

# ABANDONED ARTS PRESENTS: FEATS OF VALOR



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 Valor features feats for brave, bold, and skilled characters who want to add a little flair to their attacks and maneuvers.

### ARMORED MOUNT [COMBAT]

*You have trained your mount to move and fight in heavy barding.*

**Prerequisites:** expert trainer and mount class features

**Benefit:** Your bonded mount gains proficiency with medium armor.

**Special:** You can select this feat twice. If you gain this feat a second time, your mount gains proficiency with heavy armor.

### BLADE STYLE [COMBAT, STYLE]

*With a sweeping blade, you can strike against two foes at once.*

**Prerequisites:** temple sword proficiency, Stunning Fist, base attack bonus +2

**Benefit:** As long as you have one hand free, you can use a temple blade to perform a special strike against both the original target of your attack and also against one creature on the opposite border or corner of your space (in other words, a creature in position to flank you with the original target of your attack) as a single attack action. Make a single attack roll and compare the results against both targets.

### BLESSED BLADE [COMBAT, STYLE]

*You can wield a temple blade with devastating strength.*

**Prerequisites:** temple sword proficiency, Blade Style, Stunning Fist, Temple Blade, base attack bonus +6

**Benefit:** Your melee attacks with a temple blade deal damage as though the weapon were one size category larger. Additionally, your Stunning Fist ability takes no penalty when used in conjunction with your Temple Blade feat.

### CELESTIAL AURA

*Your goodly aura bestows certain celestial boons upon you.*

**Prerequisites:** Cha 19, aura of good class feature, Fearless Aura\*

**Benefit:** You gain the spell-like abilities of a half-celestial with Hit Dice equal to one-half of your own Hit Dice. You may use each ability only once per day.

### CELESTIAL CHANNELING

*You can bestow a celestial boon when you channel positive energy.*

**Prerequisites:** Cha 21, aura of good class feature, channel positive energy class feature, Celestial Aura, Fearless Aura\*

**Benefit:** Whenever you channel positive energy to heal one or more living creatures, you may also cast one of the spell-like abilities granted by your Celestial Aura feat as a swift action. If you do, you may not target or affect any creatures other than those affected by your channeled energy with the spell-like ability that you cast.

### COMBAT TACTICIAN [COMBAT]

*You can instruct your allies in combat techniques.*

**Prerequisites:** tactician class feature, any combat feat

**Benefit:** You can use your tactician class feature to share any combat feat that you know to your allies, even if it is not also a teamwork feat. Using this ability requires you to expend two daily uses of your tactician class feature.

### HOLY SLAYER [COMBAT]

*You wield a subtle blade in your crusade against the living dead.*

**Prerequisites:** channel positive energy class feature, sneak attack +1d6

**Benefit:** Whenever you deal sneak attack damage to an undead creature, that creature also receives damage from your channel positive energy class feature. The creature is entitled to a Will saving throw to reduce the damage, as usual. This ability does not expend a daily use of your channel energy class feature.

### INTREPID MERCY

*Your mercies bolster your allies.*

**Prerequisites:** mercy class feature

**Benefit:** When you use your mercy class feature to remove a condition from a creature, that creature gains immunity to that condition for one round.

### LIBERAL TACTICIAN

*You can conceive of endless tactical stratagems.*

**Prerequisites:** tactician class feature

**Benefit:** You can use your tactician class feature one additional time per day.

**Special:** You can select this feat multiple times. Its effects stack.

## STUNNING DISCIPLINE [COMBAT]

*You have mastered the art of the stunning fist.*

**Prerequisites:** Stunning Fist, monk level 3rd

**Benefit:** You may declare that you are using your Stunning Fist feat after you have made a successful attack, but before you roll for damage.

**Normal:** You must declare that you are using your Stunning Fist feat before making an attack roll.

## TEMPLE BLADE [COMBAT, STYLE]

*You can stun opponents with your sweeping blade strikes.*

**Prerequisites:** temple sword proficiency, Blade Style, Stunning Fist, base attack bonus +4

**Benefit:** You can use a temple blade to deliver a Stunning Fist attack. Additionally, you may affect up to two creatures struck by your Blade Style attack with only one daily use of your Stunning Fist feat. If you do, the DC of your Stunning Fist ability is reduced by 2.

## VALOROUS RESOLVE

*With a moment to steel your resolve, you can tap into hidden reserves of strength.*

**Prerequisites:** bravery +1

**Benefit:** By taking an uninterrupted 5-minute rest, you gain a number of temporary hit points equal to your bravery bonus. These temporary hit points do not stack with temporary hit points from any other source.

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



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