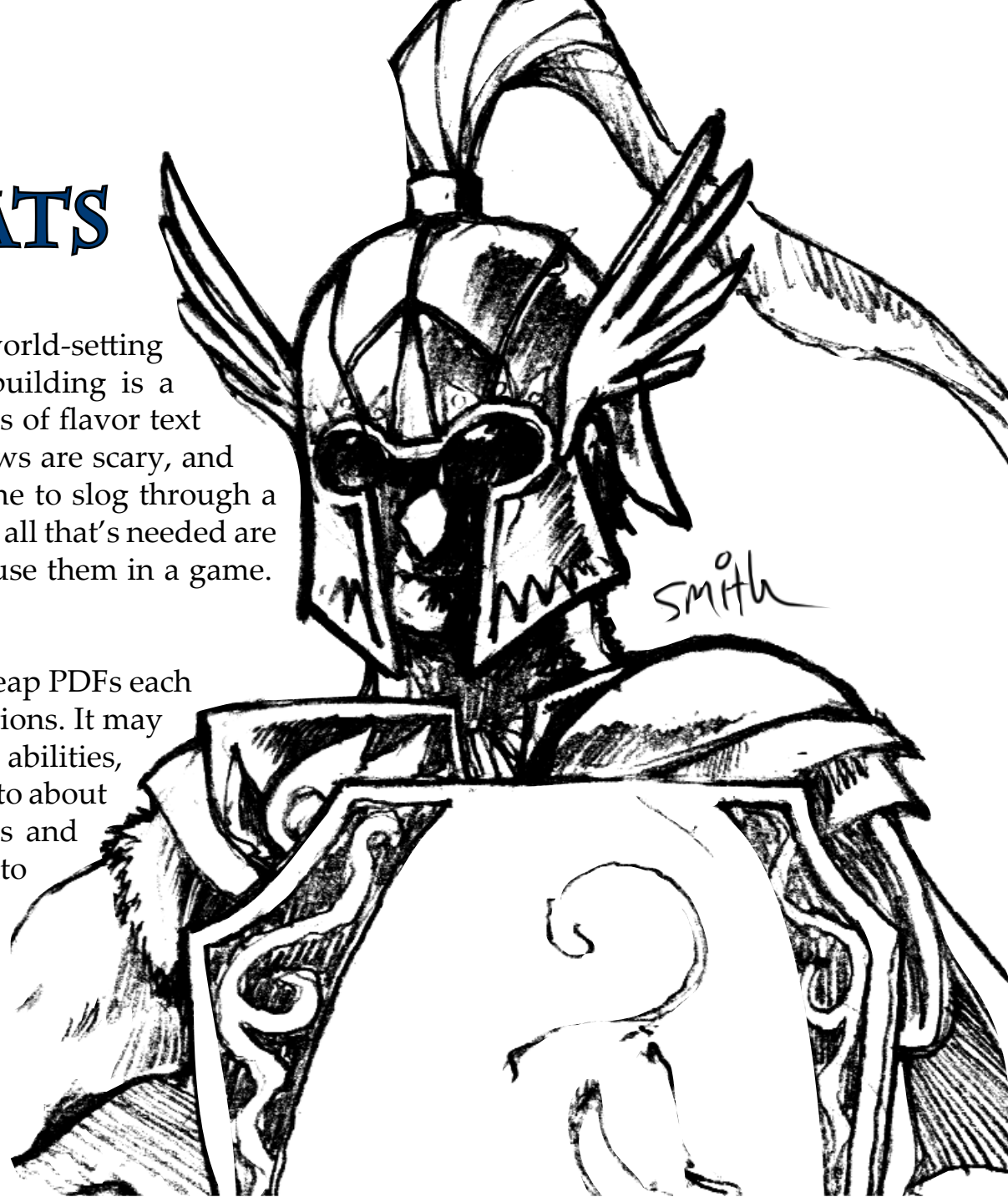


# 9 ARMIGER FEATS

Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

**#1 With A Bullet Point** is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.



**THE HIGH CONCEPT:** Nine feats designed to augment the options and utility of armigers (from *The Genius Guide to the Armiger*) or, if armigers aren't being used in a campaign, that can be taken by fighters (using their fighter class levels as armiger levels for prerequisites).

## ARMORED HULK

You've learned to use the weight and bulk of your armor to your benefit.

**Prerequisites:** Armiger 1, Str 13, heavy armor proficiency.

**Benefit:** You gain a bonus to your CMD against bull rush, drag, grapple, reposition, overrun, and trip maneuvers. This bonus is equal to your current armor check penalty.

## BRACE FOR IMPACT

You're trained to stand in the path of charging foes.

**Prerequisites:** Armiger 3.

**Benefit:** You treat all 1-handed and 2-handed weapons as if they had the brace weapon feature. If you ready an attack against a charging foe with a weapon that normally has the brace feature, you gain a +2 bonus on your attack roll. When you ready to attack a charging foe, you gain a +2 bonus to AC against that foe's charge attack.

## HARD TO KILL

Even when you have taken blows that would slay a lesser man, you cling to life, if not consciousness.

**Prerequisites:** Con 13, heavy armor proficiency, armiger level 3.

**Benefit:** When you are wearing heavy armor, the first hit point of lethal damage you take each round is converted to nonlethal damage. If you are 10th level or higher, the first 2 points of lethal damage you take each round when wearing heavy armor is converted to nonlethal damage.

## HELMED CONFIDENCE

You draw confidence and a sense of security from the protection granted by your helmet.

**Prerequisites:** Armiger 1, Heavy Armor Proficiency, Iron Will.

**Benefit:** While wearing a helmet, you gain a +2 bonus to Will saves. This bonus increases to +3 at 8th level, and +4 at 16th level.

## PUSH BACK

It's both difficult and dangerous to try to push you around.

**Prerequisites:** Armiger 3, Str 13, Improved Bull Rush, Improved Shield Bash, Power Attack, Shield Proficiency

**Benefit:** When a foe attempts a bull rush, drag, grapple, reposition, overrun, or trip maneuver – or a sunder maneuver against your shield – and the attacker's CMB check fails to match or exceed your CMD against the maneuver, the target provokes an attack of opportunity from you. You may only use this attack of opportunity to make a shield bash attack, but if you successfully deal damage to the target it is also knocked prone.

## SHIELD CRUSH

In your hands, a shield is a deadly weapon.

**Prerequisites:** Armiger 6, Improved Shield Bash, Shield Proficiency, Two-Weapon Fighting.

**Benefit:** Your shield bash attacks deal an additional 1d6 points of damage, and threaten on a natural attack roll of 18-20. The bonus 1d6 damage is not multiplied on a critical hit.

## SHIELD PARRY

You are a master at catching weapons with your shield.

**Prerequisites:** Armiger 6, Shield Focus, Shield Proficiency.

**Benefit:** When you have a shield equipped and fight defensively or use the Combat Expertise feat, you may increase your shield bonus to AC by +2. While you are using this feat, opponents who wish to Sunder your shield gain a +4 bonus to their CMB check to do so.

## SHRUG IT OFF

You can use thick layers of armor to absorb some attacks against you.

**Prerequisites:** Con 13, heavy armor proficiency, tower shield proficiency, armiger level 1.

**Benefit:** When wearing heavy armor or carrying a tower shield, as a move action you can buttress yourself against potential attacks. You gain 1d4 temporary hit points. You cannot have more than 4 temporary hit points at one time as a result of this feat. If you are 8th level or higher, you instead gain 1d8 temporary hit points (to a maximum of 6), and at 16th this increases to 1d8 temporary hit points (to a maximum of 8). Unused temporary hit points dissipate after one minute, or any time you are not in heavy armor or equipped with a tower shield.

## SOAK IT UP

You can absorb an amazing amount of damage.

**Prerequisites:** Con 15, armiger 7, Endurance, Toughness.

**Benefits:** You gain 1 hit point per hit die you have when you take this feat. When you gain additional hit dice after gaining this feat, determine the hit points granted by each hit die as follows: d12HD = 1d8+4 hp, 1d10HD = 1d6+4 hp, 1d8HD = 1d6+2 hp, 1d6HD = 1d4+4 hp. In each case, add your constitution modifier to the hp gained.



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