



GENIUS GUIDE TO

BRAVERY FEATS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Michael Sayre

Bravery is quite possibly *the* defining factor in a hero. The strength of a warrior's arm, the speed and accuracy of a dervish, the cunning of an experienced commander, none of these mean anything if they don't first have the courage to step onto the field and face their foes. The fighter more than any other class is an exemplar of this truth, routinely facing down spell-hurling sorcerers, otherworldly monsters, even devils and demons, all with nothing but a slender piece of steel or wood with which to confront the roaring magics of these fearsome foes.

Presented below are a series of feats designed to showcase just how essential bravery can be to a warrior, influencing everything from leadership to the ability to deal with magical threats.

BRAVERY FEATS

Bravery feats are a new category of feat. All Bravery feats require the bravery class feature as a prerequisite. Although they are not considered to be Combat feats unless so marked, all bravery feats can be chosen as fighter bonus feats. Many Bravery feats will gain additional uses or improved functionality depending on the total number of Bravery feats known, though it is not strictly necessary to know more than one.

BATTLEFIELD COMMANDER [BRAVERY]

Your voice rings out the clarion call of battle, fortifying the hearts and minds of those who follow you.

Prerequisites: Int 13 or Cha 13.

Benefit: As a swift action, you may grant all allies who can hear your voice the benefits of your bravery class feature for a number of rounds equal to $3 + 1/2$

your character level. Each time you activate this ability, you may also choose to share the effects of one other bravery feat you have with all allies affected by this ability. You cannot have more than one instance of this ability active at any one time. You may use this ability 1/day for each bravery feat you know.

BLOOD-SLICKED TERRAIN [BRAVERY, COMBAT]

By opening yourself up for a retaliatory blow, you inflict a gushing wound on a tripped opponent.

Prerequisites: Dex 13, Improved Trip, Undaunted Assault.

Benefit: When you make a trip attempt while wielding a piercing or slashing weapon and using your Undaunted Assault feat, on a successful CMB check the tripped opponent also takes an amount of bleed damage equal to your bravery bonus, and must make an Acrobatics check (DC $10 +$ your CMB) to stand up from prone without taking a full-round action. Opponents immune to bleed damage are immune to this effect.

Attempting a trip while using this ability always provokes an attack of opportunity from your opponent, even if another ability would normally prevent you from provoking.



BREAK THE LINE [BRAVERY, COMBAT]

If you can't go over and can't go under, you just trust that you can go through.

Prerequisite: Str 13, Improved Bull Rush or Improved Overrun, Undaunted Assault, base attack bonus +1.

Benefit: When you make a bull rush (if you have the Improved Bull Rush feat) or overrun (if you have the Improved Overrun feat) attempt while using your Undaunted Assault feat, on a successful CMB check the opponent also takes damage equal to your bravery bonus plus Strength modifier. This damage is in addition to any damage you deal from other abilities, such as trample. In addition, each time your bravery bonus improves (+2, +3, etc.) the maximum size creature you can attempt to bull rush and overrun increases by 1 size category.

Attempting a bull rush or overrun attempt while using this ability always provokes an attack of opportunity from your opponent, even if another ability would normally prevent you from provoking.

BULL BY THE HORNS [BRAVERY, COMBAT]

When you first heard the phrase "take the bull by the horns" you took it literally, much to the bull's dismay.

Prerequisite: Dex 13, Improved Grapple, Improved Unarmed Strike, undaunted Assault.

Benefit: When you make a grapple check while using your Undaunted Assault feat, on a successful CMB check the opponent also takes damage equal to your bravery bonus plus Strength modifier. This damage is in addition to any damage you deal from other abilities, such as constrict. In addition, each time your bravery bonus improves (+2, +3, etc.) the maximum size creature you can attempt to grapple by 1 size category.

Attempting a grapple while using this ability always provokes an attack of opportunity from your opponent, even if another ability would normally prevent you from provoking.

COMBAT ENGINEER [BRAVERY, COMBAT]

You don't just know *how* to hit things, you know *where* to hit them, and you're unafraid of the potential consequences of breaking things.

Prerequisites: Int 13

Benefit: You gain a competence bonus on Knowledge (dungeoneering) and Knowledge (engineering) checks equal to the bonus granted by your bravery class feature. This bonus also applies to damage rolls you make against a creatures and objects immune to critical hits.

COMMITTED MOVEMENT [BRAVERY]

You know that when moving in dangerous environments, hesitation can be fatal.

Benefit: Your bravery bonus now applies as a competence bonus to Climb and Swim checks as well. This bonus is doubled if you are making the check as part of an attempt to catch a falling character while climbing or when making a swim check to avoid nonlethal damage from fatigue.

COURAGE UNDER FIRE [BRAVERY, COMBAT]

Not even the roaring belch of a black powder weapon gives you pause, and you remain calm enough to twist into enemy fire in the hopes your armor can deflect a few shots.



Benefit: Your bravery class feature now also grants a dodge bonus to AC against firearm attacks that target touch AC. In addition, if you are wearing heavy armor or have a metal shield that grants a +2 or greater shield bonus, when a firearm attack would successfully deal damage to you, you may spend an immediate action to make an attack roll using your base attack bonus + your Dexterity modifier + your bravery class feature bonus. If the total result of this roll is equal to or greater than the attack that would have hit you, you instead deflect the attack and take no damage. You may use this secondary ability 1/ day per Bravery feat you know.

DARING BRAVERY [BRAVERY]

Your fearless disposition leads you to push the line when it comes to safety, running through hell's own fires if that's what the situation demands.

Benefit: Your bravery bonus now applies to Reflex saves against spells and abilities that target an area of effect. In addition, you gain a competence bonus equal to your bravery class feature on Acrobatics checks made to move through a threatened square without provoking an attack of opportunity.

ELDRITCH PARRY [BRAVERY, COMBAT]

You are brave enough to test your steel against pure magic.

Prerequisites: Int 13, Disruptive, Fighter level 6, Spellcraft 3 ranks.

Benefit: If you are the target of a magic attack (for purposes of this feat, an instantaneous spell, spell-like ability, or supernatural ability that allows a saving throw), or an adjacent creature is the target of a magic attack, or a magic attack with a radius is centered adjacent to you, you may attempt to disrupt the eldritch energies of that attack.

As an immediate action, you may attempt to identify the magic attack with a Spellcraft check (for spells and spell-like abilities) or the appropriate Knowledge skill (for supernatural abilities). If you successfully identify the attack you make a special attack roll (1d20 + base attack bonus + bravery bonus) against a DC of 10 + caster level (for spells and spell-like abilities) or 10 + HD (for supernatural abilities). On a successful check, the magic attack is disrupted and does not occur. On a failed check, the attack occurs normally and you automatically fail your saving throw against it (if you would normally be one of its targets).

You may use this ability 1/day plus 1 additional time per day for each bravery feat you know. You are staggered for 1 round after using this ability.



FEARLESS LEAP [BRAVERY, COMBAT]

Once more into the breach!

Prerequisites: Fighter level 6.

Benefit: When you perform a charge action you may make an Acrobatics check to jump, adding 5 feet per point of your bravery bonus to the height or distance you jump. You may perform an attack action in place of the attack normally granted by a charge (allowing you to Vital Strike the targeted opponent, for example).

FEARSOME REPUTATION [BRAVERY]

Your fearsome reputation goes before you, making it easier for you to exert authority and command respect.

Prerequisites: Charisma 13.

Benefit: Drawing on the confidence and assurance of your hard won victories, you gain a competence bonus equal to twice the bonus granted by your bravery class feature on Diplomacy and Intimidate checks made to improve a creature's attitude or gather information.

HEAVE HO [BRAVERY, COMBAT]

When you want to move someone, you're not afraid of throughing your whole body into the effort.

Prerequisite: Improved Drag or Improved Reposition, Undaunted Assault, base attack +1.

Benefit: When you make a drag (if you have the Improved Drag feat) or reposition (if you have the Improved Reposition feat) attempt while using your Undaunted Assault feat, on a successful CMB check the opponent also takes damage equal to your bravery bonus plus Strength modifier. This damage is in addition to any damage you deal from other abilities. In addition, each time your bravery bonus improves (+2, +3, etc.) the maximum size creature you can attempt to drag and reposition increases by 1 size category.

Attempting a bull rush or overrun attempt while using this ability always provokes an attack of opportunity from your opponent, even if another ability would normally prevent you from provoking.

IMPROVED ELDRITCH PARRY [BRAVERY, COMBAT]

You have become a master of disrupting the energy of magic attacks.

Prerequisites: Int 13, Disruptive, Eldritch Parry, Fighter level 10, Spellcraft 5 ranks.

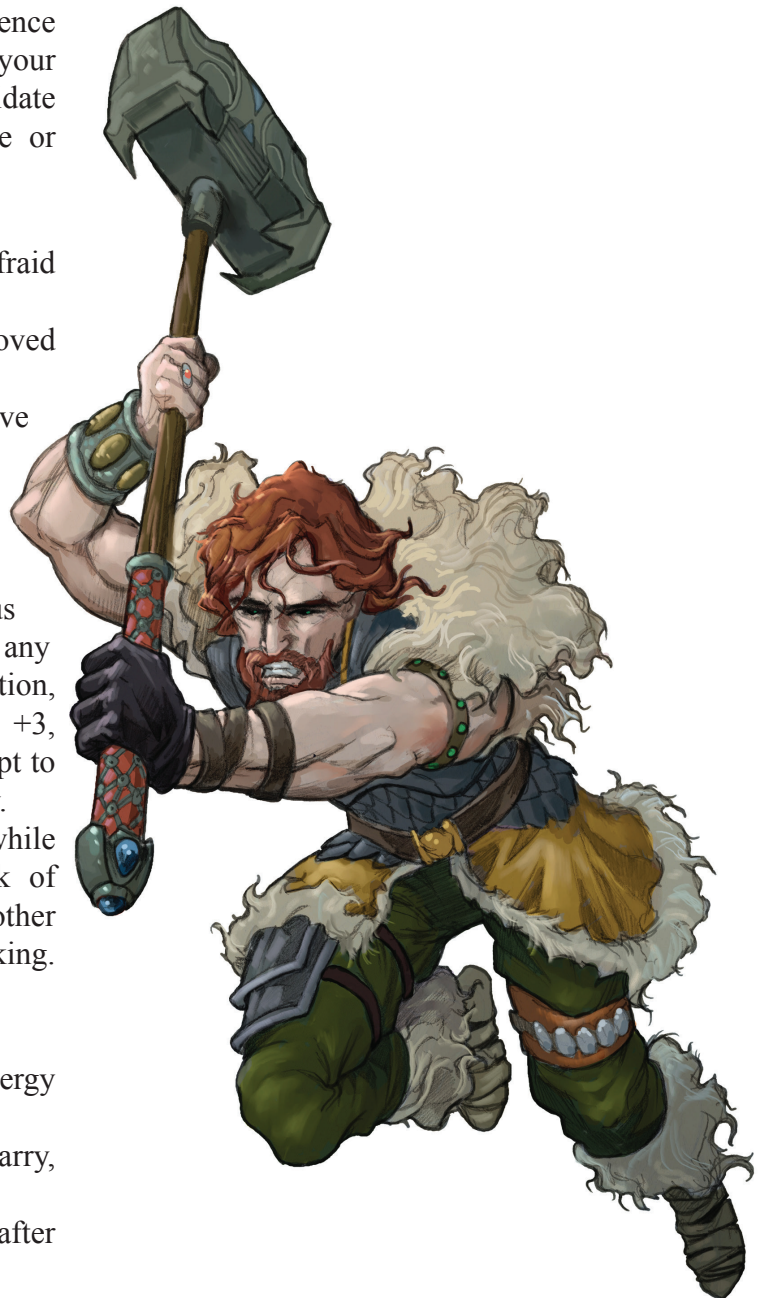
Benefit: You are not staggered for 1 round after using Eldritch Parry.

IN RAIN, SLEET, OR ROARING FLAME [BRAVERY]

It takes more than a little frostbite or some first degree burns to stop you from powering through and getting the job done.

Prerequisite: Endurance.

Benefit: You gain resist fire and cold to a value equal to your bravery bonus. (For example, a 6th level fighter would have resist fire 2 and cold 2). If you are a 10th level or higher fighter, these values are doubled and you no longer need to make Fortitude saving throws to avoid nonlethal damage due to extreme environmental conditions in temperatures between 140° F and 0° F.



INTO THE VOID [BRAVERY]

When you looked into the Abyss, it looked into you... and was afraid.

Prerequisites: Knowledge (planes) 7 ranks, fighter level 15.

Benefit: You have learned how to fearlessly chase your foes down no matter where they flee. When an adjacent opponent uses a spell with the (teleportation) keyword to transport themselves to another location, you may attempt to follow them. As an immediate action, make a single melee attack roll against an AC of 30 and a Knowledge (planes) skill check with a DC of 25, adding your bravery bonus as a competence bonus to both rolls. If successful, you leap into the lingering teleportation magic and immediately transport to an open square adjacent to the enemy that teleported. You are staggered for 1 round after using this ability. You may use this ability 1/day plus 1 additional time per day for each bravery feat you know in addition to this one.



LATENT COURAGE

It may be late in coming, but true bravery lies in the heart of every warrior.

Prerequisites: Fighter level 6, archetype that replaces the bravery class feature.

Benefit: You gain Bravery, as the fighter class feature, treating your total character level -4 as your Fighter level when determining the bonus granted by this ability. This qualifies you for Bravery feats.

RISKY FEINT [BRAVERY, COMBAT]

Your willingness to take daring risks makes it hard for an opponent to discern where your true attacks are actually coming from.

Benefit: You gain a bonus on feint attempts equal to the bonus granted by your bravery class feature. If your feint fails, you provoke an attack of opportunity from the creature you attempted to feint. In addition, 1/day you may use Bluff to feint in combat as a swift action. You may use this ability 1/day plus 1 additional time per day for each bravery feat you know in addition to this one.

SEVERE WEAVE [BRAVERY, COMBAT]

You may have to risk balls of fire and rains of acid on the way, but if you can reach an enemy spellcaster, you know how to bring them down.

Prerequisites: Int 13, Disruptive, Eldritch Parry, Spellbreaker, Fighter level 10.

Benefit: You can strike the defensive energies around an enemy spellcaster in just such a way that they are unraveled. As a standard action you may make a special dispel check (1d20 + base attack bonus + bravery bonus) against an adjacent spellcaster. This acts as a single-target *dispel magic* that can only dispel abjuration spells. Use of this ability counts against your daily uses per day of your Eldritch Parry ability.

SPIRIT OF COURAGE [BRAVERY]

Your bravery is so powerful. Magic items can draw strength from it.

Benefit: Magic items you wear or hold add your bravery bonus to their saving throws and hardness.

STUBBORN BRAVERY [BRAVERY]

When someone tries to tell you what to do, your instinct is to do the opposite.

Benefit: The bonus to Will saves granted by your bravery class feature applies to all mind-affecting effects, as well as the DC for an enemy to use the Intimidate skill to demoralize you.

SURE GRIP [BRAVERY]

You have no fear that your combat ability can fail you.

Prerequisites: Fighter level 5, weapon training class feature.

Benefit: When wielding a weapon that benefits from your weapon training class feature you gain a competence bonus to your CMD against disarm and sunder attempts equal to the bonus granted by your bravery class feature. If a foe's CMD check fails to meet your CMD against the maneuver by 5 or more, you may make an attack of opportunity to attempt to disarm or sunder (your choice) the attacker's weapon (if any).

UNDAUNTED ASSAULT [BRAVERY, COMBAT]

Your willingness to throw yourself at an opponent with a certain disregard for your own safety often makes it easier to strike foes.

Benefit: You can throw caution to the wind and lower your guard to make more powerful attacks. At the beginning of your turn, before you take any movement or attacks, you may choose to take a penalty to AC equal to your bravery bonus in order to gain the same bonus to all melee attack rolls you make until the beginning of your next turn.

Special: The feat counts as having an Int of 13 and Power Attack for purposes of prerequisites for other feats.

UNFLINCHING BRUTALITY [BRAVERY, COMBAT]

When it is time to fight dirty, you don't care how rough you need to get.

Prerequisite: Combat Expertise, Improved Dirty Trick, Undaunted Assault.

Benefit: When you make a dirty trick attempt while using your Undaunted Assault feat, on a successful CMD check the opponent also takes damage equal to your bravery bonus plus Strength modifier. This damage is in addition to any damage you deal from other abilities. The

penalty you inflict lasts for a number of rounds equal to your bravery bonus, +1 per 5 by which you exceed your target's CMD. If you have the Greater Dirty Trick feat, the duration is a number of rounds equal to 1d4+your bravery bonus, +1 per 5 by which you exceed your target's CMD.

Attempting a dirty trick attempt while using this ability always provokes an attack of opportunity from your opponent, even if another ability would normally prevent you from provoking.

WARRIOR'S RESOLVE [BRAVERY]

Even when you fall prey to fear, it is never for long.

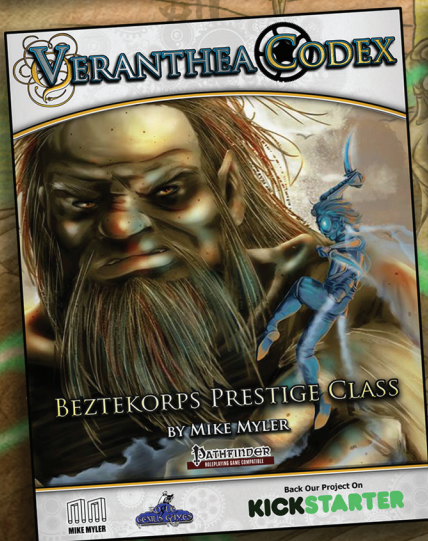
Benefit: You reduce the duration of fear effects by a number of rounds equal to your bravery bonus, to a minimum of 1 round.



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