

# THE END

## FEATS

Feat	Prerequisite	Type
Alertness		General
Ambidexterity	Dex 15+	Combat
Automatic Weapon Proficiency	Any Firearms	Combat
Autopsy	Medical Investigation (5), Medical-Illness (2)	Medical
Battery	Science-Electrical (7)	Knowledge
Blind-fight		Combat
Body Armor Proficiency		Combat
Cleave	Str 13+, Power Attack	Combat
Combat Medic 1	Medical - Treat Wounds (5), Stabilize	Medical
Combat Medic 2	Medical - Treat Wounds (10), Combat Medic 1	Medical, Combat
Combat Reflexes		Combat
Counter Poison 1	Medical –Treat Illness (5)	Medical
Counter Poison 2	Counter Poison 1	Medical
Cure Illness	Medical –Treat Illness (5)	Medical
Deflect Arrows	Dex 13+, Improved Initiative	Combat
Diagnosis 1	Medical – Investigation (7)	Medical
Diagnosis 2	Diagnosis 1, Medical Investigation (10), Medical Treat Illness (5)	Medical
Dodge	Dex 13+	Combat
Endurance		Combat
Exotic Melee Weapon Proficiency	Base Attack Bonus +1	Combat
Expertise	Int 13+	Knowledge
Eyeball Measurements	Science – Chemistry (10)	Combat
Far Shot	Point Blank Shot	Combat
Firearms Proficiency – Pistol		Combat
Firearms Proficiency – Rifle		Combat
Firearms Proficiency – Shotgun		Combat
Firearms Proficiency – Military		Combat
Great Cleave	Str 13+, Power Attack, Base Attack Bonus +4, Cleave	Combat
Great Fortitude		
Harvest Power		Knowledge
Improved Bull Rush	Str 13+, Power Attack	Combat
Improved Critical	Proficient with Weapon, Base Attack Bonus +8	Combat
Improved Disarm	Int 13+, Expertise	Combat
Improved Initiative		Combat
Improved Treatment 1	Medical Treat Wounds (7)	Medical
Improved Treatment 2	Medical Treat Wounds (12), Improved Treatment 1	Medical
Improved Trip	Int 13+, Expertise	Combat
Improved Two-Weapon Fighting	Two Weapon Fighting, Ambidexterity, Base Attack Bonus +9	Combat
Improved Unarmed Strike		Combat
Intensive Care	Medical - Treat Illness (10), Cure Illness	Medical
Intrigue Animal	Animal Empathy (5)	
Iron Will		
Lightning Reflexes		
Magic Touch Repair	Mechanical (5)	Knowledge
Make Light Source	Science – Electrical (6)	Knowledge
Make Medicine	Medical Investigation (7) Science-Chemistry (7)	Medical
Make Motor	Science – Electrical (6)	Knowledge
Make Magnet	Science – Electrical (6)	Knowledge
Make Poison	Science – Chemistry (6)	Medical
Make Explosives	Science – Chemistry (8)	Knowledge

# THE END

## FEATS

<b>Feat</b>	<b>Prerequisite</b>	<b>Type</b>
Marital Weapon Proficiency		Combat
Mobility	Dex 13+, Dodge	Combat
Mounted Archery	Ride (1), Mounted Combat	Combat
Mounted Combat	Ride (1)	Combat
Point Blank Shot		Combat
Power Attack	Str 13+	Combat
Precise Shot	Point Blank Shot	Combat
Quick Draw	Base Attack Bonus +1	Combat
Quick Work – Carpentry	Carpentry (5)	Knowledge
Quick Work – Electrical	Science – Electrical (5)	Knowledge
Quick Work – Mechanical	Mechanical (5)	Knowledge
Rapid Shot	Point Blank Shot, Dex 13+	Combat
Ride By Attack	Ride, Mounted Combat	Combat
Run		General
Scare Animal	Animal Empathy (5), Handle Animal (5)	General
Shield Proficiency		Combat
Shot on the Run	Point Blank Shot, Dex 13+, Dodge, Mobility	Combat
Simple Weapon Proficiency		Combat
Sill Focus		General
Spirited Charge	Ride, Mounted Combat, Ride-By Attack	General
Spring Attack	Dex 13+, Improved Unarmed Strike, Wis 13+, Base Attack Bonus +8	General
Stabilize	Medical Treat Wounds (3)	Medical
Stop Poison	Counter Poison 1	Medical
Stunning Fist	Dex 13+, Improved Unarmed Strike, Wis 13+, Base Attack Bonus +8	Combat
Sunder	Str 13+, Power Attack	Combat
Surgery	Improved Treatment 2, Stabilize	Medical
Toughness		General
Track		General
Trample	Ride, Mounted Combat	Combat
Two Weapon Fighting		Combat
Vehicle Proficiency – Construction	Driving (Automobiles)	Knowledge
Vehicle Proficiency – Military	Driving (Automobiles)	Knowledge
Vehicle Proficiency – Military Aircraft	Driving (Aircraft)	Knowledge
Weapon Finesse	Proficient with Weapon, Base Attack Bonus +1	Combat
Weapon Focus	Proficient with Weapon, Base Attack Bonus +1	Combat
Weapon Specialization	Thug Class	Combat
Whirlwind Attack	Int 13+, Expertise, Dex 13+, Dodge, Spring Attack, Mobility, Base Attack Bonus +4	Combat