

# ABANDONED ARTS PRESENTS: FEATS OF WAR



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TEN 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 War provides feats for enthusiasts of mass combat, siege warfare and vehicle piloting.

### ALCHEMICAL WARFARE [COMBAT]

*You can maximize the effects of alchemical weapons.*

**Prerequisites:** [Craft \(alchemy\)](#) 3 ranks

**Benefit:** Add +2 to the DC of grenade-like alchemical weapons that you throw, such as alchemist's fire.

### CATAPULT TRAJECTIONIST [COMBAT]

*You can aim a catapult more accurately.*

**Prerequisites:** [Siege Engineer\\*](#)

**Benefit:** You gain a +2 bonus on Knowledge (engineering) skill checks made to fire a catapult. Additionally, if your catapult attack misses, you can roll three times to determine the direction in which the shot veers, using any of the three results that you choose. Finally, you can operate a catapult that has the broken condition exactly one time without penalty. After that, the catapult must be repaired or fired with the usual penalties associated with the broken condition.

### CHARIOTEER [COMBAT]

*You are a master of chariot combat.*

**Prerequisites:** [Skilled Driver \(land\)\\*](#), base attack bonus +3

**Benefit:** You can drive a chariot or sleigh with one hand. Whenever you ram an opponent with a light chariot, heavy chariot, or sleigh that you are driving, you may make a single melee attack as part of the same action.

### EVASIVE DRIVING

*You can take evasive maneuvers while driving.*

**Prerequisites:** [Skilled Driver \(any\)\\*](#)

**Benefit:** When driving any vehicle to which your [Skilled Driver](#) feat applies, you may grant that vehicle a +5 dodge bonus to Armor Class, provided that it moves at least 10 feet on any given round. Additionally, when operating a vehicle, you can always take 10 on a driving check, regardless of the type of check used.

### MOUNTED EVASION

*You can share defensive abilities with your mount.*

**Prerequisites:** [evasion](#), [Ride](#) 1 rank

**Benefit:** While mounted, you can grant your mount the **Benefits** of your evasion ability. If you also possess the improved evasion, uncanny dodge, or improved uncanny dodge ability, you may share those abilities as well.

### NAVAL WARFARE [COMBAT]

*You are a seasoned naval combatant.*

**Prerequisites:** [Siege Engineer\\*](#), [Skilled Driver \(water\)\\*](#)

**Benefit:** You gain a +2 bonus on attack rolls with integrated direct-fire siege weapons, and a +2 bonus on Knowledge (engineering) checks relevant to such weapons.

Additionally, you can stall the sinking of a ship that you command. By expending two consecutive full-round actions, you or a creature under your command can reduce the number of rounds a sinking vehicle has before it submerges. You may not extend the life of a sinking vehicle by more than 10 additional rounds in this way.

Finally, you may reduce the number of crew required to man a naval vehicle by 10%, to a minimum crew of 1. Multiple instances of this feat do not stack with regards to crew size.

### SIEGECRAFT

*You are a master wartime craftsman.*

**Prerequisites:** [Siege Commander\\*](#), [Craft \(siege engine\)](#) 5 ranks

**Benefit:** When crafting or repairing siege engines with the Craft skill, a roll that fails by 5 or more never causes you to lose progress or waste materials. Additionally, you may reduce the time required to assemble a siege weapon by 1 minute (before halving the time it takes due to the Siege Commander feat). Finally, you can fix a disabled siege engine with 5 minutes and a successful check, instead of the usual 10.



## STEAM GIANT SIEGE [COMBAT]

*You are a siege combat specialist, adept at operating a steam giant's integrated weapons.*

**Prerequisites:** [Siege Engineer](#),\* [Skilled Driver \(land\)](#)\*

**Benefit:** When riding on a steam giant vehicle (see the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook for details), you gain a +2 bonus on attack rolls with integrated direct-fire siege weapons, and a +2 bonus on Knowledge (engineering) checks relevant to such weapons. Additionally, you can score and confirm critical threats against objects like castle walls and other vehicles when attacking with such a weapon.

**Normal:** Objects are not subject to critical hits.

## STEAM GIANT STOMP [COMBAT]

*You are a siege combat specialist, adept at piloting a steam giant offensively.*

**Prerequisites:** [Expert Driver \(land\)](#),\* [Skilled Driver \(land\)](#)\*

**Benefit:** When driving a steam giant vehicle (see the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook for details), the ramming damage dealt by the steam giant is increased by 2d8.

## WAR WAGONEER

*You have learned to strike from a moving vehicle.*

**Prerequisites:** [Skilled Driver \(any\)](#)\*

**Benefit:** When riding on any vehicle to which your [Skilled Driver](#) feat applies, you gain a +1 competence bonus on ranged attack rolls made against creatures outside of the vehicle. This bonus is doubled when attacking with integrated siege weapons.

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



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