

ACROBATICS TALENTS

LIGHTNING REFLEXES [Acrobatics]

Get a +2 bonus to your Evasion.

WEAPON FINESSE [Acrobatics]

Add your Dexterity bonus to one-handed weapon attack and damage instead of your Strength bonus.

ATHLETICS TALENTS

GREAT CLEAVE [Athletics]

Get a +4 bonus to secondary attack damage.

OVERWHELMING POWER [Athletics]

Increase the condition penalty from your successful Athletics attacks by -1.

POWERFUL BUILD [Athletics]

Get a +4 bonus to primary weapon attack damage.

CRAFTS TALENTS

EXCEPTIONAL ARTISAN [Crafts]

Get a +2 bonus to Crafts and Resources.

CULTURES TALENTS

PIOUS DEVOTION [Cultures]

Get a +2 bonus to your Willpower.

DECEPTION TALENTS

AGILE ROGUE [Deception]

Add your Dexterity bonus to Deception attacks and skill checks instead of your Charisma bonus.

CUNNING ROGUE [Deception]

Increase the condition penalty from your successful Deception attacks by -1.

HARMLESS DEMEANOR [Deception]

Get a +2 bonus to Deception for the purpose of your Evasion and Willpower attacks.

DISCIPLINE TALENTS

ARMOR FOCUS [Discipline]

Get a +2 bonus to your Evasion.

COMBAT FOCUS [Discipline]

Get a +1 bonus to your Evasion for each Combat feat you have.

RESOLUTION [Discipline]

Add your Constitution bonus to weapon attack and damage instead of your Strength bonus.

SHIELD WALL [Discipline]

Get a +1 bonus to your Evasion for each ally sharing your space.

Requires: Shield Focus feat

ENDURANCE TALENTS

DETERMINATION [Endurance]

Add your Constitution bonus to your Willpower instead of your Wisdom or Charisma bonus.

IMPROVED THRESHOLD [Endurance]

Get a +4 bonus to damage threshold.

MOUNTED COVER [Endurance]

Get a +1 bonus to your Evasion for each Riding feat you have.

Requires: Equestrian feat

TOUGHNESS [Endurance]

Increase your maximum hit points by an amount equal to 2 + 1 per level.

ENTERTAIN TALENTS

ACROBATIC PERFORMER [Entertain]

Use Entertainment instead of Acrobatics for the purpose of attacks and skill checks.

CHARLATAN [Entertain]

Get a +2 bonus to Deception and Entertain.

STAGE COMBAT [Entertain]

Add your Charisma bonus instead of your Strength bonus to weapon attack and damage.

INITIATIVE TALENTS

COMBAT ADVANTAGE [Initiative]

Get a +4 bonus to interrupt attacks.

DEATHBLOW [Initiative]

Increase the condition penalty from your successful Initiative attacks by -1.

MAKE HASTE [Initiative]

Get a +1 bonus to your Evasion for each Interrupt feat you have.

QUICKENING [Initiative]

Each turn, get +1 temporary Quick action for the purpose of interrupts.

SWIFTNESS [Initiative]

Each turn, get +1 temporary Swift action.

INTUITION TALENTS**HEALING HANDS [Intuition]**

Increase the bonus to condition granted by your Healing feats by +1.

PRESCIENCE [Intuition]

Use Intuition instead of Initiative for the purpose of attacks and skill checks.

REVELATION [Intuition]

Add your Wisdom bonus instead of your Strength bonus to weapon attack and damage.

WILD TALENT [Intuition]

Use Intuition instead of Spellcraft for the purpose of attacks and skill checks.

KNOWLEDGE TALENTS**BATTLE LORE [Knowledge]**

Get a +2 bonus to weapon attack and damage.

MAGIC LORE [Knowledge]

Get a +2 bonus to spell attack and damage.

SYNAPTIC WARRIOR [Knowledge]

Add your Intelligence bonus instead of your Strength bonus to weapon attack and damage.

LEARNING TALENTS**SKILL FOCUS [Learning]**

Get a +4 bonus to one Trained skill of your choice.

SKILL TRAINING [Learning]

Get +1 extra Trained skill of your choice.

PERCEPTION TALENTS**ALERTNESS [Perception]**

Add your Wisdom bonus to your Evasion instead of your Dexterity or Intelligence bonus.

EXTRASENSE [Perception]

Get a +1 bonus to your Evasion for each Sense feat you have.

KEEN SENSES [Perception]

Get a +2 bonus to Initiative and Perception.

PRECISE STRIKE [Perception]

Get a +2 bonus to weapon attack and damage.

PERSUASION TALENTS**CULT OF PERSONALITY [Persuasion]**

Get a +1 bonus to your Evasion for each Minion feat you have.

OVERAWING PRESENCE [Persuasion]

Increase the condition penalty from your successful Persuasion attacks by -1.

RAGEMORALE TALENTS**CHANNEL RAGE [Ragemorale]**

Ignore condition penalties to Ragemorale.

INDOMITABILITY [Ragemorale]

Add your Strength bonus to your Willpower instead of your Wisdom or Charisma bonus.

THE STRONG SURVIVE [Ragemorale]

Use Ragemorale instead of Endurance to qualify for feats and talents.

RESOURCES TALENTS**SILVER PALM [Resources]**

Get a +2 bonus to Persuasion and Resources.

SPELLCRAFT TALENTS**INITIATE MYSTERIES [Spellcraft]**

Use Spellcraft instead of Intuition to qualify for feats and talents.

INNATE SPELLCASTING [Spellcraft]

Add your Charisma bonus instead of your Strength bonus to spell attack and damage.

MIND OVER MATTER [Spellcraft]

Add your Intelligence bonus instead of your Strength bonus to spell attack and damage.

SURVIVAL TALENTS**IMPROVED COVER [Survival]**

Use Camouflage in the Streets.

Requires: Camouflage feat