

ABANDONED ARTS PRESENTS: FEATS OF DISCIPLINE



TEN 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 Discipline provides feats for monks, martial arts, and *ki* users.

AGGRESSIVE COMMAND

You can coordinate the offensive efforts of your animal companion.

Prerequisites: [animal companion](#), [Handle Animal](#) 4 ranks

Benefit: If your animal companion does not attack during its turn, you may take a standard action at any time before the start of its next turn to command your animal companion to make a single melee attack.

DEFENSIVE COMMAND

You can coordinate the defensive efforts of your animal companion.

Prerequisites: [animal companion](#), [Handle Animal](#) 4 ranks

Benefit: If your animal companion does not attack during its turn, you may take a standard action at any time before the start of its next turn to allow your animal companion to take the total defense action.

DISCIPLINED SPELL

You know a certain spell like the back of your hand.

Prerequisites: ability to cast prepared spells, [Spell Focus](#) (any)

Benefit: Choose a spell that you can cast whose school applies to a [Spell Focus](#) feat that you possess. You can cast that spell “spontaneously” up to three times per day, losing a prepared spell of equal level or lower in order to cast it.

DISPELLING STRIKE [COMBAT]

Your ki channels a purifying power.

Prerequisites: [ki pool](#), [Touch of Serenity*](#)

Benefit: Once per round, you can spend 1 point of [ki](#) to empower an unarmed strike, granting your attack the power to degrade the durations of beneficial spells affecting the target (thus, a failed attack roll ruins the at-

tempt). You must declare that you are using this feat before you make your attack roll. When you deal damage to an opponent with such an attack, you may choose to reduce the duration of a single “harmless” spell affecting the target by one applicable increment (a round, a minute, or an hour, as appropriate), as long as that spell has a duration measured in rounds, minutes, or hours.

FIRST STRIKE [COMBAT]

You can execute a deadly opening strike.

Prerequisites: base attack bonus +3

Benefit: Whenever you use a melee attack to deal damage to a creature whose hit points are at maximum, your attack deals an additional +1d4 points of damage. This additional damage is never multiplied on a critical hit.

GREATER FIRST STRIKE [COMBAT]

Your first strike is truly lethal.

Prerequisites: base attack bonus +9

Benefit: The additional damage dealt by your First Strike feat is increased to +3d4.

IMPROVED FIRST STRIKE [COMBAT]

Your opening attack is especially deadly.

Prerequisites: base attack bonus +6

Benefit: The additional damage dealt by your First Strike feat is increased to +2d4.

KI TRANQUILITY

You possess an inner peace that gives attackers pause.

Prerequisites: non-evil alignment, [ki pool](#), [Touch of Serenity*](#)

Benefit: As long as you have at least 1 point in your [ki](#) pool, you gain the benefits of a constant sanctuary spell-like ability. You can dismiss the effect as a free action, after which

you lose access to the ability for 1 hour. Your effective caster level for this spell-like ability is equal to your character level. Whenever you take a hostile action (any action that would break an invisibility spell), you lose the benefits of this feat for 1 hour.

MUSCLE MEMORY

You move with practiced grace.

Prerequisites: Str 13, Dex 13, Wis 15

Benefit: Whenever you roll a total of 9 or less on a Strength- or Dexterity-based skill check, you may accept a result of 10 instead.

STUNNING DISCIPLINE

You can execute a disciplined stunning attack.

Prerequisites: [ki pool](#), [Stunning Fist](#)

Benefit: As long as you have at least 1 point in your [ki pool](#), you may declare a [Stunning Fist](#) attack with an unarmed strike after making an attack roll, but before the results of that roll are revealed.

*: See the *Pathfinder® Roleplaying Game: Advanced Player's Guide™* for details.



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