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ABANDONED ARTS® PRESENTS:

FEATS OF SUBTERFUGE

EIGHT NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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ART OF SUBTLETY

You can subtly spin gracious proposals and veiled threats into ordinary conversation.

PREREQUISITES: Bluff 6 ranks, Sense Motive 6 ranks

BENEFIT: You can make a Bluff skill check in order to perform a Diplomacy or Intimidate skill check with such subtlety that it appears to all other observers as though you were simply engaging in polite and ordinary conversation. This application of the Bluff skill is similar to delivering a hidden message, and eavesdroppers and onlookers observing the attempt are entitled to a Sense Motive skill check to see your discourse for what it is. A creature possessing this feat gains a +4 bonus on this type of Sense Motive skill check.

DECEPTIVE GAMBIT [COMBAT]

You can turn an apparent slip into a deadly feint.

PREREQUISITES: Combat Reflexes, Greater Feint, Acrobatics 7 ranks, Bluff 7 ranks

BENEFIT: Whenever your movement provokes an attack of opportunity from one or more opponents, those opponents provoke a special attack of opportunity from you in turn, should they elect to take their attacks of opportunity against you. After such an attack is resolved, you may attempt to feint your attacker as an attack of opportunity.

You can attempt to disguise the use of this feat at your option, deliberately executing a failed Acrobatics skill check to avoid an attack of opportunity. If you do, your Acrobatics check fails automatically, your movement provokes attacks of opportunity as usual, and opponents that witness your attempt are entitled to Sense Motive skill checks opposed by your Bluff skill check to learn that you botched the Acrobatics attempt deliberately.

DECOY TACTICS [TEAMWORK]

Working in tandem with a partner, your ability to deceive and distract is improved.

PREREQUISITES: Bluff 5 ranks

BENEFIT: Whenever you would use the Bluff skill to create a diversion to hide, you may instead elect to distract a creature for long enough to give an ally that also possesses this feat the opportunity to hide. That ally can hide, even if observed, but must do so before the start of your next turn.

Additionally, you can use the aid another action to grant an ally with this feat a +4 bonus on a Bluff skill check made to create a diversion in order to hide.

NORMAL: The aid another action grants a +2 bonus when used to aid an ally's skill check.

KNIFE IN THE DARK

At close range, you can discern your foe's positions despite darkness and concealment.

PREREQUISITES: Perception 3 ranks, base attack bonus +3

BENEFIT: When you use a light melee weapon to attack an opponent that is denied its Dexterity bonus to Armor Class against your attacks, your attack ignores concealment (but not total concealment).

SCROLL SABOTEUR

You can sabotage magical scrolls, subjecting your foes to the risk of a magical mishap.

PREREQUISITES: Linguistics 5 ranks, Use Magic Device 5 ranks

BENEFIT: With ink, a pen, and 1d4+1 minutes of uninterrupted work, you can attempt to sabotage a magical scroll in such a way that the scroll becomes less reliable and much more likely to trigger a mishap if read or activated improperly. The Spellcraft skill DC to decipher such a scroll is increased by +5, and the DC for any caster level check required to activate such a scroll is also increased by 5. In addition, the DC of the Wisdom check required to avoid a mishap should this check fail is 15.

SPECIAL: If you possess the Scribe Scroll feat, you can deliberately sabotage any scroll that you scribe without spending any extra time or resources to do so.

NORMAL: Avoiding a scroll mishap requires a Wisdom check with a DC of 5.

SILENT SLAYER

You have learned to conduct combat silently and stealthily.

PREREQUISITES: Stealth 1 rank, base attack bonus +1

BENEFIT: When attacking with light or one-handed melee weapons, weapons compatible with the Weapon Finesse feat, or ranged weapons other than firearms, your attacks and maneuvers do not generate any particularly noticeable sound or display. The DC of Perception skill checks made to notice your actions is not affected by such attacks.

NORMAL: The Perception skill DC to hear or notice the sounds of combat is -10.

SLY DRAW [COMBAT]

You have learned to conceal the drawing of a small object behind that of a larger one.

PREREQUISITES: Quick Draw, Sleight of Hand 3 ranks

BENEFIT: You can draw or palm a smaller object when you draw a larger one. The object must be no bigger than an appropriately-sized dagger, and you may draw the item as a part of the same action of drawing another object or weapon of equal or larger size. As this feat gives you no ability to wield or use more than one item in one hand, you may not wield or use either object until you drop one or the other, or until you transfer one or the other to a free hand. Creatures that witness your sly draw may notice the smaller object if they succeed on a Perception skill check opposed by your Sleight of Hand skill check, made as a free action as a part of the same action required to draw that object.

UNDERMINE AUTHORITY

With a few well-chosen words, you can undermine your enemies' confidence.

PREREQUISITES: Cha 13, Perform (oratory) 1 rank

BENEFIT: As a move action, you can deliver a caustic, humiliating oratory performance which increases the DC of your opponents' Bluff, Diplomacy, and Intimidate skill checks by +5 for 1 round. This is a mind-affecting, language-dependent effect.

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