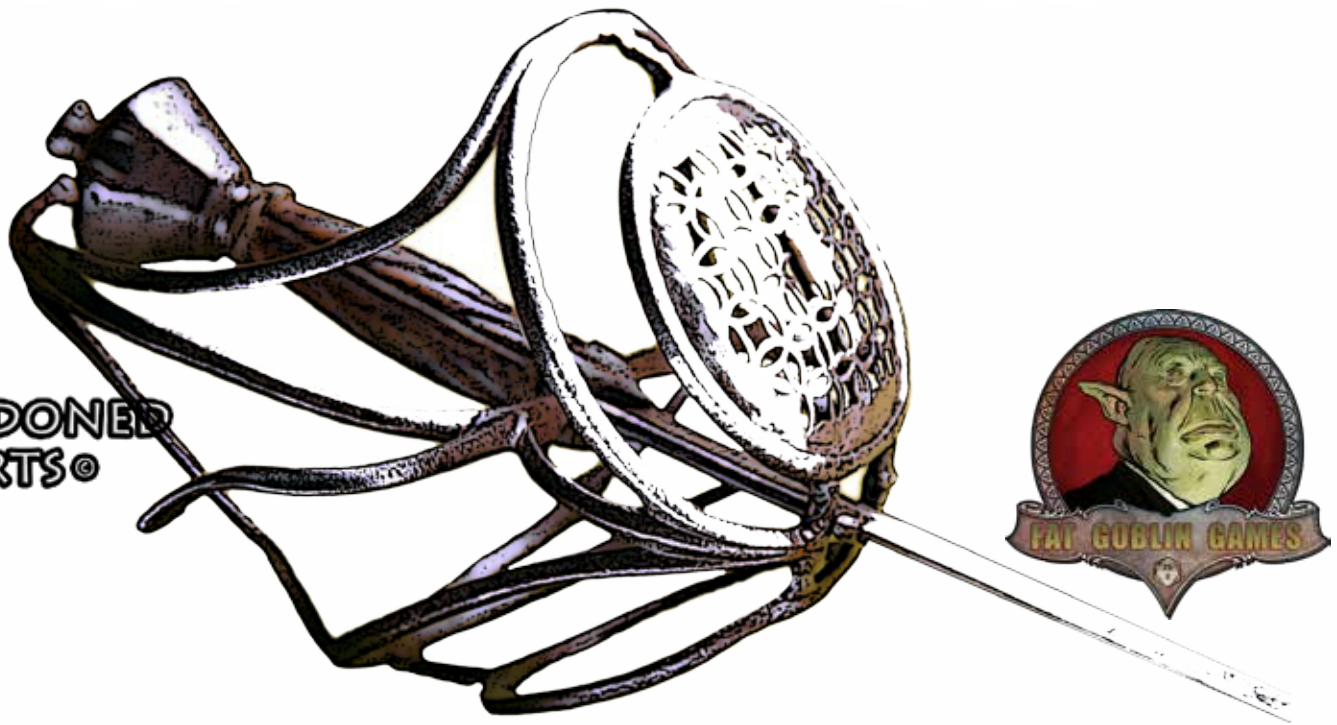


ABANDONED ARTS PRESENTS:

FEATS OF PANACHE



ELEVEN 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 Panache features feats for panache and grit users who want to add a option to their actions.

CAUTIOUS POMMEL STRIKE [PANACHE]

You can perform a cautiously-executed pommel strike with ease.

Prerequisites: Amateur Swashbuckler* or panache class feature, Pommel Strike Deed*, base attack bonus +3

Benefit: You can perform a special pommel strike, but you must spend two points of panache to do so. If you do, and your pommel strike hits, the attack deals +2 points of damage. This additional damage is not multiplied on a critical hit. If your attack misses, you immediately recover both points of panache.

DODGING STEP [PANACHE]

You have mastered the worthwhile art of being where your opponents' blades are not.

Prerequisites: Amateur Swashbuckler* or panache class feature, dodging panache deed, Extra Panache*

Benefit: As long as you have at least one point of panache after using your dodging panache deed, you may expend all remaining points from your pool of panache points to avoid the triggering attack entirely. To do so, your 5-foot movement must carry you outside the reach of the triggering attack.

DUELIST'S CHALLENGE

Few could hope to take you down in a fair fight.

Prerequisites: canny defense class feature, challenge class feature

Benefit: When you issue a challenge against an opponent, you gain a bonus on damage rolls against the target of your challenge equal to your canny defense AC bonus.

DUELIST'S RAGE

You express your rage with a razor-sharp duelist's wit.

Prerequisites: canny defense class feature, rage or bloodrage class feature, moment of clarity rage power

Benefit: You can use Dexterity-, Intelligence-, and Charisma-based skills while raging. You gain no additional ability to cast spells while raging, but may take non-spellcasting actions that require patience or concentration.

Normal: A raging creature cannot use most Dexterity-, Intelligence-, or Charisma-based skills or take actions requiring patience or concentration.

FEINTING LEAP DEED [PANACHE]

Your feint can confound an opponent, allowing you to engage and disengage your foe freely.

Prerequisites: Amateur Swashbuckler* or panache class feature, Improved Feint

Benefit: When you successfully feint an opponent, you may spend one point of panache to gain the ability to move freely out of that opponent's threatened spaces until the end of the turn; your movement does not provoke attacks of opportunity from that opponent.

FLAIR AND FLAMBOYANCE [GRIT], [PANACHE]

You possess both grit and grace.

Prerequisites: grit class feature, panache class feature

Benefit: You can use either your Wisdom or Charisma scores to determine the maximum sizes and daily starting values of both your grit and panache point pools.

FLICK OF THE WRIST DEED [PANACHE]

With a flick of the wrist, you can draw a weapon and sheathe it in your opponent's flesh in a flash.

Prerequisites: nimble +2, Amateur Swashbuckler* or panache class feature, Quick Draw

Benefit: When you draw a weapon and attack with it in the same turn, you may spend one point of panache to perform a deadly-fast attack with that weapon. If you hit an opponent with this attack, the attack deals maximum damage. Once an opponent has witnessed you use this ability (or been the target of it), that opponent is cannot be affected by this special attack again for 24 hours.

KIP-UP-AND-STRIKE [PANACHE]

You can execute an unexpected strike after kipping up to your feet.

Prerequisites: Amateur Swashbuckler* or panache class feature, kip-up deed, Pommel Strike Deed*

Benefit: When you spend a panache point to use the kip-up deed, you can use the pommel strike deed without spending a point of panache that round. You may not gain this benefit more than once per round.

MIGHTY POMMEL STRIKE

[PANACHE]

Your pommel strike packs a powerful punch.

Prerequisites: Amateur Swashbuckler* or panache class feature, Pommel Strike Deed*, Weapon Focus (any), base attack bonus +5

Benefit: You can apply the benefits of your Weapon Focus feat to a pommel strike attack, as well as the Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization feats if you possess them.

Additionally, you may perform a pommel strike with any one- or two-handed melee weapon. If you use a two-handed weapon, the damage is increased to 1d8.

PISTOL PUMMEL [PANACHE]

You have mastered both the sword and pistol, sharing tricks and talents with both.

Prerequisites: pistol-whip deed, pommel strike deed

Benefit: You can apply any abilities and effects relevant to your pommel strike deed (such as the benefits of the Tricky Pommel Strike Deed feat, above) to pistol-whip attacks that you make with a one-handed firearm.

TRICKY POMMEL STRIKE

[PANACHE]

You can catch opponents off guard with a quick pommel strike.

Prerequisites: Amateur Swashbuckler* or panache class feature, Catch Off-Guard, Pommel Strike Deed*, base attack bonus +5

Benefit: When you perform a pommel strike, your attack gains the benefits of the Catch Off-Guard feat, even if you do not attack with an improvised weapon.

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



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