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ABANDONED ARTS® PRESENTS:

FEATS OF BATTLE

TEN NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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DEADLY OPPORTUNIST [COMBAT]

You are skilled at punishing opponents who let their guard down.

PREREQUISITES: Dex 15, Combat Reflexes

BENEFIT: Whenever you successfully strike an opponent with an attack of opportunity, you may forfeit some number of your remaining attacks of opportunity for the round in order to gain a bonus on your damage roll equal to twice the number of attacks that you forfeit.

If your attack of opportunity is performed with a light weapon, or with any weapon compatible with the Weapon Finesse feat, you gain a bonus equal to three times the number of attacks of opportunity forfeit instead.

DEFENSIVE AID [COMBAT]

You can aid in the defense of your allies while bolstering your own.

PREREQUISITES: base attack bonus +1

BENEFIT: Whenever you successfully use the aid another action to assist an ally in combat, you gain a +2 dodge bonus to your Armor Class until the start of your next turn.

DEFENSIVE BATTLER [COMBAT]

You are very difficult to outmaneuver in combat.

PREREQUISITES: Int 13, Defensive Combat Training, base attack bonus +1

BENEFIT: The DC to grant an aid another bonus to Armor Class against attacks that you make or on attack rolls made against you is increased by a number equal to your base attack bonus.

NORMAL: The DC to grant an aid another bonus against any given character is 10.

FALSE STRIKE [COMBAT]

You can turn an unfortunate mistake into a timely opportunity.

PREREQUISITES: Int 13, Combat Expertise

BENEFIT: You can attempt a false strike attack as a full-round action. If you do, make a melee attack against any creature within reach. If your attack hits, you deal damage to your opponent normally. If your attack misses your opponent, you may retroactively treat the attack as an aid another action benefitting one ally within reach as though you had used the aid another action to aid that creature's attack rolls or Armor Class against the original target of your attack.

IMPROVED TAKEDOWN [COMBAT]

Your charging takedowns put opponents at your mercy.

PREREQUISITES: Str 15, Greater Grapple, Greater Trip, Improved Trip, Improved Grapple, Takedown, base attack bonus +10

BENEFIT: Whenever you successfully use your Takedown feat to grapple an opponent at the end of a charge, you may choose to pin that opponent automatically.

OPPORTUNE AID [COMBAT]

You can turn a simple assist into a deadly set-up.

PREREQUISITES: Combat Reflexes

BENEFIT: Whenever you successfully use the aid another action to aid an ally in combat, you gain a +2 bonus on attack and damage rolls with attacks of opportunity until the start of your next turn.

SHIELD MOUNT [COMBAT]

You can use your shield to defend your mount in battle.

PREREQUISITES: Mounted Combat

BENEFIT: As a swift action, you can protect a mount that you ride, sharing with your mount the shield bonus to Armor Class granted by a shield that you wield for 1 round. As long as your mount benefits from this shield bonus to Armor Class, any armor check penalty incurred by the shield is doubled as it applies to Ride skill checks that you make.

STRATEGIC DEFENSES [COMBAT]

You can coordinate a brilliant defense, allowing your allies to conduct the offensive.

PREREQUISITES: Int 13, Combat Expertise

BENEFIT: As a full-round action, you can assist in the defense of nearby allies whose attentions are focused on another task. Allies holding readied actions within 30 ft. of you gain a +2 dodge bonus to Armor Class until the start of your next turn. Allies must be able to see and hear you to gain the benefits of your efforts, and the benefits of this feat function only as long as you are conscious and able to direct your allies' defenses.

TAKEDOWN [COMBAT]

With a running tackle, you can wrestle your opponent to the ground.

PREREQUISITES: Str 13, Improved Grapple, Improved Trip, base attack bonus +6

BENEFIT: Whenever you successfully charge an opponent and trip (or otherwise knock prone) that opponent with the attack performed at the end of your charge, you may immediately attempt to grapple that opponent as a free action.

NORMAL: Attempting to grapple a creature is a standard action.

TIRELESS TENACITY

When exhaustion would drop a less resolute warrior, you find the strength to fight on.

PREREQUISITES: Endurance

BENEFIT: Once per minute as a free action, you may ignore the effects of the fatigued condition (or reduce the exhausted condition to mere state of fatigue) for 1 round. If you do, you immediately take 1d6 points of nonlethal damage.

SPECIAL: If you are immune to nonlethal damage, or if you possess damage reduction which applies against nonlethal damage, you receive lethal damage whenever you gain the benefits of this feat.

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