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ABANDONED ARTS® PRESENTS:

FEATS OF FIGHTING

ELEVEN NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME



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Bracing Spear [combat]

You can more effectively ready your spear against a variety of attacks.

PREREQUISITES: Combat Expertise, Weapon Focus (any weapon with the brace weapon quality), base attack bonus +3

BENEFIT: When you are wielding a weapon with the brace weapon quality, you may ready that weapon against opponents that use the Power Attack, Flyby Attack, Ride-By Attack, or Spring Attack feats against you, or against opponents that attempt a bull rush or overrun combat maneuver against you.

NORMAL: A weapon with the brace quality may only be braced against a charge.

Disarming Flourish [combat]

With a theatrical twist of your blade, you can send disarmed weapons soaring skyward and out of reach before clattering to the ground.

PREREQUISITES: Dex 15, Improved Disarm, base attack bonus +6

BENEFIT: Whenever you successfully disarm an opponent of a weapon or shield, you may send the weapon soaring vertically into the air a number of feet equal to twice your own natural reach. If you do, the item remains airborne until the start of your next turn, where it lands on the ground in the space from which it was disarmed.

Firm Opposition [combat]

Foes break against you like waves; you can beat them back as quickly as they come.

PREREQUISITES: Combat Reflexes, base attack bonus +3

BENEFIT: As a standard action, you may double the number of attacks of opportunity that you can make before the start of your next turn.

Flash of Steel [combat]

You can strike with blurring speed.

PREREQUISITES: Dex 17, Lightning Stance, Wind Stance, base attack bonus +9

BENEFIT: As long as you do not make any attacks or take any attack action, cast spells, use spell-like abilities, or take any action which would break an *invisibility* spell during your turn, you may make a single melee attack with a manufactured weapon as an immediate action any time before the start of your next turn.

Greater Vital Opportunist [combat]

You can execute incredible attacks of opportunity.

PREREQUISITES: Combat Reflexes, Greater Vital Strike, Improved Vital Opportunist, Improved Vital Strike, Vital Opportunist, Vital Strike, base attack bonus +16

BENEFIT: As long as you do not use your Vital Strike feat

(or any feat which lists Vital Strike as a prerequisite) on your turn, you may apply the benefits of your Greater Vital Strike feat to attacks of opportunity that you make before the start of your next turn.

Improved Vital Opportunist [combat]

You can execute devastating attacks of opportunity.

PREREQUISITES: Combat Reflexes, Improved Vital Strike, Vital Opportunist, Vital Strike, base attack bonus +11

BENEFIT: As long as you do not use your Vital Strike feat (or any feat which lists Vital Strike as a prerequisite) on your turn, you may apply the benefits of your Improved Vital Strike feat to attacks of opportunity that you make before the start of your next turn.

Improved Wearying Defense [combat]

You can outlast all but the most enduring of enemies.

PREREQUISITES: Wearying Defense, base attack bonus +11

BENEFIT: The damage dealt by your Wearying Defense feat is increased to 2d6.

Sky Shot [combat]

You can lead your shots with accuracy when firing on airborne targets.

PREREQUISITES: Weapon Focus (composite longbow or longbow)

BENEFIT: Whenever you use a longbow or composite longbow to make a ranged attack against an airborne target, you gain a +1 bonus on your attack and damage roll.

Tactical Withdraw [combat]

The battlefield is a chessboard to your strategic mind.

PREREQUISITES: Dodge, Improved Reposition

BENEFIT: Whenever you use the withdraw action as a full-round action, you may make a reposition combat maneuver against an opponent as a swift action at the end of your action, as long as you did not threaten that opponent at the start of your turn.

Vital Opportunist [combat]

You can execute powerful attacks of opportunity.

PREREQUISITES: Combat Reflexes, Vital Strike, base attack bonus +6

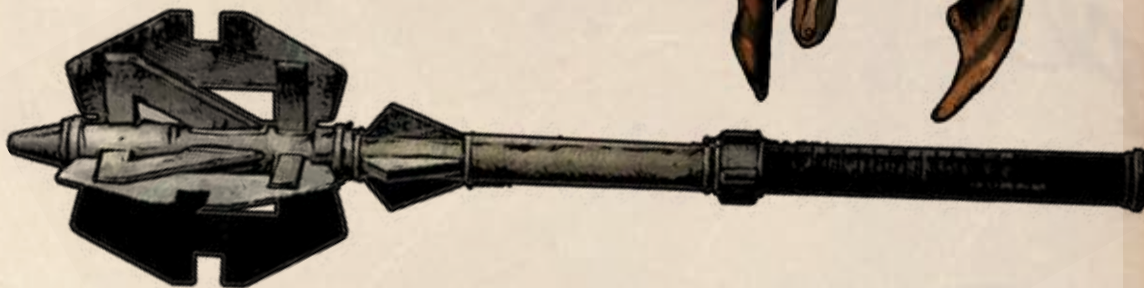
BENEFIT: As long as you do not use your Vital Strike feat (or any feat which lists Vital Strike as a prerequisite) on your turn, you may apply the benefits of your Vital Strike feat to attacks of opportunity that you make before the start of your next turn.

Wearying Defense [combat]

You wage a battle of attrition against your opponents.

PREREQUISITES: Combat Expertise, Endurance

BENEFIT: Whenever an opponent attempts one or more melee attacks against you on its turn, and misses with each and every melee attack for two consecutive rounds, that opponent receives 1d6 points of nonlethal damage at the end of its turn.



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