

ABANDONED ARTS PRESENTS:

# FEATS OF SWORDSMANSHIP



SIX 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 Swordsmanship features feats for Weapon Finesse warriors and performance combat artists who want to add options to their actions.

### BLADE TRICK [COMBAT]

*You are exceptionally deft with a blade.*

**Prerequisites:** Quick Draw, base attack bonus +3

**Benefit:** You can perform a number of tricks with a light or one-handed melee weapon. You can retrieve such a weapon from the ground by hooking your foot underneath it and kicking it up into a free hand as a swift action. Additionally, you can toss a light or one-handed melee weapon that you wield high up into the air as a free action, where it turns and tumbles midair for one full round before returning to the space from which it was thrown. If that space is within your natural reach when it does, you may catch it as a free action (provided that you have a free hand to do so).

Finally, when you succeed on a melee attack with such a weapon, you may simply choose to do no damage, bringing your weapon just shy of a deadly stroke so as to leave no doubt in your opponent's mind that you could have struck a fearsome blow, had you chosen to.

**Normal:** You can pick up an object as a move action. You may not choose to deal no damage with an attack.

### COMBAT FLOURISH [COMBAT, PERFORMANCE]

*You can perform an elaborate martial display of prowess.*

**Prerequisites:** any performance feat\*

**Benefit:** As a move action, you can execute a complex and masterful flourish with a melee weapon that you wield. If you do, you gain a +4 bonus on the first performance check that you make before the start of your next turn. In order to gain this benefit, the crowd must be able to see you perform the flourish.

### COMBAT PERFORMANCE [COMBAT, PERFORMANCE]

*You have learned to artfully execute one of your signature moves.*

**Prerequisites:** any performance feat\*

**Benefit:** Choose any combat feat that you possess which requires a standard action or greater to use, such as Cleave, Dazzling Display, or Vital Strike. That feat is now a performance feat; whenever you use a standard action or greater to use that feat, or any feat which lists it as a prerequisite, you may make a performance check as a swift action, gaining a +2 bonus on the check.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you select this feat, it applies to a new combat feat that you possess.

### DEADLY DISARM [COMBAT]

*You can grasp and twist a disarmed weapon into your opponent's flesh.*

**Prerequisites:** Improved Disarm, base attack bonus +6

**Benefit:** When you disarm an opponent while at least one of your hands are free, you can pick up the disarmed object with a free hand. If the object is a one-handed melee weapon, you can use it to make a melee attack against the disarmed opponent as a swift action, at your highest base attack bonus.

**Normal:** You cannot pick up a disarmed object, even if you have a free hand, if the disarm attempt is performed with a weapon.

### FEARLESS FENCER [COMBAT]

*You respond to fear differently than most.*

**Prerequisites:** Weapon Finesse, Cha 15

**Benefit:** Fear conditions affect you differently. If you are shaken or worse, you do not take the listed -2 penalty on saving throws. If you are frightened or worse, you are not required to move away from the object of your fear; in-



stead, you simply may not willingly move toward it. If you are panicked, you do not drop what you are holding. If you are cowering, you can take a single move or standard action per round, though you may not move toward the object of your fear.

Any fear effects not described here affect you normally.

## SIGNATURE SLASH [COMBAT, PERFORMANCE]

*You can slash a trademark signature into your opponent's clothes or flesh.*

**Prerequisites:** Cha 13, Weapon Finesse

**Benefit:** Using a slashing melee weapon for which the Weapon Finesse feat applies, you can slash your initials, a logo, or some other symbol or insignia into a victim's cloak, clothes, scales, or skin as a move action taken during part of a successful attack action (any attack that deals damage). If you spend a swift action to make a performance check after doing so, you gain a +2 bonus on your performance check. Additionally, if you score a critical hit with a qualifying weapon, you perform a signature slash as a free action instead.

**Special:** If you also possess the Antagonize feat (see the *Pathfinder® Roleplaying Game Ultimate Magic* sourcebook), you may gain the benefits of that feat whenever you successfully perform a signature slash.

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



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