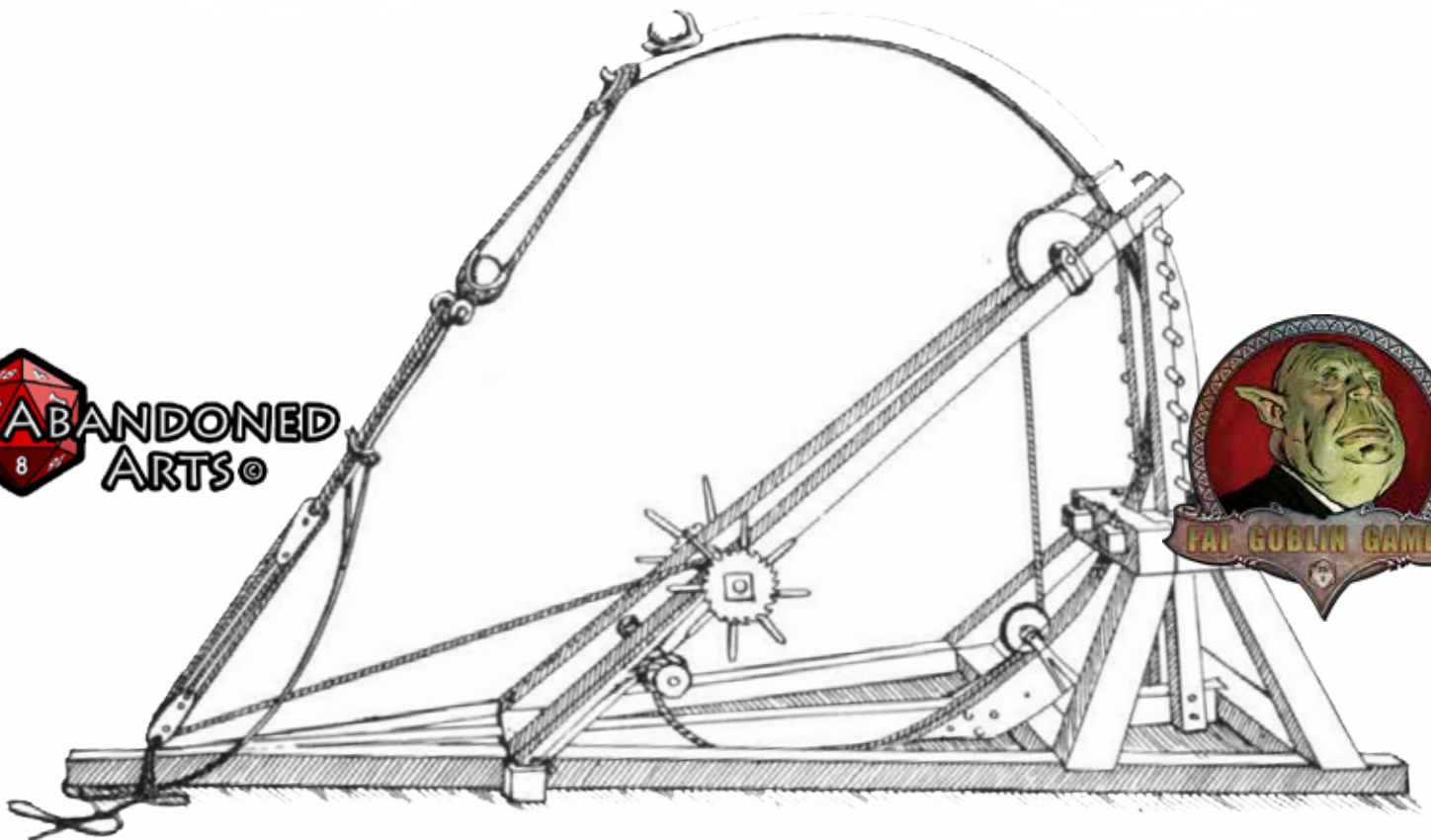


ABANDONED ARTS PRESENTS: FEATS OF DESTRUCTION



TWELVE NEW FEATS FOR USE WITH THE **PATHFINDER**[®] ROLEPLAYING GAME

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The More Feats! Line from Abandoned Arts

Each entry in the More Feats! product line contains a group of thematically-related feats for perfect for PCs and NPCs relevant to that theme. Feats of Destruction features feats for sappers, sunderers, and wreckers of havoc who want to add options to their actions.

BREACHING BURST [COMBAT]

You can smash an object with destructive force.

Prerequisites: Improved Sunder

Benefit: When you destroy an inanimate object with a melee attack, you may choose to deal damage to a creature adjacent to the object by showering it with splinters of debris and wreckage. The damage dealt is equal to one-half of the falling object damage that the object would deal after a 10-ft. fall. All damage dealt by this ability is piercing damage. Affected creatures are entitled to a DC 15 Reflex saving throw for half damage, as with falling object damage.

BREAKER

You have a knack for breaking things.

Prerequisites: Str 13

Benefit: You gain a +5 bonus on Strength checks made to overcome the break DCs of objects.

CONSTRUCT DEMOLITIONIST [COMBAT]

You can take down massive constructs with well-placed blows.

Prerequisites: Knowledge (engineering) 1 rank, Improved Sunder

Benefit: Constructs are not immune to death from massive damage from melee attacks that you make against them.

Normal: Constructs are immune to most effects that require a Fortitude saving throw, including death from massive damage.

CRUSH ARMOR [COMBAT]

You can sunder armor in such a way as to make it deeply uncomfortable to wear.

Prerequisites: Improved Sunder

Benefit: A shield or a suit of armor that you damage with a sunder attempt has its armor check penalty doubled until it is fully repaired. If the item gains the broken condition after receiving damage from your sunder attempt, the armor check penalty imposed by that condition is also doubled. These penalties stack.

DESTRUCTIVE CHARGE [COMBAT]

You can barrel through an intervening obstacle when charging.

Prerequisites: Improved Sunder

Benefit: You can attempt charge a space that you cannot reach due to an intervening object or obstacle. At any point during your charge, you may make a single melee attack or break check against an intervening object (like a door or a barrier). If you break or destroy the object, you may continue the charge unobstructed.

Normal: You cannot charge through an obstructed path.

DISMANTLER

You can dismantle obstacles systematically.

Prerequisites: Knowledge (engineering) 3 ranks

Benefit: As long as you have a crowbar, hammer, pickaxe, or a tool kit in hand, you can make a Knowledge (engineering) skill check in place of a Strength check when attempting to overcome the break DC of a door, container, or another hinged or mechanical object.

HEAVE-HO [COMBAT]

You are a dastardly adept of guerilla warfare.

Prerequisites: Str 15, Knowledge (engineering) 3 ranks

Benefit: You gain a +1 bonus on ranged touch attack rolls made to drop or push objects onto characters. A character that fails its Reflex saving throw against the falling object damage takes an additional 1d6 points of damage.

IMPROVED DESTRUCTIVE CHARGE [COMBAT]

You can smash through multiple obstacles when charging an opponent.

Prerequisites: Destructive Charge, Knowledge (engineering) 6 ranks

Benefit: You can attempt to use the Destructive Charge feat to break or smash your way through any number of intervening obstacles during a charge.

IMPROVED WRECKING BALL [COMBAT]

You leave a trail of destruction in your wake.

Prerequisites: Improved Sunder, Wrecking Ball, base attack bonus +3

Benefit: When you use your Wrecking Ball feat, you may combine the full attack with a move action, attacking any or all objects that come within your reach as you move.

ROUTINE MAINTENANCE

You take especially good care of your possessions.

Prerequisites: Knowledge (engineering) 1 rank

Benefit: Objects in your possession gain 1 additional point of hardness as long as you possess them (as long as they possessed at least 1 point of hardness to begin with).

TRAPFINDING EXPERT

You've got a keen eye for hidden dangers.

Prerequisites: trapfinding

Benefit: You can move at full speed while searching for traps and secret doors, taking no penalty on Perception checks to notice either type of object.

Normal: Searching characters move at half speed, or may take penalties on Perception checks for being distracted.

WRECKING BALL [COMBAT]

You can hastily wreak havoc on the environment.

Prerequisites: Improved Sunder

Benefit: When you use the full-attack action, you can give up your regular attacks and instead make one melee attack at your highest base attack bonus against any or all unattended objects within reach. You must make a separate attack roll against every such unattended object.

* See the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook for details.



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