

# ABANDONED ARTS PRESENTS: FEATS OF COMBAT



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 Combat features feats for fighters, rogues, paladins and other combat masters who want to add a little flair to their attacks and maneuvers.

### ADAPTIVE DEFENSE [COMBAT]

*You learn from your mistakes.*

**Prerequisites:** Dodge

**Benefit:** When you take damage from an opponent, you gain a +1 dodge bonus to Armor Class against attacks made by that opponent before the start of your next turn. You may gain the Benefits of this feat only once per round as it applies to any given opponent.

### BATTLE BANTER [COMBAT]

*You banter with your opponents in battle, slinging criticism like a cudgel.*

**Prerequisites:** Bluff or Intimidate 3 ranks

**Benefit:** When an opponent attacks you in combat, you can “call out” an opponent’s attack as an immediate action, predicting that the opponent’s attack will miss you. You must be able to speak and be understood by an opponent to be affected. If the called attack does indeed miss, you gain a +2 morale bonus on the next damage roll that you make against that opponent.

If the called attack does not miss, you may not gain the Benefits of this feat again for 1 minute.

### BLADE SPELL

[COMBAT, METAMAGIC]

*You can cast touch spells through a held weapon.*

**Prerequisites:** base attack bonus +3

**Benefit:** You can cast a spell in such a way as to cast it through a melee weapon as you attack. You may cast any spell with a range of “touch” in this way, and may deliver the spell through any weapon that you wield as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, you can make one free melee attack with his weapon (at your highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. The attack uses the weapon’s critical range (20, 19–20, or 18–20 and modified by the keen weapon

property or similar effects), but the spell effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

A blade spell uses up a spell slot one level higher than the spell’s actual level.

### CAREFUL SNIPER [COMBAT]

*You take care to safeguard your hidden sniping position.*

**Prerequisites:** Deadly Aim, Stealth 1 rank

**Benefit:** You take no penalty on Stealth checks made to hide while sniping if your sniping attack misses. Observers may still notice that they have been attacked, though you suffer no increased risk of giving away your position.

### COMBAT PHANTOM [COMBAT]

*You vanish in and out of combat, striking stealthily.*

**Prerequisites:** Stealth 9 ranks, base attack bonus +5

**Benefit:** You can make a melee attack while hiding without giving away your position. This ability is similar to sniping, except that you may make melee or ranged attacks while hiding, and you need not be 10 ft. or more away from the target of your attack. After attacking, immediately make a Stealth check with a -20 penalty. You may not hide from creatures within 5 ft. of you in this manner, but may hide from other observers if your check is successful.

### COMBAT READINESS [COMBAT]

*You are ready for anything.*

**Prerequisites:** base attack bonus +5

**Benefit:** When you ready an action, you may choose and specify two actions, choosing to take either one (but not both) if or when the readied conditions are met.



## DELAYED REACTION [COMBAT]

*A moment of careful study lends strength to your attacks.*

**Prerequisites:** Improved Initiative

**Benefit:** After delaying your action, you gain a +1 bonus on weapon damage rolls against opponents who have taken a turn since you last acted. This bonus does not stack with itself, lasting only until the end of your turn.

## MELEE METTLE [COMBAT]

*You are difficult to overcome with magic at close range.*

**Prerequisites:** Lightning Reflexes

**Benefit:** When a spellcaster within 5 ft. of you targets or affects you with a spell that allows a saving throw, you may roll your saving throw twice and take the higher result.

## READYING STRIKE [COMBAT]

*You remain ready for anything, even while on the offensive.*

**Prerequisites:** Alertness, Combat Readiness, base attack bonus +12

**Benefit:** Whenever you ready an action, you may make a single melee attack as an immediate action.

## STEADYING READY [COMBAT]

*You possess the patience of stone.*

**Prerequisites:** base attack bonus +3

**Benefit:** Whenever you ready an action, you gain 3 temporary hit points which last until the start of your next turn.



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