

ABANDONED ARTS PRESENTS: FEATS OF ACROBATICS



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TEN NEW FEATS FOR USE WITH THE **PATHFINDER**® ROLEPLAYING GAME

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The More Feats! Line from Abandoned Arts

Each entry in the More Feats! product line contains a group of thematically-related feats for perfect for PCs and NPCs relevant to that theme. Feats of Acrobatics features feats for acrobatic and gymnastic characters who want to add a little flair to their attacks and maneuvers.

ACROBATIC SCRAMBLE

You can scramble up a sheer surface.

Prerequisites: [Acrobatics](#) 1 rank

Benefit: You can use the [Acrobatics](#) skill in place of the [Climb](#) skill when scaling a steep or vertical surface. If you do, you must end your movement standing on even ground – if you are still [climbing](#) or ascending at the end of your movement, you fall the distance that you ascended and land prone.

COMBAT CLIMBING [COMBAT]

You can maximize the effectiveness of a height advantage.

Prerequisites: [Climb](#) 5 ranks

Benefit: You gain a +4 bonus on melee attack rolls when attacking from a position of higher ground while [climbing](#). You may not gain this benefit by simply standing on a high ledge or attacking from horseback or a higher elevation – you must attack an opponent at a lower elevation while you are [climbing](#).

Normal: Attacking from higher ground grants a +1 bonus on melee attack rolls.

DELAYING DEFENSE [COMBAT]

You are a cautious and careful combatant.

Prerequisites: [Dodge](#)

Benefit: Whenever you [delay](#), you may declare that you are using this feat to gain a +2 [dodge bonus](#) to Armor Class until the end of the round. If you do, you must delay until the end of the initiative count – you may not choose to act sooner. If you are at the end of the initiative count already, you may not gain any benefit from this feat.

DODGY REPOSITION [COMBAT]

You are an elusive defender.

Prerequisites: [Combat Reflexes](#), [Dodge](#), [Improved Reposition](#)

Benefit: Whenever an opponent within your reach misses you with a melee attack, you may forfeit all your remaining [attacks of opportunity](#) for the round (minimum 1) to attempt a reposition maneuver as an immediate action.

FEINTING DODGE [COMBAT]

You can foil an attack with a feinting psych-out.

Prerequisites: [Dodge](#), [Improved Feint](#)

Benefit: When you successfully feint an opponent, you may automatically avoid the first melee attack that opponent attempts against you before the start of your next turn. If you chose to do so, you lose the benefits of the feint (the opponent regains the use of its Dexterity modifier to Armor Class against the next attack that you make).

GYMNASTIC GRAPPLE [COMBAT]

You can grapple an opponent with a leaping gymnastic assault.

Prerequisites: [Acrobatics](#) 5 ranks

Benefit: You can make an [Acrobatics](#) skill check in place of a CMB check when attempting to grapple an opponent. You may not use this ability to maintain a grapple, or against an opponent who is already grappled.

QUICK CLIMBER

You are an agile climber.

Prerequisites: [Acrobatics](#) 3 ranks, [Climb](#) 3 ranks

Benefit: You can attempt to [climb](#) at half speed by accepting only a -2 penalty on your [Climb](#) skill check. Alternately, you can attempt to [climb](#) at three-quarters speed by accepting the usual -5 penalty.

Additionally, you automatically succeed at [touch attacks](#) made to attempt to catch a falling character while [climbing](#).

Normal: Attempting to climb at half speed incurs a -5 penalty.

SOMERSAULT CHARGE [COMBAT]

You can somersault over an opponent after charging.

Prerequisites: [Acrobatics](#) 5 ranks, base attack bonus +3

Benefit: Whenever you hit an opponent with a melee attack performed at the end of a [charge](#), you may somersault over that opponent after resolving the attack, continuing to move past your foe in a

straight line consistent with the direction of the charge. If you gain the ability to [charge](#) without moving in a straight line, you may continue your movement in any direction (though your post-charging movement must be in a straight line).

STIFLED STRIKER [COMBAT]

You can use a confined space to your advantage in combat.

Prerequisites: [Escape Artist](#) 5 ranks

Benefit: You take no penalty on melee attack rolls made with [light melee weapons](#) when squeezing through a space.

Normal: Characters squeezing through a tight space take a -4 penalty on attack rolls.

WIGGLING WITHDRAW [COMBAT]

You can writhe free from a grapple with a wriggling sort of grace.

Prerequisites: [Acrobatics](#) 3 ranks, [Escape Artist](#) 3 ranks

Benefit: After you successfully escape from an opponent's [grapple](#), you may move 5 ft. away from that opponent. This movement does not provoke an [attack of opportunity](#), and does not count as your 5-ft. step for the round.

*: See the *Pathfinder® Roleplaying Game: Advanced Player's Guide™* for details.



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