

ABANDONED ARTS PRESENTS:  
**FEATS OF LASHING**



NINE NEW FEATS FOR USE WITH THE **PATHFINDER**<sup>®</sup> 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 Lashing features feats for whip and chain enthusiasts who want to add options to their actions.

### CHAIN BLUDGEON [COMBAT]

*You can strike with the blunt chains of your favored weapons.*

**Prerequisites:** Weapon Focus (kusarigama) or Tripping Chain and Weapon Focus (spiked chain)

**Benefit:** You can deal bludgeoning damage with a kusarigama or a spiked chain, striking with the blunt chain itself. If you do, your attack does not gain the benefits of the weapon's reach. When dealing bludgeoning damage with either of these weapons, you take no penalty on attack rolls to deal nonlethal damage with the chain. A rogue with this feat can use the bludgeoning chain to deal nonlethal damage with a sneak attack.

**Normal:** You take a -4 penalty on attack rolls when using a lethal weapon to deal nonlethal damage. You cannot use a lethal weapon to deal nonlethal damage in a sneak attack.

### DEADLY SNAP [COMBAT]

*You are deadliest at a whip's length.*

**Prerequisites:** Whip Mastery\*

**Benefit:** When you use a whip to deal damage to an opponent at the very edge of your reach, your attack deals an additional 1d6 points of damage. For example, while wielding a whip with a reach of 15 ft., you would gain the benefits of this feat whenever you use the whip to damage an opponent 15 ft. away from you.

Bonus damage granted by this feat is never multiplied on a critical hit.

### EXPLORER'S WHIP

*Your whip is more than a weapon, it's a versatile adventurer's tool.*

**Prerequisites:** Weapon Focus (whip)

**Benefit:** You can climb with only one free hand, as long as the other hand is wielding a whip. You might use the whip like a rope, use it to grasp ledges, or simply coil it around your arm momentarily while climbing. Additionally, you can expertly use your whip to extinguish candles, torches, and other small flames as a swift action. If such a flame is carried or otherwise attended, you must succeed on an attack roll against the carrier's CMD. Finally, you can crack a whip to succeed automatically at

any Handle Animal check with a DC of 10 or less.

### IMPROVED DEADLY SNAP [COMBAT]

*Your long-distance whip technique is even deadlier.*

**Prerequisites:** Deadly Snap, Greater Whip Mastery,\* base attack bonus +7

**Benefit:** Your Deadly Snap feat grants 2d6 additional points of damage instead of 1d6.

### LASHER'S GAMBIT [COMBAT]

*You can fool your opponent into believing that he's spotted an opening in your defenses.*

**Prerequisites:** Dex 13, Dodge, Weapon Focus (whip or any chain weapon), base attack bonus +6

**Benefit:** When you make an attack using a whip, kusarigama, spiked chain, or a similar chain weapon you can choose to provoke an attack of opportunity from one or more opponents who threaten you. You gain a +4 dodge bonus against such attacks. An opponent that makes such an attack and misses you loses its Dexterity bonus to AC against you until the end of your turn.

### LASHING FLOURISH [COMBAT, PERFORMANCE]

*You can fell an opponent with a dramatic flourish of your lash.*

**Prerequisites:** Dazzling Display, Weapon Focus (whip or any chain weapon)

**Benefit:** When you use a whip, kusarigama, spiked chain, or a similar chain weapon to reduce an opponent to -1 hp or less during your turn, or whenever you perform a successful coup de grace action with such a weapon, you may use your Dazzling Display feat as a swift action at a -4 penalty. In addition, you may immediately attempt a performance combat check as a part of the same action.

### LASH SPECIALIZATION [COMBAT]

*You have mastered the use of lashing weapons*

**Prerequisites:** Weapon Specialization (whip or

any chain weapon)

**Benefit:** You may apply the benefits of your Weapon Specialization feat to all types of whips, and to kusarigama, spiked chains, and similar chain weapons.

## SLASHING LASH [COMBAT]

*You can wield a chain lash with all the precision of a whip.*

**Prerequisites:** Improved Whip Mastery\*

**Benefit:** You can apply the benefits of your Improved Whip Mastery feat (such as the ability to grab and release objects and the ability to use the weapon like a grappling hook) to kusarigama, spiked chains, and similar chain weapons.

**Special:** If you also possess the Greater Whip Mastery feat, you may apply the benefits of that feat to chain weapons that you wield.

## SNAP STEAL [COMBAT]

*You can use a whip to steal an object from another's person.*

**Prerequisites:** Greater Whip Mastery\*

**Benefit:** You can use a whip to perform a steal maneuver against an opponent in reach. If successful, you may transfer a stolen item to a free hand as a free action. If you don't have a free hand, an item stolen in this way falls to the ground at your feet.

\*: See the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook for details.



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