undefeatable-

Written By Simon Rocquette with Reuben Hinman

NEW FEATS

ACCIDENTS HAPPEN IFIGHTER]

The more opponents you fight, the more likely they are to injure each other.

Prerequisites: Dex 13+, Wis 13+, Combat Reflexes, Dodge, Interference, Mobility, base attack bonus +13.

Benefit: If the creature to which you have selected to apply the benefits of the Dodge feat attacks you in melee and misses, you may choose to force it to make an immediate extra attack against any other creature of your choice within its reach that also threatens you. This free attack is at the same attack bonus as the one that missed, and any effects that applied to the original attack against you remain in effect. This feat does not apply if the attack that missed was an attempt to disarm, grapple, sunder, or trip you, nor if it was an attack of opportunity you provoked. This attack counts as one of your attacks of opportunity for the round; you may use this feat no more than once per round, even if entitled to multiple attacks of opportunity per round.

ARMOR FOCUS [FIGHTER]

Choose any specific type of armor, such as chain mail or full plate armor. You are more adept at moving when wearing that armor.

Prerequisites: Proficiency with selected armor.

Benefit: When wearing the selected armor type, the armor check penalty applied to your skills is reduced by 1. This reduction stacks with that granted by masterwork armor, but cannot reduce the total armor check penalty to less than 0. The maximum Dexterity bonus for that armor increases by 1 if the armor is medium or heavy armor. These benefits apply both to standard armor and to armors made of special materials, such as mithral or adamantine.

Special: You may take this feat multiple times; its effects do not stack. Each time you select this feat applies to a different armor type.

ARMOR SPECIALIZATION IFIGHTER]

Choose one type of armor, such as chain mail, for which you have already selected the Armor Focus feat. You are better at using that armor's natural advantages to protect yourself.

Prerequisites: Proficiency with selected armor, Armor Focus with selected armor, fighter level 4th.

Benefit: When wearing the selected armor, the armor bonus granted to your Armor Class is increased by +2. This bonus requires activity on your part, and thus the increase is lost whenever you are denied your Dexterity bonus to Armor Class. Because it is an increase in the armor bonus, it does not apply to incorporeal or touch attacks. You may also sleep in this armor without becoming fatigued or exhausted, regardless of its armor check penalty. This benefit applies both to standard armor and to armors made of special materials, such as mithral or adamantine.

Special: You may take this feat multiple times; its effects do not stack. Each time you select this feat applies to a different armor type for which you have learned Armor Focus.

COMBAT MOMENTUM [FIGHTER]

Your attacks gain in power the as you cut through your enemies' ranks.

Prerequisites: Str 13+, Cleave, Great Cleave, Power Attack, base attack bonus +12

Benefit: If you deal a creature enough damage to drop a creature below 0 hit points in melee combat, you gain a cumulative +1 circumstance bonus to damage for all melee weapon attacks until the end of your current action.



FIGHTE





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.

unde**FEAT**able

DAZZLING STRIKE

Your combat expertise with your chosen weapon bedazzles your foes. Their eyes go wide as your steel dances over them, causing their lifeblood to spill to the ground.

Prerequisite: Fighter Level 4th

Benefit: When you successfully strike a foe, that foe must immediately make a DC 15 will save or be dazed until the end of your next turn. This feat affects all creatures, save undead.

DAWN STRIKE

You truly despise undead, in fact your hatred for them runs so deeply that you've attracted the attention of a powerful extra-planar being or a deity. The being whose attention you attracted has given you a blessing, causing your strikes to do more damage to those creatures that you truly despise.

Prerequisite: Fighter Level 3rd

Benefit: Your attacks cause more damage to undead. When you successfully strike an undead creature, your attack does an extra d4 holy damage for every three levels of fighter you've reached (*rounded down*). This damage stacks with any other types of damage that you can do with your weapon. All holy damage done to undead bypasses damage resistance.

DISARMING EXPERT IFIGHTERI

You are an expert at disarming.

Prerequisites: Int 13+, Combat Expertise, Improved Disarm, base attack bonus +7.

Benefit: If you roll a natural 20 during an attempt to disarm a foe, your disarm attempt succeeds, regardless of the final modified attack roll of your foe.

FANNING STRIKE

With your blade you are able to conjure a gale force around yourself, protecting you from your enemies and damaging the ones that are foolish enough to strike you.

Prerequisite: Fighter Level 6th

Benefit: Once per day, as a free action, you are able to swing your weapon around in a circle, causing a shell of wind to form around you for a number of combat rounds equal to your fighter level divided by three (*rounded down*). This shell provides three benefits. First it grants you concealment (20% chance to miss you). Any foe that attempts to strike you is buffeted by the winds and takes d6 damage. Also, any foe that strikes you must make a DC 15 Fortitude save or fall to the ground.

Special: You may take this feat multiple times to use its ability more than once per day. The number of times you may use it equal the number of times you take the feat.

GREATER MOUNT SPECIALIZATION IFIGHTERI

Choose one type of mount, such as heavy warhorse or griffon, with which you have learned the Mount Specialization feat. You are specially trained to fight from the back of such a creature.

Prerequisites: Mounted Combat, Mount Specialization, Ride skill, fighter or paladin level 12th.

Benefit: You gain a +2 bonus to all weapon damage rolls while mounted on the type of creature chosen. Your mount also gains a +2 bonus to its damage rolls while you are riding it.

Special: You may take this feat multiple times; its effects do not stack. Each time you select this feat applies to a different type of creature with which you have learned the Mount Specialization feat.

INTERFERENCE [FIGHTER]

The more opponents you fight, the more likely they are to get in each other's way.

Prerequisites: Dex 13+, Dodge, Mobility.

Benefit: When you are not flat-footed, you gain a +1 dodge bonus to your Armor Class for every two opponents within 5 feet that are threatening you (*maximum bonus of* +4 *if you are completely surrounded*).

MEATSHIELD

As a fighter, you see it as your duty to stand between your foes and the weaker members of your party. When the enemy gets close to your other party members, you place yourself in the way, fighting hard to keep the foe at bay.

Prerequisite: Fighter Level 3rd

Benefit: When you are within 10 feet of an ally, you get an Armor Class bonus equal to one-third of your fighter level (*rounded down*). When you're within 5 feet of an ally the bonus goes to one-half of your fighter level (*rounded down*).

MOUNT OF CHOICE IFIGHTER1

Choose a specific mount, such as "Happy, my pet griffon" or "Solosar, my gold dragon ally." You have mastered the art of fighting in perfect cooperation with this creature.

Prerequisites: Mounted Combat, Mount Specialization with the type of creature selected, Greater Mount

2

unde**FEAT**able

Specialization with the type of creature selected, Ride skill, fighter or paladin level 15th.

Benefit: You gain a +2 bonus to all Ride and Handle Animal skill checks with regards to the specific creature chosen. If you begin combat already mounted, you may roll Initiative twice (*adding your Initiative bonus to one roll and that of your mount to the other*) and use the higher of the two rolls as your Initiative score.

Normal: Mounts act on their rider's Initiative, even if the mount has a higher Initiative modifier.

Special: After learning this feat, whenever your fighter or paladin level increases, you may choose to switch the benefit to a different creature (*you must still meet all the prerequisites for that new mount*). You may not select this feat more than once.

MOUNT SPECIALIZATION IFIGHTER]

Choose one type of mount, such as heavy warhorse or griffon. You are specially trained to fight from the back of such a creature.

Prerequisites: Mounted Combat, Ride skill, fighter or paladin level 6th.

Benefit: You gain a +1 bonus to all weapon attack rolls while mounted on the type of creature chosen. Your mount also gains a +1 bonus to its attack rolls while you are riding it.

Special: You may take this feat multiple times; its effects do not stack. Each time you select this feat applies to a different type of creature.

SHATTERUNDEAD

With a powerful strike, you are able to crush undead to rubble. With a mighty crash a skeleton shatters into powder, or with a thunderous thrust, you can reduce a vampire to a bleeding pulp.

Prerequisite: Fighter Level 4th

Benefit: Whenever you make an attack roll against an undead creature, if you roll a natural 20, and you have three hit dice more than the creature, then the creature is automatically destroyed.

SHIELDCHARGE IFIGHTER]

Choose one type of shield with which you have learned Shield Focus. You have mastered using that shield to protect yourself while charging.

Prerequisites: Str 13+, Improved Shield Bash, Shield Focus with selected shield, proficiency with selected shield.

Benefit: You suffer no penalty to your Armor Class when charging while wielding the selected shield. You also gain a +2 increase to the shield bonus granted to your Armor Class against any attacks of opportunity made during your charge by the creature you are charging.

Special: You may take this feat multiple times; its effects do not stack. Each time you select this feat applies to a different shield type for which you have learned Shield Focus.

SHIELD FOCUS [FIGHTER]

Choose one type of shield: buckler, light, heavy, or tower. You are more skilled at keeping the shield's weight from interfering with you movement.

Prerequisites: Proficiency with selected shield.

Benefit: While wielding the selected shield, the armor check penalty applied to your skills as a result of that shield is reduced by 1. This reduction stacks with that granted by a masterwork shield, but cannot reduce the total armor check penalty below 0. You may ready a shield for which you have learned Shield Focus as a free action. These benefits apply both to standard shields and to shields made of special materials, such as mithral or darkwood.

Special: You may take this feat multiple times; its effects do not stack. Each time you select this feat applies to a different shield type.

SHIELD MOUNT [FIGHTER]

You are adept at protecting the life of your mount with your shield.

Prerequisites: Mounted Combat, proficient with shields.

Benefit: While mounted and wielding a shield, your mount gains the same shield bonus to its Armor Class that you do *(including increases due to Shield Specialization).*

SHIELD SPECIALIZATION IFIGHTER]

Choose one type of shield, such as bucklers, for which you have already selected the Shield Focus feat. You are better at blocking attacks with that type of shield.

Prerequisites: Proficiency with selected shield, Shield Focus with selected shield, fighter level 4th.

Benefit: While wielding the selected shield, the shield bonus granted to your Armor Class is increased by +2. This bonus requires activity on your part, and thus the increase is lost whenever you are denied your Dexterity bonus to Armor Class. Because it is an increase in the shield bonus, it does not apply to incorporeal or touch attacks. This

3

unde**FEAT**able

benefit applies both to standard shields and to shields made of special materials, such as mithral or darkwood.

Special: You may take this feat multiple times; its effects do not stack. Each time you select this feat applies to a different shield type for which you have learned Shield Focus.

SLITHERING STRIKE

You leave your foes in awe with your superior movement in combat. Enemies can only watch in astonishment as you dance around them, readying the strike that'll end their lives!

Prerequisite: Fighter Level 4th

Benefit: Whenever you successfully strike an opponent, as a free action, you may move 5 feet in any direction that you choose, including away from your opponent, without invoking an attack of opportunity.

TITANICRIFT

You're strength is so great that you can cause great rifts to form in the ground by striking it with your weapon

Prerequisite: Fighter Level 18th

Benefit: Once per day, as a standard action, you can strike the ground and cause a titanic rift in the shape of a cone, beginning where your weapon struck the ground. The cone is five feet long at its base and thirty feet long at the other end, and three-hundred feet deep. Any creature that is small enough to fall into the rift falls to its death. The only exception to this rule are very powerful creatures such as Gods, Demons, Devils, or creatures that can fly. Flying creatures will be able to spread their wings before they hit the bottom. Also, creatures that can utilize levitation or flying magic can escape death.

You are able to cause a rift in any material except adamantine, mithril, or any material with a higher toughness than these materials.

TOUCHÉ IFIGHTER

You may attack a foe after disarming him.

Prerequisites: Int 13+, Combat Expertise, Disarming Expert, Improved Disarm, base attack bonus +11.

Benefit: If you make a successful disarm attempt, you immediately get a melee attack against that opponent as if you hadn't used your attack for the disarm attempt, using the same attack bonus. This additional attack may not be a trip, disarm, or sunder attempt.

TRIPLE STRIKE

You can focus mental energy into your weapon, causing two golden weapons in its likeness form to your left and right. When you swing at a foe the other weapons swing also, threatening your opponent with three times the attack power.

Prerequisite: Fighter Level 9th

Benefit: Once per day, you can focus your energy into your weapon and cause two magical weapons that are golden, non-magical replicas of your own, to form to your left and right. When you strike with your weapon these weapons strike also. Make an attack roll for each of these weapons after you make an attack roll for your own. The golden weapons last until for one combat round. Once the combat round in which you enact this feat is over, the weapons shimmer and disappear.

The weapons that are formed using this feat are nonmagical. Even if you use a magical weapon, the golden weapons that are formed are not. The golden weapons use your attack bonus and strength bonus as a bonus to hit, and your strength bonus as a bonus to damage. When using Cleave or Great Cleave, the weapons attack the target of your Cleave or Great Cleave as well.

VAMPIRE'STHRUST

You form a mystic bond with your weapon that is bound in your own blood. Whenever you wound your opponents, your wounds magically heal.

Prerequisite: Fighter Level 6th

Benefit: Whenever you damage an opponent, you heal a number of hit points equal to one-fifth of the amount of damage you caused (*rounded down*) to that opponent.

4

Louis Porter Jr. Design, NeoExodus: A House Divided & logos are a trademark owned by Louis Porter Jr. Inc. All rights reserved. All other content is copyright 2007 Louis Porter Jr. Design Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. This book is compatible with 3rd Edition and Revised 3rd Edition rules. This edition of adventure planner is produced under version 1.0a and/or draft versions of the Open Game License and the System. Reference Document by permission of Wizards of the Coast. Subsequent versions of this product will incorporate later versions of the license and document.

Designation of Open Game Content: All Text

OPEN GAME LICENSE VERSION 1.0A

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

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

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

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

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

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

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute. 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

Open Game License v 1.0a 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.

Some material copyright 2004-2006 by Rich Burlew.

Undefeated 5, Copyright 2009, Louis Porter Jr. Design, Inc.