

ULTIMATE FEAT DECKS



ULTIMATE COMBAT

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.

LPJ9492



ADDER STRIKE (COMBAT)

You can quickly apply poison to gloved hands, protected feet, or other protected body parts, delivering the poison with your unarmed strikes.

Prerequisites: Poison use class feature, Craft (alchemy) 1 rank, Improved Unarmed Strike.

Benefit: As a swift action, you can apply one dose of contact or injury poison to two body parts that you use for unarmed strikes. You must still protect yourself against exposure to contact poisons you apply in this way.

Normal: Applying poison to a weapon or single piece of ammunition is a standard action.

ADEPT CHAMPION

You can alter your smite ability, channeling the power of your deity into divine inspiration that grants you greater aptitude for performing combat maneuvers.

Prerequisites: Smite evil class feature, base attack bonus +5.

Benefit: While using your smite evil class feature, as a swift action at the start of your turn, you can forgo the bonus on damage rolls and instead gain half that bonus as a bonus on combat maneuver checks against the target of your smite. The effects of your smite evil feature return to normal at the start of your next turn.

AMATEUR GUNSLINGER (COMBAT)

Although you are not a gunslinger, you have and can use grit.

Prerequisite: You have no levels in a class that has the grit class feature.

Benefit: You gain a small amount of grit and the ability to perform a single 1st-level deed from the gunslinger deed class feature. At the start of the day, you gain 1 grit point, though throughout the day you can gain grit points up to a maximum of your Wisdom modifier (minimum 1). You can regain grit using the rules for the gunslinger's grit class feature (see page 9). You can spend this grit to perform the 1st-level deed you chose upon taking this feat, and any other deed you have gained through feats or magic items.

Special: If you gain levels in a class that grants the grit class feature, you can immediately trade this feat for the Extra Grit feat.

ARC SLINGER (COMBAT)

You can twirl your sling in a way that maximizes its effectiveness.

Prerequisites: Point-Blank Shot, proficient with sling or halfling sling staff.

Benefit: When using a sling or sling staff, you reduce your penalty on ranged attack rolls due to range by 2. Point-Blank Shot's damage bonus applies within the first normal range increment of your sling (50 feet) or sling staff (80 feet).

BACK TO BACK (TEAMWORK)

Your ally's eyes are your own, and yours are his.

Prerequisite: Perception 3 ranks.

Benefit: While you are flanked and adjacent to an ally with this feat, you receive a +2 circumstance bonus to AC against attacks from opponents flanking you.

BETRAYER

You can charm people into lowering their defenses, allowing you to ambush them more effectively.

Prerequisites: Quick Draw, Persuasive, base attack bonus +3.

Benefit: When you succeed at a Diplomacy check to change a creature's attitude, you can draw a weapon and make a single melee attack against that creature as an immediate action. If you changed your target's attitude to friendly or better, your target is considered flat-footed against this attack. If the target survives, it takes a -2 penalty on its initiative check for this combat.

Once you attack a creature, its attitude becomes hostile.

BINDING THROW (COMBAT)

You can strike your enemy and use the blow as an opportunity to grab and hold him.

Prerequisites: Improved Grapple, Improved Trip, Improved Unarmed Strike, Ki Throw.

Benefit: After you successfully use the Ki Throw feat on an opponent, you can use a swift action to attempt a grapple combat maneuver against that opponent.

Normal: The grapple combat maneuver is a standard action.

Special: A monk can gain Binding Throw as a bonus feat starting at 14th level.

BLUDGEONER (COMBAT)

You can knock foes out cold with just about any blunt instrument.

Benefit: You take no penalty on attack rolls for using a lethal bludgeoning weapon to deal nonlethal damage.

Normal: You take a -4 penalty on attack rolls when using a lethal weapon to deal nonlethal damage. You cannot use a lethal weapon to deal nonlethal damage in a sneak attack.

Special: A rogue with this feat can use a lethal bludgeoning weapon to deal nonlethal damage with a sneak attack.

BOAR FEROCITY (COMBAT)

Your flesh-ripping unarmed strikes terrify your victims.

Prerequisites: Improved Unarmed Strike, Boar Style, Intimidate 6 ranks.

Benefit: You add piercing damage to the damage types you can deal with your unarmed strikes. Further, you gain a +2 bonus on Intimidate checks to demoralize opponents.

While using Boar Style, whenever you tear an opponent's flesh, you can spend a free action to make an Intimidate check to demoralize that opponent.

BOAR SHRED (COMBAT)

The wounds you inflict with your unarmed strikes bleed, giving you renewed vigor.

Prerequisites: Improved Unarmed Strike, Boar Ferocity, Boar Style, Intimidate 9 ranks.

Benefit: You can make an Intimidate check to demoralize an opponent as a move action. While using Boar Style, whenever you tear an opponent's flesh, once per round at the start of that opponent's turn he takes 1d6 bleed damage.

The bleed damage dealt while using Boar Style persists even if you later switch to a different style.

BOAR STYLE (COMBAT, STYLE)

Your sharp teeth and nails rip your foes open.

Prerequisites: Improved Unarmed Strike, Intimidate 3 ranks.

Benefit: You can deal bludgeoning damage or slashing damage with your unarmed strikes—changing damage type is a free action. While using this style, once per round when you hit a single foe with two or more unarmed strikes, you can tear flesh. When you do, you deal 2d6 bleed damage with the attack.

BODY SHIELD (COMBAT)

With a sly maneuver, you force a grappled opponent into the path of an incoming attack.

Prerequisites: Dex 13, Improved Grapple, Improved Unarmed Strike, base attack bonus +6.

Benefit: As an immediate action while you are grappling an adjacent creature, you can make a grapple combat maneuver check against that creature to gain cover against a single attack. If you are successful and the attack misses you, that attack targets the creature you used as cover, using the same attack roll. You cannot use this feat against a creature grappling you, and the cover you gain ends after the attack you gained cover against is resolved.

BOLSTERED RESILIENCE

You can dramatically increase your damage reduction in exchange for its temporary loss.

Prerequisite: Damage reduction.

Benefit: As an immediate action, you can double your DR against a single attack, to a maximum of DR 20. The type of the DR remains unchanged. If the attack you are guarding against is not successful, the increased damage reduction persists until you are hit with an attack or until the start of your next turn, whichever happens first. At the start of your next turn, you become fatigued. You cannot use this feat while you are fatigued.

BONEBREAKER (COMBAT)

When your opponent is unable to adequately defend against them, your precise unarmed strikes break bone and tear tissue.

Prerequisites: Dex 13, Improved Grapple, Improved Unarmed Strike, Jawbreaker, Stunning Fist, Heal 9 ranks.

Benefit: When you make a successful Stunning Fist attempt against an opponent that is grappled, helpless, or stunned, you can forgo any other Stunning Fist effect to deal 1d6 Strength or Dexterity damage to that opponent.

BRANDED FOR RETRIBUTION

You brand an enemy with your bane weapon, making it more vulnerable to your allies' attacks.

Prerequisite: Bane class feature.

Benefit: As a standard action, expend 3 rounds of your bane class feature and make a melee touch attack with the weapon affected by bane. If you hit, your target takes no damage but is branded until the start of your next turn. While this brand remains, your allies' weapons are considered to have the bane ability with which your weapon is imbued when they attack the branded creature.

BREAK GUARD (COMBAT)

You can use one of your two weapons to occupy your opponent's defenses while attacking with the other.

Prerequisites: Dex 15, Int 13, Combat Expertise, Improved Disarm, Two-Weapon Fighting.

Benefit: While wielding two weapons, whenever you successfully use one weapon to disarm an opponent, you can spend a swift action to attack the opponent you attempted to disarm using your other weapon.

BROKEN WING GAMBIT (COMBAT, TEAMWORK)

You feign weakness, making yourself a tempting and distracting target.

Prerequisite: Bluff 5 ranks.

Benefit: Whenever you make a melee attack and hit your opponent, you can use a free action to grant that opponent a +2 bonus on attack and damage rolls against you until the end of your next turn or until your opponent attacks you, whichever happens first. If that opponent attacks you with this bonus, it provokes attacks of opportunity from your allies who have this feat.

CARTWHEEL DODGE

You use your knack for avoiding damage to reposition yourself in combat.

Prerequisites: Evasion class feature, improved evasion class feature, acrobatics 12 ranks.

Benefit: When you successfully use improved evasion to avoid taking damage, you can move up to half your speed as an immediate action. This movement provokes attacks of opportunity as normal.

CAVALRY FORMATION (COMBAT, TEAMWORK)

You are skilled at riding in close formation with your mounted allies without impeding your effectiveness on the battlefield.

Prerequisite: Mounted Combat.

Benefit: You and your mount can overlap the space of mounts whose riders have this feat, although no more than two creatures can share any one square. Further, you can charge through a space containing an allied mount if that mount's rider has this feat, although the space from which you make your charge attack must comply with this feat's other benefit or be unoccupied.

CHANNELED REVIVAL

You can expend a large portion of your channeling power to reverse death itself.

Prerequisite: Channel energy 6d6 (positive energy).

Benefit: As a full-round action that provokes attacks of opportunity, you can expend three uses of your channel energy class feature to restore a dead creature to life as if you had cast the breath of life spell (Core Rulebook 251).

CHANNELING SCOURGE

Your zeal for hunting your faith's enemies empowers your ability to channel divine energy, as long as you channel that energy for harm.

Prerequisite: Inquisitor channel energy class feature.

Benefit: When you use channel energy to deal damage, your inquisitor levels count as cleric levels for determining the number of damage dice and the saving throw DC.

CHARGING HURLER (COMBAT)

You know how to use your momentum to enhance your thrown weapon attacks.

Prerequisite: Point-Blank Shot.

Benefit: You can use the charge rules to make a thrown weapon attack. All the parameters of a charge apply, except that you must only move closer to your opponent, and you must end your movement within 30 feet of that opponent.

If you do, you can make a single thrown weapon attack against that opponent, gaining the +2 bonus on the attack roll and taking a -2 penalty to your AC until the start of your next turn.

CHOKEHOLD (COMBAT)

While grappling, you can cut off an opponent's air and blood supply.

Prerequisites: Improved Grapple, Improved Unarmed Strike, base attack bonus +6 or monk level 5th.

Benefit: While you have an opponent up to one size category larger than you grappled, you can attempt a grapple combat maneuver with a -5 penalty on the check.

If you succeed, you have pinned your opponent and hold the opponent in a chokehold. When you maintain the grapple, you also maintain the chokehold. A creature in a chokehold cannot breathe or speak, and thus cannot cast spells that have a verbal component. An opponent you have in a chokehold has to hold his breath or begin suffocating.

Any creature that does not breathe, is immune to bleed damage, or is immune to critical hits is immune to the effects of your chokehold. When the grapple is ended, so is the chokehold.

CLEAVING FINISH (COMBAT)

When you strike down an opponent, you can continue your swing into another target.

Prerequisites: Str 13, Cleave, Power Attack.

Benefit: If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

CLOSE-QUARTERS THROWER (COMBAT)

You are agile enough to avoid melee attacks while throwing weapons or bombs.

Prerequisites: Dex 13, Dodge, Weapon Focus with selected thrown weapon.

Benefit: Choose a type of thrown weapon. You do not provoke attacks of opportunity for making ranged attacks using the selected weapon. If you are an alchemist, and you select this feat and choose alchemist bombs, you do not provoke attacks of opportunity for the process of drawing components of, creating, and throwing a bomb.

Normal: Making a ranged attack provokes attacks of opportunity.

CLUSTERED SHOTS (COMBAT)

You take a moment to carefully aim your shots, causing them all to strike nearly the same spot.

Prerequisites: Point-Blank Shot, Precise Shot, base attack bonus +6.

Benefit: When you use a full-attack action to make multiple ranged weapon attacks against the same opponent, total the damage from all hits before applying that opponent's damage reduction.

Special: If the massive damage optional rule is being used (Core Rulebook 189), that rule applies if the total damage you deal with this feat is equal to or exceeds half the opponent's full normal hit points (minimum 50 points of damage).

COMBAT MEDIC (TEAMWORK)

You know the urgency of treating wounds in the heat of battle, applying first aid to your allies with such speed that you assure no one gets left behind.

Prerequisite: Heal 5 ranks.

Benefit: Whenever you use Heal to provide first aid, treat caltrop wounds, or treat poison on an ally who also has this feat, you provoke no attacks of opportunity, and can take 10 on the check.

COMBAT STYLE MASTER (COMBAT)

You shift between combat styles, combining them to increased effect.

Prerequisites: Improved Unarmed Strike, two or more style feats, base attack bonus +6 or monk level 5th.

Benefit: You can switch your style as a free action. At the start of combat, pick one of your styles. You start the combat in that style, even in the surprise round.

Normal: It takes a swift action to begin or switch your styles.

CONTINGENT CHANNELING

You can imbue others with your healing energy so that they can use it at the moment of greatest need.

Prerequisites: True healer class feature, Selective Channeling.

Benefit: You can use a standard action to touch an ally and expend one of your daily uses of channel energy to create a repository of positive energy within that ally. This repository contains the same number and type of dice as normal for your channel energy feature, and it lasts for 1 minute. An ally who has such a repository can use an immediate action to roll the repository's dice and regain a number of hit points equal to the result. If an ally who has such a repository is reduced to negative hit points, the repository triggers, allowing the ally to heal without using an action.

COORDINATED CHARGE (COMBAT, TEAMWORK)

You are an expert at leading your allies into the fray.

Prerequisites: You have at least two other teamwork feats, base attack bonus +10.

Benefit: When an ally with this feat charges a creature that is no further away from you than your speed, you can, as an immediate action, charge that creature. You must be able to follow all of the normal charge rules.

CRANE RIPOSTE (COMBAT)

You use your defensive abilities to make overpowering counterattacks.

Prerequisites: Crane Style, Crane Wing, Dodge, Improved Unarmed Strike, base attack bonus +8 or monk level 7th.

Benefit: You take only a -1 penalty on attack rolls for fighting defensively. Whenever you use Crane Wing to deflect an opponent's attack, you can make an attack of opportunity against that opponent after the attack is deflected.

CRANE STYLE (COMBAT, STYLE)

Your unarmed fighting techniques blend poise with graceful defense.

Prerequisites: Dodge, Improved Unarmed Strike, base attack bonus +2 or monk level 1st.

Benefit: You take only a -2 penalty on attack rolls for fighting defensively. While using this style and fighting defensively or using the total defense action, you gain an additional +1 dodge bonus to your Armor Class.

CRANE WING (COMBAT)

You move with the speed and finesse of an avian hunter, your sweeping blocks and graceful motions allowing you to deflect melee attacks with ease.

Prerequisites: Crane Style, Dodge, Improved Unarmed Strike, base attack bonus +5 or monk level 5th.

Benefit: Once per round while using Crane Style, when you have at least one hand free and are either fighting defensively or using the total defense action, you can deflect one melee weapon attack that would normally hit you. You expend no action to deflect the attack, but you must be aware of it and not flat-footed. An attack so deflected deals no damage to you.

CRUSADER'S FIST (COMBAT)

You pour divine energy into the enemy you strike.

Prerequisites: Lay on hands class feature or touch of corruption class feature, Improved Unarmed Strike, base attack bonus +6.

Benefit: When you attack with an unarmed strike and hit a creature that you can harm with your lay on hands or touch of corruption feature, you can use a swift action to expend a daily use of that feature to deal its normal damage as if you had hit with the feature's normal touch attack. This extra damage is not multiplied if you scored a critical hit.

CRUSADER'S FLURRY

You learned to use your deity's favored weapon as part of your martial arts form.

Prerequisites: Channel energy class feature, flurry of blows class feature, Weapon Focus with your deity's favored melee weapon.

Benefit: You can use your deity's favored weapon as if it were a monk weapon.

CRUSHING BLOW (COMBAT)

Your focus allows you to smash your enemy's defenses.

Prerequisites: Improved Unarmed Strike, Stunning Fist.

Benefit: You can make a Stunning Fist attempt as a full-round action. If successful, instead of stunning your target, you reduce the target's AC by an amount equal to your Wisdom modifier for 1 minute. This penalty does not stack with other penalties applied due to Crushing Blow.

DEADLY FINISH (COMBAT)

Your attacks don't just fell your opponents—they kill them outright.

Prerequisite: Base attack bonus +11.

Benefit: When you hit with a melee attack and reduce your opponent to -1 or fewer hit points, you can force that opponent to succeed at a Fortitude save (DC 15 + the damage your attack dealt) or die.

DEATH FROM ABOVE (COMBAT)

You allow gravity to add extra force to your charges.

Benefit: Whenever you charge an opponent from higher ground, or from above while flying, you gain a +5 bonus on attack rolls in place of the bonuses from charging and being on higher ground.

DEATH OR GLORY (COMBAT)

Even when facing a larger foe, you aren't afraid to take great risks in order to finish the fight.

Prerequisites: Str 13, Power Attack, base attack bonus +6.

Benefit: Against a creature of size Large or larger, you can make a single melee attack as a full-round action, gaining a +4 bonus on the attack roll, damage roll, and critical confirmation roll. You gain an additional +1 on this bonus at base attack bonus +11, +16, and +20 (for a maximum of +7 at base attack +20). After you resolve your attack, the opponent you attack can spend an immediate action to make a single melee attack against you with the same bonuses.

Special: You can combine the full-round action attack this feat allows with the benefit of Vital Strike, Improved Vital Strike, or Greater Vital Strike.

DEATHLESS INITIATE (COMBAT)

For you, impending death is a call to wrath.

Prerequisites: Str 13, Con 13, orc or half-orc, Diehard, Endurance, base attack bonus +6.

Benefit: You are not staggered while using the Diehard feat, but if you take a move and a standard action or a full round action while you are at 0 or fewer hit points you take 1 point of damage. Further, while using the Diehard feat, you gain a +2 bonus on melee attacks and damage rolls.

DEATHLESS MASTER (COMBAT)

Even if you suffer a grievous wound, you can shrug off the damage and continue your relentless assault.

Prerequisites: Str 13, Con 15, orc or half-orc, Deathless Initiate, Diehard, Endurance, Ironhide**, base attack bonus +9.

Benefit: When you are at 0 or fewer hit points, you do not lose 1 hit point when you take an action.

DEATHLESS ZEALOT (COMBAT)

Only the most serious wounds can stop you.

Prerequisites: Str 13, Con 17, orc or half-orc, Deathless Initiate, Deathless Master, Diehard, Endurance, Ironhide**, base attack bonus +12.

Benefit: Whenever a creature rolls to confirm a critical hit against you, it must roll twice and take the lowest result.

DECEPTIVE EXCHANGE

You trick an adversary into grabbing an object you hand them, even in the midst of combat.

Prerequisites: Int 13, Combat Expertise, Improved Feint.

Benefit: If you successfully feint an opponent, you can trick that opponent into accepting a one-handed object you are holding instead of denying that opponent its Dexterity bonus to AC against your next attack. The opponent must have appendages capable of holding the object you offer, and it must have one such appendage free to take the object.

Special: An alchemist who has the delayed bomb alchemist discovery can use this feat to hand an enemy a delayed bomb. Such a delayed bomb detonates at the end of the alchemist's turn. If the bomb is in a creature's square at the end of the alchemist's turn, the bomb deals that creature a direct hit.

DEFENSIVE WEAPON TRAINING (COMBAT)

You know how to defend yourself against a certain class of weaponry.

Prerequisites: Int 13, base attack bonus +5.

Benefit: Choose a weapon group from the fighter's weapon training class ability list (except natural weapons). You gain a +2 dodge bonus on AC when an opponent attacks you using a weapon from that group. If you also have the weapon training class feature in the selected group, your dodge bonus from this feat increases to +3.

Special: You can select this feat more than once. Its effects do not stack. Each time you select this feat, it applies to a different weapon group.

DEFT SHOOTIST DEED (GRIT)

You keep an eye out while focusing on your weapon, allowing you to avoid attacks while shooting and reloading firearms.

Prerequisites: Grit class feature or Amateur Gunslinger feat, Dodge, Mobility.

Benefit: As long as you have at least 1 grit point, you do not provoke attacks of opportunity when shooting or reloading a firearm.

DESTRUCTIVE DISPEL

When you dispel an enemy's magical defenses, those defenses crash down with debilitating effects.

Prerequisites: Ability to cast dispel magic or greater dispel magic, caster level 11th.

Benefit: When you successfully make a targeted dispel check against an opponent, that opponent must succeed at a Fortitude save (DC equals the DC of the spell used to dispel) or be stunned until the start of your next turn. If the save succeeds, the opponent is instead sickened until the start of your next turn.

DEVASTATING STRIKE (COMBAT)

Pitting all of your strength and resolve against your enemy, you deliver a strike that is impossible to ignore.

Prerequisites: Vital Strike, base attack bonus +9.

Benefit: Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, you gain a +2 bonus on each extra weapon damage dice roll those feats grant (+6 maximum). This bonus damage is multiplied on a critical hit.

DIMENSIONAL AGILITY

Teleportation does not faze you.

Prerequisites: Ability to use the abundant step class feature or cast dimension door.

Benefit: After using abundant step or casting dimension door, you can take any actions you still have remaining on your turn. You also gain a +4 bonus on Concentration checks when casting teleportation spells.

DIMENSIONAL ASSAULT

You have been trained to use magical movement as part of your combat tactics.

Prerequisites: Ability to use the abundant step class feature or cast dimension door, Dimensional Agility.

Benefit: As a full-round action, you use abundant step or cast dimension door as a special charge. Doing so allows you to teleport up to double your current speed (up to the maximum distance allowed by the spell or ability) and to make the attack normally allowed on a charge.

DIMENSIONAL DERVISH

You teleport with a mere thought, savaging your opponents as you flash in and out of reality.

Prerequisites: Ability to use the abundant step class feature or cast dimension door, Dimensional Agility, Dimensional Assault, base attack bonus +6.

Benefit: You can take a full-attack action, activating abundant step or casting dimension door as a swift action. If you do, you can teleport up to twice your speed (up to the maximum distance allowed by the spell or ability), dividing this teleportation into increments you use before your first attack, between each attack, and after your last attack. You must teleport at least 5 feet each time you teleport.

Special: A monk can use additional points from his ki pool to increase his speed before determining the total speed for this teleportation.

DIMENSIONAL MANEUVERS

Your rapid teleportation makes your combat maneuvers more difficult to avoid.

Prerequisites: Ability to use the abundant step class feature or cast dimension door, Dimensional Agility, Dimensional Assault, Dimensional Dervish, base attack bonus +9.

Benefit: While using the Dimensional Dervish feat, you gain a +4 bonus on combat maneuver checks to bull rush, disarm, reposition, or trip an opponent.

DIMENSIONAL SAVANT

You flash into and out of reality so quickly it is impossible to tell exactly where you are at any given time.

Prerequisites: Dimensional Agility, Dimensional Assault, Dimensional Dervish, ability to use the abundant step class feature or cast dimension door, base attack bonus +9.

Benefit: While using the Dimensional Dervish feat, you provide flanking from all squares you attack from. Flanking starts from the moment you make an attack until the start of your next turn. You can effectively flank with yourself and with multiple allies when using this feat.

DISCORDANT VOICE

By singing out a precise tone, you cause discordant vibrations to run through allies' weapons.

Prerequisites: Bardic performance class feature, Perform (oratory or sing) 10 ranks.

Benefit: Whenever you are using bardic performance to create a spell-like or supernatural effect, allies within 30 feet of you deal an extra 1d6 points of sonic damage with successful weapon attacks. This damage stacks with other energy damage a weapon might deal. Projectile weapons bestow this extra damage on their ammunition, but the extra damage is dealt only if the projectile hits a target within 30 feet of you.

DISENGAGING FEINT (COMBAT)

You can feint to disengage from combat.

Prerequisites: Int 13, Combat Expertise, Improved Feint.

Benefit: As a standard action, use Bluff to feint against an opponent. Instead of denying that opponent his Dexterity bonus to AC, a successful feint allows you to move up to your speed without provoking an attack of opportunity from the opponent you feinted for leaving the square you start in.

DISENGAGING FLOURISH (COMBAT)

Distracting your opponents gives you the opportunity to make a swift retreat.

Prerequisites: Int 13, Combat Expertise, Disengaging Feint, Improved Feint.

Benefit: As a standard action, make a Bluff check against each opponent that currently threatens you. If you succeed against at least one opponent, you can move up to your speed. This movement does not provoke attacks of opportunity from any opponent you succeeded at feinting against.

DISENGAGING SHOT (COMBAT)

You make one last attack before beating a hasty retreat.

Prerequisites: Int 13, Combat Expertise, Disengaging Feint, Dodge, Improved Feint, Mobility.

Benefit: Whenever you use Disengaging Feint or Disengaging Flourish, you can make a single melee attack against one opponent you succeeded at feinting against. That opponent is denied his Dexterity bonus to AC against this attack.

DISORIENTING MANEUVER

Your erratic movements disorient your opponent.

Prerequisites: Dodge, Acrobatics 5 ranks.

Benefit: If you successfully use Acrobatics to tumble through an opponent's space, you gain a +2 circumstance bonus on attack rolls against that opponent until the start of your next turn. If you choose to make a trip attempt against that opponent, you gain a +4 circumstance bonus on your combat maneuver check. This bonus on trip also lasts until the start of your next turn.

DISPEL SYNERGY

By tearing away an opponent's magical defenses, you leave your enemy vulnerable, making it difficult for him to resist your spells.

Prerequisite: Spellcraft 5 ranks.

Benefit: If you successfully dispel an ongoing magical effect on an opponent, that opponent takes a -2 penalty on saving throws against your spells until the end of your next turn.

DISPELLING CRITICAL (CRITICAL)

Your blows attack the physical and arcane forms of your enemies at the same time.

Prerequisites: Arcane Strike, base attack bonus +11, ability to cast dispel magic.

Benefit: If you have dispel magic prepared or can cast it spontaneously, when you score a critical hit against an opponent, you may use a swift action to cast dispel magic to make a targeted dispel against that opponent.

DISPELLING FIST

By focusing on your knowledge of magic and spells that negate its powers, you use your bare hands to rip magical defenses from your enemy.

Prerequisites: Improved Unarmed Strike, base attack bonus +11, ability to cast dispel magic, caster level 7th.

Benefit: If you have dispel magic prepared or can cast it spontaneously, you can cast it as a swift action after hitting an opponent with an unarmed strike. Treat this as a targeted dispel against the opponent you hit.

DISPOSABLE WEAPON

You ignore the limitations of your equipment, striking harder despite the damage it does to your weapon.

Prerequisites: Base attack bonus +1, proficient with weapon.

Benefit: Whenever you use a melee or thrown weapon with the fragile weapon special quality to score a critical threat against an opponent, you can give your weapon the broken condition to automatically confirm the critical hit.

DISRUPTIVE RECALL

You can disrupt an enemy caster's spells to fuel your own arcane power.

Prerequisites: Spell recall class feature, Spellcraft 5 ranks.

Benefit: When you use a melee attack to successfully disrupt an arcane spellcaster's spell, you can immediately use your spell recall class feature to regain a magus spell you have already cast. This ability functions as if you had expended a number of points from your arcane pool equal to the level of the spell you disrupted, up to the maximum level spell you can cast.

DISTANCE THROWER (COMBAT)

You are accurate with thrown weapons at longer ranges than normal.

Prerequisite: Str 13.

Benefit: With a thrown weapon, you reduce your penalty on ranged attack rolls due to range by 2.

DJINNI SPIN (COMBAT)

You can surround yourself with the power of the storm, spinning like a hurricane to unleash a violent blast of electrical energy.

Prerequisites: Con 15, Wis 17, Djinni Style, Djinni Spirit, Elemental Fist**, Improved Unarmed Strike, base attack bonus +13 or monk level 11th.

Benefit: While using Djinni Style, as a standard action you can spend two Elemental Fist (APG 158) attempts to surround yourself with a whirlwind of electrified air. Creatures adjacent to you take your unarmed strike damage plus the electricity damage from your Elemental Fist and are deafened for 1d4 rounds. A successful Fortitude save (DC 10 + 1/2 your character level + your Wis modifier) reduces the damage by half and prevents a target from being deafened.

DJINNI SPIRIT (COMBAT)

By calling upon the spirits of storms, you can manipulate lightning to protect yourself and buffet your enemies with peals of thunder.

Prerequisites: Con 15, Wis 15, Djinni Style, Elemental Fist**, Improved Unarmed Strike, base attack bonus +11 or monk level 9th.

Benefit: You gain one additional Elemental Fist (APG 158) attempt per day. While using Djinni Style, you gain electricity resistance equal to your base attack bonus or monk level, whichever is higher.

While denied your Dexterity bonus to AC you are also denied this resistance. Creatures that take electricity damage from your Elemental Fist attack must succeed at a Fortitude save (DC 10 + 1/2 your character level + your Wis modifier) or be deafened for 1d4 rounds. Those who take damage from your Djinni Spin are deafened, even on a successful saving throw.

DJINNI STYLE (COMBAT, STYLE)

Your hands sheathed in an auras of lightning, you move like the wind.

Prerequisites: Con 13, Wis 15, Elemental Fist**, Improved Unarmed Strike, base attack bonus +9 or monk level 5th.

Benefit: You gain one additional Elemental Fist (APG 158) attempt per day. While you are in this style you must use Elemental Fist to deal electricity damage and you gain a bonus on electricity damage rolls equal to your Wisdom bonus. Further, while you are using this style and have remaining Elemental Fist attempts, you also gain a +2 dodge bonus to Armor Class against attacks of opportunity. A condition that makes you lose your Dexterity bonus to AC also makes you lose this dodge bonus.

DOMAIN STRIKE (COMBAT)

You unleash a domain power upon your enemy as part of your unarmed strike.

Prerequisites: Domain class feature, Improved Unarmed Strike.

Benefit: When you gain this feat, choose one domain granted power that you can use to affect no more than one opponent. If you make a successful unarmed strike against an opponent, in addition to dealing your unarmed strike damage, you can use a swift action to deliver the effects of the chosen granted power to that opponent. Doing so provokes no attacks of opportunity.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different qualifying domain power.

DOUBLE BANE

You extend your bane effect to two weapons.

Prerequisites: Bane class feature, Two-Weapon Fighting.

Benefit: You can apply your bane to a second weapon you are wielding. While your bane class feature is active, at the start of each of your turns as a free action, you choose whether to apply the ability to one weapon or the other, or both. For each round you apply your bane class feature to two weapons, you expend 2 rounds of that feature.

DRAG DOWN (COMBAT)

When you are knocked prone, you are skilled at bringing your opponent down with you.

Prerequisites: Int 13, Combat Expertise, Improved Trip.

Benefit: Whenever an opponent successfully trips you, you can attempt to trip that opponent as an immediate action.

DRAGON FEROCITY (COMBAT)

You attack with the strength of a dragon, your telling blows striking fear into your enemies.

Prerequisites: Str 15, Improved Unarmed Strike, Dragon Style, Stunning Fist, Acrobatics 5 ranks.

Benefit: While using Dragon Style, you gain a bonus on unarmed strike damage rolls equal to half your Strength bonus. When you score a critical hit or a successful Stunning Fist attempt against an opponent while using this style, that opponent is also shaken for a number of rounds equal to $1d4 +$ your Strength bonus.

Special: Taking this feat allows you to qualify for the Elemental Fist feat (APG 158) even if you do not meet that feat's prerequisites. If you do not meet that feat's prerequisites, you must choose one of the damage types that feat offers, and you can use only that damage type with your Elemental Fist attacks until you meet the feat's normal prerequisites. A monk with this feat can use Elemental Fist as if he were a monk of the four winds (APG 112).

DRAGON ROAR (COMBAT)

The spirit of the dragon wells up inside you and bursts forth in a mighty roar.

Prerequisites: Str 15, Improved Unarmed Strike, Dragon Style, Stunning Fist, Acrobatics 8 ranks.

Benefit: You gain one additional Stunning Fist attempt per day. While using Dragon Style, as a standard action you can expend two Stunning Fist attempts to unleash a concussive roar in a 15-foot cone. Creatures caught in the cone take your unarmed strike damage and become shaken for 1d4 rounds. A successful Will save (DC 10 + 1/2 your character level + your Wis modifier) reduces the damage by half and prevents a target from being shaken.

Special: If you have the Elemental Fist feat (APG 158), you can expend a daily use of that feat to deal your Elemental Fist damage to those caught in the cone. This damage is not halved even on a save.

DRAGON STYLE (COMBAT, STYLE)

You call upon the spirit of dragonkind, gaining greater resilience, mobility, and fierceness from the blessing of these great beings.

Prerequisites: Str 15, Improved Unarmed Strike, Acrobatics 3 ranks.

Benefit: While using this style, you gain a +2 bonus on saving throws against sleep effects, paralysis effects, and stunning effects. You ignore difficult terrain when you charge, run, or withdraw. You can also charge through squares that contain allies. Further, you can add 1-1/2 times your Strength bonus on the damage roll for your first unarmed strike on a given round.

Normal: You cannot charge or run through difficult terrain, and you cannot charge through a square that contains an ally. With an unarmed strike, you usually add your Strength bonus on damage rolls.

DRAMATIC DISPLAY (COMBAT, PERFORMANCE)

Your skill with your weapon is obvious to enemies and onlookers alike.

Prerequisite: Dazzling Display.

Benefit: When you spend a swift action to make a performance check, you exude an aura of awe-inspiring skill. You gain a +2 bonus on your performance check, and gain a +2 bonus on all attack rolls and combat maneuver checks until the end of your next turn.

EARTH CHILD BINDER (COMBAT)

Even the greatest giants fear your technique.

Prerequisites: Wis 13, dwarf or gnome, defensive training racial trait, Earth Child Style, Earth Child Topple, Greater Trip, Improved Trip, Improved Unarmed Strike, Stunning Fist, Acrobatics 9 ranks.

Benefit: You can trip a creature of the giant subtype no matter its size. While you are using Earth Child Style, when a prone creature of the giant subtype stands up and provokes an attack of opportunity from you, if you make an unarmed strike, you can declare you are making a Stunning Fist attempt after the attack hits. You gain a +4 bonus to the DC of any Stunning Fist effect you deliver in this way.

Normal: You can only trip opponents who are one size category larger than you.

EARTH CHILD STYLE (COMBAT, STYLE)

Your martial training makes you a dangerous and elusive target for giants.

Prerequisites: Wis 13, dwarf or gnome, defensive training racial trait, Improved Unarmed Strike, Acrobatics 3 ranks.

Benefit: While using this style, your defensive training dodge bonus to AC increases to +6. Further, against creatures of the giant subtype, you can add your Wisdom bonus on your unarmed strike damage rolls.

EARTH CHILD TOPPLE (COMBAT)

Your mastery of balance and momentum allows you to bring down giants with your bare hands.

Prerequisites: Wis 13, dwarf or gnome, defensive training racial trait, Earth Child Style, Improved Trip, Improved Unarmed Strike, Acrobatics 6 ranks.

Benefit: You can trip a creature of the giant subtype of up to Huge size. While using Earth Child Style, you add your Wisdom bonus on combat maneuver checks made to trip a creature of the giant subtype, as well as on attack rolls to confirm a critical hit against such a creature.

Normal: You can trip only those opponents that are one size category larger than you.

EFREETI STANCE (COMBAT)

Calling upon the burning spirits of incarnate flame, you can manipulate fire to protect yourself and immolate your foes.

Prerequisites: Con 15, Wis 15, Efreeti Style, Elemental Fist**, Improved Unarmed Strike, base attack bonus +11 or monk level 9th.

Benefit: You gain one additional Elemental Fist (APG 158) attempt per day. While using Efreeti Style, you gain fire resistance equal to your base attack bonus or your monk level plus any base attack bonus gained from levels in classes other than monk, whichever is higher.

While denied your Dexterity bonus to AC you are also denied this resistance. Creatures that take fire damage from your Elemental Fist attack must succeed at a Reflex save (DC 10 + 1/2 your character level + your Wis modifier) or catch on fire.

EFREETI STYLE (COMBAT, STYLE)

Your mastery of the unpredictable power of flames allows you to unleash scorching strikes that burn your enemies even when you fail to make contact.

Prerequisites: Con 13, Wis 15, Elemental Fist**, Improved Unarmed Strike, base attack bonus +9 or monk level 5th.

Benefit: You gain one additional Elemental Fist (APG 158) attempt per day. While using this style and Elemental Fist to deal fire damage, you gain a bonus on fire damage rolls equal to your Wisdom bonus. Further, if your Elemental Fist melee attack misses while you are using it to deal fire damage, you still deal 1d6 points of fire damage to your target.

EFREETI TOUCH (COMBAT)

Your knowledge of the secrets of the burning wind and blazing sun allows you to collect flames into your hands and unleash them in a gout of elemental fire.

Prerequisites: Con 15, Wis 17, Efreeti Style, Efreeti Stance, Elemental Fist**, Improved Unarmed Strike, base attack bonus +13 or monk level 11th.

Benefit: While using Efreeti Style, as a standard action, you can spend two Elemental Fist (APG 158) attempts to unleash a 15-foot cone shaped burst of flame. Creatures caught in the cone take your unarmed strike damage plus the fire damage from your Elemental Fist and catch on fire. A successful Reflex save (DC 10 + 1/2 your character level + your Wis modifier) reduces the damage by half and prevents a target from catching on fire.

ELUSIVE REDIRECTION

You can redirect an attack back at your assailant or into an adjacent enemy.

Prerequisites: Elusive target class feature, Combat Expertise, Improved Unarmed Strike, flowing monk level 12th.

Benefit: When you successfully use your elusive target class feature to avoid taking damage, you can spend an immediate action and an additional point from your ki pool to redirect that attack back at your attacker or toward any other opponent adjacent to you and your attacker. This attack uses the same attack roll as the original attack, but it targets the opponent you choose.

ENFILADING FIRE (COMBAT, TEAMWORK)

Your ranged attacks take advantage of the flanking maneuvers of allies.

Prerequisites: Point-Blank Shot, Precise Shot, one other teamwork feat.

Benefit: You receive a +2 bonus on ranged attacks made against a foe flanked by 1 or more allies with this feat.

ESCAPE ROUTE (TEAMWORK)

You have trained to watch your allies' backs, covering them as they make tactical withdrawals.

Benefit: An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent to you or within your space.

EXPERT DRIVER

When driving a chosen type of vehicle, you exhibit incredible control, maneuvering the vehicle with greater ease and stopping with uncanny precision.

Prerequisite: Skilled Driver with the selected vehicle type.

Benefit: You can make an accelerate, decelerate, or turn action as a move action instead of a standard action. Furthermore, when stopping a vehicle, you subtract 10 feet from the roll to determine how many feet the vehicle moves forward before it stops.

EXTRA BANE

You can use your bane ability more often than normal.

Prerequisite: Bane class feature.

Benefit: You can use your bane ability for 3 additional rounds per day.

EXTRA GRIT (GRIT)

You have more grit than the ordinary gunslinger.

Prerequisites: Grit class feature or the Amateur Gunslinger feat.

Benefit: You gain 2 extra grit points at the start of each day, and your maximum grit increases by 2.

Normal: If you are a gunslinger, you gain your Wisdom modifier in grit points at the start of each day, which is also your maximum grit. If you have the Amateur Gunslinger feat, you gain 1 grit point at the start of each day, and your maximum grit is equal to your Wisdom modifier.

Special: If you possess levels in the gunslinger class, you can take this feat multiple times.

FALSE OPENING (COMBAT)

When you make a ranged attack while threatened, you can fool your opponent into thinking he has an opening.

Prerequisites: Dex 13, Dodge, Close Quarters Thrower or Point-Blank Master, Weapon Focus with selected ranged weapon.

Benefit: Choose a ranged weapon or a thrown weapon. When you make a ranged attack using that weapon, you can choose to provoke an attack of opportunity from one or more opponents who threaten you. You gain a +4 dodge bonus against such attacks. An opponent that makes such an attack and misses you loses his Dexterity bonus to AC against you until the end of your turn.

FEINT PARTNER (COMBAT, TEAMWORK)

A little diversion is all you need to slip through your foe's defenses.

Prerequisite: Bluff 1 rank.

Benefit: Whenever an ally who also has this feat successfully feints an opponent, that opponent also loses his Dexterity bonus to AC against the next attack you make against him before the end of the feinting ally's next turn.

FELLING ESCAPE (COMBAT)

Through the use of fluid contortions and manipulations of leverage, you can throw your opponent to the ground after escaping a grapple.

Prerequisites: Int 13, Combat Expertise, Improved Trip.

Benefit: When you break an opponent's grapple with a combat maneuver check or Escape Artist check, you can spend a swift action to make a trip attempt against that opponent.

FELLING SMASH (COMBAT)

You commit all your focus to a devastating blow, trying to crush your opponent to the ground.

Prerequisites: Int 13, Str 13, Combat Expertise, Improved Trip, Power Attack, base attack bonus +6.

Benefit: If you use the attack action to make a single melee attack at your highest base attack bonus while using Power Attack and you hit an opponent, you can spend a swift action to attempt a trip combat maneuver against that opponent.

FERAL COMBAT TRAINING (COMBAT)

You were taught a style of martial arts that relies on the natural weapons from your racial ability or class feature.

Prerequisites: Improved Unarmed Strike, Weapon Focus with selected natural weapon.

Benefit: Choose one of your natural weapons. While using the selected natural weapon, you can apply the effects of feats that have Improved Unarmed Strike as a prerequisite, as well as effects that augment an unarmed strike.

Special: If you are a monk, you can use the selected natural weapon with your flurry of blows class feature.

FIELD REPAIR

You can repair your broken weapon or armor to serviceability even without the benefits of artisan tools.

Prerequisite: Craft 4 ranks.

Benefit: If you are trained in a Craft skill appropriate to a broken item, you can repair that item with no raw material cost and no penalty on your Craft skill check for using improvised tools. If you spend a day, the item regains 1 hit point plus one-quarter of its original hit points. Alternatively, if the item gained the broken condition because it is a firearm that has misfired or a siege engine that suffered a mishap, or has the broken condition because it has the fragile weapon quality (or some similar quality), you can make a Craft check with the DC it takes to craft that item (see Table 2–2, below). If the check succeeds, the item loses the broken condition.

Normal: Improvised tools impose a –2 penalty on Craft checks. Items require raw materials to repair.

Table 2–2: New Item Craft DCs

| Item Craft | Skill Craft | DC |
|---|---------------|--------------|
| A weapon with the fragile special quality | Weapon or Bow | Normal DC –5 |
| One-handed firearm | Firearm | 20 |
| Two-handed firearm | Firearm | 20 |
| Siege firearm, heavy | Firearm | 25 |
| Siege firearm, medium | Firearm | 30 |
| Siege firearm, light | Firearm | 35 |
| Ranged siege engine, heavy | Siege Engine | 20 |
| Ranged siege engine, medium | Siege Engine | 25 |
| Ranged siege engine, light | Siege Engine | 30 |

FINAL EMBRACE (COMBAT)

Your coils are particularly deadly, allowing you to constrict opponents of your size or smaller.

Prerequisites: Str 13, Int 3; naga, serpentfolk, or creature that has the constrict special attack; base attack bonus +3.

Benefit: You gain the constrict and grab special attacks. Your constrict attack deals damage equal to your unarmed strike or primary natural weapon melee attack. Further, you can grab and constrict opponents up to your size.

Normal: You can grab and constrict creatures one size smaller than you.

FINAL EMBRACE HORROR (COMBAT)

Your constricting attack has become stronger and more lethal.

Prerequisites: Str 15, Int 3; naga, serpentfolk, or creature that has the constrict special attack; Ability Focus

(constrict); Final Embrace; base attack bonus +6.

Benefit: A creature that takes damage from your constrict attack is also shaken until the start of your next turn.

FINAL EMBRACE MASTER (COMBAT)

Few creatures can survive the crushing horror of your Final Embrace.

Prerequisites: Str 17, Int 3; naga, serpentfolk, or creature that has the constrict special attack; Ability Focus (constrict); Final Embrace; Final Embrace Horror; base attack bonus +9.

Benefit: Double the number of damage dice for your constrict special attack.

FLANKING FOIL (COMBAT)

Fighting multiple foes is easy for you.

Benefit: Whenever you hit an adjacent opponent with a melee attack, until the start of your next turn, that opponent does not gain any flanking bonus on attack rolls while it is flanking you and cannot deal sneak attack damage to you. It can still provide a flank for its allies.

FORTIFIED ARMOR TRAINING (COMBAT)

You have learned to let your armor bear the brunt of the worst attacks.

Prerequisite: Proficient with armor or shield.

Benefit: If an opponent scores a critical hit against you, you can turn the critical hit into a normal hit. If you do, either your armor or your shield gains the broken condition (your choice).

FURIOUS FINISH

You channel all of your rage into one massive blow to crush your enemy.

Prerequisites: Rage class feature, Vital Strike, base attack bonus +6.

Benefit: While raging, when you use the Vital Strike feat, you can choose not to roll your damage dice and instead deal damage equal to the maximum roll possible on those damage dice. If you do, your rage immediately ends, and you are fatigued (even if you would not normally be).

GORY FINISH (COMBAT)

By drawing upon wells of savagery, you can slay your foe in creative and horrifyingly gruesome manners, intimidating nearby foes.

Prerequisites: Dazzling Display, Weapon Focus.

Benefit: When you use the attack action, you can use a weapon with which you have Weapon Focus to make a single attack at your highest base attack bonus. If you reduce your target to negative hit points, you can spend a swift action to make an Intimidate check to demoralize all foes within 30 feet who could see your attack.

GREATER CHANNEL SMITE

You empower your weapon with the might of your deity, which you discharge as you strike your foes.

Prerequisites: Channel energy class feature,

Channel Smite, base attack bonus +8.

Benefit: Before making any melee attacks on your turn, you can use a swift action to expend one daily use of your channel energy class feature. The dice from your channel energy feature form a pool of damage dice you can access to further damage creatures normally harmed by the energy you are channeling—undead for positive energy, living creatures for negative energy. Prior to making each melee attack, allocate dice from the pool to be used as extra damage dice if you hit. Your target can make a Will save, as normal, to halve this extra damage.

This extra damage is not multiplied when you score a critical hit. If you miss, the extra damage dice remain in your pool, but any dice left unexpended at the end of your turn are wasted.

GREATER RENDING FURY (COMBAT)

When your claws latch on to an opponent, the effect is bloody and horrific.

Prerequisites: Improved Rending Fury, Rending Fury, base attack bonus +12, rend special attack.

Benefit: Whenever you rend an opponent, you deal 1d6 bleed damage to that opponent. This is an addition to the effects of the rend.

GREATER SNAP SHOT (COMBAT)

You can prey on any gap in your foe's guard with impunity, and with even greater range.

Prerequisites: Dex 17, Improved Snap Shot, Point-Blank Shot, Rapid Shot, Snap Shot, base attack bonus +12.

Benefit: Whenever you make an attack of opportunity using a ranged weapon and hit, you gain a +2 bonus on the damage roll and a +2 bonus on rolls to confirm a critical hit with that attack. These bonuses increase to +4 when you have base attack bonus +16, and to +6 when you have base attack bonus +20.

GREATER WHIP MASTERY

(COMBAT)

You can use a whip to make combat maneuvers with ease.

Prerequisites: Improved Whip Mastery, Weapon Focus (whip), Whip Mastery, base attack bonus +8.

Benefit: You are so quick with your whip that you never drop it due to a failed disarm or trip combat maneuver attempt. Further, you gain the ability to grapple using your whip. To do so, use the normal grapple rules with the following changes.

Attack: You cannot use your whip to attack while you are using it to grapple an opponent.

Damage: When dealing damage to your grappled opponent, you deal your whip's weapon damage rather than your unarmed strike damage.

Free Hands: You take no penalty on your combat maneuver check for having fewer than two hands free when you use your whip to grapple.

Reach: Rather than pulling your grappled opponent adjacent to you when you successfully grapple and when you move the grapple, you must keep him within your whip's reach minus his own reach to maintain the grapple. If the difference in reach is less than 0, such as is the case for a Medium whip wielder and a Gargantuan creature, you cannot grapple that opponent with your whip. If you have to pull a creature adjacent to you to grapple it with your whip, you still provoke an attack of opportunity from that opponent unless you have the Improved Grapple feat.

Tie Up: While adjacent to your opponent, you can attempt to use your whip to tie him up. If you do so to an opponent you have grappled rather than pinned, you take only a -5 penalty on the combat maneuver check rather than the normal -10.

GUIDED HAND

Your deity blesses any strike you make with that deity's favored weapon.

Prerequisites: Channel energy class feature, Channel Smite, proficiency with your deity's favored weapon.

Benefit: With your deity's favored weapon, you can use your Wisdom modifier instead of your Strength or Dexterity modifier on attack rolls.

GUNSMITHING

You know the secrets of repairing and restoring firearms.

Benefit: If you have access to a gunsmith's kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms and ammunition or to restore firearms.

Crafting Firearms: You can craft any early firearm for a cost in raw materials equal to half the price of the firearm. At your GM's discretion, you can craft advanced firearms for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 1,000 gp of the firearm's price (minimum 1 day).

Crafting Ammunition: You can craft bullets, pellets, and black powder for a cost in raw materials equal to 10% of the price. If you have at least 1 rank in Craft (alchemy), you can craft alchemical cartridges for a cost in raw materials equal to half the price of the cartridge. At your GM's discretion, you can craft metal cartridges for a cost in raw materials equal to half the cost of the cartridge. Crafting bullets, black powder, or cartridges takes 1 day of work for every 1,000 gp of ammunition (minimum 1 day).

Restoring a Broken Firearm: Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition. You can take time during a rest period to restore a broken firearm with this feat.

Special: If you are a gunslinger, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It costs 300 gp and 1 day of work to upgrade it to a masterwork firearm of its type.

HAMMER THE GAP (COMBAT)

You repeatedly strike the same location, causing increasing amounts of damage.

Prerequisite: Base attack bonus +6.

Benefit: When you take a full-attack action, each consecutive hit against the same opponent deals extra damage equal to the number of previous consecutive hits you have made against that opponent this turn. This damage is multiplied on a critical hit.

HARMONIC SAGE

Your thorough understanding of acoustics in artificial surroundings allows you to improve the power of your bardic performance.

Prerequisites: Bardic performance class feature, Knowledge (engineering) 5 ranks.

Benefit: While inside an artificial structure, you can spend a free action to make a DC 15 Knowledge (engineering) check when you begin your bardic performance. Success on this check allows you to do one of the following.

Self-Harmonize: By performing over the acoustic reverberations of your performance, you increase the DC of your bardic performance effects +1.

Reverberation: You can choose to have the effect of your current bardic performance continue for 1 round after you cease maintaining it, regardless of why you cease maintaining it. You can still have no more than one bardic performance in effect at one time.

Normal: A bardic performance lasts only as long as you maintain it.

HAUNTED GNOME (COMBAT)

You use your gnome magic to take on an eerie illusory appearance.

Prerequisites: Cha 13, gnome magic racial trait, Knowledge (arcana) 1 rank.

Benefit: You add haunted fey aspect (page 230) to your list of gnome magic spell-like abilities, and you can use this spell-like ability twice per day.

HAUNTED GNOME ASSAULT (COMBAT)

Discharging your disturbing glamor as you strike a telling blow, you haunt a foe with lingering fear.

Prerequisites: Cha 13, gnome magic racial trait, Haunted Gnome, Knowledge (arcana) 3 ranks.

Benefit: You gain one use of your gnome magic that is independent of your gnome magic spell-like abilities.

When you wish to cast a gnome magic spell-like ability for which you have no daily uses remaining, you can expend this independent use to do so.

Further, while you are under the effect of haunted fey aspect (UC page 230), you can discharge that spell as a free action after you hit an opponent with a charge attack or score a critical hit against an opponent. If you do, that opponent becomes shaken for 1 round.

HAUNTED GNOME SHROUD (COMBAT)

Your disturbing glamor expands to make your exact location hard to pinpoint.

Prerequisites: Cha 13, gnome magic racial trait, Haunted

Gnome, Haunted Gnome Assault, Knowledge (arcana) 6 ranks.

Benefit: You gain another independent use of your gnome magic like that which Haunted Gnome Assault grants. Further, while you are under the effect of haunted fey aspect, you also have concealment (20% miss chance) against an opponent until that opponent deals you damage.

HERO'S DISPLAY (COMBAT, PERFORMANCE)

With a dramatic flourish you display your weapons to the crowd. Onlookers are elated, and your enemies are demoralized.

Prerequisites: Dazzling Display, Weapon Focus, and proficiency with the selected weapon.

Benefit: When you spend a swift action to make a performance combat check, you present the weapon in which you have Weapon Focus in a triumphant display.

You gain a +2 bonus on the performance combat check and make an Intimidate check to demoralize all foes within 30 feet who can see your display.

HEX STRIKE (COMBAT)

Chanting and cursing, you put a hex on your enemy as part of your unarmed strike.

Prerequisites: Hex class feature, Improved Unarmed Strike.

Benefit: When you gain this feat, choose one hex that you can use to affect no more than one opponent. If you make a successful unarmed strike against an opponent, in addition to dealing your unarmed strike damage, you can use a swift action to deliver the effects of the chosen hex to that opponent. Doing so does not provoke attacks of opportunity.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different qualifying hex.

HORSE MASTER (COMBAT)

You blend horsemanship skills from disparate traditions into a seamless mounted combat technique.

Prerequisites: Expert trainer class feature (APG 33), Ride 6 ranks.

Benefit: Use your character level to determine your effective druid level for determining the powers and abilities of your mount.

Normal: You use your cavalier level to determine your effective druid level for determining the powers and abilities of your mount.

IMPACT CRITICAL SHOT (COMBAT, CRITICAL)

With a series of ranged attacks, you bring your foes to their knees or force them to move.

Prerequisites: Dex 13, Point-Blank Shot, base attack bonus +9.

Benefit: Whenever you score a critical hit with a ranged attack, in addition to the normal damage your attack deals, if your confirmation roll exceeds your opponent's CMD, you can push your opponent back as if from the bull rush combat maneuver or knock that target prone as if from a trip combat maneuver. If you choose to bull rush, you cannot move with the target. Your maneuver does not provoke an attack of opportunity.

Normal: You must perform a bull rush combat maneuver to bull rush an opponent, and you must perform a trip combat maneuver to trip an opponent.

IMPALING CRITICAL (COMBAT, CRITICAL)

Your critical hits can skewer your foes.

Prerequisites: Critical Focus, Weapon Specialization with selected piercing melee weapon, base attack bonus +11.

Benefit: Whenever you score a critical hit with the selected piercing melee weapon, you can impale your opponent on your weapon. While your opponent is impaled in this way, each time he starts his turn, you deal damage equal to your weapon's damage dice plus the extra damage dice from your weapon's properties. As an immediate action, you can pull your weapon out of your opponent. If your opponent is ever outside your reach, you must spend a free action to let go of your weapon or pull it out of him. Your opponent can also spend a move action to pull your weapon out. When the weapon comes out, your opponent takes damage as if starting his turn impaled. While you impale your opponent with your weapon, you cannot use it to attack, and you must hold on to it.

IMPROVED BACK TO BACK (TEAMWORK)

After much practice, you and an ally have become adept at fighting in close proximity to one another.

Prerequisites: Back to Back, Perception 5 ranks.

Benefit: While you are adjacent to an ally who is flanked and also has this feat, you can spend a swift action to gain a +2 bonus to AC against all flankers until the start of your next turn.

IMPROVED CHARGING HURLER (COMBAT)

Every muscle in your body adds its force to your thrown weapons.

Prerequisites: Charging Hurler, Point-Blank Shot.

Benefit: When you use Charging Hurler, your target can be at any range up to your weapon's maximum range.

If your target is within 30 feet, you gain a +2 bonus on damage rolls.

Normal: Using Charging Hurler requires you to end your movement within 30 feet of your opponent.

IMPROVED CLEAVING FINISH (COMBAT)

You can cut down many opponents in a single strike.

Prerequisites: Str 13, Cleave, Cleaving Finish, Great Cleave, Power Attack, base attack bonus +6.

Benefit: You can use Cleaving Finish any number of times per round.

IMPROVED DEVASTATING STRIKE (COMBAT)

The fury and power channeled through your attack is enough to kill a lesser being outright.

Prerequisites: Devastating Strike, Vital Strike, base attack bonus +13.

Benefit: Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, you gain a bonus on attack rolls to confirm a critical hit equal to the bonus on damage rolls you gain from Devastating Strike.

IMPROVED FEINT PARTNER (COMBAT, TEAMWORK)

Knowledge of your companions' tricks and techniques allow you to take even greater advantage of your allies' feints.

Prerequisites: Bluff 1 rank, Combat Reflexes, Feint Partner, base attack bonus +6.

Benefit: Whenever an ally who also has this feat successfully feints against an opponent, that opponent provokes an attack of opportunity from you.

IMPROVED IMPALING CRITICAL (COMBAT, CRITICAL)

When you impale a target, you hinder its movement and can cause severe bleeding.

Prerequisites: Impaling Critical, Critical Focus, Weapon Specialization with selected piercing melee weapon, base attack bonus +13.

Benefit: While you are using Impaling Critical to impale an opponent, and you are still holding onto that weapon, that opponent must succeed at a grapple combat maneuver check against you to pull your weapon out. If you have let go of your weapon, the impaled opponent must spend a standard action to remove the weapon. Until the opponent pulls the weapon out, his speed in all modes is halved and his maneuverability, if any, is reduced by one step. When the weapon comes out, instead of dealing the damage normal for Impaling Critical, you can deal bleed damage equal to your weapon's damage dice result once per round at the start of that opponent's turn.

IMPROVED RENDING FURY (COMBAT)

Honing the deadliness of your claws, you are a living hurricane of rending fury.

Prerequisites: Rending Fury, base attack bonus +9, rend special attack.

Benefit: Whenever you successfully rend an opponent, you deal an extra 1d6 damage. This damage is not multiplied on a critical hit.

IMPROVED SNAP SHOT (COMBAT)

You can take advantage of your opponent's vulnerabilities from a greater distance, and without exposing yourself.

Prerequisites: Dex 15, Point-Blank Shot, Rapid Shot, Snap Shot, Weapon Focus, base attack bonus +9.

Benefit: You threaten an additional 10 feet with Snap Shot.

Normal: Making a ranged attack provokes attacks of opportunity.

IMPROVED STALWART

You can roll with the punches while simultaneously striking back at your attackers.

Prerequisites: Diehard, Endurance, Stalwart, base attack bonus +11.

Benefit: Double the DR you gain from Stalwart, to a maximum of DR 10/—.

IMPROVED TWO-WEAPON FEINT (COMBAT)

Your primary weapon keeps a foe off balance, allowing you to slip your off-hand weapon past his defenses.

Prerequisites: Dex 17, Int 13, Combat Expertise, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +6.

Benefit: While using Two-Weapon Fighting to make melee attacks, you can forgo your first primary-hand melee attack to make a Bluff check to feint an opponent. If you successfully feint, that opponent is denied his Dexterity bonus to AC until the end of your turn.

IMPROVED WHIP MASTERY (COMBAT)

You are able to entangle opponents with the coils of your whip.

Prerequisites: Weapon Focus (whip), Whip Mastery, base attack bonus +5.

Benefit: While wielding a whip, you threaten the area of your natural reach plus 5 feet. You can also use a whip to grasp an unattended Small or Tiny object within your whip's reach and pull that object into your square. To do so, you must hit AC 10 with a melee touch attack. Further, you can use the whip to grasp onto an object within your whip's reach, using 5 feet of your whip as if it were a grappling hook, allowing you to use the rest of your whip to swing on like a rope. As a free action, you can release the object your whip is grasping, but you cannot use the whip to attack while the whip is grasping an object.

INSTANT JUDGMENT

Your hastiest condemnations can have power.

Prerequisite: Second judgment class feature.

Benefit: You can spend an immediate action to pronounce a judgment or change an active judgment.

Normal: Pronouncing or changing a judgment requires a swift action.

INTIMIDATING BANE

Your bane weapon strikes fear into your enemies.

Prerequisites: Bane class feature, Dazzling Display, Weapon Focus, character level 8th.

Benefit: Whenever you use Dazzling Display while your bane feature is active, you gain a +2 bonus on the Intimidate check that Dazzling Display allows against creatures of the type your bane weapon currently affects. Such creatures remain shaken while your bane feature is still active and effective against their creature type.

JANNI RUSH (COMBAT)

When you leap to the attack, your blows are like bolts from on high.

Prerequisites: Improved Unarmed Strike, Janni Style,

Janni Tempest, Acrobatics 8 ranks, Perform (dance) 8 ranks.

Benefit: While using Janni Style, you are always considered to have a running start when jumping. Further, if you jump as part of a charge and make an unarmed strike against the designated opponent, a hit allows you to roll the unarmed strike's damage dice twice and add the results together before adding modifiers (such as from Strength) or extra dice (such as precision-based damage or dice from weapon abilities). The extra damage dice are not multiplied on a successful critical hit.

JANNI STYLE (COMBAT, STYLE)

Your whirling fighting technique makes you difficult to hit.

Prerequisites: Improved Unarmed Strike, Acrobatics 3 ranks, Perform (dance) 3 ranks.

Benefit: While using this style, you take only a -1 penalty to AC for charging. Further, opponents that flank you gain only a +1 bonus on attack rolls against you.

JANNI TEMPEST (COMBAT)

Your gale of attacks easily throws your opponents off balance.

Prerequisites: Improved Unarmed Strike, Janni Style, Acrobatics 5 ranks, Perform (dance) 5 ranks.

Benefit: While you are using the Janni Style feat, whenever you make an unarmed attack and hit an opponent, you gain a +4 bonus on checks made to bull rush or trip that opponent, as long as the combat maneuver is your next attack by the end of your turn. You do not provoke an attack of opportunity from the target of the maneuver.

JAWBREAKER (COMBAT)

You deliver a powerful strike to the mouth, breaking teeth and bone.

Prerequisites: Improved Unarmed Strike, Stunning Fist, Heal 6 ranks.

Benefit: When you make a successful Stunning Fist attempt against an opponent that is grappled, helpless, or stunned, instead of imparting any other Stunning Fist effect, you can cripple that opponent's mouth, dealing normal unarmed strike damage and 1d4 points of bleed damage. Until the bleed damage ends, the target is unable to use its mouth to attack, speak clearly, and employ verbal spell components. A creature that is immune to critical hits or that has no discernible mouth is immune to the effects of this feat.

KIRIN PATH (COMBAT)

You turn knowledge of your enemy into a flawless defense.

Prerequisites: Int 13, Kirin Strike, Kirin Style, Improved Unarmed Strike, Knowledge (arcana) 12 ranks, Knowledge (dungeoneering, local, nature, planes, or religion) 5 ranks.

Benefit: Whenever you make a Knowledge check to identify a creature, even when using Kirin Style, you can take 10 even if stress and distractions would normally prevent you from doing so. While using Kirin Style against a creature you have identified using that feat, if the creature ends its turn within your threatened area, you can spend a use of your attacks of opportunity that round to move up to 5 feet times your Intelligence modifier (minimum

1). You must end your move in a square threatened by the creature. This move does not provoke attacks of opportunity.

KIRIN STRIKE (COMBAT)

You have read the texts of the perfect way, and know how identify to your enemies' weak spot.

Prerequisites: Int 13, Kirin Style, Improved Unarmed Strike, Knowledge (arcana) 9 ranks, Knowledge (dungeoneering, local, nature, planes, or religion) 3 ranks.

Benefit: You gain a +2 insight bonus on Knowledge checks made to identify creatures, including the one Kirin Style allows. While using Kirin Style against a creature you have identified using that feat, as a swift action after you have hit a creature with a melee or ranged attack, you can add twice your Intelligence modifier in damage (minimum 2).

KIRIN STYLE (COMBAT, STYLE)

Your study and your grace allows you to exploit your enemies' weaknesses.

Prerequisites: Improved Unarmed Strike, Knowledge (arcana) 6 ranks, Knowledge (dungeoneering, local, nature, planes, or religion) 1 rank.

Benefit: While using this style, you can spend a swift action to make a Knowledge check to identify a single creature (DC 15 + the creature's CR for this purpose). If you succeed at the check, while using this style, you gain a +2 bonus on saving throws against that creature's attacks, as well as a +2 dodge bonus to AC against that creature's attacks of opportunity. These bonuses last for as long as you use this style. If you cease combat with the creature during this time and resume it later, you can attempt the check again.

KNOCKOUT ARTIST

You can throw devastating knockout punches.

Prerequisites: Sneak attack class feature, Improved Unarmed Strike.

Benefit: When you use your unarmed strike to deal nonlethal damage and sneak attack damage to an opponent denied his Dexterity bonus to AC, you gain a +1 bonus on the damage roll per each sneak attack damage die you roll.

LANDING ROLL (COMBAT)

You have learned the technique of rolling safely away when an enemy trips you.

Prerequisites: Dex 13, Dodge, Mobility.

Benefit: If you are tripped, you can spend an immediate action to move 5 feet without provoking an attack of opportunity. This does not count as taking a 5-foot step.

You fall prone after this movement.

LEAPING SHOT DEED (GRIT)

You leap through the air, guns blazing.

Prerequisites: Dex 13, grit class feature or Amateur Gunslinger feat, Dodge, Mobility, base attack bonus +4.

Benefit: You gain a +2 bonus on Acrobatics checks made to jump. As a full-round action, you can move up to your speed and make firearm attacks at your highest base attack bonus with each loaded firearm you are wielding. You can make these attacks at any point during your movement, and if you are wielding two firearms, you can make the attacks at different points during the movement. At the end of this movement, you fall prone. This deed costs 1 grit point to perform.

MANTIS STYLE (COMBAT, STYLE)

You have learned to target vital areas with crippling accuracy.

Prerequisites: Improved Unarmed Strike, Stunning Fist, Heal 3 ranks.

Benefit: You gain one additional Stunning Fist attempt per day. While using this style, you gain a +2 bonus to the DC of effects you deliver with your Stunning Fist.

MANTIS TORMENT (COMBAT)

Your knowledge of the mysteries of anatomy allows you to cause debilitating pain with a simple touch.

Prerequisites: Heal 9 ranks, Improved Unarmed Strike, Mantis Style, Mantis Wisdom, Stunning Fist.

Benefit: You gain one additional Stunning Fist attempt per day. While using Mantis Style, you make an unarmed attack that expends two daily attempts of your Stunning Fist. If you hit, your opponent must succeed at a saving throw against your Stunning Fist or become dazzled and staggered with crippling pain until the start of your next turn, and at that point the opponent becomes fatigued.

MANTIS WISDOM (COMBAT)

Your knowledge of vital areas allows you to land debilitating strikes with precision.

Prerequisites: Improved Unarmed Strike, Mantis Style, Stunning Fist, Heal 6 ranks.

Benefit: Treat half your levels in classes other than monk as monk levels for determining effects you can apply to a target of your Stunning Fist per the Stunning Fist monk class feature. You can also use a standard action and a successful melee touch attack to remove any Stunning Fist effect you have applied to a target.

While using Mantis Style, you gain a +2 bonus on unarmed attack rolls with which you are using Stunning Fist attempts.

MARID COLDSNAP (COMBAT)

You can summon a torrent of water to blast your enemies chilling them to the bone.

Prerequisites: Con 15, Wis 17, Elemental Fist**, Marid Spirit, Marid Style, Improved Unarmed Strike, base attack bonus +13 or monk level 11th.

Benefit: While using Marid Style, as a standard action, you can spend two Elemental Fist (APG 158) attempts to unleash a 30-foot line of frigid water.

Creatures caught in the line take your unarmed strike damage plus the cold damage from your Elemental Fist attack and are entangled in ice as per the Marid Spirit feat. A successful Reflex save (DC $10 + 1/2$ your character level + your Wis modifier) reduces the damage by half and prevents a target from becoming entangled.

MARID SPIRIT (COMBAT)

You can manipulate cold energy to protect yourself and freeze your foes.

Prerequisites: Con 15, Wis 15, Elemental Fist**, Marid Style, Improved Unarmed Strike, base attack bonus +11 or monk level 9th.

Benefit: You gain one additional Elemental Fist (APG 158) attempt per day. While using Marid Style, you gain cold resistance equal to your base attack bonus, or monk level plus base attack bonus gained from levels in classes other than monk, whichever is higher. While denied your Dexterity bonus to AC you are also denied this resistance. Creatures that take cold damage from your Elemental Fist attack must succeed at a Fortitude save (DC 10 + 1/2 your character level + your Wis modifier) or become entangled in ice for 1d4 rounds. The ice has hit points equal to three times your base attack bonus or monk level, whichever is higher, and a break DC of 15 + your base attack bonus or monk level, whichever is higher. Destroying or breaking the ice ends the entangled condition.

MARID STYLE (COMBAT, STYLE)

You conjure tendrils of icy water to strike your enemies from a distance.

Prerequisites: Con 13, Wis 15, Elemental Fist**, Improved Unarmed Strike, base attack bonus +9 or monk level 5th.

Benefit: You gain one additional Elemental Fist (APG 158) attempt per day. While using this style and Elemental Fist to deal cold damage, you gain a bonus on cold damage rolls equal to your Wisdom modifier, and your reach with your unarmed strike increases by 5 feet.

MASTER COMBAT PERFORMER (COMBAT)

You are a master of the techniques and weapons of the arena and the stage.

Prerequisites: Performing Combatant or at least three performance feats, base attack bonus +6.

Benefit: You can make performance combat checks as a free action. You are proficient in all weapons with the performance special quality.

MASTER SIEGE ENGINEER (COMBAT)

You are significantly faster at loading a siege engine, as well as a better shot.

Prerequisites: Siege Weapon Engineer, Knowledge (engineering) 10 ranks.

Benefit: If you are the crew lead on a siege engine, your crew can use move actions to load a siege engine. When you spend actions to aim a siege engine, you and your crew can use move actions instead of full-round actions to aim the siege engine (page 160).

Normal: Full-round actions are required to load and aim siege engines.

MASTERFUL DISPLAY (COMBAT, PERFORMANCE)

You craft a special victory performance that causes the crowd to go wild.

Prerequisites: Dazzling Display, any two performance feats.

Benefit: Choose the effects of any two performance feats you have. When you make a performance combat check, you gain the benefits of those two feats, but you only gain a +2 bonus on the performance combat check.

MAXIMIZED SPELLSTRIKE

You deal brutal damage against opponents caught unawares.

Prerequisites: Maximized magic magus arcana, weapon expertise class feature or Quick Draw.

Benefit: When you make a melee attack and successfully use your spellstrike ability against an opponent denied his Dexterity bonus to AC, you can spend 3 points from your arcane pool to maximize the spell delivered through your spellstrike as if using the Maximize Spell metamagic feat.

MENACING BANE

You are deadly when you team up with allies against a single foe.

Prerequisite: Bane class feature.

Benefit: You can use your bane class feature to imbue a melee weapon with the menacing special weapon ability (APG 288) instead of bane. You can spend a swift action to switch between the two special weapon abilities. Doing so otherwise works according to your bane class feature.

Special: If you have the Double Bane feat, you can imbue each weapon you wield with either bane or menacing. No single weapon can have both.

MERCIFUL BANE

You can use your bane ability to inflict nonlethal damage.

Prerequisite: Bane class feature.

Benefit: While a weapon you wield is under the effect of your bane class feature, you can spend a swift action to switch between dealing lethal or nonlethal damage with bane. While your bane effect allows you to deal nonlethal damage in this way, you take no penalty on your attack roll for using a lethal weapon to deal nonlethal damage.

Normal: When using a lethal weapon to deal nonlethal damage, you take a -4 penalty on attack rolls.

MOCKING DANCE (COMBAT, PERFORMANCE)

You do a little dance that mocks your foe and entertains the crowd.

Prerequisites: Acrobatics 4 ranks or Perform (dance) 4 ranks.

Benefit: When you spend a swift action to make a performance combat check, before making that check you can either move 5 feet without provoking attacks of opportunity, or you can move your speed and provoke attacks of opportunity. You cannot end this move in a space where you threaten an enemy. If you do move at least 5 feet, you gain a +2 bonus on the performance combat check.

MONASTIC LEGACY (COMBAT)

Your formal unarmed training continues to bolster your training in other areas.

Prerequisites: Still mind class feature, Improved Unarmed Strike.

Benefit: Add half the levels you have in classes other than monk to your monk level to determine your effective monk level for your base unarmed strike damage. This feat does not make levels in classes other than monk count toward any other monk class features.

MONKEY MOVES (COMBAT)

You scramble around your foes, moving and striking in an erratic fashion.

Prerequisites: Wis 13, Improved Unarmed Strike, Monkey Style, Acrobatics 8 ranks, Climb 8 ranks.

Benefit: While using Monkey Style, you gain a Wisdom bonus on Climb checks. You can also can climb and crawl at half your speed; you can take a 5-foot step by jumping, crawling, or climbing; and you retain your Dexterity bonus to AC while climbing. Further, while using Monkey Style, when you use your unarmed strike to hit an opponent twice or more on your turn, you can spend a swift action to take a 5-foot step even if you have moved this round.

Normal: You climb at one-quarter your speed, and you lose your Dexterity bonus to AC while doing so. A 5-foot step is made using your normal movement modes, and you can take one only if you have not otherwise moved this round.

MONKEY SHINE (COMBAT)

You combine acrobatics and opportunity to devastating effect against your opponent.

Prerequisites: Wis 13, Improved Unarmed Strike, Monkey Moves, Monkey Style, Stunning Fist, Acrobatics 11 ranks, Climb 11 ranks.

Benefit: While using Monkey Style, if you successfully deliver a Stunning Fist attempt, in addition to the normal effect of Stunning Fist, you can spend a free action to enter a square adjacent to you that is within your opponent's space. This movement does not provoke attacks of opportunity. While you are in your opponent's space, you gain a +4 dodge bonus to AC and a +4 bonus on melee attack rolls against that opponent. If otherwise unhindered, the opponent can move away from you, but if he does, he provokes an attack of opportunity from you even if his choice of movement does not normally do so.

Normal: You cannot enter an opponent's space.

MONKEY STYLE (COMBAT, STYLE)

Your unarmed fighting style is nimble and unpredictable, full of ground rolls and short leaps.

Prerequisites: Wis 13, Improved Unarmed Strike, Acrobatics 5 ranks, Climb 5 ranks.

Benefit: You add your Wisdom bonus on Acrobatics checks. While using this style, you take no penalty on melee attack rolls or to AC while prone. Further, you can crawl and stand up from lying prone without provoking attacks of opportunity, and you can stand up as a swift action if you succeed at a DC 20 Acrobatics check.

Normal: You take a -4 penalty on attack rolls and AC against melee attacks while prone. Standing up is a standard action that provokes attacks of opportunity.

MOONLIGHT STALKER (COMBAT)

You are adept at using shadows to conceal your attacks.

Prerequisites: Int 13, Blind-Fight, Combat Expertise, Bluff 3 ranks, darkvision or low-light vision racial trait.

Benefit: While you have concealment from an opponent, you gain a +2 bonus on attack and damage rolls against that opponent.

MOONLIGHT STALKER FEINT (COMBAT)

You strike through the shadows so quickly that your opponent can barely react to your attacks.

Prerequisites: Int 13, Blind-Fight, Combat Expertise, Moonlight Stalker, Bluff 6 ranks, darkvision or lowlight vision racial trait.

Benefit: Once per round, against an opponent from whom you have concealment, you can spend a swift action to make a Bluff check to feint.

Normal: Feinting is a standard action.

MOONLIGHT STALKER MASTER (COMBAT)

You leave your opponents swinging at shadows while you slide elusively through the darkness.

Prerequisites: Int 13, Blind-Fight,

Combat Expertise, Improved Feint, Moonlight Stalker, Moonlight Stalker Feint, Bluff 9 ranks, darkvision or low-light vision racial trait.

Benefit: While you have concealment, your opponents' miss chance against you increases by 10%. If an opponent misses you due to your concealment, you can spend an immediate action to move 5 feet, this movement does not provoke attacks of opportunity and does not count as a 5-foot step.

MURDERER'S CIRCLE (COMBAT, PERFORMANCE)

After savaging your foe, you circle like a hunter ready for the kill.

Prerequisites: Dodge, Acrobatics 4 ranks.

Benefit: When you spend a swift action to make a performance combat check after scoring a critical hit or performing a combat maneuver, and you are adjacent to the target of the critical hit or combat maneuver, you can move to any other space that is adjacent to the target without provoking attacks of opportunity. You must have a clear path to that space and the ability to reach it by spending a move action. If you end this move in any space other than the one where you started, you gain a +2 bonus on the performance combat check.

NECKBREAKER (COMBAT)

With a quick jerk, you snap an enemy's neck.

Prerequisites: Bonebreaker, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Jawbreaker, Stunning Fist, Heal 12 ranks.

Benefit: If you have an opponent your size or smaller helpless or pinned, after you initiate or maintain a grapple, you can make a Stunning Fist attempt at a -5 penalty on the attack roll. If you succeed, you wrench that opponent's neck, dealing 2d6 Strength or Dexterity damage. If the targeted ability score is reduced to 0, any remaining damage is dealt to that opponent's Constitution score. A creature that is immune to critical hits or that has no discernible head and neck is immune to the effects of this feat.

NET ADEPT (COMBAT)

You have trained to use the net as a melee weapon.

Prerequisites: Exotic Weapon Proficiency (net), base attack bonus +1.

Benefit: You can treat a net as a one-handed melee reach weapon with a 10-foot reach. Further, you take no penalty on melee attack rolls for using an unfolded net, and you can use one full-round action or two move actions to fold a net.

Normal: A net is a ranged weapon that imposes a -4 penalty on ranged attack rolls if it is unfolded. Folding a net takes a proficient user 2 rounds.

NET AND TRIDENT (COMBAT)

Your skill with lighter weapons allows you to wield one alongside your net.

Prerequisites: Dex 15, Exotic Weapon Proficiency (net), Net Adept, Two-Weapon Fighting.

Benefit: You can treat a net as a one-handed ranged weapon, allowing you to wield a light or one-handed melee weapon and still make ranged attacks with your net. When you use your light or one-handed melee weapon to attack an entangled opponent, you gain a +2 bonus on damage rolls and on attack rolls to confirm a critical hit.

Normal: A net is a two-handed ranged weapon.

NET MANEUVERING (COMBAT)

With sweeping movements and brute force, you can use your net to put foes at a disadvantage.

Prerequisites: Exotic Weapon Proficiency (net), Net Adept, base attack bonus +3.

Benefit: In melee, you can use a net to trip or disarm opponents instead of entangling them. You gain a +2 bonus on disarm checks made to use a net in this way. Further, if you have an opponent entangled in your net, you can attempt to drag or reposition that opponent as long as he is within your net's reach or you control the trailing rope on your net.

NET TRICKERY (COMBAT)

You have become very proficient at using your net to hinder your enemies.

Prerequisites: Exotic Weapon Proficiency (net), Net Adept, Net Maneuvering, base attack bonus +6.

Benefit: In place of one of your melee attacks, you can use your net to attempt a dirty trick combat maneuver to blind an opponent (Advance Player's Guide 320). If you have an opponent entangled in your net, you can attempt to trip that opponent as long as he is within your net's reach or you control the trailing rope on your net. You also gain a +2 bonus on drag and reposition combat maneuver checks you make using your net.

NIGHTMARE FIST (COMBAT)

You are even more deadly in magical darkness.

Prerequisites: Improved Unarmed Strike, Intimidate 1 rank, ability to create magical darkness.

Benefit: While fighting within an area of magical darkness, you gain a +2 bonus on damage rolls with unarmed strikes, or a +4 bonus against opponents that are shaken, frightened, or panicked. You also gain a +2 morale bonus on Acrobatics and Intimidate checks.

NIGHTMARE STRIKER (COMBAT)

Your faerie fire not only illuminates your foes, but it also shows you their weaknesses.

Prerequisites: Improved Unarmed Strike, Nightmare Fist, Nightmare Weaver, Stunning Fist, Heal 5 ranks, ability to cast faerie fire.

Benefit: While a faerie fire you have cast (not one cast from a spell completion or spell trigger item) outlines an opponent, the DC for that opponent to resist your Stunning Fist attempts increases by +2. If you hit an opponent with a Stunning Fist attempt, and that opponent fails her saving throw, you can render the target shaken for 1d2 rounds plus 1 round for every 5 by which the opponent failed her save.

NIGHTMARE WEAVER (COMBAT)

You can use your ability to create magical darkness to terrorize enemies.

Prerequisites: Improved Unarmed Strike, Nightmare Fist, Intimidate 2 ranks, ability to cast darkness.

Benefit: By spending a full-round action to cast darkness, you can also make Intimidate checks to demoralize all foes in the spell's initial area.

Special: This feat counts as Dazzling Display for purposes of qualifying for Deadly Stroke and Shatter Defenses.

NO NAME (GRIT)

You don't need an elaborate disguise to keep your identity under wraps.

Prerequisites: Grit class feature or Amateur Gunslinger feat, Bluff 4 ranks.

Benefit: You often rely on surprise and misdirection in your social dealings. You gain a +2 bonus on Bluff checks, and you can spend 1 grit point to gain a +10 bonus on Disguise checks for 10 minutes per your gunslinger level (minimum 10 minutes). This deed does not actually change your appearance, but rather allows you to hide your identity in other ways.

OPENING VOLLEY (COMBAT)

Your ranged assault leaves your foe disoriented and vulnerable to your melee attack.

Benefit: Whenever you deal damage with a ranged attack, you gain a +4 circumstance bonus on the next melee attack roll you make against the opponent. This attack must occur before the end of your next turn.

PACK ATTACK (COMBAT, TEAMWORK)

You are skilled at surrounding your enemies.

Prerequisite: Base attack bonus +1.

Benefit: When you are adjacent to an ally with this feat, the first time you melee attack an opponent, you can spend an immediate action to take a 5-foot step, even if you have otherwise moved this round.

Normal: You can take a 5-foot step only if you have not otherwise moved in a round.

PANTHER CLAW (COMBAT)

You unleash a rapid series of blows on foes that attempt to attack you when you move.

Prerequisites: Wis 15, Combat Reflexes, Improved Unarmed Strike, Panther Style.

Benefit: While using Panther Style, you can spend a free action, instead of spending a swift action, to make a retaliatory unarmed strike. You can make a number of retaliatory unarmed strikes on your turn equal to your Wisdom modifier.

PANTHER PARRY (COMBAT)

Your vicious strikes impair your foe's ability to attack you when you move.

Prerequisites: Wis 15, Combat Reflexes, Improved

Unarmed Strike, Panther Claw, Panther Style.

Benefit: While using Panther Style, your retaliatory unarmed strikes are resolved before the triggering attacks.

If your retaliatory unarmed strike deals damage to an opponent, that opponent takes a -2 penalty on attack and damage rolls with the triggering attack of opportunity.

PANTHER STYLE (COMBAT, STYLE)

You can strike back at enemies who attack you when you move.

Prerequisites: Wis 13, Combat Reflexes, Improved Unarmed Strike.

Benefit: While using this style, when an opponent makes an attack of opportunity against you for moving through a threatened square, you can spend a swift action to make a retaliatory unarmed strike attack against that opponent. Your attack is resolved after the triggering attack of opportunity.

PASSING TRICK (COMBAT)

Slipping past a foe gives you the chance to feint.

Prerequisites: Int 13, Combat Expertise, Dodge, Improved Feint, Mobility, size Small or smaller.

Benefit: Whenever you make a successful Acrobatics check to move through an opponent's space, you can spend a swift action to make a Bluff check against that opponent to feint in combat.

Special: If you have the Underfoot feat and the opponent is larger than you, you gain a +2 bonus on the Bluff check this feat allows.

PERFORMANCE WEAPON MASTERY (COMBAT)

You wield all your weapons with the flair of a performer.

Benefit: You treat all weapons you are proficient in as if they had the performance weapon quality (page 144).

PERFORMING COMBATANT (COMBAT)

You treat every combat as a performance, bringing flare and showmanship.

Prerequisites: Dazzling Display, any one performance feat.

Benefit: You can make performance combat checks in any combat. When making a performance check outside of performance combat, you can pick a single performance feat to use. You automatically gain any bonus on the performance combat check the feat grants, and then you make a DC 20 performance combat check. On a success, you gain the full effect of the performance feat you chose.

PIN DOWN (COMBAT)

You easily block enemy escapes.

Prerequisites: Combat Reflexes, fighter level 11th.

Benefit: Whenever an opponent you threaten takes a 5-foot step or uses the withdraw action, that opponent provokes an attack of opportunity from you. If the attack hits, you deal no damage, but the targeted creature is prevented from making the move action that granted a 5-foot step or the withdraw action and does not move.

PINNING KNOCKOUT (COMBAT)

An opponent you have pinned is easy for you to knock out.

Prerequisites: Dex 13, Greater Grapple, Improved Grapple, Improved Unarmed Strike, base attack bonus +9 or monk level 9th.

Benefit: While you have an opponent pinned, when you succeed at a grapple combat maneuver check to deal an opponent nonlethal damage using an unarmed strike or a light or one-handed weapon, double your damage result.

Any creature that is immune to critical hits is immune to the effects of this feat.

PINNING REND (COMBAT)

You tear flesh when you damage an opponent that you have pinned.

Prerequisites: Dex 13, Greater Grapple, Improved Grapple, Improved Unarmed Strike, base attack bonus +9 or monk level 9th.

Benefit: While you have an opponent pinned, when you succeed at a grapple combat maneuver check to deal an opponent damage using an unarmed strike or a light or one-handed weapon, that opponent also takes bleed damage equal to your unarmed strike or weapon damage dice. Any creature that is immune to critical hits is immune to the effects of this feat.

PINPOINT POISONER (COMBAT)

You deftly use specially prepared needles to apply poison for maximum effect.

Prerequisites: Poison use class feature, Craft (alchemy)

6 ranks, Adder Strike, Improved Unarmed Strike, Two-Weapon Fighting or flurry of blows class feature.

Benefit: When you use Adder Strike, you can instead poison up to two blowgun darts that you can then use to strike your opponent in melee. (Drawing such darts is a free action.) While holding these darts, you can spend a standard action to attack with one or a full-attack action to attack with both. Such attacks are considered melee touch attacks that deal 1d2 damage plus any bonuses you gain on your normal unarmed strike damage, and they deliver the poison. You can instead throw such darts as if they were shuriken, making your ranged attack rolls against the target's AC.

Normal: Applying poison to a weapon or single piece of ammunition is a standard action.

PLANAR WILD SHAPE

You can infuse your wild shape with planar strength.

Prerequisites: Wild shape class feature, Knowledge (planes) 5 ranks.

Benefit: When you use wild shape to take the form of an animal, you can expend an additional daily use of your wild shape class feature to add the celestial template or fiendish template to your animal form. (Good druids must use the celestial template, while evil druids must use the fiendish template.) If your form has the celestial template and you score a critical threat against an evil creature while using your form's natural weapons, you gain a +2 bonus on the attack roll to confirm the critical hit. The same bonus applies if your form has the fiendish template and you score a critical threat against a good creature.

PRONE SHOOTER (COMBAT)

While prone, you use the ground to stabilize your aim while using a crossbow or firearm.

Prerequisites: Weapon Focus (crossbow or firearm), base attack bonus +1.

Benefit: If you have been prone since the end of your last turn, you can ignore the penalty the prone condition imposes on ranged attack rolls you make using a crossbow or firearm with which you have Weapon Focus.

Special: If you have the Prone Slinger feat, Weapon Focus (sling) satisfies this feat's Weapon Focus prerequisite, and you can apply this feat's benefit to attack rolls you make using a sling with which you have Weapon Focus.

PRONE SLINGER (COMBAT)

Your sideways sling release allows you to launch bullets and stones even while prone.

Benefit: While prone, you can use a sling to make ranged attacks.

Normal: Crossbows and firearms are the only ranged weapons that can be used while prone.

QUICK BULL RUSH (COMBAT)

You can barrel into your opponent and follow this with an attack.

Prerequisites: Str 13, Improved Bull Rush, Power Attack, base attack bonus +6.

Benefit: On your turn, you can perform a single bull rush combat maneuver in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the bull rush.

Normal: A bull rush combat maneuver is a standard action.

QUICK DIRTY TRICK (COMBAT)

You can perpetrate a dirty trick and deliver an attack before your opponent is the wiser.

Prerequisites: Int 13, Combat Expertise, Improved Dirty Trick, base attack bonus +6.

Benefit: On your turn, you can perform a single dirty trick combat maneuver (Advanced Players Guide 320) in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the dirty trick combat maneuver.

Normal: A dirty trick combat maneuver is a standard action.

QUICK DRAG (COMBAT)

You drag your enemy and deliver a punishing blow.

Prerequisites: Str 13, Improved Drag, Power Attack, base attack bonus +6.

Benefit: On your turn, you can perform a single drag combat maneuver (Advanced Players Guide 320) in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the drag.

Normal: A drag combat maneuver is a standard action.

QUICK REPOSITION (COMBAT)

Your opponent becomes an unwitting dance partner, following your lead while you fight.

Prerequisites: Int 13, Combat Expertise, Improved Reposition, base attack bonus +6.

Benefit: On your turn, you can perform a single reposition combat maneuver (Advanced Players Guide 320) in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the reposition.

Normal: A reposition combat maneuver is a standard action.

QUICK STEAL (COMBAT)

You are adept at relieving foes of their belongings even while you strike.

Prerequisites: Int 13, Combat Expertise, Improved Steal, base attack bonus +6.

Benefit: On your turn, you can perform a single steal combat maneuver (Advanced Players Guide 320) in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the steal.

Normal: A steal combat maneuver is a standard action.

RAGING BRUTALITY

You expend some of your rage to strike your opponents with a more powerful weapon blow.

Prerequisites: Str 13, rage class feature, Power Attack, base attack bonus +12.

Benefit: While raging and using Power Attack, you can spend 3 additional rounds of your rage as a swift action to add your Constitution bonus on damage rolls for melee attacks or thrown weapon attacks you make on your turn.

If you are using the weapon two-handed, instead add 1-1/2 times your Constitution bonus. This bonus damage is not multiplied on a critical hit.

RAGING DEATHBLOW

Every killing blow gives you a surge of vitality, further fueling your rage.

Prerequisite: Greater rage class feature.

Benefit: While raging, whenever your attack reduces your opponent to -1 or fewer hit points, you gain 1 extra round of rage for that day. If that attack was a critical hit, you gain 1 additional extra round of rage for that day. Whenever you rest to renew your total number of rounds of rage per day, any extra rounds you still have from this feat are lost.

RAGING HURLER

An opponent can do little to evade your wrathful pitching of weapons and objects.

Prerequisites: Rage class feature, Throw Anything.

Benefit: While raging, you can throw a two-handed weapon as a standard action, and you double the range increment for weapons you throw. If you also have the Quick Draw feat, you can throw two-handed weapons at your full normal rate of attacks. Further, you can pick up an unattended object that you can use as an improvised weapon within your reach as part of the attack action to throw that item.

RAGING THROW

You expend some of your rage to throw one opponent at another.

Prerequisites: Str 13, Con 13, rage class feature, Improved Bull Rush, Power Attack, base attack bonus +6.

Benefit: While raging, when you attempt a bull rush combat maneuver, you can spend 1 additional round of your rage as a swift action to add your Constitution bonus on your combat maneuver check to the bull rush. Further, if you bull rush an opponent into a square another creature occupies or into a solid object, the opponent and the creature or object take bludgeoning damage equal to your Strength modifier + your Constitution modifier.

RAPID GRAPPLER (COMBAT)

You are a quick hand at grappling.

Prerequisites: Dex 13, Greater Grapple, Improved Grapple, Improved Unarmed Strike, base attack bonus +9 or monk level 9th.

Benefit: Whenever you use Greater Grapple to successfully maintain a grapple as a move action, you can then spend a swift action to make a grapple combat maneuver check.

RAPID RELOAD (COMBAT)

Choose a type of crossbow (hand, light, heavy) or a single type of one-handed or two-handed firearm that you are proficient with. You can reload such a weapon quickly.

Prerequisites: Weapon Proficiency (crossbow type chosen) or Exotic Weapon Proficiency (firearm).

Benefit: The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for heavy crossbow or one-handed firearm), or a standard action (two-handed firearm).

Reloading a crossbow or firearm still provokes attacks of opportunity.

If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, a standard action to reload a one-handed firearm, or a full-round action to load a heavy crossbow or a two-handed firearm.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow or a new type of firearm.

REBOUNding LEAP (COMBAT)

Your riding and lancing expertise allows you to enter and leave the saddle with great speed.

Prerequisites: Leaping lance class feature, Acrobatics 5 ranks, Ride 11 ranks.

Benefit: When you succeed at the Acrobatics check to jump as part of your leaping lance class feature, you can remount your steed as a swift action.

REBUFFING REDUCTION (COMBAT)

Your damage reduction can turn the force of blows back on your enemies.

Prerequisites: Str 13, damage reduction, Improved Bull Rush, Power Attack, base attack bonus +1.

Benefit: Whenever an opponent that is adjacent to you fails to penetrate your DR with a melee attack, you can spend an immediate action to attempt a bull rush combat maneuver against that opponent. If you succeed, you cannot move with the opponent.

Normal: A bull rush combat maneuver is a standard action.

RENDING FURY (COMBAT)

You easily tear your enemies limb from limb with your natural attacks.

Prerequisites: Base attack bonus +6, rend special attack.

Benefit: You deal rend damage if you hit with half the normal natural attacks your rend requires. For example, a troll that has this feat can rend when it hits with one claw attack, while a girallon that has this feat must hit one target with two claw attacks to rend. You can only make this rend attack once per round.

REVELATION STRIKE (COMBAT)

Your unarmed strike brings a revelation down upon your foe.

Prerequisites: Revelation class feature, Improved Unarmed Strike.

Benefit: When you gain this feat, choose one revelation that you can use to affect no more than one opponent. If you make a successful unarmed strike against an opponent, in addition to dealing your unarmed strike damage, you can use a swift action to deliver the effects of the chosen revelation to that opponent. Doing so provokes no attacks of opportunity.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different qualifying revelation.

RHETORICAL FLOURISH

You rapidly change topics and employ confusing rhetoric to distract people from your true intent.

Prerequisites: Cha 13, Persuasive.

Benefit: When using the Diplomacy skill to make a request or change a creature's attitude, you can use verbal misdirection. To do so, make a Bluff check against that creature. If you succeed, you gain a +4 bonus on your next Diplomacy check against that creature if the check is made within the next minute. If you fail by 5 or more, you instead take a -2 penalty on your next Diplomacy check against that creature.

Alternatively, you can use this feat to retry a single failed Diplomacy check against a creature. You take a -4 penalty on your Bluff check when using Rhetorical Flourish in this way. If you succeed, rather than gaining this feat's normal bonus, you can retry your last Diplomacy check against the creature if that check was made in the past minute.

RICOCET SHOT DEED (GRIT)

You can ricochet a firearm shot off the wall and still hit your target.

Prerequisites: Grit class feature or Amateur Gunslinger feat, Blind-Fight.

Benefit: You can fire a shot at a wall or piece of solid terrain, and have it ricochet off. When you do, use the square immediately in front of the wall or piece of solid terrain to determine line of sight to a target, and this square is considered the new origin square of the attack.

Use that square to determine the effects of cover, and your own square to determine the effects of concealment.

You can make this shot as long as you have at least 1 grit point. When making this shot, you can spend 1 grit point to ignore the effects of all cover or concealment.

You must choose to spend the grit point before you make the attack roll.

RIGHTEOUS HEALING

Your healing spells are more potent when you have a judgment active.

Prerequisite: Judgment class feature.

Benefit: If you cast a cure spell while you have a judgment active, each target regains 1 extra hit point from the cure spell + 1 hit point per three inquisitor levels you possess.

SAP ADEPT (COMBAT)

You know just where to hit to knock the sense out of your foe.

Prerequisite: Sneak attack +1d6.

Benefit: Whenever you use a bludgeoning weapon to deal nonlethal sneak attack damage, you gain a bonus on your damage roll equal to twice the number of sneak attack damage dice you rolled.

SAP MASTER (COMBAT)

You knock the sense out of foes with a well-timed surprise attack.

Prerequisites: Sneak attack +3d6, Sap Adept.

Benefit: Whenever you use a bludgeoning weapon to deal nonlethal sneak attack damage to a flat-footed opponent, roll your sneak attack dice twice, totaling the results as your nonlethal sneak attack damage for that attack.

SAVAGE DISPLAY (COMBAT, PERFORMANCE)

With your victory and a roar, you push yourself on with increased savagery.

Prerequisite: Dazzling Display.

Benefit: When you spend a swift action to make a performance combat check, you gain a +2 bonus on your performance combat check and gain a +1d6 bonus on damage rolls until the end of your next turn. This extra damage is not precision damage.

SCHOOL STRIKE (COMBAT)

You focus the secrets of your school of wizardry into your unarmed strike.

Prerequisites: Wizard school class feature, Improved Unarmed Strike.

Benefit: When you gain this feat, choose one arcane school power that you can use to affect no more than one opponent. If you make a successful unarmed strike against an opponent, in addition to dealing your unarmed strike damage, you can use a swift action to deliver the effects of the chosen school power to that opponent. Doing so provokes no attacks of opportunity.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different qualifying arcane school power.

SEA LEGS

You have a sailor's instincts for moving about while aboard seagoing vessels.

Prerequisite: Profession (sailor) 5 ranks.

Benefit: You gain a +2 bonus on Acrobatics, Climb, and Swim checks.

SECRET STASH DEED (GRIT)

You are so skilled at stashing small packets of firearm ammunition and black powder on your person that you sometimes surprise yourself when you find them.

Prerequisites: Grit class feature or Amateur Gunslinger feat, Sleight of Hand 1 rank.

Benefit: Spend 1 grit point while in combat to recover either 1 bullet and 1 dose of black powder or 1 alchemical cartridge from a hidden stash on your person that you had, until now, forgotten about. If the bullet and black powder or the alchemical cartridges are normal shot, you do not need to pay for the ammunition. If you want to recover any other kind of ammunition, you must pay for it with gold pieces from your character's wealth. The grit cost of this deed cannot be decreased by the Signature Deed feat, the true grit class feature, or any other similar effect that reduces the number of grit points you spend to use a deed. You also gain a +4 bonus on any Sleight of Hand checks made while gambling.

SEIZE THE MOMENT (COMBAT, TEAMWORK)

You and your allies are poised to pounce whenever one of you scores a telling blow.

Prerequisites: Combat Reflexes, Improved Critical.

Benefit: When an ally who also has this feat confirms a critical hit against an opponent that you also threaten, you can make an attack of opportunity against that opponent.

SHAITAN EARTHBLAST (COMBAT)

With a forceful stomp you release a blast of acid from the earth to burn your enemies.

Prerequisites: Con 15, Wis 17, Elemental Fist**, Improved Unarmed Strike, Shaitan Skin, Shaitan Style, base attack bonus +13 or monk level 11th.

Benefit: While using the Shaitan Style feat, as a standard action, you can spend two Elemental Fist (APG 158) attempts to unleash a 20-foot column of acid that has a 5-foot radius and erupts from a point of origin within 30 feet of you. Creatures caught in the column take your unarmed strike damage plus the acid damage from your Elemental Fist and are staggered for 1 round. A successful Reflex save (DC 10 + 1/2 your character level + your Wis modifier) reduces the damage by half and prevents a target from being staggered.

SHAITAN SKIN (COMBAT)

You can manipulate acid to shield yourself and disable your enemies.

Prerequisites: Con 15, Wis 15, Elemental Fist**, Improved Unarmed Strike, Shaitan Style, base attack bonus +11 or monk level 9th.

Benefit: You gain one additional Elemental Fist (APG 158) attempt per day. While using the Shaitan Style feat, you gain acid resistance equal to your base attack bonus, or your monk level plus BAB gained from levels in classes other than monk, whichever is higher. While denied your Dexterity bonus to AC you are also denied this resistance.

Creatures that take acid damage from your Elemental Fist attack must succeed at a Reflex save (DC 10 + 1/2 your character level + your Wis modifier) or be staggered for 1 round.

SHAITAN STYLE (COMBAT, STYLE)

You strike with the caustic forces from within the earth.

Prerequisites: Con 13, Wis 15, Elemental Fist**, Improved Unarmed Strike, base attack bonus +9 or monk level 5th.

Benefit: You gain one additional Elemental Fist (APG 158) attempt per day. While using the Shaitan Style and Elemental Fist feats to deal acid damage, you gain a bonus on acid damage rolls equal to your Wisdom bonus. Further, if your Elemental Fist melee attack misses while you are using it to deal acid damage, you still deal 1d6 points of acid damage to your target.

SHAKE IT OFF (TEAMWORK)

You support your allies and help them recover from crippling effects.

Benefit: When you are adjacent to one or more allies who also have this feat, you gain a +1 bonus on saving throws per such ally (maximum +4).

SHAPESHIFTER FOIL

Your command of shapeshifting magic can disrupt similar effects in others.

Prerequisites: Knowledge (arcana) 5 ranks or Knowledge (nature) 5 ranks, ability to use any polymorph effect.

Benefit: A creature you deal damage to has difficulty using or maintaining polymorph effects until the end your next turn. To use a polymorph effect it must make a concentration check (DC 15 + twice the level of the effect). If you deal damage to an opponent under a polymorph effect, that opponent must succeed at a Will saving throw (DC 10 + 1/2 your character level + your Wisdom modifier) or be forced back to its original form. If you score a critical hit against such an opponent, no saving throw is allowed.

SHAPESHIFTING HUNTER

You blend your knowledge of foes and your shapeshifting abilities together.

Prerequisites: Favored enemy class feature, wild shape class feature.

Benefit: Your levels of druid stack with your ranger levels for determining when you select your next favored enemy. Also, your ranger levels stack with your druid levels in determining the number of times per day you can use your wild shape class feature, up to a maximum of eight times per day.

SHARED JUDGMENT

You extend the benefits of your judgment to an ally.

Prerequisite: Second judgment class feature.

Benefit: You can pronounce a single judgment and extend its effects to one adjacent ally instead of pronouncing a second judgment. Similarly, once you have the third judgment class feature, you can pronounce a single judgment and extend its effects to two adjacent allies instead of pronouncing a second and third judgment. Alternatively, once you have the third judgment class feature, you can pronounce two judgments and extend the effects of one judgment to one adjacent ally instead of pronouncing a third judgment. Once an ally has gained the effects of your judgment, he need not remain adjacent to you to continue gaining that benefit. You can spend a free action to end this benefit for one or both allies. If your judgment bonus is suspended for you, it is suspended for all allies, but when it resumes, it does so for all allies.

SIEGE COMMANDER (COMBAT)

Under your leadership, the time required to assemble and move a siege engine is greatly reduced.

Prerequisites: Craft (siege weapon) 5 ranks, Knowledge (engineering) 5 ranks or Profession (siege engineer) 1 rank.

Benefit: When you lead a siege engine assembly crew, you grant all of its members a +4 competence bonus on checks to assemble or move the weapon. You also halve the time required to assemble a siege engine.

SIEGE ENGINEER (COMBAT)

You are proficient with all siege weaponry.

Prerequisites: Knowledge (engineering) 5 ranks or Profession (siege engineer) 5 ranks, proficiency with one siege engine.

Benefit: You are considered to be proficient with all siege weapons. Also, when you are crew lead for a siege engine, you do not generate mishaps on the roll of a natural 1.

Normal: Each siege engine is an exotic weapon.

SIEGE GUNNER (COMBAT)

Aiming outsized siege weapons poses little difficulty for you.

Prerequisites: Siege Engineer, Profession (siege engineer) 5 ranks.

Benefit: You take no size penalty for aiming a direct fire siege weapon larger than yourself. If you operate an indirect-fire siege weapon and miss, you misdirect fire by 1 square per range increment.

Normal: Direct-fire weapons impose a -2 attack roll penalty per size category by which the weapon is larger than the creature aiming it. An indirect-fire weapon that misses misdirects fire by 1d4 squares per range increment.

SIGNATURE DEED (GRIT)

You are known for performing a particular deed, and can perform it with greater ease.

Prerequisites: Grit class feature, gunslinger level 11th.

Benefit: Pick a deed that you have access to and that you must spend grit to perform. You can perform this deed for 1 fewer grit point (minimum 0). If the amount of grit needed to perform the deed is reduced to 0, you can perform this deed for the normal action cost as long as you have at least 1 grit point.

SKILLED DRIVER

Choose a type a type of vehicle (either air, land, or water). You are more skilled when driving that vehicle.

Benefit: You gain a +4 bonus on driving checks with your chosen vehicle.

SLAYER'S KNACK

You know how to battle your favored enemies with such efficacy that any weapon you wield against them becomes more deadly.

Prerequisites: Favored enemy class feature, base attack bonus +6.

Benefit: When you take this feat, choose one of your favored enemy types. Against enemies of that type, the threat range of any weapon you wield is doubled. This effect does not stack with any other effect that expands a weapon's threat range.

Special: You can take this feat multiple times. Each time you take it, you choose a different favored enemy type.

SLING FLAIL (COMBAT)

You can use your loaded sling to effectively strike at nearby foes.

Prerequisites: Weapon Focus (sling), base attack bonus +1.

Benefit: You can make melee attacks using your loaded sling, using that weapon's normal statistics but treating it as a flail. Using a sling in this way does not expend mundane ammunition, but magical or masterwork ammunition loses its special properties after a single hit.

Special: Any feats you have that apply when you use a flail also apply when you use a loaded sling as a melee weapon.

SNAKE FANG (COMBAT)

You can unleash attacks against an opponent that has dropped its guard.

Prerequisites: Combat Reflexes, Improved Unarmed Strike, Snake Sidewind, Snake Style, Acrobatics 6 ranks, Sense Motive 9 ranks.

Benefit: While using the Snake Style feat, when an opponent's attack misses you, you can make an unarmed strike against that opponent as an attack of opportunity.

If this attack of opportunity hits, you can spend an immediate action to make another unarmed strike against the same opponent.

SNAKE SIDEWIND (COMBAT)

Your sensitive twisting movements make you difficult to anticipate combat.

Prerequisites: Improved Unarmed Strike, Snake Style, Acrobatics 3 ranks, Sense Motive 6 ranks.

Benefit: You gain a +4 bonus to CMD against trip combat maneuvers and on Acrobatics checks and saving throws to avoid being knocked prone. While using the Snake Style feat, whenever you score a critical threat with your unarmed strike, you can make a Sense Motive check in place of the attack roll to confirm the critical hit. Whenever you score a critical hit with your unarmed strike, you can spend an immediate action to take a 5-foot step even if you have otherwise moved this round.

Normal: You can take a 5-foot step only if you have not otherwise moved this round.

SNAKE STYLE (COMBAT, STYLE)

You watch your foe's every movement and then punch through its defense.

Prerequisites: Improved Unarmed Strike, Acrobatics 1 rank, Sense Motive 3 ranks.

Benefit: You gain a +2 bonus on Sense Motive checks, and you can deal piercing damage with your unarmed strikes. While using the Snake Style feat, when an opponent targets you with a melee or ranged attack, you can spend an immediate action to make a Sense Motive check. You can use the result as your AC or touch AC against that attack. You must be aware of the attack and not flat-footed.

Normal: An unarmed strike deals bludgeoning damage.

SNAP SHOT (COMBAT)

With a ranged weapon, you can take advantage of any opening in your opponent's defenses.

Prerequisites: Dex 13, Point-Blank Shot, Rapid Shot, Weapon Focus, base attack bonus +6.

Benefit: While wielding a ranged weapon with which you have Weapon Focus, you threaten squares within 5 feet of you. You can make attacks of opportunity with that ranged weapon. You do not provoke attacks of opportunity when making a ranged attack as an attack of opportunity.

Normal: While wielding a ranged weapon, you threaten no squares and can make no attacks of opportunity with that weapon.

SNAPPING TURTLE CLUTCH (COMBAT)

Your unarmed style allows you to turn your opponent's attack into an opportunity.

Prerequisites: Snapping Turtle Style, Improved Grapple, Improved Unarmed Strike, base attack bonus +3 or monk level 3rd.

Benefit: While you are using the Snapping Turtle Style feat, the shield bonus the style grants to your AC applies to your CMD and touch AC. Whenever an opponent misses you with a melee attack while you are using the Snapping Turtle Style feat, you can use an immediate action to attempt a grapple combat maneuver against that opponent, but with a -2 penalty.

SNAPPING TURTLE SHELL (COMBAT)

Your guarding hand is almost magical in its skill at deflecting incoming blows.

Prerequisites: Snapping Turtle Clutch, Snapping Turtle Style, Improved Grapple, Improved Unarmed Strike, base attack bonus +5 or monk level 5th.

Benefit: While you are using the Snapping Turtle Style feat, the shield bonus the style grants to your AC increases to +2, and your enemies take a -4 penalty on critical confirmation rolls against you.

Snapping Turtle Style (Combat, Style)

Your deft unarmed style allows you to shield your body from harm.

Prerequisites: Improved Unarmed Strike, base attack bonus +1 or monk level 1st.

Benefit: While using the Snapping Turtle Style feat with at least one hand free, you gain a +1 shield bonus to AC.

SNEAKING PRECISION

Your knowledge of your enemies' vulnerable spots is especially punishing.

Prerequisites: Sneak attack class feature, Critical Focus, any critical feat, base attack bonus +9.

Benefit: Whenever you successfully sneak attack an opponent for a second time on your turn, you can spend a swift action to apply the effects of one critical feat you know to that opponent.

SORCEROUS STRIKE (COMBAT)

The power flowing through your veins also flows through your unarmed strike.

Prerequisites: Sorcerer bloodline class feature, Improved Unarmed Strike.

Benefit: When you gain this feat, you choose one bloodline power that you can use to affect a single opponent. If you make a successful unarmed strike against an opponent, in addition to dealing your unarmed strike damage, you can spend a swift action to deliver the effects of the chosen bloodline power to that opponent. Doing so provokes no attacks of opportunity.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different qualifying bloodline power.

SPELL BANE

While your bane weapon is active, creatures that your bane affects find it more difficult to resist your spells.

Prerequisite: Bane class feature.

Benefit: While your bane class feature is affecting a creature type, the saving throw's DCs for your spells increase by +2 for creatures of that type.

SPINNING THROW (COMBAT)

You whirl your foe around and then let go.

Prerequisites: Combat Expertise, Improved Bull Rush, Improved Trip, Improved Unarmed Strike, Ki Throw.

Benefit: On a successful unarmed trip combat maneuver against an opponent your size or smaller, you can spend a swift action to attempt a bull rush combat maneuver against that opponent. If your bull rush succeeds, you can move that opponent to any unoccupied square you threaten, then push that opponent the number of 5-foot increments your successful bull rush allows. The target is then knocked prone. If the bull rush fails, you can use the Ki Throw feat as normal.

If you also have the Improved Ki Throw feat, a successful bull rush allows you to push the opponent into a space secondary targets occupy. You resolve this effect as if you used the Improved Ki Throw feat to throw the opponent into that space.

Special: Per the Ki Throw feat, a monk can use ki to affect creatures larger than himself with this feat.

SPLINTERING WEAPON

Your fragile weapon works to your advantage, breaking off fragments in wounds you inflict.

Prerequisites: Base attack bonus +1, proficient with weapon, weapon made of primitive material.

Benefit: Whenever you use a melee or thrown weapon with the fragile weapon feature (page 146) or similar quality and hit an opponent, you can give your weapon the broken condition to deal that opponent 1d4 points of bleed damage.

STAGE COMBATANT (COMBAT)

You are a master of stage and nonlethal combats.

Prerequisites: Weapon Focus, base attack bonus +5

Benefit: When you make an attack with a weapon that you have Weapon Focus in, you take no penalty on the attack roll when you are attempting to make an attack that deals no damage or nonlethal damage.

Normal: When making attacks that deal no damage or nonlethal damage, you take a -4 penalty on attack rolls.

STALWART

You adopt a defensive stance that allows you to absorb and redirect hits.

Prerequisites: Diehard, Endurance, base attack bonus +4.

Benefit: While using the total defense action, fighting defensively action, or Combat Expertise, you can forgo the dodge bonus to AC you would normally gain to instead gain an equivalent amount of DR, to a maximum of DR 5/—, until the start of your next turn. This damage reduction stacks with DR you gain from class features, such as the barbarian's, but not with DR from any other source. If you are denied your Dexterity bonus to AC, you are also denied this DR.

Stealth Synergy (Teamwork)

Working closely with an ally, you are able to move like twin shadows.

Benefit: While you can see one or more allies who also have this feat, whenever you and your allies make a Stealth check, you all take the highest roll and add all your modifiers to Stealth.

STRANGLER (COMBAT)

Throttling the life out of enemies is second nature to you.

Prerequisites: Dex 13, sneak attack +1d6, Improved Grapple, Improved Unarmed Strike.

Benefit: Whenever you successfully maintain a grapple and choose to deal damage, you can spend a swift action to deal your sneak attack damage to the creature you are grappling.

Strong Comeback

You learn quickly from past mistakes.

Benefit: Whenever you are allowed to reroll an ability check, a skill check, or a saving throw, you gain a +2 circumstance bonus on the reroll.

STUNNING PIN (COMBAT)

You can render a pinned foe temporarily incapacitated.

Prerequisites: Improved Grapple, Improved Unarmed Strike, Stunning Fist.

Benefit: Whenever you pin an opponent, you can spend a swift action to make a Stunning Fist attempt against that opponent.

SURE GRASP

Your quick Reflexes and skill at climbing keep you from falling to your doom.

Prerequisite: Climb 1 rank.

Benefit: Roll twice while climbing or when making a Reflex save to avoid falling, and take the higher result.

SWORD AND PISTOL (COMBAT)

You effortlessly pair melee and ranged weaponry.

Prerequisites: Dex 13, Point-Blank Shot, Rapid Shot, Snap Shot, Two-Weapon Fighting, base attack bonus +6.

Benefit: When you use the Two-Weapon Fighting feat while wielding a melee weapon and a crossbow or firearm, your attacks with the crossbow or firearm provoke no attacks of opportunity from foes that you threaten with your melee weapon.

Normal: Making a ranged attack provokes attacks of opportunity.

Tandem Trip (Combat, Teamwork)

You know how to work together to trip your foes.

Benefit: Whenever you attempt a trip combat maneuver against an enemy threatened by an ally with this feat, you roll twice and take the better result.

TARGET OF OPPORTUNITY (COMBAT, TEAMWORK)

You and your allies pelt your enemies with a deadly barrage of missiles.

Prerequisites: Point-Blank Shot, base attack bonus +6.

Benefit: When an ally who also has this feat makes a ranged attack and hits an opponent within 30 feet of you, you can spend an immediate action to make a single ranged attack against that opponent. Your ranged weapon must be in hand, loaded, and ready to be fired or thrown for you to make the ranged attack.

TEAM PICKPOCKETING (TEAMWORK)

You distract a mark with friendly conversation while your partner robs the victim blind.

Prerequisites: Bluff 1 rank, Sleight of Hand 1 rank.

Benefit: Whenever an ally with this feat succeeds a Bluff check to feint an opponent, if you are adjacent to that creature, you can spend an immediate action to make a Sleight of Hand check to pickpocket that opponent and gain a +4 bonus on that attempt.

TIGER CLAWS (COMBAT)

You can sacrifice multiple attacks to make a single devastating strike.

Prerequisites: Improved Unarmed Strike, Tiger Style, base attack bonus +6 or monk level 5th.

Benefit: While you are using the Tiger Style feat and have both hands free, you can use a full-round action to make a single unarmed strike with both hands. Use your highest base attack bonus, rolling unarmed strike damage for each hand separately and multiplying both if you score a critical hit. If you use Power Attack in conjunction with this attack, can add half your Strength bonus to one of the damage rolls. If you hit, you can attempt a bull rush maneuver with a +2 bonus on the combat maneuver check. This bull rush attempt provokes no attack of opportunity from your opponent, but you cannot move with that opponent if your bull rush is successful.

TIGER POUNCE (COMBAT)

Your unarmed strikes are as precise as they are powerful, but they leave you open and you can pursue foes with blinding speed.

Prerequisites: Improved Unarmed Strike, Power Attack, Tiger Claws, Tiger Style, base attack bonus +9 or monk level 8th.

Benefit: While using the Tiger Style feat, you can apply the penalty from Power Attack to your AC instead of attack rolls. Additionally, once per round as a swift action, you can move up to half your speed closer to a target you hit with an unarmed strike or made a successful combat maneuver against on this turn or your last turn.

TIGER STYLE (COMBAT, STYLE)

Your unarmed fighting style emulates the strength and ferocity of a tiger.

Prerequisites: Improved Unarmed Strike, base attack bonus +3 or monk level 3rd.

Benefit: While using this style, you gain a +2 bonus to your CMD against bull rush, overrun, and trip maneuvers.

You can also deal slashing damage with your unarmed strikes. Whenever you score a critical hit with your slashing unarmed strike, your opponent also takes 1d4 points of bleed damage at the start of his next two turns.

Normal: Unarmed strikes deal bludgeoning damage.

TRAPPER'S SETUP

You have an instinct for waiting until just the right moment to spring a hazard or trap.

Prerequisite: Craft (traps) 5 ranks.

Benefit: When you manually trigger a trap against opponents, that trap receives either a +2 circumstance bonus on melee attack rolls or a +2 circumstance bonus to its saving throw DC.

THUNDERS (COMBAT)

When you fight giants, your powerful blows combine with skills learned from generations of your people to quickly even the odds.

Prerequisites: Dwarf or gnome, defensive training racial trait, Two-Weapon Fighting or flurry of blows class feature, Weapon Focus with both wielded weapons.

Benefit: Once per round, when wielding a bludgeoning weapon in each hand against a creature with the giant subtype, if you hit the creature with your off-hand weapon after you hit with your primary weapon, roll the damage dice for your off-hand weapon twice and add the results together before adding any bonuses. Such extra weapon damage dice are not multiplied on a critical hit.

TWIN THUNDERS FLURRY (COMBAT)

Your dual bludgeoning strikes are especially deadly when you are fighting giants.

Prerequisites: Dwarf or gnome; defensive training racial trait; Improved Two-Weapon Fighting and Two-Weapon Fighting, or flurry of blows class feature; Twin Thunders; Weapon Focus with both wielded weapons; base attack bonus +6.

Benefit: You can trip a creature with the giant subtype of up to Huge size, and you gain a +2 bonus on damage rolls against creatures of the giant subtype. Further, each time you hit a creature of the giant subtype with your offhand weapon after you hit that creature with your primary weapon, you can deal the extra off-hand weapon damage Twin Thunders grants you.

TWIN THUNDERS MASTER (COMBAT)

With thunderous simultaneous strikes, you can batter a mighty giant into submission.

Prerequisites: Dwarf or gnome; defensive training racial trait; Improved Two-Weapon Fighting and Two-Weapon Fighting, or flurry of blows class feature; Twin Thunders; Twin Thunders Flurry; Weapon Focus with both wielded weapons; base attack bonus +9.

Benefit: Whenever you deal an opponent extra damage with the Twin Thunders feat, that opponent is shaken for 1 round. You also force that opponent to succeed at a Fortitude saving throw (DC $10 + \text{half your level} + \text{your Str modifier}$) or become staggered for 1 round. If you use this feat to render staggered an opponent that is already staggered, you daze that opponent instead. In a similar way, you can stun an opponent that is already dazed.

TWO-HANDED THROWER (COMBAT)

You hurl weapons with both hands and with great force, sometimes using a whirling technique to send your weapon flying through the air at tremendous speeds.

Prerequisite: Str 15.

Benefit: Whenever you use two hands to throw a one-handed or two-handed weapon, you gain a bonus on damage rolls equal to 1-1/2 times your Strength bonus.

Using two hands to throw any weapon requires only a standard action for you. If you also have the Quick Draw feat, you can throw two-handed weapons at your full normal rate of attacks.

Normal: You add your Strength bonus on thrown weapon damage, regardless of available hands. Throwing a two-handed weapon is a full-round action.

TWO-WEAPON FEINT (COMBAT)

You use one weapon to distract your enemy while slipping another past his defenses.

Prerequisites: Dex 15, Int 13, Combat Expertise, Two-Weapon Fighting.

Benefit: While using Two-Weapon Fighting to make melee attacks, you can forgo your first primary-hand melee attack to make a Bluff check to feint an opponent.

VICIOUS STOMP (COMBAT)

You take advantage of the moment to brutally kick an enemy when he is down.

Prerequisites: Combat Reflexes, Improved Unarmed Strike.

Benefit: Whenever an opponent falls prone adjacent to you, that opponent provokes an attack of opportunity from you. This attack must be an unarmed strike.

WAVE STRIKE (COMBAT)

You present a serene facade until you unsheathe your weapon and strike in one fluid motion.

Prerequisites: Weapon expertise class feature or Quick Draw, Bluff 1 rank.

Benefit: If on your first turn of combat you draw a melee weapon to attack an opponent within your reach, you can spend a swift action to make a Bluff check to feint against that opponent.

WHIP MASTERY (COMBAT)

Your superior expertise with this weapon does not provoke attacks of opportunity from your enemies.

Prerequisites: Weapon Focus (whip), base attack bonus +2.

Benefit: You no longer provoke attacks of opportunity when attacking with a whip. You can deal lethal damage with a whip, although you can still deal nonlethal damage when you want. Further, you can deal damage with a whip despite a creature's armor bonus or natural armor bonus.

Normal: Attacking with a whip provokes attacks of opportunity as if you used a ranged weapon. A whip deals no damage to a creature that has an armor bonus of +1 or natural armor bonus of +3.

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 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast,

Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

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.

Ultimate Feat Decks: Ultimate Combat, Copyright 2011, Louis Porter Jr. Design, Inc.