

ABANDONED ARTS PRESENTS: MORE FEATS!



This compilation of the More Feats! product line brings together the feats from each of the products listed below, plus new art, layout, and a brief introduction by the author of the More Feats! Product line, Daron Woodson.

Abandoned Arts presents... Feats of Agility, Alchemy, Athleticism, Charisma, Courage, Dexterity, Endurance, Fellowship, Fury, Horsemanship, Intellect, Leadership, Marksmanship, Seduction, Speed, Strength, Style, Subterfuge, Wisdom and Witchcraft!

COMPILATION VOLUME ONE

[Facebook](#)

[Tumblr](#)

[Twitter](#)



Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

The More Feats! Compendium Volume I

Why would we here at Abandoned Arts, over the course of two years, publish **398** "More Feats" feats? Because we couldn't think of **2** more! Actually, that's not true! We've got design docs and notebooks full of ideas for your *Pathfinder Roleplaying Game* enjoyment – the efforts of our lead designer, our editors, and even our hardworking play-testers.

These efforts led to (among other things) the product that you hold in your hands now. The second volume of our More Feats! Compendium series will be out later in **2016**. Concurrently, Abandoned Arts will be publishing yet another twenty More Feats! products in **2016** with a final compilation (volume III) being scheduled for the end of **2016**. By the time we are done, you'll have more than **500** themed feats to use at your table (that is, if my layout guy can keep up!).

This particular volume covers the following More Feats! products: Agility, Alchemy, Athleticism, Charisma, Courage, Dexterity, Endurance, Fellowship, Fury, Horsemanship, Intellect, Leadership, Marksmanship, Seduction, Speed, Strength, Style, Subterfuge, Wisdom, and Witchcraft.

Take care dearest humanoid, and enjoy. - *Daron Woodson, founder & lead designer for Abandoned Arts*

FEATS	PREREQUISITES	BENEFITS
Acrobatic Dodge *	Combat Expertise, Dodge, Acrobatics 6 ranks	Use an Acrobatics check in place of your AC when fighting defensively.
Against the Odds *	bravery +1, Diehard or ferocity	Add your bravery bonus on damage rolls while your hp is 0 or less.
Alchemical Cocktail	Brew Potion, Craft (alchemy) 6 ranks	Combine potions with alchemical items.
Apt Attention	Perception 1 rank	Ignore the distractions of battle.
Aquatic Acrobatics	Swim 3 ranks	Use Swim in place of Acrobatics underwater.
Arced Shots *	proficiency with any bow weapon (a longbow, shortbow, or variation thereof, composite or otherwise), Precise Shot, base attack bonus +3	Reduce opponents' cover bonuses with arcing shots.
Armed with Style *	Cha 13, Dazzling Display	Add your Charisma modifier to damage rolls against demoralized opponents.
Art of Subtlety	Bluff 6 ranks, Sense Motive 6 ranks	Influence attitudes subtly; onlookers must succeed at a Sense Motive check to notice.
Athletic Throw *	Far Shot	Make a thrown weapon attack with a charge.
Authoritative	character level 9th, Leadership	Cohorts and your followers use your Hit Dice to resist fear effects.
Backstabber	sneak attack +1d6	Gain a bonus to your critical confirmation rolls while flanking an enemy.
Basilisk Style *	ki pool, Improved Unarmed Strike, Stunning Fist, Heal 1 rank	Creatures stunned by your Stunning Fist take 1d3 Dex damage.
Basilisk Blink *	ki pool, Basilisk Style, Heal 5 ranks	Your gaze amplifies Dexterity damage dealt by your Basilisk Style attacks.
Basilisk Stare *	ki pool, Basilisk Blink, Heal 9 ranks	Your gaze attacks causes helpless creatures to save or die.
Blinding Speed *	Greater Feint, Greater Steal, Improved Feint, Improved Steal, Sleight of Hand 6 ranks, base attack bonus +6	Use Sleight of Hand when attempting a steal maneuver against flat-footed opponents.
Bloodlust	non-lawful alignment, base Will save +1	Gain a scaling bonus on attack and damage rolls vs. uninjured opponents.
Body Language	Cha 13, Diplomacy 1 rank	Use Diplomacy to influence others without speaking.
Brawling Opportunist *	Improved Unarmed Strike	Make an additional unarmed attack of opportunity per round.
Break Bonds	Str 17	Gain a +4 morale bonus on checks to break free.
Buoyant Spirit	base Will save +4	Retry failed emotion and fear saves 1 minute later.

FEATS	PREREQUISITES	BENEFITS
Captivating Illusion	Spell Focus (illusion)	Creatures that interact with your illusions are fascinated.
Cerebral Surge	alchemist level 1st, cognatogen discovery, Craft (alchemy) 12 ranks	Reduce cognatogen bonuses to gain spell-like abilities.
Channeled Rage	non-lawful alignment, channel energy 2d6, and the Destruction, Chaos, Fire, Madness, or Strength domain (or a subdomain of one of the above)	Grant rage benefits to creatures affected by your channel.
Charming	Cha 13	Gain a +4 bonus on Diplomacy checks made to influence indifferent or better creatures.
Chase Runner	Endurance	Gain a +2 bonus on checks made during a chase.
Combat Advisor *	Int 13, base attack bonus +2	Use aid another against opponents you do not threaten.
Compelling Touch	Spell Focus (enchantment)	Touch a creature as part of casting a compulsion spell to add +1 to the DC.
Competent Cohort	Leadership	Increase your cohorts' ability scores.
Competitive Spirit	–	Gain a +1 bonus on opposed checks.
Courageous Faith	ability to cast divine spells of 1st-level or higher, base Will save +2, must worship a non-evil deity	Gain a scaling bonus on saves vs. death and fear effects.
Crash Through *	Charge Through, Improved Overrun, Mounted Combat	Gain a +8 bonus to crash through barriers with your mount.
Crushing Disarm *	Str 15, Improved Disarm, Improved Sunder, Improved Unarmed Strike	Deal unarmed damage to weapons that you disarm.
Death Before Dishonor	Wis 11, hatred special ability	Your racial enemies don't frighten you.
Deceptive Gambit *	Combat Reflexes, Greater Feint, Acrobatics 7 ranks, Bluff 7 ranks	Deliberately provoke attacks of opportunity in order to execute a feint.
Deep Dive	Acrobatics 2 ranks, Swim 2 ranks	Gain additional depth when diving.
Defensive Mobility *	Mobility, Acrobatics 2 ranks	Add Mobility bonus to Acrobatics checks to avoid attacks of opportunity.
Demolishing Charge	Str 15, base attack bonus +1	Add your base attack bonus to Strength checks to break down doors when charging.
Devious Trapsmith	Craft (traps) 1 rank or the ability to craft a ranger trap	Incorporate alchemical weapons into traps that you craft.
Disarming Smile	Cha 13	Add +4 when aiding Bluff, Diplomacy, Intimidate, or Perform checks.
Dodging Dash	Mobility, Run	Double dodge bonuses when withdrawing and running.
Duck and Cover	Dex 13	Fall prone to roll twice on a Reflex save.
Easy Draw *	Quick Draw, base attack bonus +1	You can hold a one-handed object while drawing your bow.
Eerie Presence	occult or stars patron	Gain a +2 bonus and ignore Charisma penalties when influencing aberrations and outsiders.
Enduring Faith	divine spellcasting ability, base Will save +2	Gain the benefits of the Endurance feat, with bonuses based on your highest-level available divine spells.
Evade Harm	evasion, base Reflex save +5	Make a Reflex saving throw to take half damage from an attack.
Expert Trainer	expert handler and mount class features, Handle Animal 4 ranks	Your mount may select additional feats.
Fearless Leader	aura of courage or banner class features, Leadership	Your followers can benefit from aura of courage and banner at any range.
First Strike *	Improved Initiative, Weapon Focus (any)	Use an initiative check in place of an attack roll during the surprise round.
Focused Rage	rage, Dodge, base attack bonus +4	Minimize AC penalties against creatures that you attack immediately after raging.

FEATS	PREREQUISITES	BENEFITS
Forked Tongue	deception, enchantment, or trickery patron, Bluff 1 rank	Add Bluff to your class skills and gain a +2 bonus when influencing indifferent or better creatures.
Furious Judgment	bane and judgment class features	Activate bane and judgement simultaneously as a swift action.
Gentle Giant	Str 15, Large size or larger	Gain a +4 circumstance bonus when influencing smaller creatures.
Glorious Banner	Cha 15, banner class feature	You can aid another at a move action, affecting creatures that can see your banner.
Graceful Fall	slow fall, Acrobatics 2 ranks	Ignore more damage when using Acrobatics to soften a fall.
Great Orator	Leadership, Perform (orator) 7 ranks	Deliver a stirring performance to grant each of your followers a +1 bonus on virtually any kind of check.
Grudge-Bearer	hatred racial quality, base attack bonus +4	Gain a damage bonus against hated enemies who damage you first.
Gruesome Transformation	cognatogen or mutagen discovery	Your transformation sickens enemies.
Hair Trigger	grit class feature or Amateur Gunslinger, Alertness, Improved Initiative	Gain an initiative bonus equal to half your grit points while wielding a firearm.
Head Turner	Cha 17	Momentarily distract characters you encounter.
Headlong Charge *	Vital Strike, base attack bonus +8	Use Vital Strike when charging, taking an additional -2 to AC.
Heart of Ice	shadow, vengeance, or winter patron, Intimidate 1 rank	Impose saving throw penalties when demoralizing opponents.
Heaving Throw *	Far Shot, base attack bonus +3	Use two hands when throwing to reduce range increment penalties.
Hitch Up *	animal companion, divine bond, or mount class feature, Spring Attack	Cling to your passing mount as an immediate action.
Hymnist	divine spellcasting ability, Perform 1 rank	Improve healing spells with a religious performance, and substitute music for verbal spell components.
Hypnotist	Cha 15, Sense Motive 7 ranks, Sleight of Hand 7 ranks	Hypnotize willing creatures, coaxing out hidden or modified memories.
Hypnotic Suggestion	Cha 15, Hypnotist, Sense Motive 9 ranks, Sleight of Hand 9 ranks	Instill post-hypnotic suggestions in hypnotized creatures.
If Looks Could Kill	Betrayer, Quick Draw, Persuasive, base attack bonus +5	Gain additional Betrayer bonuses against sexually-compatible characters.
Improved Endurance	Con 15, Endurance	Apply your Endurance bonuses against saves vs. certain conditions.
Improved Mobility *	Mobility, base attack bonus +2	Your Mobility bonus increases with every attack of opportunity that you avoid.
Incite Defiance	Cha 13, chaotic alignment, Leadership	Your cohorts gain a +1 morale bonus on Will saves and attack rolls vs. lawful creatures.
Infuriating Combatant	Antagonize , Greater Disarm or Greater Trip, Intimidate 12 ranks	Antagonize as a move action after a successful combat maneuver.
Insightful Aid *	Int 17, base attack bonus +4	Aid another bonuses that you grant are equal to your Intelligence modifier.
Insightful Will	Wis 13, base Will save +3	Discern the direction that a mental attack comes from.
Instill Obedience	Cha 13, lawful alignment, Leadership	Your cohorts gain a +1 morale bonus on initiative checks and attack rolls vs. chaotic creatures.
Intellectual Stamina	Int 13, Iron Will	Reduce damage to your mental ability scores.
Intrepid Explorer	–	You gain a +4 bonus on checks to avoid environmental obstacles.
Intuitive Rider	Wis 13, Ride 1 rank	Share the highest initiative result between yourself and your mount.
Keen Understanding	Int 13, Wis 15	Make all Knowledge checks as though trained.
Knife in the Dark	Perception 3 ranks, base attack bonus +3	Ignore concealment against flat-footed opponents.

FEATS	PREREQUISITES	BENEFITS
Knowledge is Power	Knowledge (any) 1 rank	Use Knowledge to save against identified creatures' fear attacks.
Leaps and Bounds *	Dex 17, Acrobatic	Jump as part of a charge or run, or use a wall in place of a running start when leaping.
Lend a Hand	Bodyguard, Combat Reflexes	Use aid another to assist a prone ally.
Lightning Critical *	Improved Initiative, base attack bonus +4	Automatically confirm a critical threat in the surprise round.
Improved Lightning Critical *	Improved Initiative, Lightning Critical, base attack bonus +12	Use Lightning Critical once per round against a flat-footed opponent.
Live to Fight Another Day	Fleet	Gain +10 ft. speed after an attack misses you.
Lone Wolf *	base attack bonus +2	You gain a +2 morale bonus on melee damage rolls as long as you fight alone.
Lure of Distraction	Cha 13	Creatures interacting with you take your Charisma modifier as a Perception and Sense Motive penalty.
Mad Bomber	delayed bomb discovery, Skill Focus (Craft [alchemy])	Create and maintain up to three delayed bombs at once.
Magnificent Banner	banner class feature	Increase your banner's radius when you charge while mounted.
Marksman's Eye	Alertness, Point-Blank Shot, base attack bonus +1	Ignore 10 ft. of distance per base attack bonus when making Perception checks.
Master of Disaster	Str 13	Strike unattended objects when your melee attacks miss.
Mobile Assault *	Dodge, Mobility, Acrobatics 3 ranks	Add dodge bonuses to damage rolls after passing through an enemy's space.
Moment of Genius	Int 19, 7 ranks in any skill	Add your Intelligence modifier to natural 20's on skill checks.
Mountaineer	Climb 1 rank	Make hand hold and footholds more quickly when climbing.
Muscle Memory	Str 13, Improved Initiative	Use your Strength modifier on initiative checks, and win initiative score ties.
Mutagenic Alchemy	mutagen discovery, Craft (alchemy) 10 ranks	Gain extra mutagenic properties by consuming alchemical items.
Nemesis	Knowledge (any) 3 ranks	Recall extra information about enemy vulnerabilities with Knowledge checks.
Nightshade Brew	death or plague patron, Brew Potion, Craft (alchemy) 6 ranks	Combine potions and poisons to increase the DCs of both.
Nimble Cavalry	Nimble Moves, Handle Animal 3 ranks, Ride 3 ranks	Share Nimble Moves and similar feats with your mount.
On the Run	Run	Gain initiative and AC bonuses during a chase.
Opportune Grapppler *	Improved Grapple, base attack bonus +6	Threaten grappled opponents with attacks of opportunity.
Patron's Promise	agility, endurance, or strength patron, base attack bonus +3	Your natural attacks and saves vs. disease gain bonuses equal to your highest-level patron spell.
Peerless Resolve	Endurance, Iron Will	Reduce your Endurance bonus to apply the remainder to a skill check or Will save.
Perfect Health	Con 15, base Fortitude save +2, base Reflex save +2	Gain 2 hit points and recover hit points more quickly with rest.
Phoenix Style *	Wis 11, Elemental Fist, Improved Unarmed Strike, Wind Stance, Acrobatics 6 ranks	Deal extra fire damage and catch opponents flat-footed with an Elemental Fist after moving through an opponent's space.
Phoenix Feathers *	Wis 13, Elemental Fist, Lightning Stance, Phoenix Style, Wind Stance, Acrobatics 8 ranks	Apply your Wind Stance feat to AC against melee attacks and gain fire resistance 5.
Phoenix Fire *	Wis 15, Elemental Fist, Phoenix Feathers, Acrobatics 10 ranks	Spend Elemental Fist uses to gain fast healing for a number of rounds equal to your Wisdom modifier.

FEATS	PREREQUISITES	BENEFITS
Pierce the Veil	ancestors, portents, spirits, or time patron	You can see ethereal undead creatures.
Piercing Shot	Proficiency with a composite bow, Deadly Aim, base attack bonus +6	Deal some damage even with a missed shot
Presence of Mind	Int 13, Sense Motive 1 rank	Apply your Intelligence modifier to certain Sense Motive checks.
Psychological Warfare	stern gaze class feature or Intimidate 6 ranks	Conduct an interrogation that fatigues the interviewee.
Quick Catch	Dex 15, Deflect Arrows, Improved Unarmed Strike	Use Deflect Arrows twice per round.
Quick Leap	Acrobatics 6 ranks	Gain 10 ft. of free movement when taking a running jump.
Quick Thinking	Quicken Spell	Maintain a spell as a move action with a successful concentration check.
Raging Lunacy	rage, Iron Will	Ignore Wisdom penalty to Will saves while raging.
Rayslinger	Combat Casting, Dodge	Gain a +8 dodge bonus to AC vs. attacks of opportunity when firing ray attacks.
Reach for the Sky	Grit class feature, Amateur Gunslinger, Intimidate	Demoralize as part of the action of loading or reloading your firearm.
Rebellious Will	Iron Will	Gain a stacking bonus on Will saves when repeatedly exposed to the same effect.
Redeemer	good or evil alignment, Leadership	Attract a cohort of a different alignment.
Reflexive Step	base Reflex save +2, Step Up	Take a five-foot step before a Reflex save.
Research Partner	Knowledge (any) 3 ranks	Gain benefits when using aid another to assist a Knowledge check.
Ridge Racer	Acrobatics 3 ranks, Run	Move at full speed when running across narrow surfaces.
Righteous Cause	Leadership	Alleviate Leadership penalties for the death of a cohort with a righteous tribute.
Rule of Might	Str 15, Leadership	Use your Strength modifier to determine your Leadership score.
Sainted Steed	divine bond class feature	Your class levels stack with your paladin levels when determining the powers of your divine mount.
Sap Strength	Str 13, caster level 1st	Deal Strength drain with your Strength-damaging spells.
Scientific Curiosity	–	Gain a +1 bonus on scientific skill checks.
Scroll Saboteur	Linguistics 5 ranks, Use Magic Device 5 ranks	Sabotage a scroll to increase the chance of a mishap.
Seductive Performance	Perform (any) 2 ranks	Influence several observers at once with a seductive Perform check.
Seize the Initiative	cunning initiative and judgment class features	Activate judgement as part of an initiative check.
Shifting Style Defense *	any two style feats, Dodge	Gain a +1 dodge bonus to AC after changing stances.
Shootists Showmanship *	Slight of Hand 2 ranks	Draw or sheathe a crossbow or firearm when you make a performance check.
Shimmering Illusions	light, moon, or water patron	Your illusions produce a faint light.
Silent Slayer	Stealth 1 rank, base attack bonus +1	Execute attacks with one-handed or finesse weapons in silence.
Sly Draw *	Quick Draw, Sleight of Hand 3 ranks	Palm a smaller object when you draw a larger one.
Smashing Blow *	Str 17, Power Attack	Make a single weapon attack against all creatures in a five-foot square.
Smooth-Talker	Improved Initiative, Diplomacy 3 ranks	Use Diplomacy as a standard action in the surprise round only.
Sneak Attack Sniper	sneak attack +2d6, Far Shot	Snipe at ranges beyond 30 ft. by rolling fewer sneak attack dice.

FEATS	PREREQUISITES	BENEFITS
Improved Sneak Attack Sniper	sneak attack +4d6, Sneak Attack Sniper	Discard only the lowest sneak attack dice when sniping beyond 30 ft.
Sniper's Shot	Deadly Aim, Stealth 3 ranks	Ignore Deadly Aim penalties when firing against unaware opponents.
Sorcerous Stamina	Cha 19, arcane spellcasting ability, any sorcerer bloodline	Lose spell levels as temporary hit points, when you receive damage.
Spiritual Awareness	Wis 19, Knowledge (religion) 12 ranks	Gain blindsight relative to outsiders and undead while under the effects of certain spells.
Spur Mount	Ride 3 ranks	Grant your mount +10 ft. speed as a swift action.
Stand Back!	Throw Anything	Allies can more easily avoid splash damage from your thrown weapons.
Stealthy Sprinter	fast stealth rogue talent, Stealth 5 ranks	You can use the Stealth skill while running.
Stealthy Steed	Handle Animal 3 ranks, Ride 3 ranks, Stealth 3 ranks	Your mount gains several advantages when using Stealth.
Street Smarts	Diplomacy 3 ranks	"Take 20" on checks to gather information in a fraction of the time.
Sucker Punch *	Improved Feint, Improved Unarmed Strike, base attack bonus +3	Improved unarmed damage and critical multipliers against flat-footed opponents.
Supreme Confidence	Persuasive	Oppose demoralization attempts with a Diplomacy or Intimidate check.
Survivalist	Wis 13, base Fortitude save +4, Survival 4 ranks	Gain 2 hit points, and gain additional benefits when using the Survival skill.
Swift Athletics	Athletic, Climb 1 rank, Swim 1 rank	Take a -5 penalty to attempt a Climb or Swim check at full speed.
Swift Leap	Acrobatics 1 rank	Perform a long jump with a running start of only 5 ft.
Tactical Brilliance *	Int 15, Improved Initiative, base attack bonus +2	Your allies add your Intelligence bonus on attack and damage rolls vs. opponents who haven't acted yet.
Team Spirit	Leadership	Your followers gain a +4 morale bonus on skill checks to aid one another.
Tenacious Fortitude	Endurance, base Fortitude save +2	Delay the onset of certain harmful conditions.
Terrible Presence	frightful presence, Intimidating Prowess, size Huge or larger	Your frightful presence gains a 1-mile range.
Terrible Transformation	insanity or transformation patron	Cause insanity if your polymorph spells are cured or dispelled.
Terrifying Tune	frightening tune bardic performance	Creatures that save against your frightening tune are shaken for 1 round.
Timeless Wisdom	middle age category or older	Add your Wisdom modifier and age category to trained Knowledge checks.
Toughened by Training *	any style feat, Toughness	Gain 2 hp per style feat that you possess.
Tremendous Courage	Small size or defensive training special quality	Larger creatures gain no bonus when attempting to intimidate you.
Tricky Defense *	Int 13, Dex 13, Combat Expertise	The DCs of aid another attempts made against you are equal to your CMD.
Improved Tricky Defense *	Int 13, Dex 13, Combat Expertise, Improved Feint, Tricky Defense	Deny enemies their Dexterity bonuses to AC if they fail to aid another creature against you.
Tricky Maneuvers *	Int 13, Improved Feint	Add your Intelligence modifier to CMB vs. opponents denied their Dexterity bonus to AC.
Tumbling Charge *	Acrobatics 6 ranks, base attack bonus +3	Use Acrobatics to move through an occupied square when charging.
Unapproachable	Wis 13	The DCs of skill checks made to influence you are increased by +2.
Uncanny Style *	Wis 13, ki pool, uncanny dodge, any style feat	Spend 1 ki point to enter a stance when you roll initiative.
Improved Uncanny Style *	Wis 15, ki pool, improved uncanny dodge, any style feat, Improved Initiative, Uncanny Style	Gain the benefits of Uncanny Style without spending ki.

FEATS	PREREQUISITES	BENEFITS
Undermine Authority	Cha 13, Perform (oratory) 1 rank	Increase the DCs of your opponents' social skill checks.
Vigilant Watchman	Wis 11, Perception 1 rank	Ignore distraction penalties on Perception checks.
Wary Companion	animal companion, divine bond, familiar, or mount class feature, Perception 9 ranks, Sense Motive 9 ranks	Your companion creature can alert you to danger.
Weird Science	alchemist level 1st	Your extracts cannot be identified by Spellcraft.
Will to Live	Wis 13, base Will save +2	Gain 2 hit points, and add your Wisdom modifier to your negative hit point threshold.
Wise Warrior *	Wis 15, divine spellcasting ability, Warrior Priest, base attack bonus +4	Sacrifice divine spell slots for combat bonuses and surprise round actions.
Wise Words	healing or wisdom patron, Wis 13	Partially bypass spell resistance when casting healing spells on allies.
Witch of the Wilds	animals or elements patron, nails hex, Wis 13	Use Elemental Fist or Stunning Fist with your nails hex, and ignore the prerequisites for those feats.
Zealous Performance	bardic performance, Leadership	Your followers gain the slippery mind ability while listening to your bardic performance.

METAMAGIC FEATS

FEAT NAME	PREREQUISITES	DESCRIPTIVE SUMMARY
Fascinating Spell	–	Creatures affected by your spell are fascinated for 1 minute per spell level.
Raucous Spell	–	Alter a spell so that its effects impair Perception and concentration checks.
Warded Spell	–	Grant yourself and allies a +8 save bonus vs. modified spells.

TEAMWORK FEATS

FEAT NAME	PREREQUISITES	DESCRIPTIVE SUMMARY
Collective Vision	Wis 13, Cha 13, Prophetic Visionary	Enter a group trance to share a collective augury vision.
Coven Familiar	Improved Familiar, participation in an active coven	Members of your combine and share the benefits of a single familiar.
Decoy Tactics	Bluff 5 ranks	Create a diversion, allowing for an ally to hide.
Grace Under Fire	Cha 13, base Will save +1	Combine Hit Dice with allies to resist fear effects as a group.
Lead the Way	Dodge	Create a space safe from attacks of opportunity when you withdraw.
Tag Team	Improved Grapple, Swap Places	Assume control of a grapple for an ally.

References

Several feats in this volume reference Pathfinder books by Paizo Co. Please refer to the legend below regarding superscript notations within this volume.

APG - *Pathfinder® Roleplaying Game: Advanced Player's Guide*

UM - *Pathfinder® Roleplaying Game: Ultimate Magic*

UC - *Pathfinder® Roleplaying Game: Ultimate Combat*.

* - Denotes a Combat Feat that can be taken as a fighter bonus feat

Types of Feats

COMBAT FEATS: Any feat designated as a combat feat can be selected as a fighter's bonus feat. This designation does not restrict characters of other classes from selecting these feats, assuming they meet the prerequisites.

METAMAGIC FEATS: Metamagic feats allow spellcasters to modify and change their spells, granting them new powers and effects. Such spells generally take up a higher-level spell slot than the normal spell.

TEAMWORK FEATS: Teamwork feats grant large bonuses, but they only function under specific circumstances. In most cases, these feats require an ally who also possesses the feat to be positioned carefully on the battlefield. Teamwork feats provide no bonus if the listed conditions are not met. Note that allies who are paralyzed, stunned, unconscious, or otherwise unable to act do not count for the purposes of these feats.

ACROBATIC DODGE [COMBAT]

By focusing your efforts on defense, you can apply your acrobatic skills in a new way.

Prerequisites: Combat Expertise, Dodge, Acrobatics 6 ranks.

Benefit: When an opponent targets you with a melee or ranged attack while you are fighting defensively, you can spend an immediate action to make an Acrobatics skill check. You can use the result of your check as your Armor Class or touch Armor Class against the attack. You must be aware of the attack and not flat-footed.

While you are taking the total defense action, you can gain the benefits of this feat without spending an immediate action to do so.

AGAINST THE ODDS [COMBAT]

Although you are willing to die for your cause, you'd much rather live for it.

Prerequisites: bravery +1, Diehard or ferocity.

Benefit: You may add your bravery bonus on all melee damage rolls as long as your current hit point total is 0 or less. Additionally, as long as your current hit point total is 0 or less, you do not automatically fail Will saving throws made against fear effects on a natural roll of 1.

Normal: A natural 1 (the d20 comes up 1) on a saving throw is always a failure.

ALCHEMICAL COCKTAIL

You can chemically combine an alchemical reagent with a magical potion.

Prerequisites: Brew Potion, Craft (alchemy) 6 ranks.

Benefit: You can apply one dose of an ingested alchemical item (such as a vial of antitoxin) with a potion in order to gain the effects of both, when

imbibed. Creating the cocktail requires a move action, and you may draw both items as part of the same action (provided that you have two free hands with which to do so). Once created,



the cocktail must be imbibed within 1 round, or the entire brew becomes inert and loses all alchemical and magical properties.

APT ATTENTION

In dangerous situations, you keep a close eye on your allies.

Prerequisites: Perception 1 rank.

Benefit: Distraction and unfavorable conditions resulting from the sights and sounds of battle never increase the DCs of Perception skill checks that you make to notice hostile creatures that threaten you or your allies, or to detect hazards (such as traps) adjacent to you or your allies.

Normal: Distraction and unfavorable conditions increase the DCs of Perception skill checks by anywhere from +2 to +5.

AQUATIC ACROBATICS

Your movements through water are both quick and quite graceful..

Prerequisites: Swim 3 ranks

Benefit: As long as you are submerged in water, you can make a Swim skill check in place of an Acrobatics skill check made to move through an occupied space or to move out of or within a threatened space without provoking an attack of opportunity.

Special: If you possess the evasion special ability, you gain the improved evasion special ability instead as long as you are submerged in water.

ARCED SHOTS [COMBAT]

Your arced shots better enable you to execute tricky, high-altitude attacks.

Prerequisites: Proficiency with any bow weapon (a longbow, shortbow, or variation thereof, composite or otherwise), Precise Shot, base attack bonus +3.

Benefit: When you make a ranged attack with a bow weapon (any weapon suitable to qualify you for this feat as described above) while you are outdoors or any place with enough vertical space for you to arc an arrow (such as inside a high-vaulted cathedral or a vast and open underground cavern), any cover bonuses to Armor Class that your target enjoys are reduced by 2 points. Any solid obstacle above and between you and any given target prevents you from gaining the benefits of this feat against that target.

ARMED WITH STYLE

[PERFORMANCE]

Your cool composure and casual swagger daunt your opponents.

Prerequisites: Cha 13, Dazzling Display

Benefit: When you spend a swift action to make a performance check, you radiate an intimidating sense of style that helps you to drive home your attacks with deadly force. You may add your Charisma modifier to weapon damage rolls that you make against demoralized or otherwise shaken creatures.

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.

ATHLETIC THROW [COMBAT]

With a running start, you can execute a momentous throw.

Prerequisites: Far Shot

Benefit: You can use the momentum of your charge to hurl a weapon with great force and power. As with any charge, you must have a clear path toward your opponent and you must move at least 10 feet directly toward the designated opponent. At the end of your charge, you may hurl a thrown weapon at your target. This attack gains the usual +2 bonus for being performed at the end of a charge, and you incur the usual penalties to your Armor Class for charging.

As with any other charge, using this feat is a full-round action. If you are able to take only a standard action on your turn, you can still charge normally, moving only up to your speed (instead of up to double your speed) before attacking.

Normal: You can make a single melee attack at the end of a charge.

AUTHORITATIVE

Your authoritative leadership emboldens your followers to fearlessness.

Prerequisites: character level 9th, Leadership

Benefit: Your cohorts and followers may use your Hit Dice as their effective Hit Dice for the purposes of determining the DC of Intimidate skill checks made to demoralize any individual cohort or follower, or when determining whether or not a cause fear, scare, or similar Hit Die-dependent fear effect may affect any individual cohort or follower.

BACKSTABBER

You are an especially devious and deadly flanking partner.

Prerequisites: sneak attack +1d6

Benefit: As long as you are flanking your target, you gain a bonus on critical confirmation rolls with melee weapons equal to the number of sneak attack dice that you possess.

BASILISK STYLE [COMBAT, STYLE]

Your anatomical knowledge is a deadly advantage in combat.

Prerequisites: ki pool, Improved Unarmed Strike, Stunning Fist, Heal 1 rank

Benefit: As long as you have at least 1 point in your ki pool, creatures stunned by your Stunning Fist feat take 1d3 points of Dexterity damage in addition to being stunned.

BASILISK BLINK [COMBAT]

Your ki powers include a supernaturally-paralytic gaze attack.

Prerequisites: ki pool, Basilisk Style, Heal 5 ranks

Benefit: While using the Basilisk Style stance and as long as you have at least 1 point in your ki pool, you gain a supernatural (Su) gaze attack with a range of 30 ft. Affected creatures are entitled to a Fortitude saving throw to negate the effects of your gaze, and your gaze attack affects only living creatures with 1 or more points of Dexterity damage. Creatures that fail their saving throws take 1 additional point of Dexterity damage. The save DC for this special attack is equal to 10 + one-half your Hit Dice + your modifier in the ability score that powers your ki pool.

As with any other gaze attack, creatures may avoid your gaze by closing or averting their eyes.

BASILISK STARE [COMBAT]

Your ki gaze can overwhelm the nervous systems of living creatures, causing death.

Prerequisites: ki pool, Basilisk Blink, Heal 9 ranks

Benefit: Your gaze attack causes living creatures made or previously rendered helpless due to Dexterity damage to die on a failed Fortitude saving throw.

BLINDING SPEED [COMBAT]

Your quick fingers are adept at filching small objects with both grace and speed.

Prerequisites: Greater Feint, Greater Steal^{APG}, Improved Feint, Improved Steal^{APG}, Sleight of Hand 6 ranks, base attack bonus +6

Benefit: When you attempt to use the steal maneuver to take an object from a creature denied its Dexterity bonus to Armor Class against your attacks, you may make a Sleight of Hand skill check in place of the usual CMB check.

BLOODLUST

You have a passion for battle, and a strong desire to see your enemies bleed.

Prerequisites: non-lawful alignment, base Will save +1

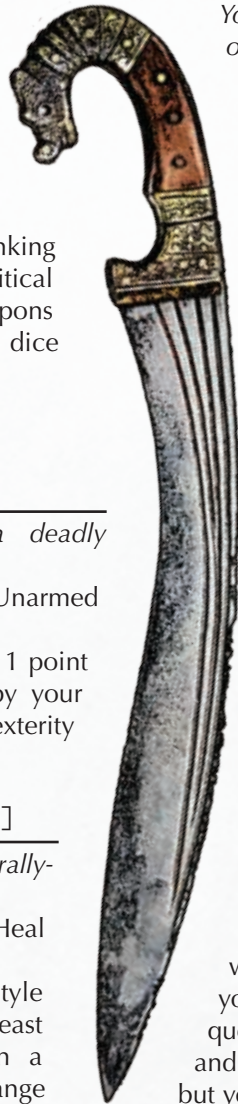
Benefit: You gain a morale bonus on melee attack rolls and melee weapon damage rolls against uninjured opponents equal to your base Will save.

BODY LANGUAGE

You can speak volumes without ever opening your mouth.

Prerequisites: Cha 13, Diplomacy 1 rank

Benefit: You can make a Diplomacy skill check to influence the attitude of a character who is (or could be) sexually attracted to you without ever speaking to the character in question. You must be aware of your subject, and the subject must be able to see you clearly, but you may both engage in other activities while you attempt this check



BRAWLING OPPORTUNIST

[COMBAT]

You have learned to use your elbows, knees - and even your head - in combat.

Prerequisites: Improved Unarmed Strike

Benefit: You can make one additional attack of opportunity per round. This additional attack must be performed with an unarmed strike, but you are not required to have a free hand in order to make this attack. Additionally, your attacks of opportunity with unarmed strikes are never considered to be off-hand weapons.

BREAK BONDS

Nothing can hold you for long.

Prerequisites: Str 17

Benefit: You gain a +4 morale bonus on all Strength checks made to break free from manacles, nets, ropes, and other physical restraints, including special attacks and other effects which allow a Strength check to break free. In addition, you can make an Intimidate skill check to demoralize each opponent within 30 feet of you as a free action whenever you successfully break free from such a restraint or effect.

BUOYANT SPIRIT

Your fearless resolve is a source of personal power and an inspiration to others.

Prerequisites: base Will save +4

Benefit: If you are affected by an emotion or fear effect and fail your saving throw, you may attempt the saving throw again 1 round later at the same DC. Additionally, any allies that witness you succeed on a saving throw against an emotion or fear effect may immediately attempt a new saving throw against one emotion or fear effect currently affecting them. If the effect triggering this ability is a spell or spell-like ability, the witness must successfully identify the effect in order to gain this benefit.

CAPTIVATING ILLUSION

Your figment spells are supernaturally alluring, fascinating those who accept them.

Prerequisites: Spell Focus (illusion)

Benefit: At your option, illusion (figment) spells that you cast can be made to fascinate those that both interact with the illusion and fail their saving throw (if any) against disbelief. Creatures so affected gain the fascinated condition for 1d4 minutes or until a potential threat breaks the condition, as usual.

CEREBRAL SURGE

Your cognatogen bestows incredible psychic powers upon you.

Prerequisites: alchemist level 1st, cognatogen discovery, Craft (alchemy) 12 ranks

Benefit: You gain the ability to reduce the alchemical Intelligence, Wisdom, or Charisma bonus granted by your cognatogen by some number as a free action in order to use psychokinetic or telepathic spell-like abilities. By reducing the bonus by 1 point, you can use *mage hand* as a spell-like ability. By reducing the bonus by 2 points, you can use *detect thoughts*. By reducing the bonus by 4 points, you can use *telekinesis*. The caster level for these spell-like abilities is equal to your alchemist class level.

CHANNELED RAGE

The energy you channel speaks to the fury that dwells within the hearts of your allies.

Prerequisites: non-lawful alignment, channel energy 2d6, and the Destruction, Chaos, Fire, Madness, or Strength domain (or a subdomain of one of the above)

Benefit: At your option, creatures with the rage special attack that are affected by your channel energy special ability may choose to enter a rage as an immediate action without spending a round from their daily allocation of rage rounds to do so. Similarly, a creature that is already in a rage may continue raging for 1 round without spending a round from their daily allocation to do so.

CHARMING

You are adept at compelling and convincing those predisposed to listen.

Prerequisites: Cha 13

Benefit: You gain a +4 bonus on Diplomacy skill checks made against creatures with indifferent or better attitudes, and on opposed Charisma checks made to gain control over a creature suffering from multiple compulsion or mind-controlling effects.

CHASE RUNNER

Whether on the run or in pursuit, you've got the advantage in a chase.

Prerequisites: Endurance

Benefit: You gain a +2 bonus on all ability checks, attack rolls, saving throws, and skill checks made to perform or participate in a chase.^{APG}

Additionally, you gain a +2 bonus on initiative checks made to start a chase.

COLLECTIVE VISION

[TEAMWORK]

Aided by the insights of your allies, you can pierce the veil of time to glimpse the future.

Prerequisites: Wis 13, Cha 13, Prophetic Visionary^{UM}

Benefit: Whenever you are adjacent to an ally who also has this feat, you may use your Prophetic Visionary feat to enter into a group trance, increasing the accuracy rate of the augury effect by +4% for each participant beyond the first, to a maximum of 90%.

COMBAT ADVISOR [COMBAT]

Your allies benefit from your ability to exploit your enemies' weaknesses.

Prerequisites: Int 13, base attack bonus +2

Benefit: You do not need to threaten a creature in order to use the aid another action to grant an ally an attack roll or Armor Class bonus against it, as long as that creature is within 20 ft. of you and both you and your ally can see it clearly. Your ally must be able to hear you clearly in order to benefit from your aid another attempt.

Normal: You must be in a position to make a melee attack against a creature in order to attempt to aid an ally against it in combat.

COMPELLING TOUCH

A gentle touch lends credibility and sincerity to your enchantments.

Prerequisites: Spell Focus (enchantment)

Benefit: You can touch the target of any enchantment (compulsion) spell that you cast as a part of the action required to cast the spell. If you do, the save DC for that spell is increased by +1. This bonus stacks with Spell Focus and Greater Spell Focus

COMPETENT COHORT

Your cohorts are remarkably competent.

Prerequisites: Leadership

Benefit: Your cohort gains a +2 bonus to one ability score of your choice. Each time that you gain an ability score increase as the result of reaching a new Hit Dice divisible by 4, you may instead choose for your cohort to gain the increase instead. If your cohort is replaced or dies, you can apply the increases to your next cohort.

COMPETITIVE SPIRIT

Your competitive drive gives you the upper hand in almost every contest of skill.

Benefit: You gain a +1 morale bonus on all

opposed ability checks, attack rolls, and skill checks. At 10th level, this bonus increases to +2. An opposed check is any roll opposed by another roll, performed by another character (such as an opposed Strength check made to determine the outcome of an arm-wrestling match, or a Perception skill check opposed by a Stealth skill check).

COURAGEOUS FAITH

Your faith is your comfort and your courage; you do not fear death.

Prerequisites: ability to cast divine spells of 1st-level or higher, base Will save +2, must worship a non-evil deity

Benefit: You gain a bonus equal to the highest-level divine spell that you currently have prepared or available to you on saving throws against death effects and fear effects. In addition, the DC of Intimidate skill checks made to demoralize you is increased by an equal amount.

COVEN FAMILIAR [TEAMWORK]

Your coven shares a single and especially powerful familiar.

Prerequisites: Improved Familiar, participation in an active coven

Benefit: You and any allies who both possess this feat and belong to your coven may share a single familiar. You and all such allies each gain the benefits conferred by the proximity of your familiar as long as your shared familiar is within arm's reach of any single member of the coven. The familiar's hit points, effective Hit Dice, effective base attack bonus, saving throw bonuses, and effective skill ranks in any given skill are each determined by the member of the coven with the highest or most favorable values in each statistic. Similarly, the special abilities of your shared familiar are determined by the member of the coven with the highest effective class level.

You and each such ally gain the benefits of the familiar's empathic link, deliver touch spells, share spells, scry on familiar, and speak with master special abilities.

CRASH THROUGH [COMBAT]

You don't just kick in the door – you crash through it on the back of your steed!

Prerequisites: Charge Through,^{APG} Improved Overrun, Mounted Combat

Benefit: A mount that you control may attempt to charge through a single intervening obstacle, such as a door. Your mount gains a +8 bonus on the



Strength check made to break through, and the attempt does not require any additional action. If the attempt fails, the charge is ruined and your mount must end its movement immediately.

CRUSHING DISARM [COMBAT]

You can crush your opponents' weapons with your bare hands.

Prerequisites: Str 15, Improved Disarm, Improved Sunder, Improved Unarmed Strike

Benefit: When you successfully disarm an opponent without using a weapon and choose to pick up the disarmed object as a free action, you may immediately deal your unarmed strike damage to the object as if you had also performed a sunder maneuver.

DEATH BEFORE DISHONOR

You would rather die than show fear in the face of your most reviled racial enemies.

Prerequisites: Wis 11, hatred special ability

Benefit: You are immune to fear effects originating from creatures against whom your hatred special ability applies. Additionally, creatures against whom your hatred special ability applies automatically fail any attempt to demoralize you with the Intimidate skill.

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.

DEEP DIVE

You are an expert diver.

Prerequisites: Acrobatics 2 ranks, Swim 2 ranks

Benefit: When you take a running or standing jump to leap into water deep enough for you to submerge, you may elect to achieve a depth equal to or less than the length of your jump. This additional, downward aquatic movement does not count against your movement for the round.

Furthermore, if you leap and dive as a full-round action, you may combine your dive with a charge attack performed at the end of your downward movement, as long as you move at least 10 feet through the water in this way.

Normal: You must move directly toward the target of your charge.

DEFENSIVE MOBILITY [COMBAT]

You have learned to expertly duck and weave through enemy territory.

Prerequisites: Mobility, Acrobatics 2 ranks

Benefit: You may add the dodge bonus from your Mobility feat to all Acrobatics skill checks made to move through a threatened or occupied space. Whenever you fail such a check, you may apply the dodge bonus from your Mobility feat to your Armor Class against the resulting attack of opportunity.

DEMOLISHING CHARGE

With gritted teeth and a running start, no door stands a chance against your charge.

Prerequisites: Str 15, base attack bonus +1

Benefit: You may add your base attack bonus to all Strength checks and damage rolls against doors, walls, and other inanimate, unattended objects as long as you charge the object that you are attempting to break, burst, or destroy.

DEVIOUS TRAPSMITH

Your knowledge of alchemy and your love of traps are dangerously inseparable things.

Prerequisites: Craft (traps) 1 rank or the ability to craft a ranger trap

Benefit: When you incorporate an alchemical item (such as alchemist's fire) into a trap that you create, the DC of the saving throw (if any) associated with the alchemical item that you include is equal to the DC of the trap, if higher.

Special: When you create a burning, exploding, or fire ranger trap, you may choose to incorporate a vial of alchemist's fire into the creation of the trap. If you do, the DC of your trap is increased by +2. Similarly, when you create an alarm or marking ranger trap, you may choose to incorporate a single thunderstone into the creation of the trap. Creatures triggering the trap are exposed to the thunderstone normally.

DISARMING SMILE

With a simple smile, you can win the hearts of others.

Prerequisites: Cha 13

Benefit: Whenever you successfully use the aid another action to aid an ally in making a Bluff, Diplomacy, Intimidate, or Perform skill check, your aid confers a +4 bonus.

Normal: The aid another action grants a +2 bonus when used to aid a skill check.

DODGING DASH

Your speed is your advantage when it comes to physical defense.

Prerequisites: Mobility, Run

Benefit: Whenever you use the withdraw or run actions, you may double any dodge bonuses to your Armor Class that you currently benefit from until the end of your turn.

DUCK AND COVER

When the going gets tough, you hit the floor.

Prerequisites: Dex 13

Benefit: Whenever you would make a Reflex saving throw, you may choose to fall prone as an immediate action. If you do, you may roll twice and take the better result. You must decide whether or not to use this ability before you roll.

EASY DRAW [COMBAT]

You can draw your bow while holding another weapon in your off-hand.

Prerequisites: Quick Draw, base attack bonus +1

Benefit: You can draw a bow (any longbow, shortbow, or variation thereof, composite or otherwise) while holding a scroll, a wand, a light, one-handed melee weapon, or any other similarly-sized object in one hand, as long as you are proficient with both the bow and any melee weapon (if any) that you hold. While readying an attack with your bow, you may not attack with or use any weapon or object that you hold in this way.

Normal: Drawing and wielding a bow requires the full use of two hands.

EERIE PRESENCE

The otherworldly air of your patron's influence is palpable to certain creatures.

Prerequisites: occult or stars patron

Benefit: You may choose not to apply your Charisma modifier (if negative) to Charisma-based skill checks made to influence aberrations and outsiders. Additionally, you gain a +2 bonus on all Charisma-based skill checks made to influence such creatures, and unfriendly aberrations and outsiders regard you as indifferent instead.

ENDURING FAITH

As long as your faith empowers you to work miracles, you shall endure.

Prerequisites: divine spellcasting ability, base Will save +2

Benefit: You gain the benefits of the Endurance feat, except that the bonuses granted by that feat are equal to the highest-level divine spell that you currently have prepared or available to you. You lose the benefits of this feat whenever the combined total of all divine spell levels that you currently have prepared or available to you is less than 4, or whenever you are unable to cast divine spells for any reason (due to occupying an *antimagic field*, for example).

Special: This feat counts as the Endurance feat for the purposes of qualifying for feats which list Endurance as a prerequisite.

EVAD HARM

Your sharp reflexes play a significant role in your defensive combat techniques.

Prerequisites: evasion, base Reflex save +5

Benefit: Once per day as an immediate action, you can attempt a Reflex saving throw whenever you are hit with a melee or ranged attack. The

DC of this saving throw is equal to the damage that the attack would deal. If your saving throw is successful, you receive only half of the damage from the attack.

Special: If you possess the improved evasion special ability, you receive no damage if your saving throw is successful, and half damage if your saving throw fails.

EXPERT TRAINER

You can train your mount for specialized tasks and varied tactical maneuvers.

Prerequisites: expert handler and mount class features, Handle Animal 4 ranks

Benefit: You may add the following feats to the list of feats that your mount may select as it gains additional feats: Acrobatic Steps, Alertness, Bleeding Critical, Blinding Critical, Bull Rush Strike^{APG}, Charge Through^{APG}, Combat Patrol^{APG}, Crippling Critical^{APG}, Critical Focus, Deafening Critical, Fleet, Following Steps^{APG}, Furious Focus^{APG}, Improved Blind-Fight^{APG}, Improved Critical, Improved Great Fortitude, Improved Iron Will, Improved Lightning Reflexes, Lightning Stance, Nimble Moves, Sickening Critical, Staggering Critical, Step Up, Step Up and Strike^{APG}, Strike Back, Stunning Critical, Tiring Critical, and Wind Stance.

FASCINATING SPELL [METAMAGIC]

You can weave fascinating effects into the spells that you manifest.

Prerequisites:

Benefit: You may alter one non-permanent spell with a non-instantaneous effect so that the effect of the spell causes those who can see it to become fascinated unless they succeed on a Will saving throw against the DC of the spell. Creatures so affected gain the fascinated condition for 1 minute per level of the spell modified, for as long as the spell's effect lasts, until the target receives damage or is otherwise attacked, or until a potential threat (other than any threat that the effect of the spell might pose) breaks the condition as usual, whichever comes first.

A fascinating spell takes up a spell slot two levels higher than the spell's actual level.

FEARLESS LEADER

Even the meekest of your followers is emboldened by your presence.

Prerequisites: aura of courage or banner class features, Leadership

Benefit: Your followers (but not cohorts or other allies) may enjoy the benefits of your aura of courage or banner effects as long as they can see and hear you.

FIRST STRIKE [COMBAT]

Your signature opening moves are as swift as your reflexes are sharp.

Prerequisites: Improved Initiative, Weapon Focus (any)

Benefit: During the surprise round (or the first round of combat, if there is no surprise round), you may substitute an initiative check for an attack roll when attacking with any weapon for which you have the Weapon Focus feat.

FOCUSED RAGE

You have learned to focus your fury, retaining a deadly clarity of mind against one foe.

Prerequisites: rage, Dodge, base attack bonus +4

Benefit: If you successfully damage an opponent on the same round in which you enter your rage, the penalty to your Armor Class incurred by raging does not apply to attacks made by that creature for as long as you continue to rage. This bonus applies only against the first creature that you hit during the round that you began raging.

Special: If you possess the moment of clarity rage power, you may gain the above bonus against the first creature that you attacked during the round that you used that ability.

FORKED TONGUE

Your forked tongue serves as a supernatural sign of your witchy glibness.

Prerequisites: deception, enchantment, or trickery patron, Bluff 1 rank

Benefit: You may add Bluff to your list of class skills, and you gain a +2 bonus on Bluff skill checks made to influence indifferent, friendly, and helpful creatures. This bonus is doubled against indifferent, friendly, and helpful creatures under the effects of a mind-affecting spell or effect that you cast.

Special: Your forked tongue makes you easier to identify. Unless you have the aid of magic which grants you any type of bonus to the skill, you take a -4 penalty on Disguise skill checks.

FURIOUS JUDGMENT

You are divine judge, jury, and executioner.

Prerequisites: bane and judgment class features

Benefit: You can activate your bane and judgment class features as a part of the same swift action.

Once per round while your judgment class feature is active, you may change the creature type affected by your bane ability.

Normal: Both the bane and judgment class features require a swift action to activate. Changing the creature type affected by the bane class feature is a swift action.

GENTLE GIANT

Others find your quiet strength endearing.

Prerequisites: Str 15, Large size or larger

Benefit: You gain a +4 circumstance bonus on Diplomacy skill checks made to influence indifferent, friendly, and helpful creatures at least one size category smaller than your own. In addition, you may choose not to apply your Charisma modifier (if negative) to Diplomacy skill checks made to influence such creatures. The benefits of this feat do not apply to Diplomacy skill checks made to influence a creature that has witnessed you attacking, wielding a weapon, or taking any hostile action (including casting an offensive spell, making a threatening Intimidate skill check, or otherwise propagating or threatening violence in any way) within the past 24 hours.

Furthermore, you may retry failed Diplomacy skill checks against such creatures once for every step between the size category of the subject and your own size category.

Normal: You may not use the Diplomacy skill to influence a given creature's attitude more than once in a 24-hour period, nor may you retry a refused request.

GLORIOUS BANNER

The stirring sight of your glorious banner commands the attention of friend and foe.

Prerequisites: Cha 15, banner class feature

Benefit: You can use the aid another action as a move action. If you do, you do not need to threaten a creature in order to use the aid another action to grant an ally an attack roll or Armor Class bonus against it, as long as both that creature and your ally are within the radius of your banner special ability.

Normal: You must be in a position to make a melee attack against a creature in order to attempt to aid an ally against it as a standard action.

GRACE UNDER FIRE

[TEAMWORK]

The fellowship and friendship of your comrades makes you dauntless.

Prerequisites: Cha 13, base Will save +1.

Benefit: You and any allies who also possess this feat, and who can see and hear you, may combine your effective Hit Dice for the purposes of determining the DC of any Intimidate skill checks made to demoralize any individual creature, or when determining whether or not a *cause fear*, *scare*, or similar Hit Die-dependent fear effect may affect any individual creature.

GRACEFUL FALL

You can leap or fall from great heights with a smooth and agile grace.

Prerequisites: slow fall, Acrobatics 2 ranks

Benefit: Whenever you successfully use the Acrobatics skill to ignore some portion of a fall, you may ignore a distance fallen which is equal to your slow fall distance.

Normal: An Acrobatics skill check can allow you to ignore the first 10 feet fallen.

GREAT ORATOR

Your rousing speeches and stirring addresses inspire your followers to greatness.

Prerequisites: Leadership, Perform (orator) 7 ranks

Benefit: You can deliver an inspiring, minute-long oratory performance to your cohorts and followers to grant each cohort or follower that hears the performance the ability to call upon your words as a source of inspiration in later hours. Each cohort or follower that hears your delivery may call upon your performance to gain a +1 bonus on a single ability check, attack roll, initiative check, saving throw, or skill check as a free action. This bonus must be applied before the roll that it would modify is made. This inspiration remains with a creature for a number of hours equal to the number of ranks that you possess in the Perform (orator) skill. No cohort or follower may be inspired in this way more than once per day.

GRUDGE-BEARER

You bear an ancestral grudge against the ancient enemies of your kind.

Prerequisites: hatred racial quality, base attack bonus +4

Benefit: When you receive weapon damage from any creature against whom you have a racial bonus on attack rolls, you gain a bonus equal to one-half of the damage that you last received on the next weapon damage roll that you make against that creature before the end of your next turn. This bonus does not stack with itself.

GRUESOME TRANSFORMATION

Your alchemical transformation is a grim and terrible sight to behold.

Prerequisites: cognatogen or mutagen discovery

Benefit: Your cognatogen causes your brow to bulge and swell grotesquely, and your forehead to pulse with dark veins. Your mutagen causes your flesh and bone to snap, stretch, and warp horrifically. Creatures with an Intelligence score of 3 or higher that witness your cognatogenic or mutagenic transformation must succeed on a Fortitude saving throw (DC 10 + half your alchemist level + your Intelligence modifier) or become sickened for 1 round.

HAIR TRIGGER [GRIT]

Simply wielding your firearm seems to soothe your nerves and sharpen your senses.

Prerequisites: grit class feature or Amateur Gunslinger ^{UC}, Alertness, Improved Initiative

Benefit: As long as you wield a firearm, you gain a bonus on initiative checks equal to half the number of grit points that you possess.

HEAD TURNER

Your arrival on the scene is an alluring distraction.

Prerequisites: Cha 17

Benefit: When you first encounter one or more non-hostile characters, you can make a single Diplomacy skill check to momentarily distract each character who can see you and who is (or could be) sexually attracted to you. The DC to distract each character is equal to the DC to influence that character's attitude. Creatures remain distracted for 1 round, and the DC of any Perception skill check that a distracted character attempts is increased by +5. Additionally, creatures may attempt to use the Stealth skill to hide from creatures so distracted, even while being observed.

HEADLONG CHARGE [COMBAT]

Your reckless charge is devastatingly powerful.

Prerequisites: Vital Strike, base attack bonus +8

Benefit: You can use your Vital Strike feat (and the Improved Vital Strike and Greater Vital Strike feats, if you have one or both of those feats as well) whenever you charge. If you do, you take a -4 penalty to Armor Class instead of the usual -2.

Normal: Vital Strike requires a standard action to perform.

HEART OF ICE

A wintry vengeance dwells in the darkest corners of your heart.

Prerequisites: shadow, vengeance, or winter patron, Intimidate 1 rank

Benefit: Creatures that you successfully demoralize with the Intimidate skill take twice the usual penalty on Fortitude saving throws (if you chose the winter patron), Reflex saving throws (if you chose the vengeance patron), or Will saving throws (if you chose the shadow patron) against spells that you cast.



HEAVING THROW

[COMBAT]

Wielding projectiles in two hands allows you to heave your weapons great distances.

Prerequisites: Far Shot, base attack bonus +3.

Benefit: When you use two hands to make an attack roll with a thrown weapon, you may reduce the penalties for firing at a target beyond your first range increment by -1, and you gain a +1 bonus on your weapon damage roll if your attack roll is successful, for every range increment after the first that lies between you and your target.

HITCH UP [COMBAT]

You can hitch a ride on your companion or steed without ever mounting up!

Prerequisites: animal companion, divine bond, or mount class feature, Spring Attack

Benefit: As long as your animal companion or class-granted mount is at least one size category larger than you are, you may clutch onto its fur, saddle, tusks, or similar, as an immediate action whenever it passes through your space on its turn. If you do, you may deposit yourself in a space adjacent to your companion at the end of its move.

HYMNIST

Your heartfelt song lifts the hearts of your allies and pleases the ears of your patron.

Prerequisites: divine spellcasting ability, Perform 1 rank

Benefit: You gain a bonus on Perform skill checks equal to the highest-level divine spell that you currently have prepared or available to you.

Additionally, conjuration (healing) spells that you cast restore 1 additional point of damage (but not ability score damage) to creatures affected as long as you sing in a strong voice or play or maintain some other auditory performance (including a bardic performance) while casting the spell. Your performance may substitute for the verbal components of such a spell.

HYPNOTIC SUGGESTION

You can implant a dormant compulsion in the minds of those who you hypnotize.

Prerequisites: Cha 15, Hypnotist, Sense Motive 9 ranks, Sleight of Hand 9 ranks

Benefit: You can instill a post-hypnotic suggestion in creatures who you hypnotize. The suggestion should be worded in such a way as to seem reasonable, similar to the way that a suggestion spell must be worded. The subject is

entitled to a DC 20 Will saving throw to ignore the post-hypnotic suggestion, and you are not necessarily privy to the success or failure of the attempt (although you are free to ask the subject if it intends to carry out the instruction). Further attempts to impart same or similar post-hypnotic suggestions after an initial failure automatically fail. Once 24 hours have passed, you may begin another session in order to attempt to impart the suggestion again.

A post-hypnotic suggestion can be worded in such a way as to trigger when a certain stimulus

or condition is met, and can lay dormant in the subject's mind for a lifetime without activating. *Modify memory* and similar magic can counteract a post-hypnotic suggestion by causing the target to forget it.

HYPNOTIST

You can hypnotize willing creatures in order to learn what even they do not know.

Prerequisites: Cha 15, Sense Motive 7 ranks, Sleight of Hand 7 ranks

Benefit: You have learned a delicate psychological art which allows you to lull a willing creature into a state of deep sleep and suggestive susceptibility. Hypnotizing a creature takes 1 minute of uninterrupted communication. Any distraction or threat interrupting the process foils the attempt. Once hypnotized, the subject enters a deep sleep. Noise and distractions risk waking the subject, who may attempt a DC 20 Will saving throw to wake up if obvious distractions or threats manifest or make themselves known. If the subject is physically harmed or assaulted, the DC to wake up is reduced to 5. When you subject a creature to hypnosis, you may specify some condition or trigger (such as a specific word or sound) which will awaken the subject automatically.

Although a hypnotized creature does enter a deep sleep, the subject can still hear and speak normally. Once hypnotized, the creature answers questions honestly and to the best of its ability. By succeeding at a DC 20 Will saving throw, the subject will even be able to recall memories altered or blocked by amnesia, a *modify memory* spell, or some similar effect. This save should be rolled in secret by your GM, and only one such saving throw is allowed for any given memory during a single hypnosis session. Once 24 hours have passed, the subject may again attempt to recall a suppressed memory if subjected to hypnosis. A hypnotized creature takes a -4 circumstance penalty on Will saving throws against mind-affecting spells and effects.

IF LOOKS COULD KILL

Your seductive allure and distracting approach catch your victims unaware.

Prerequisites: Betrayer^{UC}, Quick Draw, Persuasive, base attack bonus +5

Benefit: You gain a +2 bonus on your attack and damage roll whenever you use the Betrayer feat to make a melee attack as an immediate action. If your target is (or could be) sexually attracted to you, these bonuses are increased to +4.



IMPROVED ENDURANCE

You are incredibly resistant to illness, fatigue, and other physical maladies.

Prerequisites: Con 15, Endurance

Benefit: You can apply the bonus granted by your Endurance feat on Fortitude saving throws against an effect which would cause you to become dazed, deafened, diseased, exhausted, fatigued, nauseated, sickened, staggered, or stunned.

Additionally, the number of consecutive saving throws required for you to end the effects of a disease afflicting you is reduced by 1 save, to a minimum of one successful saving throw. This last benefit does not extend to your ability to resist other afflictions, such as poison

IMPROVED LIGHTNING CRITICAL [COMBAT]

Your opponents are helpless to defend against your swift critical strikes.

Prerequisites: Improved Initiative, Lightning Critical, base attack bonus +12

Benefit: You can use your Lightning Critical feat once per round against any opponent denied its Dexterity bonus to Armor Class against your attacks, even after the surprise round (or the first round) of combat.

IMPROVED MOBILITY [COMBAT]

Your mobile defenses are unmatched.

Prerequisites: Mobility, base attack bonus +2

Benefit: Each time you are the target of a failed attack of opportunity caused by your moving out of or within a threatened area, the dodge bonus granted by your Mobility feat increases by +2 until the end of your move.

IMPROVED SNEAK ATTACK SNIPER

Your sneak attacks lose little effectiveness, even at very long distances.

Prerequisites: sneak attack +4d6, Sneak Attack Sniper

Benefit: Whenever you would gain the benefits of your Sneak Attack Sniper feat, you may roll your sneak attack damage dice first, then choose and discard the appropriate number of sneak attack dice after the damage has been rolled (but before it has been applied).

IMPROVED TRICKY DEFENSE

[COMBAT]

One wrong move can cost your opponents their footing.

Prerequisites: Int 13, Dex 13, Combat Expertise, Improved Feint, Tricky Defense

Benefit: Whenever a creature is unsuccessful in an attempt to grant another creature an aid another bonus to Armor Class against attacks that you make or on attack rolls made against you, that creature is denied its Dexterity bonus to Armor Class against the next attack that you make before the end of your next turn.

Furthermore, you may apply your Intelligence modifier to your effective CMD for the purposes of determining the DC of aid another checks made against you.

Normal: The DC to grant an aid another bonus against any given character is 10.

IMPROVED UNCANNY STYLE

[COMBAT]

You can spring into a fighting stance with near-supernatural speed.

Prerequisites: Wis 15, ki pool, improved uncanny dodge, any style feat, Improved Initiative, Uncanny Style

Benefit: As long as you have at least 1 point in your ki pool, you may gain the benefits of your Uncanny Style feat without spending ki.

INCITE DEFIANCE

Your inspiring presence incites a defiant and tenacious resolve in your ardent followers.

Prerequisites: Cha 13, chaotic alignment, Leadership

Benefit: Your cohorts and followers gain a +1 morale bonus on Will saving throws and on attack rolls against lawful creatures for as long as they can see you.

INFURIATING COMBATANT

You have mastered the art of adding insult to injury.

Prerequisites: Antagonize 1, Greater Disarm or Greater Trip, Intimidate 12 ranks

Benefit: Whenever you successfully perform a combat maneuver against an opponent on your turn, you may use the Intimidate-based function of your Antagonize feat as a move action, as long as you do so before the end of your turn.

INSIGHTFUL AID [COMBAT]

Your peerless counsel is a great help in battle.

Prerequisites: Int 17, base attack bonus +4

Benefit: When you successfully use the aid another action to grant an ally an attack roll or Armor Class bonus, you may substitute your Intelligence modifier for the usual bonuses bestowed by the aid another action. This benefit does not apply to any other type of aid another check.

Normal: The aid another action grants a +2 bonus when used to aid an ally in combat.

INSIGHTFUL WILL

You can establish a brief but telling connection with those who would touch your mind.

Prerequisites: Wis 13, base Will save +3

Benefit: Whenever you successfully resist the effects of a targeted spell or effect which allows a Will saving throw, you may attempt a DC 5 Wisdom check to determine the general direction of the source of the effect. Targeted effects originating from more than 100 feet away are not traceable in this way.

INSTILL OBEDIENCE

Your commanding presence instills a sense of duty and readiness in your loyal followers.

Prerequisites: Cha 13, lawful alignment, Leadership

Benefit: Your cohorts and followers gain a +1 morale bonus on initiative checks and on attack rolls against chaotic creatures for as long as they can see you.

INTELLECTUAL STAMINA

Your mind is strong; your will, ironclad.

Prerequisites: Int 13, Iron Will

Benefit: When you receive ability score damage or drain to one of your mental ability scores (Intelligence, Wisdom, or Charisma), reduce the damage or drain that you receive by 1 point, to a minimum of 1 point.

INTREPID EXPLORER

Wanderlust and an appetite for discovery inspire you to press on in spite of danger.

Prerequisites:

Benefit: You gain a +4 morale bonus on checks and saves made to avoid getting lost or to overcome dangers, hazards, and obstacles of a natural or environmental nature (including avalanches, extreme cold and heat, forest fires, quicksand, smoke, severe wind, storms, and water dangers).

INTUITIVE RIDER

You have developed an intuitive awareness with your mount.

Prerequisites: Wis 13, Ride 1 rank

Benefit: While you are mounted or within arm's reach of a suitable mount that you have ridden before, both you and your mount may use the highest initiative modifier between the two of you.

KEEN UNDERSTANDING

With a moment of deliberation, you seem to have an answer to everything.

Prerequisites: Int 13, Wis 15

Benefit: You treat all Knowledge skills as though they were trained skills. You gain no trained bonus on untrained Knowledge skill checks.

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).

KNOWLEDGE IS POWER

You fear only the unknown.

Prerequisites: Knowledge (any) 1 rank

Benefit: You can substitute a relevant Knowledge skill check for any Will saving throw against a fear effect or spell that originates from a creature that you have successfully identified with the appropriate Knowledge skill.

LEAD THE WAY [TEAMWORK]

You can gracefully guide your allies through dangerous situations.

Prerequisites: Dodge

Benefit: When you take the withdraw action, allies who also possess this feat do not provoke attacks of opportunity for leaving any square along the path that you took, as long as they leave such a space along your path no more than 1 round after you took the withdraw action.

LEAPS AND BOUNDS [COMBAT]

Your physical dexterity and coordination enable you to perform several acrobatic tricks.

Prerequisites: Dex 17, Acrobatic

Benefit: As long as you are standing next to a

wall or a similar vertical surface, you may treat any Acrobatics skill check made to jump as though you had a running start. In addition, you can jump as a part of a charge or run action, and you do not provoke an attack of opportunity for moving out of or within an opponent's threatened space if you successfully jump (or fly) directly over that opponent's occupied space.

Normal: You must move directly toward your opponent when charging.

LEND A HAND

With a helping hand, you can get your allies back on their feet.

Prerequisites: Bodyguard^{APG}, Combat Reflexes

Benefit: When you use the aid another action to improve a prone ally's Armor Class, that ally may stand up from prone as an immediate action. If the act of standing up causes your ally to provoke an attack of opportunity, you may apply the bonus granted by your aid another action to that ally's Armor Class, even if you do not threaten the creature attacking your ally.

Normal: Standing up from the prone position requires a move action.

LIGHTNING CRITICAL [COMBAT]

There is no defense against your deadly speed.

Prerequisites: Improved Initiative, base attack bonus +4

Benefit: Once per round during the surprise round (or the first round of combat, if there is no surprise round), you may automatically confirm any critical threat scored with a melee weapon against any opponent that has yet to act in the current encounter, or that is denied its Dexterity bonus to AC against your attack

LIVE TO FIGHT ANOTHER DAY

You know quite certainly that discretion is indeed the better part of valor.

Prerequisites: Fleet

Benefit: Whenever an opponent attacks you with a melee weapon or a natural attack and misses, you gain a +10 ft. morale bonus to your base land speed for 1 round.

LONE WOLF [COMBAT]

You prefer to work alone.

Prerequisites: base attack bonus +2

Benefit: You gain a +2 morale bonus on melee damage rolls. For each allied creature (other than your own animal companion, familiar, or personal mount) who threatens or occupies the space that you threaten or occupy, reduce this granted bonus by 1 point.



LURE OF DISTRACTION

Your ability to distract others is extraordinary.

Prerequisites: Cha 13

Benefit: Creatures interacting with you (by way of conversation, opposed skill checks, or any other direct interaction) incur a penalty equal to your Charisma modifier on all Perception and Sense Motive skill checks.

MAD BOMBER

You have learned how to create multiple delayed bombs.

Prerequisites: delayed bomb discovery, Skill Focus (Craft [alchemy])

Benefit: You can create and maintain up to three delayed bombs at one time. If you create a fourth delayed bomb, the oldest bomb becomes inert. The splash radiuses of delayed bombs that you create may never overlap. If the splash radius of any delayed bomb that you create overlaps the radius of any other, both bombs become inert.

Finally, the Disable Device skill check DC to disable or neutralize your delayed bombs is increased by +2, and a check that fails by 5 or more causes the bomb to explode prematurely. Similarly, a failed attempt to neutralize your delayed bomb with *dispel magic* causes the bomb to explode immediately.

Normal: You can create only one delayed bomb at a time.

MAGNIFICENT BANNER

The sight of your banner waving from the end of your lance as you charge is glorious.

Prerequisites: banner class feature

Benefit: Your banner's effective radius is increased by 30 ft. for 1 round whenever you charge while mounted.

MARKSMAN'S EYE

Your sharp senses rarely miss a thing.

Prerequisites: Alertness, Point-Blank Shot, base attack bonus +1

Benefit: You ignore the first 10 feet of distance per point of base attack bonus that you possess when determining the DC of any Perception skill check that you make.

MASTER OF DISASTER

You have left many a wrecked and ruined battlefield in your wake.

Prerequisites: Str 13

Benefit: Any time that you attack a creature with

a melee weapon and miss, you may choose to make a melee attack against an unattended object within reach as a free action, using the same weapon and the same modifiers as the missed attack roll.

MOBILE ASSAULT [COMBAT]

Your acrobatic tricks and tumbles better enable you to perform deadly melee attacks.

Prerequisites: Dodge, Mobility, Acrobatics 3 ranks

Benefit: When you use the Acrobatics skill to move through at least one threatened or occupied space on your turn, you may add your Dodge and Mobility bonuses, and any other dodge bonuses to your Armor Class that you currently benefit from, to the next damage roll that you make with a melee weapon before the end of your turn.

MOMENT OF GENIUS

You can apply your abilities in ways that enable you to reach new benchmarks of skill.

Prerequisites: Int 19, 7 ranks in any skill

Benefit: Whenever you roll a natural 20 on a skill check (the d20 shows a 20), you gain a competence bonus equal to your Intelligence modifier on the check. You gain this same bonus whenever you are able to take 20 on a skill check.

MOUNTAINEER

You are an experienced climber, and proficient with the tools of the trade.

Prerequisites: Climb 1 rank

Benefit: You can use the Climb skill to make your own handholds and footholds in half the usual time, and you gain a +5 bonus on Climb skill checks made to catch yourself or to catch another falling character.

MUSCLE MEMORY

Your reflexes are sharpened by constant physical conditioning.

Prerequisites: Str 13, Improved Initiative

Benefit: You may use your Strength modifier in place of your Dexterity modifier when determining your initiative modifier. Whenever your initiative score is tied with another creature's initiative score, you always act first in the initiative order. If your score is tied with that of another creature that also possesses this feat, determine the order of actions normally.

MUTAGENIC ALCHEMY

You can use conventional alchemy to augment the effects of your mutagen.

Prerequisites: mutagen discovery, Craft (alchemy) 10 ranks

Benefit: You can mix alchemical reagents into a mutagen that you create, augmenting the effects of the mutagen. The effects last for as long as the effects of your mutagen do. The reagents that you may mix into your mutagen and their effects are as follows:

Acid: A fine and mildly-hallucinogenic chemical haze surrounds you to a radius of 5 feet. This sour-smelling haze does not provide concealment, but creatures other than you within the area take a -5 penalty on Perception skill checks. This is a poison effect.

Alchemist's Fire: Your mutagenic transformation is accompanied by a fiery torrent. Creatures within 5 feet of you when you imbibe your mutagen must succeed on a Reflex saving throw or catch fire as though exposed to alchemist's fire.

Antitoxin: You gain a +5 alchemical bonus on saving throws against poison.

Thunderstone: Your voice gains an echoing quality. You can be heard at 10 times the usual distance, and you gain a +2 bonus on Intimidate skill checks when speaking.

Tindertwig: Your saliva gains flammable properties. You can ignite flammable matter by biting, licking, or spitting on it (20 ft. maximum range) as a standard action.

NEMESIS

You specialize in identifying and learning your opponents' weaknesses.

Prerequisites: Knowledge (any) 3 ranks

Benefit: For every piece of information that you learn or recall when you successfully use a Knowledge skill to identify a creature, you also learn or recall one extra piece of information specifically regarding the weaknesses or vulnerabilities of that creature. Used against a creature that has no particular weaknesses or vulnerabilities, or whose weaknesses or vulnerabilities you already know, this feat offers no additional benefit.

NIGHTSHADE BREW

You can concoct deadly, toxic potions.

Prerequisites: death or plague patron, Brew Potion, Craft (alchemy) 6 ranks

Benefit: You can apply one dose of an ingested poison that you create with a potion that you create in order to improve the DCs of both the poison and the potion by +1.

NIMBLE CAVALRY

With you to guide it, your mount is especially fleet.

Prerequisites: Nimble Moves, Handle Animal 3 ranks, Ride 3 ranks

Benefit: While you are mounted, your mount gains the benefits of your Nimble Moves feat. If you also possess the Acrobatic Steps feat or any other feat which lists Nimble Moves as a prerequisite, your mount gains the benefits of that feat as well.

ON THE RUN

You have a knack for evading capture.

Prerequisites: Run

Benefit: You gain a +4 bonus on initiative

checks made to start a chase. Additionally, you gain a +2 dodge bonus to your Armor Class when participating in a chase with at least one opponent.

OPPORTUNE GRAPPLER

[COMBAT]

With a light blade and a sure grip, your opponents are at your mercy.

Prerequisites: Improved Grapple, base attack bonus +6

Benefit: Whenever you succeed on a Combat Maneuver Bonus check to deal damage with an unarmed strike or a light weapon to an opponent that you are grappling, you may choose to delay your attack, instead bringing your weapon to your opponents' throat or another vital area. If, before the start of your next turn, your victim attempts to attack, aid another, cast a spell, or break free of the grapple, or if you are attacked by any ally of the creature that you are grappling, your victim



provokes an attack of opportunity from you, and this attack of opportunity automatically threatens a critical hit. Effects that only trigger on a critical hit do not trigger when you use this ability.

Special: If you possess the sneak attack special attack, you can apply your sneak attack damage to your attack of opportunity.

PATRON'S PROMISE

Yours is the promise of physical power and great health.

Prerequisites: agility, endurance, or strength patron, base attack bonus +3

Benefit: Your unarmed strikes and natural attacks (such as those granted by the nails hex) deal an additional amount of damage equal to the highest-level patron spell that you have prepared. Additionally, you gain a resistance bonus on saving throws against disease effects equal to the highest-level patron spell that you have prepared.

PEERLESS RESOLVE

The same determination that fuels your endurance also drives your iron resolve.

Prerequisites: Endurance, Iron Will

Benefit: As an immediate action, you can reduce

the bonus granted by your Endurance feat by 1 point for 24 hours in order to apply the remaining bonus (if any) to a single skill check or Will saving throw.

PERFECT HEALTH

You are the picture of good health.

Prerequisites: Con 15, base Fortitude save +2, base Reflex save +2

Benefit: You gain 2 additional hit points, and you may increase your effective Hit Dice by an amount equal to your Constitution modifier when determining the number of hit points that you can recover with at least 8 hours of rest. In addition, you gain a +1 bonus on all Fortitude and Reflex saving throws. You lose the secondary benefits of this feat (you retain the additional hit points) whenever you are afflicted by poison or a disease, and any time that you are dazed, deafened, exhausted, fatigued, nauseated, sickened, staggered, or stunned.

PHOENIX FEATHERS [COMBAT]

A confounding cloak of shimmering heat surrounds and protects you.

Prerequisites: Wis 13, Elemental Fist, Lightning Stance, Phoenix Style, Wind Stance, Acrobatics 8 ranks

Benefit: You gain one additional Elemental Fist attempt per day.

While using the Phoenix Style stance, the concealment granted by your Wind Stance feat applies against both melee and ranged attacks.

Additionally, as long as you have at least 1 daily Elemental Fist attempt remaining, you gain fire resistance 5.

PHOENIX FIRE [COMBAT]

A passionate inner flame keeps you warm and shields you from harm.

Prerequisites: Wis 15, Elemental Fist, Phoenix Feathers, Acrobatics 10 ranks

Benefit: You gain one additional Elemental Fist attempt per day.

While using the Phoenix Style stance and as long as you have at least one daily Elemental Fist attempt remaining, you gain fire resistance 10 and you may expend one daily use of your Elemental Fist feat to gain fast healing 1 for a number of rounds equal to your Wisdom modifier (minimum 1).



PHOENIX STYLE

[COMBAT, STYLE]

You have adopted a mobile fighting style centered on the use of fiery rising punches.

Prerequisites: Wis 11, Elemental Fist, Improved Unarmed Strike, Wind Stance, Acrobatics 6 ranks

Benefit: While using this style, you gain the ability to deliver a sudden and scorching strike after successfully using the Acrobatics skill to pass through the space occupied by an opponent. To do so, you must successfully move through your opponent's space and expend one daily use of your Elemental Fist feat as a standard action immediately afterward. If you do, your opponent is denied its Dexterity bonus to Armor Class against your Elemental Fist attack, and your attack deals additional fire damage equal to the number of Elemental Fist attempts you have remaining for the day.

Additionally, whenever you successfully move through an opponent's space, the concealment granted by your Wind Stance feat is increased to 30%. Finally, as long as you have at least 1 daily Elemental Fist attempt remaining, you gain fire resistance 1

PIERCE THE VEIL

Your eyes peer into another time and place.

Prerequisites: ancestors, portents, spirits, or time patron

Benefit: You can see ethereal undead creatures, and identify them as such by sight.

PIERCING SHOT [COMBAT]

Your arrows can penetrate armor and hide.

Prerequisites: proficiency with a composite bow, Deadly Aim, base attack bonus +6

Benefit: As a standard action, you can perform a single attack with a composite bow. If your attack roll misses, but succeeds in hitting your target's touch AC, your attack still deals damage equal to your Strength modifier (as limited by your composite bow) to your target. Though your attack deals damage, it is still effectively considered to be a miss, although damage-dependent effects do still trigger as a result of your attack.

PRESENCE OF MIND

Your unflappable composure and grounded way of thinking make you hard to fool.

Prerequisites: Int 13, Sense Motive 1 rank

Benefit: You can apply your Intelligence modifier to Sense Motive skill checks made to detect a lie or gain a "hunch" about a social situation.

PSYCHOLOGICAL WARFARE

You have mastered arduous and exhausting interrogative processes.

Prerequisites: stern gaze class feature or Intimidate 6 ranks

Benefit: You can conduct a vigorous, stressful, or even traumatic interrogation against any willing or helpless creature with an Intelligence score of 3 or higher that can see, hear, and understand you. This grueling session requires 1d3 hours to complete, and allows you to attempt an Intimidate skill check with a +6 competence bonus at the conclusion. Regardless of the outcome of your check, the subject must succeed at a Will saving throw with a DC equal to your Intimidate check or become fatigued.

QUICK CATCH

You can catch or deflect multiple projectiles.

Prerequisites: Dex 15, Deflect Arrows, Improved Unarmed Strike

Benefit: You can use the Deflect Arrows feat up to two times per round. You must expend this second use of the feat at the earliest opportunity, as soon as any ranged attack would hit you after you have used your Deflect Arrows feat at least once in the current round. If you do not, you forfeit your second use for the round.

Special: If you also possess the Snatch Arrows feat, you may only make one immediate thrown weapon attack per round with a weapon caught in this way.

QUICK LEAP

You cover more ground with a swift running leap.

Prerequisites: Acrobatics 6 ranks

Benefit: Whenever you move at least 10 ft. on your turn to perform a running jump, the first 10 ft. of your jump do not count against your movement for the round.

QUICK THINKING

Your mind is capable of processing complex directions and patterns in an instant.

Prerequisites: Quicken Spell

Benefit: With a successful concentration check, you can concentrate on maintaining a spell as a move action. The DC of this concentration check is equal to 20 + the spell level of the spell to be maintained.

Normal: Concentrating on an effect is a standard action.

RAGING LUNACY

Your lunatic rage allows you to overcome your most basic mental vulnerabilities.

Prerequisites: rage, Iron Will

Benefit: You may choose not to apply your Wisdom modifier (if negative) to Will saving throws that you make while raging.

RAUCOUS SPELL [METAMAGIC]

You have learned to create a chaotic and distracting magical display.

Benefit: You may alter any non-instantaneous spell that affects an area so that the effects of the spell assume supremely distracting physical qualities. All concentration checks and Perception skill checks made within the area of the spell are made at a penalty equal to the level of the spell affected for as long as the affected spell persists. Concentration checks made to cast language-dependent spells originating within the affected area take a penalty equal to twice the level of the spell affected instead.

A raucous spell takes up a spell slot one level higher than the spell's actual level.

RAYSLINGER

With a moment of concentration, you can fire your ray spells defensively.

Prerequisites: Combat Casting, Dodge

Benefit: Whenever you successfully cast a ray spell (any spell with an effect requires a ranged touch attack) defensively, you gain a +8 dodge bonus to your Armor Class against any attack of opportunity provoked by attacking with the ray.

REACH FOR THE SKY [GRIT]

The ominous "click" of your firearm speaks volumes to your opponents.

Prerequisites: grit class feature or Amateur Gunslinger ^{UC}, Intimidate 1 rank

Benefit: As long as you have at least 1 grit point, you can attempt to use the Intimidate skill to demoralize one opponent within 30 feet as a free action once per round, as a part of the action of loading or reloading a firearm that you wield. You must expend a move, standard, or full-round action to load or reload your firearm in order to attempt to demoralize an opponent in this way.

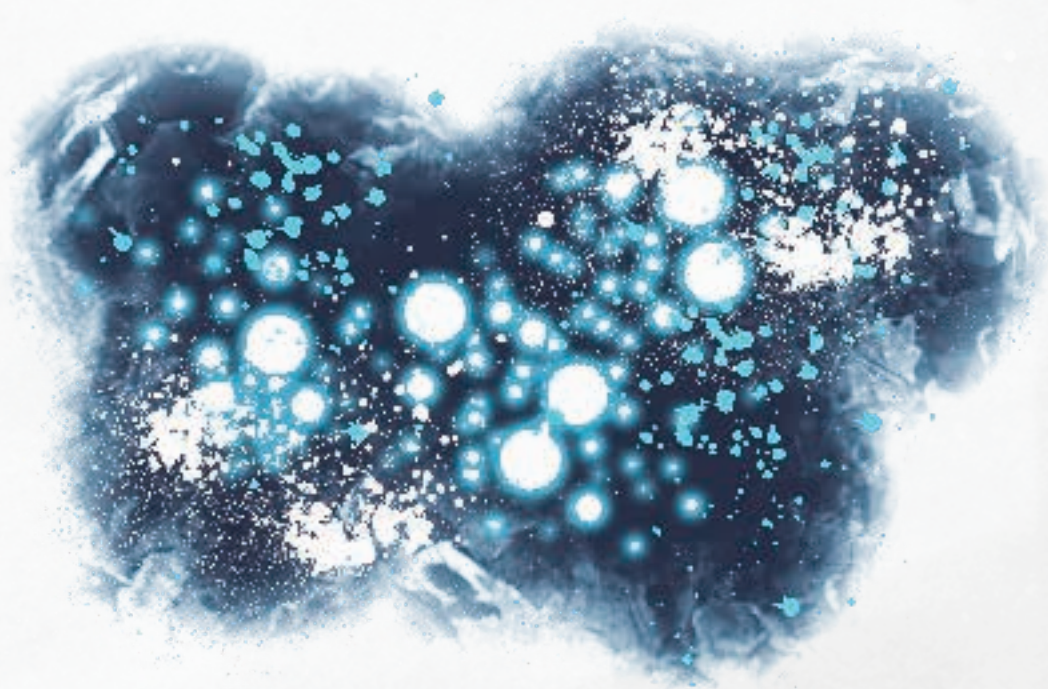
Normal: Attempting to demoralize a creature is a standard action.

REBELLIOUS WILL

The more your enemies attempt to subvert your will, the stronger your will becomes.

Prerequisites: Iron Will

Benefit: Whenever you succeed on a Will saving



throw against an opponent's spell or effect, you gain a +1 bonus on any additional Will saving throws against that same spell or effect that you make within the next hour, regardless of the source of the effect. This bonus stacks with itself, and with all other bonuses.

REDEEMER

You have embraced a cohort with a worldview which is very different from your own.

Prerequisites: good or evil alignment, Leadership

Benefit: You can attract a cohort with an alignment that is different than your own on both the law-chaos and good/evil spectrums, as long as your cohort's alignment is not diametrically opposed to your own (e.g. chaotic good and lawful evil). You do not take a penalty to your leadership score if you recruit such a cohort.

REFLEXIVE STEP

You can slip gracefully out of harm's way.

Prerequisites: base Reflex save +2, Step Up

Benefit: Whenever you are entitled to a Reflex saving throw against an opponent's area-affecting attack, you may take a five-foot step before making your save.

RESEARCH PARTNER

You are a skilled study partner; living proof that two heads are better than one!

Prerequisites: Knowledge (any) 3 ranks

Benefit: As long as your ally possess at least 1 rank in the relevant Knowledge skill, you can attempt to use the aid another action to assist that ally in making a Knowledge skill check, even if you do not possess at least 1 rank in the relevant skill.

Additionally, when you successfully use the aid another action to assist an ally in making a Knowledge skill check in which you possess at least 1 rank, your ally may gain information with a DC higher than 10 to obtain, even if he does not possess at least 1 rank in the relevant skill.

Normal: A creature cannot make an untrained Knowledge check with a DC higher than 10 unless that creature has access to a library.

RIDGE RACER

You are adept at navigating narrow passages and ridges.

Prerequisites: Acrobatics 3 ranks, Run

Benefit: As long as your speed is not reduced due to carrying a medium or heavy load or by wearing medium or heavy armor, you can move at

full speed when running across narrow surfaces. You are also adept at using your momentum to aid your balance. If you take a withdraw or run action to move across such a surface, you gain a +2 bonus on your Acrobatics skill check to move across.

Additionally, you may choose to increase the DC of such a check by +10. If you do, and your check is successful, you may retain your Dexterity bonus to your Armor Class while moving across the surface.

Normal: Moving across a narrow surface requires a creature to move at half speed, and causes the mover to lose its Dexterity bonus to Armor Class while moving.

RIGHTEOUS CAUSE

Your moving tributes can turn tragedy into renewed loyalty and zeal.

Prerequisites: Leadership

Benefit: You can deliver a stirring tribute and eulogy for a cohort who was slain or met their demise in service to your cause. This tribute requires one uninterrupted minute of speech and the presence of each of your remaining cohorts and followers. Once delivered, the tribute alleviates any penalties to your leadership score caused by the death of a cohort in service to your cause, even if you or one of your allies were in some part responsible for your cohort's demise.

This oratory ability loses its inspirational power if delivered too frequently. Each time after the first that you attempt to deliver such a tribute within the space of one year, you must succeed on a DC 20 Charisma check. This DC is increased by 5 for each time beyond the second that you deliver such a tribute within the space of a year. A failed attempt renders the use of this feat impossible until one year has passed.

RULE OF MIGHT

Your followers admire and respect your might; yours is a rule of strength.

Prerequisites: Str 15, Leadership

Benefit: When determining your leadership score, you can use your Strength score in place of your Charisma score. If you have a negative Charisma modifier, subtract that modifier from your leadership score.

SAINTED STEED

Your divine steed is a sainted and legendary creature.

Prerequisites: divine bond class feature

Benefit: Your class levels stack with your effective paladin levels for the purposes of determining the abilities and statistics of your divinely-bonded mount. Furthermore, your celestial mount can smite evil one additional time per day.

Normal: A celestial creature can smite evil once per day.

SAP STRENGTH

Your strength-draining spells empower and enhance your own might.

Prerequisites: Str 13, caster level 1st

Benefit: Whenever a spell or spell-like ability that you cast or use deals 1 or more points of Strength damage to your target, 1 point of the damage dealt is converted to Strength drain instead. In addition, you recover 1 point of Strength damage for each point of Strength damage or Strength drain that your spell or spell-like ability inflicts. If your Strength score is undamaged, you may instead recover 1 hit point for each point of Strength damage or Strength drain dealt by your spell.

SCIENTIFIC CURIOSITY

You have a natural aptitude for all things scientific, alchemical, and mechanical.

Prerequisites:

Benefit: You gain a +1 bonus on all Craft (alchemy), Craft (traps), Disable Device, Heal, Profession (engineer), Profession (herbalist), Knowledge (engineering), and Knowledge (nature) skill checks.

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.

Normal: Avoiding a scroll mishap requires a

Wisdom check with a DC of 5.

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.

SEDUCTIVE PERFORMANCE

Your talents as a performer lend you a sensual social advantage.

Prerequisites: Perform (any) 2 ranks

Benefit: You can use the Perform skill to influence the attitudes of characters who are (or could be) sexually attracted to you, but not for any other purpose or function related to the Diplomacy skill. Furthermore, you can take a -2 penalty on the skill check in order to influence each character who can see you and who is (or could be) sexually attracted to you. Either application of this feat requires the usual 1 minute of interaction required to influence another's attitude.

SEIZE THE INITIATIVE

Your judgment is as swift as your reflexes are sharp.

Prerequisites: cunning initiative and judgment class features^{APG}

Benefit: You can activate your judgment class feature as a part of an initiative check. If you do, you must expend two daily uses of your judgment class feature. Furthermore, you may roll twice on your initiative check and take the better result. You must decide whether or not to use this feat before you roll.

SHIFTING STYLE DEFENSE [COMBAT]

Your unpredictable fighting style leaves your opponents guessing.

Prerequisites: any two style feats, Dodge

Benefit: Whenever you spend a swift action to change combat style stances, you gain a +1 dodge bonus to your Armor Class for 1 round.

SHIMMERING ILLUSIONS

Your illusions evoke a watery glow not unlike the reflection of the moon upon the water.

Prerequisites: light, moon, or water patron

Benefit: At your option, illusion (figment) spells that you cast give off a ghostly, watery light equivalent to that of a candle. This light can be incorporated into the illusion, or you may simply leave those that perceive the figment to puzzle over the strange glow.

In addition, creatures that do not disbelieve the figment take a -2 penalty on Will saving throws against fascination effects.

SHOOTIST'S SHOWMANSHIP [COMBAT, PERFORMANCE]

You can draw or holster a weapon with a twirling flare that the crowds adore.

Prerequisites: Sleight of Hand 2 ranks

Benefit: When you spend a swift action to make a performance combat check, you can draw, sheathe, or holster a crossbow or firearm as a part of the same action.

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.

SMASHING BLOW [COMBAT]

You can smash a slew of smaller enemies in a single blow.

Prerequisites: Str 17, Power Attack

Benefit: As a standard action, you can use a two-handed bludgeoning weapon to make a single attack roll against all creatures in a single five-foot square within your reach. This feat allows you to deal normal weapon damage to a creature with the swarm subtype with such an attack, as long as that creature is not immune to bludgeoning damage or to weapon damage.

Apply the damage from your attack, if successful, to each creature that your attack is successful in hitting; do not roll damage separately. This imprecise attack scores an automatic hit on a roll of a natural 20, but cannot threaten or confirm a critical hit.

SMOOTH-TALKER

With a few well-chosen words, you can convince your opponents to hear you out.

Prerequisites: Improved Initiative, Diplomacy 3 ranks

Benefit: As long as you act before any enemy has acted during a surprise round (or the first round of combat, if there is no surprise round), you can attempt to influence an opponent's attitude with the Diplomacy skill as a standard action.

Normal: Influencing a creature's attitude requires at

least 1 minute of interaction.

SNEAK ATTACK SNIPER

You can execute deadly sneak attacks from a great distance.

Prerequisites: sneak attack +2d6, Far Shot

Benefit: You can perform sneak attacks at ranges greater than 30 feet. For every 10 feet away from you that your target lies beyond the first 30 feet, reduce the number of sneak attack dice rolled by 1.

Normal: Ranged attacks count as sneak attacks only if the target is within 30 feet.



SNIPER'S SHOT [COMBAT]

Your deadly aim is as lethal as it is precise.

Prerequisites: Deadly Aim, Stealth 3 ranks

Benefit: When you use your Deadly Aim feat while making a ranged attack against a target that is unaware of your presence, you may ignore the penalties associated with the use of that feat for as long as your opponent remains unaware of your location.

SORCEROUS STAMINA

Your sorcerous powers stem from a well of arcane stamina.

Prerequisites: Cha 19, arcane spellcasting ability, any sorcerer bloodline

Benefit: When you ready and regain your daily allocation of sorcerer spells for the day, you may gain a number of temporary hit points equal to the combined number of sorcerer spell levels currently available to you. Unlike normal temporary hit points, you may choose whether or not to lose these temporary hit points first whenever you receive damage, and you may choose to subtract some, all, or none of any damage that you receive from this temporary hit point total. Whenever you lose one or more of these temporary hit points, you lose an equal number of the spell levels available to you for the day, in any combination that you choose. If your total available arcane spell levels are less than the number of temporary hit points that you have left, then you immediately lose all remaining sorcerer spell levels available to you.

SPIRITUAL AWARENESS

You possess a sixth sense capable of perceiving, or at least glimpsing, the spirit world.

Prerequisites: Wis 19, Knowledge (religion) 12 ranks

Benefit: Your heightened awareness of the spirit world grants you a special form of blindsense with a range of 30 feet. While under the effects of a see invisibility or true seeing effect, you gain a special blindsight for the duration of the effect. These unique spiritual senses can only detect creatures of the outsider and undead types.

SPUR MOUNT

With a swift gesture, you can spur your mount to greater speed.

Prerequisites: Ride 3 ranks

Benefit: While you are mounted, you can spur your mount as a swift action. A spurred mount gains a +10 ft. bonus to its base land speed for 1 round.

STAND BACK!

You can shield your allies from the effects of your alchemical weapons.

Prerequisites: Throw Anything

Benefit: Allies caught in the splash radius of a splash weapon that you throw gain a +4 bonus on Reflex saving throws made against your attack. Allies who fail their saving throws against your splash weapon may fall prone as an immediate action to avoid the damaging effects of your splash weapon, if any.

STEALTHY SPRINTER

You can move like the wind – swiftly and silently.

Prerequisites: fast stealth rogue talent, Stealth 5 ranks

Benefit: You can use the Stealth skill while running.

Normal: It is impossible to use the Stealth skill while running.

STEALTHY STEED

At your direction, your mount is capable of incredible stealth.

Prerequisites: Handle Animal 3 ranks, Ride 3 ranks, Stealth 3 ranks

Benefit: While you are mounted or within arm's reach of a suitable mount that you have ridden before, your mount may halve any size penalty on Stealth skill checks that it suffers from, and may reduce the armor check penalty of any barding that it wears by 1. Additionally, your mount gains a +1 bonus on Stealth skill checks for every 10 feet that its base land speed is above 30.

STREET SMARTS

With enough time, you can squeeze information out of hearsay and rumor.

Prerequisites: Diplomacy 3 ranks

Benefit: You can take 20 when using the Diplomacy skill to gather information without multiplying the time that it takes you to perform the task as drastically as you normally would. When you take 20 on this application of the Diplomacy skill, triple the amount of time that it takes you to gather the information.

Normal: Taking 20 takes 20 times as long as making a single check normally would.

SUCKER PUNCH [COMBAT]

You have perfected the art of the cheap shot.

Prerequisites: Improved Feint, Improved Unarmed Strike, base attack bonus +3

Benefit: Whenever you successfully make an unarmed strike attack against a creature that is denied its Dexterity bonus to Armor Class, you may roll your unarmed strike damage twice and take the better result. Additionally, your critical multiplier is improved by one step when making unarmed strikes against such opponents.

Special: If you have the sneak attack class feature, you may elect to re-roll a number of sneak attack dice equal to or less than your Strength modifier (minimum 1 die) instead. You must keep the second result of each sneak attack die re-rolled.

SUPREME CONFIDENCE

Your confidence is difficult to shake.

Prerequisites: Persuasive

Benefit: You may oppose an Intimidate skill check made to demoralize you with a skill check of your own. You may use the Diplomacy or Intimidate skills to oppose such a check. If you do, the result of your check replaces the usual DC to demoralize you (even if it is lower than the usual DC would be). Any modifier which would normally increase that DC increases your opposed Diplomacy or Intimidate skill check instead.

SURVIVALIST

You can get along in the untamed wilds with unrivaled skill and savvy.

Prerequisites: Wis 13, base Fortitude save +4, Survival 4 ranks

Benefit: You gain 2 additional hit points, and you may choose to increase the DC of Survival skill checks made to track you by an amount equal to your Wisdom modifier whenever you travel. Furthermore, when you successfully use the Survival skill to gain or share a bonus on Fortitude saving throws against the effects of severe weather, you may increase the bonus granted by an amount equal to your Wisdom modifier. Lastly, when you forage for sustenance, you can provide food and water for two additional persons for every 3 points by which your Survival skill check exceeds a DC of 10.

Normal: You can provide food and water for one additional person for every 2 points by which your Survival skill check exceeds a DC of 10.

SWIFT ATHLETICS

Your physical prowess keeps you mobile on land and in the water.

Prerequisites: Athletic, Climb 1 rank, Swim 1 rank

Benefit: By accepting a -5 penalty on a Climb



or Swim skill check, you can move at your full speed with a successful check. Additionally, you can spend a swift action to reduce your Armor Check penalty as it applies to Climb and Swim skill checks by 2 points until the start of your next turn.

Normal: You can move at half speed with a successful Climb or Swim skill check.

SWIFT LEAP

You can execute a running leap with only a few feet in which to maneuver.

Prerequisites: Acrobatics 1 rank

Benefit: As long as your speed is not reduced due to carrying a medium or heavy load or by wearing medium or heavy armor, you gain a +2 bonus on Acrobatics skill checks, and you can attempt to perform a running jump with a running start of only 5 feet.

Normal: A running jump requires 10 feet of space.

TACTICAL BRILLIANCE [COMBAT]

Your strategic genius gives your allies an early advantage in battle.

Prerequisites: Int 15, Improved Initiative, base attack bonus +2

Benefit: During the surprise round (or the first round of combat, if there is no surprise round) you can devise and reveal a brilliant tactical strategy as a free action performed at the start of his turn. Against enemies that have not yet acted during the combat, you and your allies may add your Intelligence bonus to weapon damage rolls. Allies

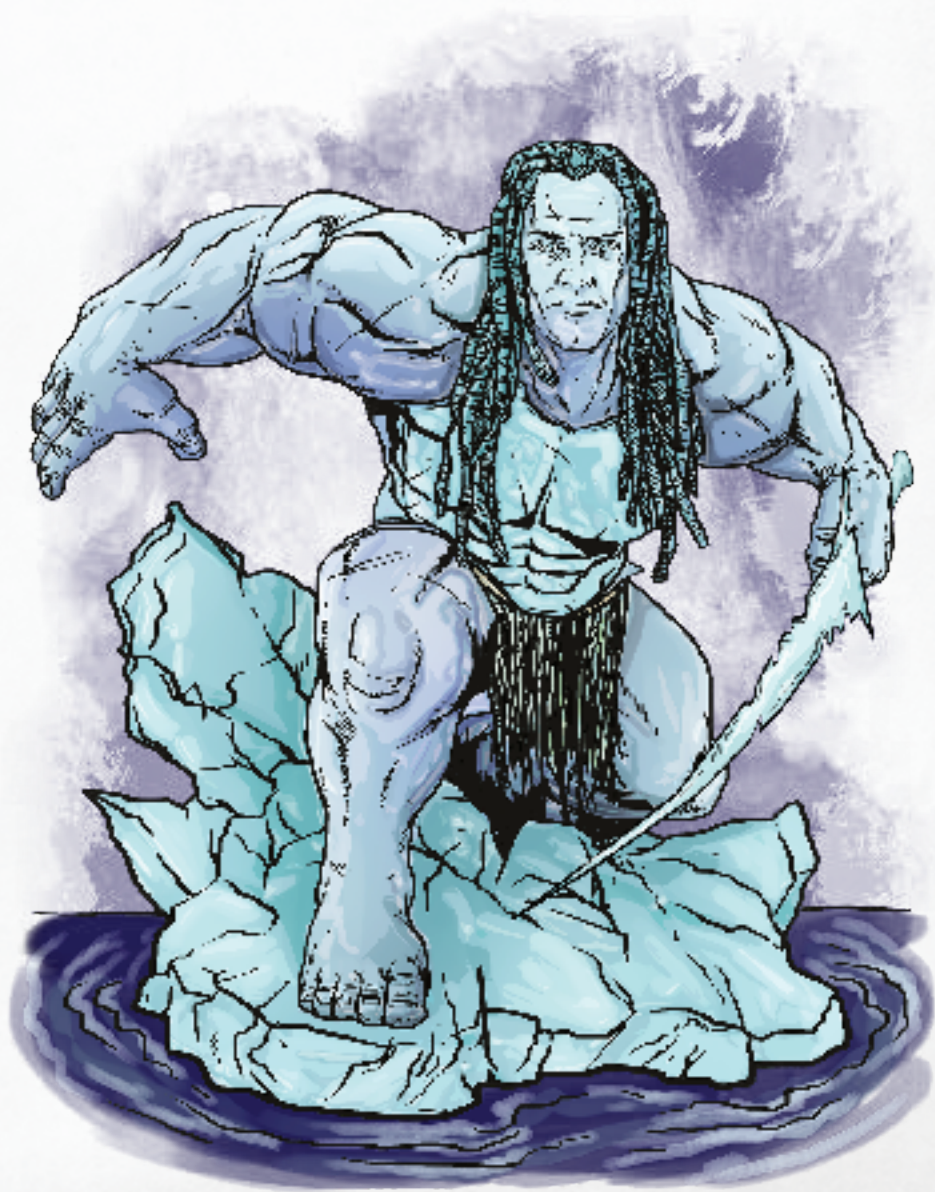
that would benefit from this ability must be able to see and hear you.

TAG TEAM [TEAMWORK]

You are most skilled at wrestling in conjunction with a partner.

Prerequisites: Improved Grapple, Swap Places^{APG}

Benefit: Whenever you use the Swap Places feat to move into the square of an ally who also possesses this feat, you may assume control of any grapple that your ally was maintaining. Your ally gains the ability to leave his space and give up participation in a grapple as a part of the immediate action used to trade places with you. You may not exchange places with an ally who is grappled by another creature.



TEAM SPIRIT

Your followers work exceptionally well together.

Prerequisites: Leadership

Benefit: Your followers gain a +4 morale bonus on skill checks made to aid one another.

TENACIOUS FORTITUDE

You can often endure an affliction or illness for long enough to muster a final effort.

Prerequisites: Endurance, base Fortitude save +2

Benefit: When you fail a Fortitude saving throw against an effect which would cause you to become dazed, deafened, diseased, exhausted, fatigued, nauseated, sickened, staggered or stunned, you may choose to delay the onset of that effect for 1 round.

TERRIBLE PRESENCE

The mere sight of you is cause for panic on a grand scale.

Prerequisites: frightful presence, Intimidating Prowess, size Huge or larger

Benefit: The range of your frightful presence ability is increased to 1 mile. A creature must be able to see you to be affected, and you may activate this ability as a free action by simply flying overhead.

TERRIBLE TRANSFORMATION

Your transformative spells may only be reversed or removed at a terrible price.

Prerequisites: insanity or transformation patron

Benefit: Whenever a transmutation (polymorph) spell effect that you cast is dispelled or removed before the duration of the effect expires, the target must succeed on a Will saving throw against the DC of the spell or become inflicted by an insanity (see the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*), determined at random.

TERRIFYING TUNE

Your bardic performance haunts those who hear it.

Prerequisites: frightening tune bardic performance

Benefit: Creatures that save against your frightening tune ability are shaken for 1 round.

TIMELESS WISDOM

The experience of your long years has taught you much.

Prerequisites: middle age category or older

Benefit: You may add your Wisdom modifier to all trained Knowledge skill checks, and you gain a

bonus on all trained Knowledge skill checks equal to the number of age categories above "adult" that you possess.

TOUGHENED BY TRAINING

[COMBAT]

Long hours at the dojo have toughened you up.

Prerequisites: any style feat, Toughness

Benefit: You gain two additional hit points for every style feat that you possess.

TREMENDOUS COURAGE

You are firm in the belief that the last man standing stands the tallest man of all.

Prerequisites: Small size or defensive training special quality

Benefit: Creatures larger than you gain no bonus on Intimidate skill checks against you, and you take only a -2 penalty on Intimidate skill checks made against creatures larger than you. Additionally, you may add the bonuses granted by your defensive training and hatred special abilities (if you possess them) to the DC of Intimidate skill checks made to demoralize you.

Normal: You take a -4 penalty on Intimidate skill checks made against larger targets.

TRICKY DEFENSE [COMBAT]

Your clever and capricious techniques make you a difficult opponent to predict.

Prerequisites: Int 13, Dex 13, Combat Expertise

Benefit: The DC to grant an aid another bonus to Armor Class against attacks that you make or on attack rolls made against you is equal to your Combat Maneuver Defense. While fighting defensively or using your Combat Expertise feat, you gain an additional +4 bonus to your effective CMD for the purposes of determining the DC of aid another checks made against you.

Normal: The DC to grant an aid another bonus against any given character is 10.

TRICKY MANEUVERS [COMBAT]

Your clever, unpredictable maneuvers are especially effective against flat-footed foes.

Prerequisites: Int 13, Improved Feint

Benefit: You may add your Intelligence modifier to Combat Maneuver Bonus checks against creatures denied their Dexterity bonus to Armor Class against your attacks.

TUMBLING CHARGE [COMBAT]

You can perform an acrobatic charge.

Prerequisites: Acrobatics 6 ranks, base attack bonus +3

Benefit: As long as you move at least 5 feet before doing so, you may attempt to use the Acrobatics skill to move through an occupied square when charging.

Normal: You may not charge through any square that contains a creature

UNAPPROACHABLE

Your social confidence and unapproachable presence make you difficult to influence.

Prerequisites: Wis 13

Benefit: The DC of any Bluff, Diplomacy, or Intimidate skill check made to influence you is increased by +2.

UNCANNY STYLE [COMBAT]

You are prepared and able to enter your fighting stance at the barest sign of trouble.

Prerequisites: Wis 13, *ki* pool, uncanny dodge, any style feat

Benefit: When you participate in a combat, you may spend 1 point from your *ki* pool to enter a stance employed by one of your style feats as a part of the initiative check.

Normal: Entering a stance is a swift action.

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.

VIGILANT WATCHMAN

Your vigilance is as constant as it is focused.

Prerequisites: Wis 11, Perception 1 rank

Benefit: The DC of Perception skill checks that you make are never increased due to your being distracted by another task or stimulus (including combat).

Normal: Distraction increases the DCs of Perception skill checks by +5.

WARDED SPELL [METAMAGIC]

You can safely wade through the effects of harmful spells that you cast.

Prerequisites:

Benefit: You may alter any non-permanent spell that affects an area so that the effects of the spell are greatly suppressed for you and your allies. Allied creatures that you designate gain a +8 bonus on saving throws against the effects of the spell.

A warded spell takes up a spell slot one level higher than the spell's actual level.

WARY COMPANION

You share a cautious connection with your animal companion, familiar, or mount.

Prerequisites: animal companion, divine bond, familiar, or mount class feature, Perception 9 ranks, Sense Motive 9 ranks

Benefit: Whenever your animal companion, familiar, or class-granted mount perceives a potential threat or danger (such as with the scent special ability or with a successful Perception skill check), you may attempt a DC 15 Sense Motive skill check in order to notice the danger as well, provided that you possess the ability to do so.

Special: Your GM should roll your Sense Motive skill check in secret.

WEIRD SCIENCE

Your extracts produce astonishing effects which make them impossible to identify.

Prerequisites: alchemist level 1st

Benefit: Effects produced by your extracts may not be identified with the Spellcraft skill.

WILL TO LIVE

You possess a will to live that allows you to cling to life even in dire circumstances.

Prerequisites: Wis 13, base Will save +2

Benefit: You gain 2 additional hit points, and you may effectively add your Wisdom modifier to your Constitution score when determining the maximum negative hit point total that you can reach without dying.

WISE WARRIOR [COMBAT]

Your faith enables you to be ever ready, and ever able.

Prerequisites: Wis 15, divine spellcasting ability, Warrior Priest^{UM}, base attack bonus +4

Benefit: As long as you have a divine spell of 1st-level or higher prepared or available to you, you



may sacrifice a prepared divine spell or an unused divine spell slot of 1st-level or higher to double the bonuses granted by your Warrior Priest feat for 1 round as a free action. If you use this ability during a surprise round, you may take a full round of actions during the surprise round.

Normal: Creatures may take a standard action or a move action during a surprise round.

WISE WORDS

You can heal your allies without compromising their spell resistance.

Prerequisites: healing or wisdom patron, Wis 13

Benefit: You may speak a few obscure and archaic words of wisdom when you cast an arcane conjuration (healing) spell. A spell cast in this way requires verbal components if it did not already, and the effective spell resistance of the target (if any) is reduced by an amount equal to your Wisdom score for the purposes of that casting.

WITCH OF THE WILDS

Your ensorcelled nails are as sharp as the claws of a beast.

Prerequisites: animals or elements patron, nails hex, Wis 13

Benefit: Your nails are treated as primary attacks. Additionally, you may qualify for the Elemental Fist feat (if you chose the elements patron; see the *Pathfinder® Roleplaying Game: Ultimate Combat*

TM sourcebook for a description of this feat) or the Stunning Fist feat (if you chose the animals patron) as though you possessed the Improved Unarmed Strike feat, even if you do not. Furthermore, you may ignore the base attack bonus prerequisites of both feats. You may use those feats in conjunction with your nails, but not with any other natural attack.

ZEALOUS PERFORMANCE

Your performances can empower your followers to shake off even magical effects.

Prerequisites: bardic performance, Leadership

Benefit: Your cohorts and followers affected by one of your bardic performances gain the slippery mind ability while affected, as the advanced rogue talent of the same name.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.;

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Buhlman, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Buhlman, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Combat © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Buhlman, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Buhlman, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Abandoned Arts Presents: More Feats! Compendium Volume 1 © 2016, Daron Woodson; Author: Daron Woodson, Layout by Troy Daniels, Art by Rick Hershey and Fat Goblin Games

