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ABANDONED ARTS® PRESENTS:

FEATS OF OBSERVATION

NINE NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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ASSASSIN'S EYE

Your keen eyes miss nothing when you observe your mark.

PREREQUISITES: Int 15, death attack, Scout's Eye

BENEFIT: When you use your death attack ability to study a target as a standard action, you may observe the target using the Perception skill as a free action, just as though you had expended a move action to search or study the creature intentionally.

In addition, you may use your death attack ability to study a creature for up to 5 rounds. If you do, you may attempt to execute a death attack against that creature up to 5 rounds after you have finished studying it.

NORMAL: Once a creature has completed the 3 rounds of study required to attempt a death attack, he must make the death attack within the next 3 rounds.

IMPROVED STONESENSE

You can ask the earth to give up its secrets.

PREREQUISITES: Wis 13, earth affinity* or stonecunning racial traits

BENEFIT: Whenever you gain the benefits of your Stonesense feat, the range of your tremorsense is increased to a number of feet equal to your Wisdom score, rounded down to the nearest multiple of five.

INVESTIGATIVE TRACKER

You can study a battlefield to determine the outcome of the encounter.

PREREQUISITES: track, Perception 3 ranks, Survival 3 ranks

BENEFIT: You can use the track ability to study two or more overlapping sets of tracks in order to determine whether or not the creatures that made the tracks encountered one another, and to approximate the details of the encounter, if so. To do so, you must succeed at a DC 20 Survival check modified by the usual factors for tracking, such as time elapsed, ground type, creature size, and so on. If you succeed, you can accurately guess at the outcome of the encounter – who won, what might have happened to the losing side (whether or not they fled, or were dragged away, or their bodies burned, and so on), and what sorts of attacks the combatants were using (claws and teeth, fire, manufactured weapons, and so on). You cannot recreate a round-by-round description of the battle, but you can approximate how the encounter might have fared.

ON MY COMMAND! [COMBAT]

You are adept at coordinating attacks, choosing the perfect moment to strike.

PREREQUISITES: Cha 13, base attack bonus +9

BENEFIT: Allies that hold a readied action to attack at your command gain a +1 bonus on attack and damage rolls when making such readied attacks at your direction. The bonuses granted by this feat are un-typed, but multiple applications of this feat do not stack with themselves.

RECONNOITER

You can quickly survey a broad area and retain the knowledge of what you have seen.

PREREQUISITES: Perception 1 rank

BENEFIT: The DCs of Perception skill checks that you make are not modified by the first 10 ft. of distance. For every 2 ranks in the Perception skill that you possess, the benefits of this feat apply to another 10 ft. of distance.

NORMAL: The DC of a Perception skill check is increased by +1 for every 10 ft. between the observer and the target.

SCOUT'S EYE

You can learn a great deal more than most by studying a target unobserved.

PREREQUISITES: Int 13, Perception 1 rank, Stealth 1 rank

BENEFIT: You may add your Intelligence modifier to Perception and Sense Motive skill checks while observing a flat-footed creature, or a creature that is not aware that it is being observed.

SENSORY JOINING

You can bond your senses to any summoned creature, not just your eidolon.

PREREQUISITES: bond senses class feature

BENEFIT: You can share a severely limited version of your bond senses class feature with any creature that you summon with a conjuration (summoning) spell. Establishing the bond takes 1 minute, and the connection is much feebler; you take a -10 penalty on Perception skill checks while sharing senses with a summoned creature in this way.

STONESENSE

You have honed your connection with the earth into a limited form of tremorsense.

PREREQUISITES: Wis 11, earth affinity* or stonecunning racial traits

BENEFIT: As a full-round action, you can attune your senses to the earth around you. If you do, you gain tremorsense with a range of 5 ft. until the start of your next turn. This ability does not function underwater, or on surfaces which are not made of earth or stone (such as wood floors).

TRUE DISBELIEVER

You are rarely fooled by illusions.

PREREQUISITES: Alertness or Iron Will

BENEFIT: Whenever you pass within 10 ft. of an illusion effect that allows a saving throw for disbelief if interacted with, you are entitled to a saving throw versus disbelief as though you had interacted with it.

*: See the *Pathfinder® Roleplaying Game: Advanced Race Guide™* for details.

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