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ABANDONED ARTS® PRESENTS:

# FEATS OF SUBTLETY

TEN NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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### COERCER

*Your darkly honeyed words can convince others to indulge in any action.*

**PREREQUISITES:** Deceitful

**BENEFIT:** You gain a +4 bonus on Charisma checks and Charisma-based skill checks to convince a creature under the influence of an enchantment (charm) or enchantment (compulsion) spell or effect that you cast to do something that it normally wouldn't do.

### INFURIATING ANTAGONIST

*You know how to twist the verbal knife in such a way as to enrage your opponents.*

**PREREQUISITES:** Antagonize

**BENEFIT:** Whenever you successfully affect a creature with your Antagonize feat, you may spend a swift action to punctuate your use of that ability with an infuriating verbal barb. If you do, the creature affected takes a -2 penalty to its Armor Class for 1 round. This penalty does not stack with the Armor Class penalty incurred by the rage class feature.

### LEADING FEINT [COMBAT]

*Your deceptive footwork leaves your opponents defenseless.*

**PREREQUISITES:** Int 13, Combat Expertise, Improved Feint

**BENEFIT:** When you successfully feint a creature as a standard action, you and your allies may treat the target of your feint maneuver as though he were flanked until that creature regains his Dexterity bonus to Armor Class against your attacks.

### LINGUISTIC JARGON

*Using empathy and linguistic expertise, you can communicate with nearly any creature.*

**PREREQUISITES:** Linguistics 5 ranks

**BENEFIT:** You can convey very basic and straightforward ideas, even to someone that does not share a language with you. For the purposes of this feat, a basic idea is one that can be easily summarized with a single word: ideas such as "danger," "hungry," and "magic." This feat does not allow you to use a language-dependent effect to affect a creature with whom you do not share a language.

### SHIFTY ESCAPE [COMBAT]

*You are hard to pin down.*

**PREREQUISITE:** Shifty Withdraw

**BENEFIT:** You can use the withdraw action even after taking a 5-foot step.

### SHIFTY WITHDRAW [COMBAT]

*You are adept at clever getaways.*

**BENEFIT:** You can take a 5-foot step after using the withdraw action.

### SLIP ENCHANTMENT

*So slippery is your mind, and so measured is your cognitive discipline, that you can not only break free from mental control; you can fool the magic itself!*

**PREREQUISITES:** slippery mind

**BENEFIT:** Whenever you succeed on the additional saving throw to break free from an enchantment spell granted by your slippery mind ability, you may choose to remain compelled or controlled by the spell for any length of time, instead. If you do, you may choose to break free from the spell at any time, even if your actions are otherwise compelled or controlled.

### SOCIAL COMBAT

*In the social arena, you are unmatched.*

**PREREQUISITES:** Bluff, Diplomacy, or Intimidate 1 rank

**BENEFIT:** Whenever another creature within 30 ft. of you attempts a Bluff, Diplomacy, or Intimidate skill check, you may attempt to disrupt the use of that skill by attempting a Bluff, Diplomacy, or Intimidate check of your own (using the same skill that the target uses). If your check is greater than your opponent's check, your opponent's skill check takes a penalty equal to the difference between his or her check, and yours.

Used outside of combat, this ability requires no special action to perform. In combat, using this feat is an immediate action.

### SUBTLE SPELLCASTER

*You can utter whispered verbal components without compromising your spells.*

**PREREQUISITES:** caster level 1st

**BENEFIT:** You can fulfill the verbal component requirements of spells that you cast with a mere whisper. A creature must succeed at a DC 15 Perception skill check to hear you cast a spell with a whispered verbal component.

**NORMAL:** To cast a spell with a verbal component, you must speak in a strong voice.

### SUPERB SWORDSMANSHIP [COMBAT]

*You can exert unbelievable control over your blade.*

**PREREQUISITES:** Improved Critical, Weapon Finesse, base attack bonus +6

**BENEFIT:** Whenever you successfully use a light slashing weapon or any slashing weapon compatible with the Weapon Finesse feat to score a critical threat against an opponent, you may forfeit your confirmation roll and elect to deal damage normally. If you do, you may declare the next attack that you attempt against that opponent before the start of your next turn to be a critical threat, as though you had rolled a natural 20 on the die.

<sup>1</sup>: See the *Pathfinder® Roleplaying Game: Ultimate Magic™* sourcebook for a description of this feat.



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