

ABANDONED ARTS PRESENTS:

FEATS OF PROWESS



NINE 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 Prowess features feats for martially-minded or survivalist characters suited to fighting, hunting, stalking, and wilderness survival.

BOLA BINDER [COMBAT]

You can use a bola to bring flying creatures low.

Prerequisites: Far Shot, proficiency with bolas

Benefit: When you use a bola to successfully deal damage to a winged flying creature, that creature must succeed on a Fly skill check (DC 10 + one-half your character level + your Strength modifier) or immediately lose 20 ft. of altitude. Creatures brought to the ground in this way do not take falling damage, but do stop flying (though they may resume flight again, if they are able).

Additionally, the range increment of a bola that you throw is increased to 20 ft. when you attack an airborne creature.

HUNTSMAN

You can identify a creature by its prints and leavings, even as you track it.

Prerequisites: track

Benefit: You can use Knowledge skills to identify creatures by their tracks, even before you have seen them. You must successfully find and follow or study a creature's tracks for 1 hour before attempting such a check.

KICK-AND-TOSS [COMBAT]

With one swift motion, you can kick a weapon up from the ground at your feet and throw it at an enemy with startling accuracy.

Prerequisites: Kick Up¹, Throw Anything

Benefit: When you use the Kick Up feat to retrieve a weapon or item, you gain a +2 bonus on attack rolls made to throw that object before the end of your turn.

STUDY WEAKNESS

You can take advantage of an opponent's defensive lapses without a flanking partner.

Prerequisites: studied target¹, base attack bonus +6

Benefit: While you are flanking a studied target, you may "secure" your flanking bonus as a move action. If you do, you retain the +2 bonus granted by flanking that opponent for as long as that creature remains your studied target, even when you are no longer flanking with an ally. This ability

grants you none of the other benefits of flanking, and you may not use this ability to perform a sneak attack against your studied target in this way.

SAVVY OPPORTUNIST [COMBAT]

You can execute attacks of opportunity with practiced ease.

Prerequisites: Combat Reflexes, base attack bonus +1

Benefit: The first successful attack of opportunity that you make each round doesn't count against the number of attacks of opportunity that you can make each round.

SENSE SHAPESHIFTER

You can discern the true nature of a beast by interacting with it.

Prerequisites: wild empathy, Sense Motive 5 ranks

Benefit: Whenever you attempt to use your wild empathy class feature against any creature adopting the form of another creature (such as with the change shape special ability), that creature must immediately succeed on a Bluff check opposed by your wild empathy check. Failure indicates that the creature has given its true nature away; you immediately learn that you are interacting with a shapeshifted creature.

SCOUTING COMPANION

Your animal companion shares your ability to read the lay of the land.

Prerequisites: animal focus¹ and wild empathy class features, Lay of the Land¹ or favored terrain class feature

Benefit: While within one of your favored terrains, your animal companion gains the initiative bonuses and Perception, Stealth, and Survival skill check bonuses granted by your favored terrain ability.

TOUGH IT OUT

You can survive poisons and spells that would waste anyone else away.

Prerequisites: Con 15

Benefit: Whenever your Constitution score would

be reduced to 0 by ability damage or ability drain, you may choose to instead receive 2 points of damage for every point of ability damage or drain that you would have taken. This damage may not be reduced by damage reduction or any other effect that would reduce, split, or redirect damage (such as a *shield other* spell).

TRAMPDOWN [COMBAT]

You can tread upon prone opponents, attempting to keep them pinned down under the heel of your boot, the haft of your weapon, or the weight of your body.

Prerequisites: Strength 11, Improved Unarmed Strike, base attack bonus +6

Benefit: You can stomp (or press the haft of your weapon down) on a prone creature within reach as a standard action, attempting to pin it prone for 1 round. Creatures tramped down in this way must use a standard action to stand if their size category is equal to or smaller than your own, or may attempt a Strength check (DC 5 + your Strength modifier) to stand up normally, as a move action. Creatures of a size category larger than your own may stand normally, but may not use any feat or special ability that would allow them to stand as a swift or free action unless they can succeed on a Strength check against the same DC.

1: See the *Pathfinder® Roleplaying Game: Advanced Class Guide™* for details.



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