12, Tripping Staff, Weapon Specialization (Quarterstaff)

0.1.6 Extended Feats

Extending a feat works as follows. Each feat gets a line saying “If you mean the prerequisites of [X], you gain [X] as an Extension Feat.” For example, if I have Vital Strike and my BAB reaches +12, I automatically gain Improved Vital Strike for free.

Feat	Book	Extensions
Arcane Armor Training	CRB	Arcane Armor Mastery
Blind-Fight	CRB	Improved Blind-Fight, Greater Blind-Fight
Charging Hurler	UC	Improved Charging Hurler
Cleave	CRB	Great Cleave
Cleaving Finish	UC	Improved Cleaving Finish
Devastating Strike	UC	Improved Devastating Strike
Dimensional Assault	UC	Dimensional Dervish, Dimensional Maneuvers, Dimensional Savant
Dodge	CRB	Mobility
Double Slice	CRB	Two-Weapon Rend
Elemental Focus	APG	Greater Elemental Focus (same focus)
Following Step	APG	Step Up and Strike
Impaling Critical	UC	Improved Impaling Critical
Improved Grapple	CRB	Greater Grapple
Improved Shield Bash	CRB	Shield Slam
Improved Stonecunning	APG	Stone Sense
Jawbreaker	UC	Bonebreaker, Neckbreaker
Ki Throw	APG	Improved Ki Throw
Net Maneuvering	UC	Net Trickery
Nightmare Fist	UC	Nightmare Weaver, Nightmare Striker
Penetrating Strike	CRB	Greater Penetrating Strike
Rending Fury	UC	Greater Rending Fury
Scorpion Style	CRB	Gorgon’s First, Medusa’s Wrath, Cockatrice Strike
Second Chance	APG	Improved Second Chance
Sidestep	APG	Improved Sidestep
Shield Focus	CRB	Greater Shield Focus
Shield Specialization	APG	Greater Shield Specialization
Spell Focus	CRB	Greater Spell Focus (same focus)
Spider Step	APG	Cloud Step
Two-Weapon Fighting	CRB	Improved Two-Weapon Fighting, Greater Two-Weapon Fighting

Vital Strike	CRB	Improved Vital Strike, Greater Vital Strike
Weapon Focus	CRB	Weapon Focus, Greater Weapon Focus, Greater Weapon Specialization (all with the same weapon)
Whip Mastery	UC	Improved Whip Mastery, Greater Whip Mastery