



FOLLOW US ON F FACEBOOK, t. TUMBLR, AND TWITTER! E-MAIL US AT: CUSTOMERSERVICE@ABANDONEDARTS.COM

ABANDONED ARTS[®] PRESENTS:

CLASS ACTS: FIGHTERS

TWENTY~TWO NEW COMBAT FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <u>http://paizo.com/pathfinderRPG</u> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License.

See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

COMBAT FEATS

As described in the Pathfinder[®] Roleplaying Game: Core Rulebook [™], any feat designated as a combat feat can be selected as a fighter's bonus feat. This designation does not restrict characters of other classes from selecting these feats, assuming that they meet the prerequisites. All twenty-two of the feats described below are combat feats, and some are restricted by their prerequisites to members of the fighter class, or benefit members of that class exclusively.

Feat	Prerequisites	Benefits
Always Ready	Alertness, bravery class feature	Gain an initiative bonus equal to your bravery bonus.
Battering Bludgeon	Bludgeoner ¹ , Power Attack, Weapon	Double the damage bonuses from Power Attack and
	Focus (club or greatclub), BAB +3	Weapon Specialization when you attack with a club.
Battle-Hardened	bravery class feature, BAB +3	Ignore the shaken condition several times per day.
War-Torn	Battle-Hardened, bravery class feature, Intimidate 1 rank, BAB +3	Gain immunity to demoralizing Intimidate checks, and a bonus on Intimidate checks equal to your bravery bonus.
Clobbering Feint	Str 13, Int 13, Combat Expertise, Improved Feint	When you deal damage to an opponent that you successfully feint, you may dazzle that opponent.
Improved Clobbering Feint	Str 15, Clobbering Feint, BAB +3	Deafen opponents that you dazzle with Clobbering Feint.
Die By the Sword	Diehard or ferocity, Endurance, BAB +9	Convert ranged and spell damage into nonlethal damage.
Executioner's Axe	Greater Weapon Specialization (greataxe), Weapon Specialization (greataxe), Heal 1 rank	Double the damage bonuses from your Weapon Specialization feats when you attack hindered opponents.
Fighter's Focus	Alertness or keen senses racial trait,	Gain a bonus on Will saves in combat, ignore combat
	fighter level 6th	distractions, and gain Perception as a class skill.
Furious Fighter	bravery class feature, moment of clarity rage power	Gain unlimited use of the moment of clarity rage power, double your bravery bonus while raging.
Hurling Disarm	Dex 13, Improved Disarm, Throw Anything, BAB +3	Fling disarmed weapons and shields at your opponents with each successful maneuver.
Improved Hurling Disarm	Hurling Disarm, BAB +6	Opponents are denied Dex to AC against Hurling Disarm.
Javelin Strike	Catch Off-Guard, Point-Blank Shot, Weapon Focus (javelin), Weapon Specialization (javelin)	Ignore the penalties for using a javelin in melee, and apply the benefits of Point-Blank shot to melee attacks.
King of the Hill	BAB +3	Gain +2 on attack and damage rolls from high ground.
Lashing Strike	Vital Strike, Weapon Focus (whip), Weapon Specialization (whip), Whip Mastery ² , BAB +6	Deal additional damage at the end of your opponent's turn when you deal nonlethal damage with a whip.
Pit Fighter	fighter level 3rd, sneak attack +2d6	Forgo 2d6 sneak attack to perform a combat maneuver.
Precise Sunder	Dex 13, Improved Sunder, Craft (armor) 3 ranks or Craft (weapons) 3 ranks or Knowledge (engineering) 3 ranks	Ignore an amount of hardness equal to your Dex mod when sundering, and score critical hits against objects.
Splintering Sunder	Str 13, Improved Sunder, Power Attack, Precise Sunder, BAB +3	Deal piercing damage to opponents whose weapons you successfully sunder.
Improved Splintering Sunder	Str 15, Splintering Sunder, BAB +9	Deal extra damage when you use Splintering Sunder.
Quick Quarterstaff	Quarterstaff Master ¹ , Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff)	Make a melee attack with a quarterstaff as an immediate action whenever you take the total defense action.
Skewering Spear	Lunge, Weapon Focus (longspear or spear), Weapon Specialization (longspear or spear)	Increase the critical multiplier of your spear by one step whenever you use the Lunge feat.
Wrenching Disarm	Improved Disarm, base attack bonus +9	Entangle your opponents' feet when you disarm them.

¹: A description of this prerequisite feat can be found in the <u>Pathfinder[®] Roleplaying Game: Ultimate Combat</u>[™] sourcebook, by Paizo Publishing, LLC.

²: A description of the Whip Mastery feat can be found in the <u>Pathfinder® Roleplaying Game: Ultimate Magic</u>[™], sourcebook, by Paizo Publishing, LLC. All Pathfinder® Roleplaying Game content published under the OGL can be found online, in the <u>Pathfinder Roleplaying Game Reference Document</u>.

ALWAYS READY [COMBAT]

Long hours spent on the battlefield and in the trenches have instilled in you a paranoid vigilance.

PREREQUISITES: Alertness, bravery class feature

BENEFIT: You gain a bonus on initiative checks equal to the bonus granted by your bravery class feature.

BATTERING BLUDGEON [COMBAT]

In your hands, a humble club becomes a formidable cudgel. **PREREQUISITES:** Bludgeoner, Power Attack, Weapon Focus (club or greatclub), base attack bonus +3

BENEFIT: When you use your Power Attack feat to attack with a club or greatclub, you may choose to double the bonus damage granted by that feat, and the damage bonuses granted by your Weapon Specialization and Greater Weapon Specialization (club or greatclub) feats, if you have one or both of those feats. If you choose to double the damage from those feats, your attack deals nonlethal damage.

BATTLE-HARDENED [COMBAT]

You have seen the horrors of war, and they have hardened you. **PREREQUISITES:** base attack bonus +3, bravery class feature **BENEFIT:** When an Intimidate check or an extraordinary (Ex) effect or special attack would cause you to gain the shaken condition, you may ignore that effect. You may elect to ignore a number of such effects per day equal to the bonus granted by your bravery class feature.

In addition, you may add the bonus granted by your bravery class feature to the DC of Intimidate checks made to demoralize you.

CLOBBERING FEINT [COMBAT]

You can fool opponents into exposing themselves to a brutal return. **PREREQUISITES:** Str 13, Int 13, Combat Expertise, Improved Feint **BENEFIT:** Whenever you make a successful melee attack against an opponent that is denied its Dexterity bonus to AC as a result of your feint maneuver, that opponent is dazzled for 1 round.

DIE BY THE SWORD [COMBAT]

You refuse to succumb to a demise less noble than the one you deserve – death in battle, at the end of your enemy's blade.

PREREQUISITES: Diehard or ferocity, Endurance, base attack bonus +9 **BENEFIT:** While you are using your Diehard feat (or any similar effect, such as the ferocity special ability) to continue to act while dying, you may convert any and all damage that you receive from attacks and effects other than melee attacks (including spells and supernatural abilities) into nonlethal damage.

EXECUTIONER'S AXE [COMBAT]

You have the eye of an executioner.

PREREQUISITES: Greater Weapon Specialization (greataxe), Weapon Focus (greataxe), Weapon Specialization (greataxe), Heal 1 rank

BENEFIT: Your knowledge of anatomy helps you to take advantage of hindered and helpless opponents. Your Weapon Specialization (greataxe) and Greater Weapon Specialization (greataxe) feats add twice as much bonus damage to attacks that you make against living creatures suffering from the blinded, cowering, dazed, disabled, dying, exhausted, fascinated, grappled, flat-footed, helpless, nauseated, panicked, staggered, or stunned conditions.

FIGHTER'S FOCUS [COMBAT]

In battle, your focus is as sharp as your blade.

PREREQUISITES: Alertness or keen senses racial trait, fighter level 6th **BENEFIT:** You gain a +2 bonus on Will saving throws as long as you are in combat, and Perception is always a class skill for you.

In addition, unfavorable conditions resulting from the sights and sounds of battle never increase the DCs of Perception skill checks that you make in combat. Finally, distraction never increases the DC of Perception skill checks that you make in combat.

NORMAL: Distraction and unfavorable conditions increase the DCs of Perception skill checks by anywhere from +2 to +5.

FURIOUS FIGHTER [COMBAT]

You fight with a barely-contained fury.

PREREQUISITES: bravery class feature, moment of clarity rage power

BENEFIT: When you rage, the bonus to Will saves against fear granted by your bravery class feature is doubled. In addition, you may use the moment of clarity rage power any number of times per rage, and you gain a +2 morale bonus to Strength while using that rage power.

HURLING DISARM [COMBAT]

With a martial flourish, you can turn your enemies' weapons into deadly, airborne projectiles.

PREREQUISITES: Dex 13, Improved Disarm, Throw Anything, base attack bonus +3

BENEFIT: Whenever you successfully use a disarm combat maneuver to disarm an opponent of a weapon, you may choose to send that weapon flying into another opponent within 10 feet. If you do, make a ranged attack roll with the hurled weapon using the target's space as the point-of-origin for the attack, and your own Strength score to determine the damage dealt. Treat the attack as a one-handed attack with a thrown weapon.

IMPROVED CLOBBERING FEINT [COMBAT]

Your clobbering strikes leave your opponents' ears ringing. **PREREQUISITES:** Str 15, Clobbering Feint, base attack bonus +3 **BENEFIT:** When you use the Clobbering Feint feat against a dazzled opponent, that opponent is dazzled for 1 additional round, and gains the deafened condition for 1 round unless he succeeds on a Fortitude saving throw with a DC equal to the damage dealt by your attack.

IMPROVED HURLING DISARM [COMBAT]

You can disarm your opponents with startling speed. **PREREQUISITES:** Hurling Disarm, base attack bonus +6 **BENEFIT:** Opponents are denied their Dexterity bonus to AC when you use the Hurling Disarm feat to perform a thrown weapon attack.

IMPROVED SPLINTERING SUNDER [COMBAT]

Your sundering maneuvers can shatter arms and armor to lethal effect, showering opponents with shards and splinters.

PREREQUISITES: Str 15, Splintering Sunder, base attack bonus +9 **BENEFIT:** You can apply the benefits of the Splintering Sunder feat whenever you successfully use a sunder combat maneuver to give an opponent's held weapon or shield the broken condition. When you destroy (reduce to 0 hp) an opponent's weapon or shield, you may double the base damage that opponent receives instead.

JAVELIN STRIKE [COMBAT]

You have learned to adapt the javelin to close-quarters combat. **PREREQUISITES:** Catch Off-Guard, Point-Blank Shot, Weapon Focus (javelin), Weapon Specialization (javelin)

BENEFIT: You do not incur a -4 non-proficiency penalty when using a javelin to perform a melee attack. Furthermore, you may treat the javelin as an improvised weapon for the purposes of using the Catch Off-Guard feat when you use it to make a melee attack.

Finally, your Point-Blank Shot feat applies to melee attacks made with a javelin, including combat maneuver checks.

NORMAL: A character using a javelin to perform a melee attack takes a -4 non-proficiency penalty.

KING OF THE HILL [COMBAT]

You know how to use the high ground to its full advantage. **PREREQUISITES:** base attack bonus +3

BENEFIT: You gain a +2 bonus on melee attack and damage rolls when attacking from a position of high ground. This bonus applies only to melee attack and damage rolls made from a standing position on solid ground. Attacking while prone or attacking a smaller creature from the back of a mount does not confer the benefits of this feat.

NORMAL: A creature attacking from a position of high ground gains a +1 bonus on melee attack rolls.

LASHING STRIKE [COMBAT]

Your whip attacks leave your enemies aching.

PREREQUISITES: Vital Strike, Weapon Focus (whip), Weapon Specialization (whip), Whip Mastery, base attack bonus +6

BENEFIT: Whenever you use your Vital Strike feat (or the Improved or

Greater versions of the Vital Strike feat) to deal nonlethal damage to an opponent with a whip or scorpion whip, that opponent receives an equal amount of nonlethal damage at the end of its next turn. Creatures immune to critical hits or pain effects are not subject to this additional damage.

PTT FIGHTER [COMBAT]

A life of blood sport has made you an unsporting combatant.

PREREQUISITES: fighter level 3rd, sneak attack +2d6

BENEFIT: Whenever you deal sneak attack damage, you may choose to forgo 2d6 dice of sneak attack damage to attempt a dirty trick, disarm, drag, or trip maneuver as a swift action against the target of your attack. This maneuver never provokes an attack of opportunity from the target of your attack.

PRECISE SUNDER [COMBAT]

Your familiarity with the structural composition of arms and armor allows you to sunder weapons with surgical precision.

PREREQUISITES: Dex 13, Improved Sunder, Craft (armor) 3 ranks or Craft (weapons) 3 ranks or Knowledge (engineering) 3 ranks

BENEFIT: Whenever you use the sunder maneuver to damage a held, worn, or unattended piece of equipment, you may ignore an amount of hardness equal to your Dexterity modifier. Additionally, you gain the ability to threaten and confirm critical hits against objects when making a sunder combat maneuver check.

NORMAL: You may not score or threaten a critical hit against objects or equipment.

QUICK QUARTERSTAFF [COMBAT]

You can strike out with your quarterstaff from a defensive posture. **PREREQUISITES:** Quarterstaff Master, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff)

BENEFIT: When you take the total defense action while wielding a quarterstaff, you can make a single attack with a quarterstaff as an immediate action at any time before the start of your next turn. You do not gain the ability to threaten spaces that you can reach while using the total defense action.

SPECIAL: If you also have any of the Vital Strike feats, you may use those feats in conjunction with your Quick Quarterstaff attacks, even though doing so would normally require a standard action.

SKEWERING SPEAR [COMBAT]

The momentum of your spear is enough to impale your opponents. **PREREQUISITES:** Lunge, Weapon Focus (longspear or spear), Weapon Specialization (longspear or spear)

BENEFIT: Whenever you use the Lunge feat to increase your effective reach with a spear or longspear, you may elect to increase the critical multiplier of that weapon by one step.

SPECIAL: If you also have the Javelin Strike feat, you may use a javelin in conjunction with this feat.

SPLINTERING SUNDER [COMBAT]

You can sunder arms and armor with deadly force.

PREREQUISITES: Str 13, Improved Sunder, Power Attack, Precise Sunder, base attack bonus +3

BENEFIT: Whenever you successfully use a sunder combat maneuver to destroy an opponent's weapon or shield (by reducing it to 0 hp), that opponent receives an amount of piecing damage equal to the base damage of the weapon or shield that you destroy. Splintered shields deal an amount of damage equal to their shield bash damage values, and a splintered tower shield deals damage as a heavy shield bash would. All splintering damage is subject to damage reduction, and accounts for any special materials that splintered weapons and shields might have been composed of.

WAR-TORN [COMBAT]

Endless conflicts have made you into an unshakable combatant. **PREREQUISITES:** Battle-Hardened, bravery class feature, Intimidate 1 rank, base attack bonus +6

BENEFIT: You gain a morale bonus on Intimidate skill checks made to demoralize your opponents in combat equal to the bonus granted by your bravery class feature.

Additionally, you cannot be demoralized by any application of the Intimidate skill. Other fear effects still affect you normally.

WRENCHING DISARM [COMBAT]

Your twisting maneuvers can tangle your opponents' feet together. **PREREQUISITES:** Improved Disarm, base attack bonus +9

BENEFIT: Whenever you attempt to use a disarm combat maneuver to disarm an opponent of a held object, you may elect to take a -4 penalty on the attack roll as though you were performing the attack unarmed. If your combat maneuver check is successful, the opponent is entangled for 1 round by the unbalancing pull of your attack.

SPECIAL: Attempting this attack unarmed incurs no additional penalty.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line





names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the license in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copyrigh, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable. 15. COPYRIGHT NOTICE

Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.; System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Buhlman, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Buhlman, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Buhlman, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Pathfinder Roleplaying Game Ultimate Combat © 2011, Paizo Publishing, LLC; Author: Jason Publishing, Patrick Renie, Sean K Reynolds, and Russ Taylor. Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Buhlman, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor. Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Buhlman, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor. The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved. Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR. Abandoned Arts Presents: Class Acts: Fighters © 2012, Daron Woodson; Author: Daron Woodson, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

CREDITS

Design and editing by Daron Woodson.

Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <u>http://paizo.com/pathfinderRPG/compatibility</u> for more information on the compatibility license. Special thanks to Dana, my number one fan. Learn more about the Pathfinder Roleplaying Game at <u>www.paizo.com</u>.