

FEATS REFORGED III

Scalable Feats for Ultimate Combat

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INTRODUCTION

Character growth is an important aspect of any fantasy roleplaying game, and with the advent of feats in 3rd edition D&D™, players have always had a lot of growth potential and new abilities.

One of the problems people discussed is that many feats are static and have a diminished amount of return as you advance. We decided to try something that could change that. Feats should scale in ability as you do, so that their level of ability matches your own.

Many of the so-called “worthless” feats have been reforged, so that their abilities are on par with other feats, and each feat now scales in ability with the characters.

You will find that most feats now also have an additional bonus effect at around 7th, 14th and sometimes even 20th level. This represents your increase in skill with these feats and talents.

In addition, these feats are an excellent resource if you play in a low magic setting. You can focus on allowing the players to be the heroes, relying on their own abilities, rather than focusing on the magic items they carry.

BALANCE

The inevitable question is, “will this unbalance my game?” If you make the feat improvements in this product available to both the PCs and their opponents (NPCs or monsters), the answer is ‘No.’ If the monsters gain increased effect from the Reforged feats as well as the players, then

you should not see any tipping of the scales, as the relative power remains unchanged. The utility of the feats is what increases. Use a monster’s racial HD plus any class levels to determine their effective level.

THE FEATS REFORGED

Adder Strike (Combat)

You can quickly apply poison to gloved hands, protected feet, or other protected body parts, delivering the poison with your unarmed strikes.

Prerequisites: Poison use class feature, Craft (alchemy) 1 rank, Improved Unarmed Strike.

Benefit: As a swift action, you can apply one dose of contact or injury poison to two body parts that you use for unarmed strikes. You must still protect yourself against exposure to contact poisons you apply in this way.

At 7th level you may apply up to two doses of poison to three body parts for use with unarmed strikes. Examples would be both hands and a foot or both feet and one hand.

At 14th level you may apply up to two doses of poison to any number of body parts for use with unarmed strikes.

Normal: Applying poison to a weapon or single piece of ammunition is a standard action.

Adept Champion

You can alter your smite ability, channeling the power of your deity into divine inspiration

that grants you greater aptitude for performing combat maneuvers.

Prerequisites: Smite evil class feature, base attack bonus +5.

Benefit: While using your smite evil class feature, as a swift action at the start of your turn, you can forgo the bonus on damage rolls and instead gain half that bonus as a bonus on combat maneuver checks against the target of your smite. The effects of your smite evil feature return to normal at the start of your next turn.

At 12th level you may add an additional +2 to the bonus on combat maneuvers against the target of this feat.

At 19th level you may add an additional +2 bonus. This stacks with the bonus added at 12th level.

Amateur Gunslinger (Combat)

Although you are not a gunslinger, you have and can use grit.

Prerequisite: You have no levels in a class that has the grit class feature.

Benefit: You gain a small amount of grit and the ability to perform a single 1st-level deed from the gunslinger deed class feature. At the start of the day, you gain 1 grit point, though throughout the day you can gain grit points up to a maximum of your Wisdom modifier (minimum 1). You can regain grit using the rules for the gunslinger's grit class feature (see page 9). You can spend this grit to perform the 1st-level deed you chose upon taking this feat, and any other deed you have gained through feats or magic items.

At 7th level you add 2 grit points at the start of the day, instead of 1.

At 14th level you add an additional 2 grit points at the start of each day. In addition,

you know a second 1st level gunslinger deed of your choice.

Special: If you gain levels in a class that grants the grit class feature, you can immediately trade this feat for the Extra Grit feat.

Arc Slinger (Combat)

You can twirl your sling in a way that maximizes its effectiveness.

Prerequisites: Point-Blank Shot, proficient with sling or halfling sling staff.

Benefit: When using a sling or sling staff, you reduce your penalty on ranged attack rolls due to range by 2. Point-Blank Shot's damage bonus applies within the first normal range increment of your sling (50 feet) or sling staff (80 feet).

At 7th level you reduce the range penalty by 1.

At 14th level you reduce the range penalty by 1 and can apply the bonus from Point-Blank Shot up 150% of the normal range for the weapon (75 feet) for a sling or (100) feet for a sling staff.

Back to Back (Teamwork)

Your ally's eyes are your own, and yours are his.

Prerequisite: Perception 3 ranks.

Benefit: While you are flanked and adjacent to an ally with this feat, you receive a +2 circumstance bonus to AC against attacks from opponents flanking you.

At 10th level your opponents are denied the flanking bonus while you are flanked and adjacent to an ally with this feat (you still count as flanked however and sneak attack of precision damage applies normally).

At 17th level, you no longer are considered flanked when using this feat. Only opponents 4 levels higher than you can apply sneak attack or precision damage on a successful hit.

Betrayer

You can charm people into lowering their defenses, allowing you to ambush them more effectively.

Prerequisites: Quick Draw, Persuasive, base attack bonus +3.

Benefit: When you succeed at a Diplomacy check to change a creature's attitude, you can draw a weapon and make a single melee attack against that creature as an immediate action. If you changed your target's attitude to friendly or better, your target is considered flat-footed against this attack. If the target survives, it takes a -2 penalty on its initiative check for this combat.

Once you attack a creature, its attitude becomes hostile.

At 10th level, still confused by your attack, your target suffers a -2 penalty on its first attack roll against you.

At 17th level, totally befuddled by your attack, the target suffers a -2 penalty on its attack rolls against you until it makes a successful Will Save opposed by your Diplomacy (check once per round).

Binding Throw (Combat)

You can strike your enemy and use the blow as an opportunity to grab and hold him.

Prerequisites: Improved Grapple, Improved Trip, Improved Unarmed Strike, *Ki* Throw.

Benefit: After you successfully use the *Ki* Throw feat on an opponent, you can use a swift action to attempt a grapple combat maneuver against that opponent.

At 10th level you can use this maneuver as a free action instead of a swift action.

At 17th level you count as one size category larger when attempting a combat maneuver against the opponent this feat is used on.

Normal: The grapple combat maneuver is a standard action.

Special: A monk can gain Binding Throw as a bonus feat starting at 14th level.

Bludgeoner (Combat)

You can knock foes out cold with just about any blunt instrument.

Benefit: You take no penalty on attack rolls for using a lethal bludgeoning weapon to deal nonlethal damage.

At 7th level you gain a +2 bonus to demoralize that target after dealing damage to them using this feat.

At 14th level you may, as a swift action, attempt to demoralize any target that you deal bludgeoning damage.

Normal: You take a -4 penalty on attack rolls when using a lethal weapon to deal nonlethal damage. You cannot use a lethal weapon to deal nonlethal damage in a sneak attack.

Special: A rogue with this feat can use a lethal bludgeoning weapon to deal nonlethal damage with a sneak attack.

Boar Ferocity (Combat)

Your flesh-ripping unarmed strikes terrify your victims.

Prerequisites: Improved Unarmed Strike, Boar Style, Intimidate 6 ranks.

Benefit: You add piercing damage to the damage types you can deal with your unarmed strikes. Further, you gain a +2 bonus on Intimidate checks to demoralize opponents. While using Boar Style, whenever you tear an opponent's flesh, you can spend a free action to make an Intimidate check to demoralize that opponent.

At 13th level you gain an additional +2 competence bonus on Intimidate checks to demoralize opponents.

At 20th level opponents that are demoralized suffer an additional -2 penalty to all attacks that include you as target.

Boar Shred (Combat)

The wounds you inflict with your unarmed strikes bleed, giving you renewed vigor.

Prerequisites: Improved Unarmed Strike, Boar Ferocity, Boar Style, Intimidate 9 ranks.

Benefit: You can make an Intimidate check to demoralize an opponent as a move action. While using Boar Style, whenever you tear an opponent's flesh, once per round at the start of that opponent's turn he takes 1d6 bleed damage. The bleed damage dealt while using Boar Style persists even if you later switch to a different style.

At 16th level the Intimate check is a free action and the bleed damage increases to 1d8.

Boar Style (Combat, Style)

Your sharp teeth and nails rip your foes open.

Prerequisites: Improved Unarmed Strike, Intimidate 3 ranks.

Benefit: You can deal bludgeoning damage or slashing damage with your unarmed strikes—changing damage type is a free action. While using this style, once per round when you hit a single foe with two or more unarmed strikes, you can tear flesh. When you do, you deal 2d6 bleed damage with the attack.

At 10th level while using this style your bleed damage increases to 2d6+2.

At 17th level while using this style you can tear flesh up to twice per round against a single foe, or use this ability against multiple foes.

Stacking Bleed: As per RAW, stacking bleed is not an option. However, in our *Laying Waste* sourcebook, we present that as a more viable and realistic combat option. With use of this feat however, we suggest taming the bleed damage dice down to a single d6, but allowing it to stack.

Body Shield (Combat)

With a sly maneuver, you force a grappled opponent into the path of an incoming attack.

Prerequisites: Dex 13, Improved Grapple, Improved Unarmed Strike, base attack bonus +6.

Benefit: As an immediate action while you are grappling an adjacent creature, you can make a grapple combat maneuver check against that creature to gain cover against a single attack. If you are successful and the attack misses you, that attack targets the creature you used as cover, using the same attack roll. You cannot use this feat against a creature grappling you, and the cover you gain ends after the attack you gained cover against is resolved.

At 13th level you gain a +2 bonus on the grapple check and gain a +2 bonus to AC until the end of your next turn.

At 20th level you gain an additional +2 bonus on the grapple check and are able to use this feat against a creature grappling you. If you are no longer grappling or being grappled, the cover ends.

Bolstered Resilience

You can dramatically increase your damage reduction in exchange for its temporary loss.

Prerequisite: Damage reduction.

Benefit: As an immediate action, you can double your DR against a single attack, to a maximum of DR 20. The type of the DR remains unchanged. If the attack you are guarding against is not successful, the increased damage reduction persists until you are hit with an attack or until the start of your next turn, whichever happens first. At the start of your next turn, you become fatigued. You cannot use this feat while you are fatigued.

At 7th level you apply the increased damage reduction against all attacks until the start of

your next turn at which time you become fatigued.

At 14th level when using this feat you become shaken instead of fatigued. You can remove the shaken condition as a swift action by making a Fort Save DC 10 + the amount of damage you blocked with this feat in the previous round.

Bonebreaker (Combat)

When your opponent is unable to adequately defend against them, your precise unarmed strikes break bone and tear tissue.

Prerequisites: Dex 13, Improved Grapple, Improved Unarmed Strike, Jawbreaker, Stunning Fist, Heal 9 ranks.

Benefit: When you make a successful Stunning Fist attempt against an opponent that is grappled, helpless, or stunned, you can forgo any other Stunning Fist effect to deal 1d6 Strength or Dexterity damage to that opponent.

At 16th level you can choose to apply 1d4 Strength and Dexterity damage to the opponent.

Branded for Retribution

You brand an enemy with your bane weapon, making it more vulnerable to your allies' attacks.

Prerequisite: Bane class feature.

Benefit: As a standard action, expend 3 rounds of your bane class feature and make a melee touch attack with the weapon affected by bane. If you hit, your target takes no damage but is branded until the start of your next turn. While this brand remains, your allies' weapons are considered to have the bane ability with which your weapon is imbued when they attack the branded creature.

At 12th level the effect of the brand lasts for 1 additional round.

At 19th level the effect of the brand lasts for 2 additional rounds.

Break Guard (Combat)

You can use one of your two weapons to occupy your opponent's defenses while attacking with the other.

Prerequisites: Dex 15, Int 13, Combat Expertise, Improved Disarm, Two-Weapon Fighting.

Benefit: While wielding two weapons, whenever you successfully use one weapon to disarm an opponent, you can spend a swift action to attack the opponent you attempted to disarm using your other weapon.

At 10th level you gain a +2 bonus on the attack against the opponent you disarmed using this feat.

At 17th level your target is treated as being flat-footed after being disarmed.

Broken Wing Gambit (Combat, Teamwork)

You feign weakness, making yourself a tempting and distracting target.

Prerequisite: Bluff 5 ranks.

Benefit: Whenever you make a melee attack and hit your opponent, you can use a free action to grant that opponent a +2 bonus on attack and damage rolls against you until the end of your next turn or until your opponent attacks you, whichever happens first. If that opponent attacks you with this bonus, it provokes attacks of opportunity from your allies who have this feat.

At 12th level the attack triggers an attack of opportunity from you as well.

At 17th level your allies gain a +2 bonus on their attack of opportunity, and you grant this feat to all adjacent allies.

Cartwheel Dodge

You use your knack for avoiding damage to reposition yourself in combat.

Prerequisites: Evasion class feature, improved evasion class feature, acrobatics 12 ranks.

Benefit: When you successfully use improved evasion to avoid taking damage, you can move up to half your speed as an immediate action. This movement provokes attacks of opportunity as normal.

At 19th level when you use this feat you can move your full movement as an immediate action. This movement does not provoke attacks of opportunity.

Cavalry Formation (Combat, Teamwork)

You are skilled at riding in close formation with your mounted allies without impeding your effectiveness on the battlefield.

Prerequisite: Mounted Combat.

Benefit: You and your mount can overlap the space of mounts whose riders have this feat, although no more than two creatures can share any one square. Further, you can charge through a space containing an allied mount if that mount's rider has this feat, although the space from which you make your charge attack must comply with this feat's other benefit or be unoccupied.

At 7th level when overlapping with an ally that also has this feat, you gain partial cover against ranged attacks.

At 14th level you and your mount gain an additional +1 dodge bonus to AC against ranged attacks when in formation, and you grant this feat to all adjacent allies.

Channeled Revival

You can expend a large portion of your channeling power to reverse death itself.

Prerequisite: Channel energy 6d6 (positive energy).

Benefit: As a full-round action that provokes attacks of opportunity, you can expend three uses of your channel energy class feature to restore a dead creature to life as if you had cast the *breath of life* spell (*Core Rulebook* 251).

At 18th level this action becomes a standard action that does not provoke an attack of opportunity. If you expend 4 uses of your channel energy class feature, this action becomes a swift action.

Channeling Scourge

Your zeal for hunting your faith's enemies empowers your ability to channel divine energy, as long as you channel that energy for harm.

Prerequisites: Channel energy class feature, inquisitor level 1st.

Benefit: When you use channel energy to deal damage, your inquisitor levels count as cleric levels for determining the number of damage dice and the saving throw DC.

At 9th level when using channel energy to deal damage, you gain a +1 bonus to all saving throws until the start of your next turn.

At 16th level when using channel energy to heal, you also deal damage equal to half (rounded down) the amount you healed, but only to the creature type you have currently designated with your bane ability.

Charging Hurler (Combat)

You know how to use your momentum to enhance your thrown weapon attacks.

Prerequisite: Point-Blank Shot.

Benefit: You can use the charge rules to make a thrown weapon attack. All the parameters of a charge apply, except that you must only move closer to your opponent, and you must end your movement within 30 feet of that opponent. If you do, you can make a single thrown weapon attack against that opponent, gaining the +2 bonus on the attack roll and taking a –2 penalty to your AC until the start of your next turn.

At 7th level you need only be 40 feet away from your target.

At 14th level you no longer suffer an AC penalty when making a charging thrown weapon attack.

Chokehold (Combat)

While grappling, you can cut off an opponent's air and blood supply.

Prerequisites: Improved Grapple, Improved Unarmed Strike, base attack bonus +6 or monk level 5th.

Benefit: While you have an opponent up to one size category larger than you grappled, you can attempt a grapple combat maneuver with a –5 penalty on the check. If you succeed, you have pinned your opponent and hold the opponent in a chokehold. When you maintain the grapple, you also maintain the chokehold. A creature in a chokehold cannot breathe or speak, and thus cannot cast spells that have a verbal component. An opponent you have in a chokehold has to hold his breath or begin suffocating. Any creature that does not breathe, is immune to bleed damage, or is immune to critical hits is immune to the effects of your chokehold. When the grapple is ended, so is the chokehold.

At 13th level you only suffer the -2 penalty on the initial grapple check to place an opponent in a chokehold.

At 20th level an opponent that is no longer grappled still suffers the effect of the chokehold for 1d4 rounds.



Cleaving Finish (Combat)

When you strike down an opponent, you can continue your swing into another target.

Prerequisites: Str 13, Cleave, Power Attack.

Benefit: If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

At 7th level you may make two extra attacks per round with this feat (providing that you drop your targets to 0 or fewer hit points).

At 14th level you may make three extra attacks per round with this feat (providing that

you drop your targets to 0 or fewer hit points).

Close-Quarters Thrower (Combat)

You are agile enough to avoid melee attacks while throwing weapons or bombs.

Prerequisites: Dex 13, Dodge, Weapon Focus with selected thrown weapon.

Benefit: Choose a type of thrown weapon. You do not provoke attacks of opportunity for making ranged attacks using the selected weapon. If you are an alchemist, and you select this feat and choose alchemist bombs, you do not provoke attacks of opportunity for the process of drawing components of, creating, and throwing a bomb.

At 7th level you gain a +1 bonus on ranged attacks with weapon in which you have focus that qualifies for this feat, providing you are within 30' of your target.

At 14th level you gain a +1 bonus to damage on ranged attacks with the weapon in which you have focus that qualifies for this feat, providing you are within 30' of the target.

Normal: Making a ranged attack provokes attacks of opportunity.

Clustered Shots (Combat)

You take a moment to carefully aim your shots, causing them all to strike nearly the same spot.

Prerequisites: Point-Blank Shot, Precise Shot, base attack bonus +6.

Benefit: When you use a full-attack action to make multiple ranged weapon attacks against the same opponent, total the damage from all hits before applying that opponent's damage reduction.

At 13th level allies gain a +1 bonus to hit targets affected by this feat, this bonus lasts until the start of your next turn.

At 19th level each successive ranged attack against a target gains a cumulative +1 point of damage per die rolled when using this feat.

Special: If the massive damage optional rule is being used (*Core Rulebook* 189), that rule applies if the total damage you deal with this feat is equal to or exceeds half the opponent's full normal hit points (minimum 50 points of damage).

Combat Medic (Teamwork)

You know the urgency of treating wounds in the heat of battle, applying first aid to your allies with such speed that you assure no one gets left behind.

Prerequisite: Heal 5 ranks.

Benefit: Whenever you use Heal to provide first aid, treat caltrop wounds, or treat poison on an ally who also has this feat, you provoke no attacks of opportunity, and can take 10 on the check. Unlike with other teamwork feats, allies that are paralyzed, stunned, unconscious, or cannot otherwise act still count for the purposes of this feat.

At 12th level you gain a +3 bonus on heal checks using this feat.

At 19th level you gain a further +2 bonus on heal checks using this feat and can now heal damage equal to half of a target's level or HD when performing first aid.

Combat Style Master (Combat)

You shift between combat styles, combining them to increased effect.

Prerequisites: Improved Unarmed Strike, two or more style feats, base attack bonus +6 or monk level 5th.

Benefit: You can switch your style as a free action. At the start of combat, pick one of your styles. You start the combat in that style, even in the surprise round.

At 13th level when you switch styles you gain a +1 dodge bonus to your AC until the beginning of your next turn. You may only gain this bonus once per round.

At 19th level gain an additional +2 dodge bonus to AC until the beginning of your next turn when switching styles. You may only gain this bonus once per round.

Normal: It takes a swift action to begin or switch your styles.

Contingent Channeling

You can imbue others with your healing energy so that they can use it at the moment of greatest need.

Prerequisites: True healer class feature, Selective Channeling.

Benefit: You can use a standard action to touch an ally and expend one of your daily uses of channel energy to create a repository of positive energy within that ally. This repository contains the same number and type of dice as normal for your channel energy feature, and it lasts for 1 minute. An ally who has such a repository can use an immediate action to roll the repository's dice and regain a number of hit points equal to the result. If an ally who has such a repository is reduced to negative hit points, the repository triggers, allowing the ally to heal without using an action.

At 15th level this ability lasts for a number of minutes equal to your Charisma modifier (minimum 1).

Coordinated Charge (Combat, Teamwork)

You are an expert at leading your allies into the fray.

Prerequisites: You have at least two other teamwork feats, base attack bonus +10.

Benefit: When an ally with this feat charges a creature that is no further away from you than your speed, you can, as an immediate action, charge that creature. You must be able to follow all of the normal charge rules.

At 17th level you grant this feat to all adjacent allies.

Crane Riposte (Combat)

You use your defensive abilities to make overpowering counterattacks.

Prerequisites: Crane Style, Crane Wing, Dodge, Improved Unarmed Strike, base attack bonus +8 or monk level 7th.

Benefit: Once per round, when fighting defensively with at least one hand free, you can designate one melee attack being made against you before the roll is made. You receive a +4 dodge bonus to AC against that attack. If you are using the total defense action instead, you can deflect one melee attack that would normally hit you. An attack so deflected deals no damage and has no other effect (instead treat it as a miss). You do not expend an action when using this feat, but you must be aware of the attack and not flat-footed.

At 15th level you can deflect one attack if fighting defensively, or two attacks if using the full defense action.

Crane Style (Combat, Style)

Your unarmed fighting techniques blend poise with graceful defense.

Prerequisites: Dodge, Improved Unarmed Strike, base attack bonus +2 or monk level 1st.

Benefit: You take only a -2 penalty on attack rolls for fighting defensively. While using this style and fighting defensively or using the total defense action, you gain an additional +1 dodge bonus to your Armor Class.

At 8th level you only take a -1 on attack rolls when fighting defensively while using this style and fighting defensively.

At 15th level you do not suffer any attack penalty when using this style and fighting defensively, and you gain an additional +1 dodge bonus to your Armor Class when doing so.

Crane Wing (Combat)

You move with the speed and finesse of an avian hunter, your sweeping blocks and graceful motions allowing you to deflect melee attacks with ease.

Prerequisites: Crane Style, Dodge, Improved Unarmed Strike, base attack bonus +5 or monk level 5th.

Benefit: Once per round while using Crane Style, when you have at least one hand free and are either fighting defensively or using the total defense action, you can deflect one melee weapon attack that would normally hit you. You expend no action to deflect the attack, but you must be aware of it and not flat-footed. An attack so deflected deals no damage to you.

At 12th level you gain a +1 dodge bonus to AC while using this feat.

At 19th level you can deflect a second attack per round while using this feat.

Crusader's Fist (Combat)

You pour divine energy into the enemy you strike.

Prerequisites: Lay on hands class feature or touch of corruption class feature, Improved Unarmed Strike, base attack bonus +6.

Benefit: When you attack with an unarmed strike and hit a creature that you can harm with your lay on hands or touch of corruption feature, you can use a swift action to expend a daily use of that feature to deal its normal

damage as if you had hit with the feature's normal touch attack. This extra damage is not multiplied if you scored a critical hit.

At 13th level you can use this feat as free action up to twice per round by expending an additional daily use of lay on hands or touch of corruption.

At 19th level you can use this feat as free action any number of times per round by expending an additional daily use of lay on hands or touch of corruption for each unarmed strike you make.

Crusader's Flurry

You learned to use your deity's favored weapon as part of your martial arts form.

Prerequisites: Channel energy class feature, flurry of blows class feature, Weapon Focus with your deity's favored melee weapon.

Benefit: You can use your deity's favored weapon as if it were a monk weapon.

At 10th level you can use your deity's favored weapon as if it were a light weapon in addition to a monk weapon.

At 17th level you gain a +2 bonus to CMB checks when using your deity's favored weapon.

Crushing Blow (Combat)

Your focus allows you to smash your enemy's defenses.

Prerequisites: Improved Unarmed Strike, Stunning Fist.

Benefit: You can make a Stunning Fist attempt as a full-round action. If successful, instead of stunning your target, you reduce the target's AC by an amount equal to your Wisdom modifier for 1 minute. This penalty does not stack with other penalties applied due to Crushing Blow.

At 7th level you can use this action as a standard action.

Deadly Finish (Combat)

Your attacks don't just fell your opponents—they kill them outright.

Prerequisite: Base attack bonus +11.

Benefit: When you hit with a melee attack and reduce your opponent to -1 or fewer hit points, you can force that opponent to succeed at a Fortitude save (DC 15 + the damage your attack dealt) or die.

At 18th level the DC increases by 5.

Death from Above (Combat)

You allow gravity to add extra force to your charges.

Benefit: Whenever you charge an opponent from higher ground, or from above while flying, you gain a +5 bonus on attack rolls in place of the bonuses from charging and being on higher ground.

At 7th level you do not take the Armor Class penalty from charging.

At 14th level you deal an additional +2 damage when using this feat.

Death or Glory (Combat)

Even when facing a larger foe, you aren't afraid to take great risks in order to finish the fight.

Prerequisites: Str 13, Power Attack, base attack bonus +6.

Benefit: Against a creature of size Large or larger, you can make a single melee attack as a full-round action, gaining a +4 bonus on the attack roll, damage roll, and critical confirmation roll. You gain an additional +1 on this bonus at base attack bonus +11, +16, and +20 (for a maximum of +7 at base attack +20). After you resolve your attack, the opponent you attack can spend an immediate action to make a single melee attack against you with the same bonuses.

At 13th level after attacking you can take an immediate action to attempt an Intimidate check to demoralize the opponent of this feat.

At 20th level you can use an immediate action to attempt an Intimidate check to demoralize the opponent of this feat and any other enemies in a 30 ft. range. If the original opponent falls to 0 HP or less you gain a +10 bonus on the check.

Special: You can combine the full-round action attack this feat allows with the benefit of Vital Strike, Improved Vital Strike, or Greater Vital Strike.

Deathless Initiate (Combat)

For you, impending death is a call to wrath.

Prerequisites: Str 13, Con 13, orc or half-orc, Diehard, Endurance, base attack bonus +6.

Benefit: You are not staggered while using the Diehard feat, but if you take a move and a standard action or a full-round action while you are at 0 or fewer hit points you take 1 point of damage. Further, while using the Diehard feat, you gain a +2 bonus on melee attacks and damage rolls.

At 13th level your bonus on melee attack and damage rolls increases to +3 when using this feat.

At 20th level your bonus on melee attack and damage rolls increases to +4 when using this feat.

Deathless Master (Combat)

Even if you suffer a grievous wound, you can shrug off the damage and continue your relentless assault.

Prerequisites: Str 13, Con 15, orc or half-orc, Deathless Initiate, Diehard, Endurance, Ironhide, base attack bonus +9.

Benefit: When you are at 0 or fewer hit points, you do not lose 1 hit point when you take an action.

At 16th level when using this feat you also do not die until you reach a negative number of hit points equal to your Con score plus your level or HD.

Deathless Zealot (Combat)

Only the most serious wounds can stop you.

Prerequisites: Str 13, Con 17, orc or half-orc, Deathless Initiate, Deathless Master, Diehard, Endurance, Ironhide, base attack bonus +12.

Benefit: Whenever a creature rolls to confirm a critical hit against you, it must roll twice and take the lowest result.

At 19th level when below 0 HP you gain 50% fortification.

Deceptive Exchange

You trick an adversary into grabbing an object you hand them, even in the midst of combat.

Prerequisites: Int 13, Combat Expertise, Improved Feint.

Benefit: If you successfully feint an opponent, you can trick that opponent into accepting a one-handed object you are holding instead of denying that opponent its Dexterity bonus to AC against your next attack. The opponent must have appendages capable of holding the object you offer, and it must have one such appendage free to take the object.

At 7th level you gain a +2 bonus on the feint attempt when using this feat.

At 14th level you gain an additional +2 on the feint and may make a 5ft step as a free action after tricking the opponent into accepting a one-handed object.

Special: An alchemist who has the delayed bomb alchemist discovery can use this feat to hand an enemy a delayed bomb. Such a delayed bomb detonates at the end of the alchemist's turn. If the bomb is in a creature's square at the end of the alchemist's turn, the bomb deals that creature a direct hit.

Defensive Weapon Training (Combat)

You know how to defend yourself against a certain class of weaponry.

Prerequisites: Int 13, base attack bonus +5.

Benefit: Choose a weapon group from the fighter's weapon training class ability list (except natural weapons). You gain a +2 dodge bonus on AC when an opponent attacks you using a weapon from that group. If you also have the weapon training class feature in the selected group, your dodge bonus from this feat increases to +3.

At 12th level you gain this feat's benefit against an additional weapon group.

At 19th level the dodge bonus increases to +3. If you also have the weapon training class feature in the selected group, your dodge bonus from this feat increases to +4.

Special: You can select this feat more than once. Its effects do not stack. Each time you select this feat, it applies to a different weapon group.

Deft Shootist Deed (Grit)

You keep an eye out while focusing on your weapon, allowing you to avoid attacks while shooting and reloading firearms.

Prerequisites: Grit class feature or Amateur Gunslinger feat, Dodge, Mobility.

Benefit: As long as you have at least 1 grit point, you do not provoke attacks of opportunity when shooting or reloading a firearm.

At 7th level you may reload a single firearm once per combat without provoking an attack of opportunity, even if you have no remaining grit.

At 14th level you may reload a single firearm twice per combat without provoking an attack of opportunity when using this feat, even when you have no remaining grit.

Destructive Dispel

When you dispel an enemy's magical defenses, those defenses crash down with debilitating effects.

Prerequisites: Ability to cast *dispel magic* or *greater dispel magic*, caster level 11th.

Benefit: When you successfully make a targeted dispel check against an opponent, that opponent must succeed at a Fortitude save (DC equals the DC of the spell used to dispel) or be stunned until the start of your next turn. If the save succeeds, the opponent is instead sickened until the start of your next turn.

At 18th level the target is pushed 5 feet back, knocked prone and stunned unless they succeed on their Fortitude save. If the opponent saves, they are instead sickened until the start of your next turn.

Devastating Strike (Combat)

Pitting all of your strength and resolve against your enemy, you deliver a strike that is impossible to ignore.

Prerequisites: Vital Strike, base attack bonus +9.

Benefit: Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, you gain a +2 bonus on each extra weapon damage dice roll those feats grant (+6 maximum). This bonus damage is multiplied on a critical hit.

At 16th level the bonus on each extra weapon dice is increased to +3.

Dimensional Agility

Teleportation does not faze you.

Prerequisites: Ability to use the abundant step class feature or cast *dimension door*.

Benefit: After using abundant step or casting *dimension door*, you can take any actions you

still have remaining on your turn. You also gain a +4 bonus on Concentration checks when casting teleportation spells.

At 19th level your target is flat-footed against your first attack in any round you use this feat.

Dimensional Assault

You have been trained to use magical movement as part of your combat tactics.

Prerequisites: Ability to use the abundant step class feature or cast *dimension door*, Dimensional Agility.

Benefit: As a full-round action, you use abundant step or cast *dimension door* as a special charge. Doing so allows you to teleport up to double your current speed (up to the maximum distance allowed by the spell or ability) and to make the attack normally allowed on a charge.

At 19th level you can teleport up to triple your current speed and make the attack normally allowed.

Dimensional Dervish

You teleport with a mere thought, savaging your opponents as you flash in and out of reality.

Prerequisites: Ability to use the abundant step class feature or cast *dimension door*, Dimensional Agility, Dimensional Assault, base attack bonus +6.

Benefit: You can take a full-attack action, activating abundant step or casting *dimension door* as a swift action. If you do, you can teleport up to twice your speed (up to the maximum distance allowed by the spell or ability), dividing this teleportation into increments you use before your first attack, between each attack, and after your last attack. You must teleport at least 5 feet each time you teleport.

At 13th level when using this feat and activating abundant step or casting *dimension door* you gain a +1 competence bonus to hit on all attacks that round.

At 20th level when using this feat you may teleport in increments up to triple your speed.

Special: A monk can use additional points from his *ki* pool to increase his speed before determining the total speed for this teleportation.

Dimensional Maneuvers

Your rapid teleportation makes your combat maneuvers more difficult to avoid.

Prerequisites: Ability to use the abundant step class feature or cast *dimension door*, Dimensional Agility, Dimensional Assault, Dimensional Dervish, base attack bonus +9.

Benefit: While using the Dimensional Dervish feat, you gain a +4 bonus on combat maneuver checks to bull rush, disarm, reposition, or trip an opponent.

At 16th level you gain an additional +2 bonus on combat maneuver checks to bull rush, disarm, reposition, or trip an opponent.

Dimensional Savant

You flash into and out of reality so quickly it is impossible to tell exactly where you are at any given time.

Prerequisites: Dimensional Agility, Dimensional Assault, Dimensional Dervish, ability to use the abundant step class feature or cast *dimension door*, base attack bonus +9.

Benefit: While using the Dimensional Dervish feat, you provide flanking from all squares you attack from. Flanking starts from the moment you make an attack until the start of your next turn. You can effectively flank with yourself and with multiple allies when using this feat.

At 16th level you can use teamwork feats with yourself from all locations you attacked from, until the start of your next turn.

Discordant Voice

By singing out a precise tone, you cause discordant vibrations to run through allies' weapons.

Prerequisites: Bardic performance class feature, Perform (oratory or sing) 10 ranks.

Benefit: Whenever you are using bardic performance to create a spell-like or supernatural effect, allies within 30 feet of you deal an extra 1d6 points of sonic damage with successful weapon attacks. This damage stacks with other energy damage a weapon might deal. Projectile weapons bestow this extra damage on their ammunition, but the extra damage is dealt only if the projectile hits a target within 30 feet of you.

At 17th level, allies within 30 feet of you deal an extra 2d6 sonic damage with successful weapon attacks.

Disengaging Feint (Combat)

You can feint to disengage from combat.

Prerequisites: Int 13, Combat Expertise, Improved Feint.

Benefit: As a standard action, use Bluff to feint against an opponent. Instead of denying that opponent his Dexterity bonus to AC, a successful feint allows you to move up to your speed without provoking an attack of opportunity from the opponent you feinted for leaving the square you start in.

At 7th level you gain a +2 bonus on the Bluff check to feint.

At 14th level you can use this feat as a swift action.

Disengaging Flourish (Combat)

Distracting your opponents gives you the opportunity to make a swift retreat.

Prerequisites: Int 13, Combat Expertise, Disengaging Feint, Improved Feint.

Benefit: As a standard action, make a Bluff check against each opponent that currently threatens you. If you succeed against at least one opponent, you can move up to your speed. This movement does not provoke attacks of opportunity from any opponent you succeeded at feinting against.

At 10th level you gain a +2 dodge bonus to AC on attacks of opportunity caused by movement when using this feat.

At 17th level you make Bluff checks when using this feat as a swift action.

Disengaging Shot (Combat)

You make one last attack before beating a hasty retreat.

Prerequisites: Int 13, Combat Expertise, Disengaging Feint, Dodge, Improved Feint, Mobility.

Benefit: Whenever you use Disengaging Feint or Disengaging Flourish, you can make a single melee attack against one opponent you succeeded at feinting against. That opponent is denied his Dexterity bonus to AC against this attack.

At 14th level you may make a combat maneuver in place of a melee attack against a successfully feinted target.

Disorienting Maneuver

Your erratic movements disorient your opponent.

Prerequisites: Dodge, Acrobatics 5 ranks.

Benefit: If you successfully use Acrobatics to tumble through an opponent's space, you gain

a +2 circumstance bonus on attack rolls against that opponent until the start of your next turn. If you choose to make a trip attempt against that opponent, you gain a +4 circumstance bonus on your combat maneuver check. This bonus on trip also lasts until the start of your next turn.

At 12th level you gain a +2 dodge bonus to AC until the start of your next turn when using this feat.

At 19th level you gain an additional +2 bonus on attack rolls and trip attempts when using this feat.

Dispel Synergy

By tearing away an opponent's magical defenses, you leave your enemy vulnerable, making it difficult for him to resist your spells.

Prerequisite: Spellcraft 5 ranks.

Benefit: If you successfully dispel an ongoing magical effect on an opponent, that opponent takes a -2 penalty on saving throws against your spells until the end of your next turn.

At 12th level the penalty of saving throws increases to -4.

At 19th level the penalty lasts a number of rounds equal to your casting stat modifier.

Dispelling Critical (Critical)

Your blows attack the physical and arcane forms of your enemies at the same time.

Prerequisites: Arcane Strike, base attack bonus +11, ability to cast *dispel magic*.

Benefit: If you have *dispel magic* prepared or can cast it spontaneously, when you score a critical hit against an opponent, you may use a swift action to cast *dispel magic* to make a targeted dispel against that opponent.

At 18th level you gain a bonus on the dispel attempt equal to your critical modifier.

Dispelling Fist

By focusing on your knowledge of magic and spells that negate its powers, you use your bare hands to rip magical defenses from your enemy.

Prerequisites: Improved Unarmed Strike, base attack bonus +11, ability to cast *dispel magic*, caster level 7th.

Benefit: If you have *dispel magic* prepared or can cast it spontaneously, you can cast it as a swift action after hitting an opponent with an unarmed strike. Treat this as a targeted dispel against the opponent you hit.

At 18th level you gain a bonus on your dispel check equal to 1/5th the amount of damage you dealt.

Disposable Weapon

You ignore the limitations of your equipment, striking harder despite the damage it does to your weapon.

Prerequisites: Base attack bonus +1, proficient with weapon.

Benefit: Whenever you use a melee or thrown weapon with the fragile weapon special quality to score a critical threat against an opponent, you can give your weapon the broken condition to automatically confirm the critical hit.

At 10th level when you give your weapon the broken condition you gain extra damage equal to your weapons critical multiplier.

At 17th level the bonus to damage is equal to twice the weapon's critical multiplier.

Disruptive Recall

You can disrupt an enemy caster's spells to fuel your own arcane power.

Prerequisites: Spell recall class feature, Spellcraft 5 ranks.

Benefit: When you use a melee attack to successfully disrupt an arcane spellcaster's spell, you can immediately use your spell recall class feature to regain a magus spell you have already cast. This ability functions as if you had expended a number of points from your arcane pool equal to the level of the spell you disrupted, up to the maximum level spell you can cast.

At 12th level this feat functions as if you expended double the number of arcane pool points, up to the maximum level spell you can cast.

At 19th level this feat functions as if you expended triple the number of arcane pool points, up to the maximum level spell you can cast.

Distance Thrower (Combat)

You are accurate with thrown weapons at longer ranges than normal.

Prerequisite: Str 13.

Benefit: With a thrown weapon, you reduce your penalty on ranged attack rolls due to range by 2.

At 7th level you reduce the penalty on ranged attack rolls due to range by 3.

At 14th level you reduce the penalty on ranged attack rolls due to range by 4.

Djinni Spin (Combat)

You can surround yourself with the power of the storm, spinning like a hurricane to unleash a violent blast of electrical energy.

Prerequisites: Con 15, Wis 17, Djinni Style, Djinni Spirit, Elemental Fist, Improved Unarmed Strike, base attack bonus +13 or monk level 11th.

Benefit: While using Djinni Style, as a standard action you can spend two Elemental Fist (*Advanced Player's Guide* 158) attempts to surround yourself with a whirlwind of

electrified air. Creatures adjacent to you take your unarmed strike damage plus the electricity damage from your Elemental Fist and are deafened for 1d4 rounds. A successful Fortitude save (DC 10 + 1/2 your character level + your Wis modifier) reduces the damage by half and prevents a target from being deafened.

At 20th level increase the save DC of your Elemental Fist by +1.

Djinni Spirit (Combat)

By calling upon the spirits of storms, you can manipulate lightning to protect yourself and buffet your enemies with peals of thunder.

Prerequisites: Con 15, Wis 15, Djinni Style, Elemental Fist, Improved Unarmed Strike, base attack bonus +11 or monk level 9th.

Benefit: You gain one additional Elemental Fist (*Advanced Player's Guide* 158) attempt per day. While using Djinni Style, you gain electricity resistance equal to your base attack bonus or monk level, whichever is higher. While denied your Dexterity bonus to AC you are also denied this resistance. Creatures that take electricity damage from your Elemental Fist attack must succeed at a Fortitude save (DC 10 + 1/2 your character level + your Wis modifier) or be deafened for 1d4 rounds. Those who take damage from your Djinni Spin are deafened, even on a successful saving throw.

At 18th level you gain one additional Elemental Fist attempt per day and the DC for this feat increases by 1.

Djinni Style (Combat, Style)

Your hands sheathed in an auras of lightning, you move like the wind.

Prerequisites: Con 13, Wis 15, Elemental Fist, Improved Unarmed Strike, base attack bonus +9 or monk level 5th.

Benefit: You gain one additional Elemental Fist (*Advanced Player's Guide* 158) attempt per day. While you are in this style you must use Elemental Fist to deal electricity damage and you gain a bonus on electricity damage rolls equal to your Wisdom bonus. Further, while you are using this style and have remaining Elemental Fist attempts, you also gain a +2 dodge bonus to Armor Class against attacks of opportunity. A condition that makes you lose your Dexterity bonus to AC also makes you lose this dodge bonus.

At 12th level while you are using this style and have remaining Elemental Fist attempts, you gain a +1 dodge bonus to Armor Class.

At 19th level while you are using this style and have remaining Elemental Fist attempts, your critical hits deal +1d10 electrical damage.

Domain Strike (Combat)

You unleash a domain power upon your enemy as part of your unarmed strike.

Prerequisites: Domain class feature, Improved Unarmed Strike.

Benefit: When you gain this feat, choose one domain-granted power that you can use to affect no more than one opponent. If you make a successful unarmed strike against an opponent, in addition to dealing your unarmed strike damage, you can use a swift action to deliver the effects of the chosen granted power to that opponent. Doing so provokes no attacks of opportunity.

At 7th level you can use this feat as a free action.

At 14th level you gain a +1 bonus to the DC of the domain power you use with this feat.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different qualifying domain power.

Double Bane

You extend your bane effect to two weapons.

Prerequisites: Bane class feature, Two-Weapon Fighting.

Benefit: You can apply your bane to a second weapon you are wielding. While your bane class feature is active, at the start of each of your turns as a free action, you choose whether to apply the ability to one weapon or the other, or both. For each round you apply your bane class feature to two weapons, you expend 2 rounds of that feature.

At 12th level for each round you apply your bane class feature to two weapons, you expend just 1 round of that feature.

At 19th level when you have double bane active, you gain a +2 bonus to confirm critical hits against opponents affected by your bane.

Drag Down (Combat)

When you are knocked prone, you are skilled at bringing your opponent down with you.

Prerequisites: Int 13, Combat Expertise, Improved Trip.

Benefit: Whenever an opponent successfully trips you, you can attempt to trip that opponent as an immediate action.

At 7th level you gain a +2 bonus on your trip attempts when using this feat.

At 14th level the bonus increases to +4.

Dragon Ferocity (Combat)

You attack with the strength of a dragon, your telling blows striking fear into your enemies.

Prerequisites: Str 15, Improved Unarmed Strike, Dragon Style, Stunning Fist, Acrobatics 5 ranks.

Benefit: While using Dragon Style, you gain a bonus on unarmed strike damage rolls equal to half your Strength bonus. When you score a critical hit or a successful Stunning Fist attempt

against an opponent while using this style, that opponent is also shaken for a number of rounds equal to 1d4 + your Strength bonus.

Special: Taking this feat allows you to qualify for the Elemental Fist feat (*Advanced Player's Guide* 158) even if you do not meet that feat's prerequisites. If you do not meet that feat's prerequisites, you must choose one of the damage types that feat offers, and you can use only that damage type with your Elemental Fist attacks until you meet the feat's normal prerequisites. A monk with this feat can use Elemental Fist as if he were a monk of the four winds (*Advanced Player's Guide* 112).

At 12th level the opponent is shaken for a number of rounds equal to 1d6 + your Strength bonus.

At 19th level your bonus to unarmed strike damage rolls increases to your full Strength bonus.



Dragon Roar (Combat)

The spirit of the dragon wells up inside you and bursts forth in a mighty roar.

Prerequisites: Str 15, Improved Unarmed Strike, Dragon Style, Stunning Fist, Acrobatics 8 ranks.

Benefit: You gain one additional Stunning Fist attempt per day. While using Dragon Style, as a standard action you can expend two Stunning Fist attempts to unleash a concussive roar in a 15-foot cone. Creatures caught in the cone take your unarmed strike damage and become shaken for 1d4 rounds. A successful Will save (DC 10 + 1/2 your character level + your Wis modifier) reduces the damage by half and prevents a target from being shaken.

At 15th level the cone increases to 30ft.

Special: If you have the Elemental Fist feat (*Advanced Player's Guide* 158), you can expend a daily use of that feat to deal your Elemental Fist damage to those caught in the cone. This damage is not halved, even on a save.

Dragon Style (Combat, Style)

You call upon the spirit of dragonkind, gaining greater resilience, mobility, and fierceness from the blessing of these great beings.

Prerequisites: Str 15, Improved Unarmed Strike, Acrobatics 3 ranks.

Benefit: While using this style, you gain a +2 bonus on saving throws against sleep effects, paralysis effects, and stunning effects. You ignore difficult terrain when you charge, run, or withdraw. You can also charge through squares that contain allies. Further, you can add 1-1/2 times your Strength bonus on the damage roll for your first unarmed strike on a given round.

At 10th level you can add 1-1/2 times your Strength bonus on damage rolls for both the first and second attack in each round.

At 17th level you add the additional strength bonus to all attacks in a given round.

Normal: You cannot charge or run through difficult terrain, and you cannot charge

through a square that contains an ally. With an unarmed strike, you usually add your Strength bonus on damage rolls.

Dramatic Display (Combat, Performance)

Your skill with your weapon is obvious to enemies and onlookers alike.

Prerequisite: Dazzling Display.

Benefit: When you spend a swift action to make a performance check, you exude an aura of awe-inspiring skill. You gain a +2 bonus on your performance check, and gain a +2 bonus on all attack rolls and combat maneuver checks until the end of your next turn.

At 7th level your Dramatic Display bonuses last for two rounds.

At 14th level your Dramatic Display bonuses increase to +3 and these effects last three rounds.

Earth Child Binder (Combat)

Even the greatest giants fear your technique.

Prerequisites: Wis 13, dwarf or gnome, defensive training racial trait, Earth Child Style, Earth Child Topple, Greater Trip, Improved Trip, Improved Unarmed Strike, Stunning Fist, Acrobatics 9 ranks.

Benefit: You can trip a creature of the giant subtype no matter its size. While you are using Earth Child Style, when a prone creature of the giant subtype stands up and provokes an attack of opportunity from you, if you make an unarmed strike, you can declare you are making a Stunning Fist attempt after the attack hits. You gain a +4 bonus to the DC of any Stunning Fist effect you deliver in this way.

At 16th level if your Stunning Fist attempt is successful, the target is also shaken for 1 round.

Normal: You can only trip opponents who are one size category larger than you.

Earth Child Style (Combat, Style)

Your martial training makes you a dangerous and elusive target for giants.

Prerequisites: Wis 13, dwarf or gnome, defensive training racial trait, Improved Unarmed Strike, Acrobatics 3 ranks.

Benefit: While using this style, your defensive training dodge bonus to AC increases to +6. Further, against creatures of the giant subtype, you can add your Wisdom bonus on your unarmed strike damage rolls.

At 10th level you gain a +2 bonus to CMB checks against creatures of the giant subtype.

At 17th level the AC bonus from defensive training against giants increases to +8.

Earth Child Topple (Combat)

Your mastery of balance and momentum allows you to bring down giants with your bare hands.

Prerequisites: Wis 13, dwarf or gnome, defensive training racial trait, Earth Child Style, Improved Trip, Improved Unarmed Strike, Acrobatics 6 ranks.

Benefit: You can trip a creature of the giant subtype of up to Huge size. While using Earth Child Style, you add your Wisdom bonus on combat maneuver checks made to trip a creature of the giant subtype, as well as on attack rolls to confirm a critical hit against such a creature.

At 13th level you add 1-1/2 your wisdom bonus on combat maneuver checks made to trip and on rolls to confirm critical hits.

At 20th level you also deal 1d6 points of damage per size category larger than large to giants tripped using this style.

Normal: You can trip only those opponents that are one size category larger than you.

Efreeti Stance (Combat)

Calling upon the burning spirits of incarnate flame, you can manipulate fire to protect yourself and immolate your foes.

Prerequisites: Con 15, Wis 15, Efreeti Style, Elemental Fist, Improved Unarmed Strike, base attack bonus +11 or monk level 9th.

Benefit: You gain one additional Elemental Fist (*Advanced Player's Guide* 158) attempt per day. While using Efreeti Style, you gain fire resistance equal to your base attack bonus or your monk level plus any base attack bonus gained from levels in classes other than monk, whichever is higher. While denied your Dexterity bonus to AC you are also denied this resistance. Creatures that take fire damage from your Elemental Fist attack must succeed at a Reflex save (DC 10 + 1/2 your character level + your Wis modifier) or catch on fire.

At 16th level the save DC and your fire resistance increases by +2.

Efreeti Style (Combat, Style)

Your mastery of the unpredictable power of flames allows you to unleash scorching strikes that burn your enemies even when you fail to make contact.

Prerequisites: Con 13, Wis 15, Elemental Fist, Improved Unarmed Strike, base attack bonus +9 or monk level 5th.

Benefit: You gain one additional Elemental Fist (*Advanced Player's Guide* 158) attempt per day. While using this style and Elemental Fist to deal fire damage, you gain a bonus on fire damage rolls equal to your Wisdom bonus. Further, if your Elemental Fist melee attack misses while you are using it to deal fire damage, you still deal 1d6 points of fire damage to your target.

At 12th level the bonus fire damage is equal to 1-1/2 your Wisdom bonus.

At 19th level, if you critically hit while using this feat you deal +1d10 points of fire damage.

Efreeti Touch (Combat)

Your knowledge of the secrets of the burning wind and blazing sun allows you to collect flames into your hands and unleash them in a gout of elemental fire.

Prerequisites: Con 15, Wis 17, Efreeti Style, Efreeti Stance, Elemental Fist, Improved Unarmed Strike, base attack bonus +13 or monk level 11th.

Benefit: While using Efreeti Style, as a standard action, you can spend two Elemental Fist (*Advanced Player's Guide* 158) attempts to unleash a 15-foot cone-shaped burst of flame. Creatures caught in the cone take your unarmed strike damage plus the fire damage from your Elemental Fist and catch on fire. A successful Reflex save (DC 10 + 1/2 your character level + your Wis modifier) reduces the damage by half and prevents a target from catching on fire.

At 18th level the cone increases to 30 feet.

Elusive Redirection

You can redirect an attack back at your assailant or into an adjacent enemy.

Prerequisites: Elusive target class feature, Combat Expertise, Improved Unarmed Strike, flowing monk level 12th.

Benefit: When you successfully use your elusive target class feature to avoid taking damage, you can spend an immediate action and an additional point from your *ki* pool to redirect that attack back at your attacker or toward any other opponent adjacent to you and your attacker. This attack uses the same attack roll as the original attack, but it targets the opponent you choose.

At 19th level you may expend an additional *ki* point to grant the redirected attack a +4 bonus.

Enfilading Fire (Combat, Teamwork)

Your ranged attacks take advantage of the flanking maneuvers of allies.

Prerequisites: Point-Blank Shot, Precise Shot, one other teamwork feat.

Benefit: You receive a +2 bonus on ranged attacks made against a foe flanked by 1 or more allies with this feat.

At 10th level an opponent hit by your attack takes a -2 penalty to attacks made against your allies that are flanking it. This effect lasts until the beginning of your next turn.

At 17th level your ranged attack allows even a single ally with this feat the ability to flank.

Escape Route (Teamwork)

You have trained to watch your allies' backs, covering them as they make tactical withdraws.

Benefit: An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent to you or within your space.

At 7th level allies gain a +1 dodge bonus to AC vs. attacks of opportunity when moving past the adjacent squares around you or within your space.

At 14th level the dodge bonus increases to +2.

Expert Driver

When driving a chosen type of vehicle, you exhibit incredible control, maneuvering the vehicle with greater ease and stopping with uncanny precision.

Prerequisite: Skilled Driver with the selected vehicle type.

Benefit: You can make an accelerate, decelerate, or turn action as a move action instead of a standard action. Furthermore, when stopping a vehicle, you subtract 10 feet from the roll to determine how many feet the vehicle moves forward before it stops.

At 7th level you subtract 15 feet from the roll to determine how many feet the vehicle moves forward before it stops.

At 14th level this action is now a swift action.

Extra Bane

You can use your bane ability more often than normal.

Prerequisite: Bane class feature.

Benefit: You can use your bane ability for 3 additional rounds per day.

At 12th level this increases to 5 additional rounds per day.

At 19th level this increases to 7 additional rounds per day.

Extra Grit (Grit)

You have more grit than the ordinary gunslinger.

Prerequisites: Grit class feature or the Amateur Gunslinger feat.

Benefit: You gain 2 extra grit points at the start of each day, and your maximum grit increases by 2.

At 7th level you gain an additional 2 grit points and your maximum grit increases by 2.

At 14th level these bonuses increase by an additional 2, for a total bonus of 6 grit points and an increased maximum of 6. Taking this feat multiple times only adds another 2 to the totals each time. The level increases are not affected by taking this feat multiple times.

Normal: If you are a gunslinger, you gain your Wisdom modifier in grit points at the start of each day, which is also your maximum grit. If you have the Amateur Gunslinger feat,

you gain 1 grit point at the start of each day, and your maximum grit is equal to your Wisdom modifier.

Special: If you possess levels in the gunslinger class, you can take this feat multiple times.

False Opening (Combat)

When you make a ranged attack while threatened, you can fool your opponent into thinking he has an opening.

Prerequisites: Dex 13, Dodge, Close Quarters Thrower or Point-Blank Master, Weapon Focus with selected ranged weapon.

Benefit: Choose a ranged weapon or a thrown weapon. When you make a ranged attack using that weapon, you can choose to provoke an attack of opportunity from one or more opponents who threaten you. You gain a +4 dodge bonus against such attacks. An opponent that makes such an attack and misses you loses his Dexterity bonus to AC against you until the end of your turn.

At 12th level the dodge bonus increases to +5.

At 19th level the dodge bonus increases to +6.

Feint Partner (Combat, Teamwork)

A little diversion is all you need to slip through your foe's defenses.

Prerequisite: Bluff 1 rank.

Benefit: Whenever an ally who also has this feat successfully feints an opponent, that opponent also loses his Dexterity bonus to AC against the next attack you make against him before the end of the feinting ally's next turn.

At 7th level the opponent loses his Dexterity bonus to AC until the end of your turn.

At 14th level the opponent loses his Dexterity bonus to AC until the end of their next turn.

Felling Escape (Combat)

Through the use of fluid contortions and manipulations of leverage, you can throw your opponent to the ground after escaping a grapple.

Prerequisites: Int 13, Combat Expertise, Improved Trip.

Benefit: When you break an opponent's grapple with a combat maneuver check or Escape Artist check, you can spend a swift action to make a trip attempt against that opponent.

At 7th level you gain a +2 bonus to the trip attempt.

At 14th level the bonus increases to +4.

Felling Smash (Combat)

You commit all your focus to a devastating blow, trying to crush your opponent to the ground.

Prerequisites: Int 13, Str 13, Combat Expertise, Improved Trip, Power Attack, base attack bonus +6.

Benefit: If you use the attack action to make a single melee attack at your highest base attack bonus while using Power Attack and you hit an opponent, you can spend a swift action to attempt a trip combat maneuver against that opponent.

At 13th level you gain a +2 on the trip attempt.

At 20th level you gain a +4 on the trip attempt.

Feral Combat Training (Combat)

You were taught a style of martial arts that relies on the natural weapons from your racial ability or class feature.

Prerequisites: Improved Unarmed Strike, Weapon Focus with selected natural weapon.

Benefit: Choose one of your natural weapons. While using the selected natural weapon, you can apply the effects of feats that have Improved Unarmed Strike as a prerequisite, as well as effects that augment an unarmed strike.

At 7th level you gain a +1 attack bonus when attacking with natural weapons.

At 14th level you gain a +1 bonus to damage on attacks made with natural weapons.

Special: If you are a monk, you can use the selected natural weapon with your flurry of blows class feature.

Field Repair

You can repair your broken weapon or armor to serviceability even without the benefits of artisan tools.

Prerequisite: Craft 4 ranks.

Benefit: If you are trained in a Craft skill appropriate to a broken item, you can repair that item with no raw material cost and no penalty on your Craft skill check for using improvised tools. If you spend a day, the item regains 1 hit point plus one-quarter of its original hit points. Alternatively, if the item gained the broken condition because it is a firearm that has misfired or a siege engine that suffered a mishap, or has the broken condition because it has the fragile weapon quality (or some similar quality), you can make a Craft check with the DC it takes to craft that item (see Table 2–2, below). If the check succeeds, the item loses the broken condition.

At 11th level when you spend a day repairing a broken item, it gains an additional 5 hp. The DC check to repair a firearm decreases by 5.

At 18th level when you spend a day repairing a broken item, it gains half its hit points in addition to the regular amounts. The DC check to repair a firearm decreases by an additional 5.

Normal: Improvised tools impose a -2 penalty on Craft checks. Items require raw materials to repair.

Final Embrace (Combat)

Your coils are particularly deadly, allowing you to constrict opponents of your size or smaller.

Prerequisites: Str 13, Int 3; naga, serpentfolk, or creature that has the constrict special attack; base attack bonus +3.

Benefit: You gain the constrict and grab special attacks. Your constrict attack deals damage equal to your unarmed strike or primary natural weapon melee attack. Further, you can grab and constrict opponents up to your size.

At 10th level you gain a +2 bonus on the CMB to constrict and grab combat maneuvers.

At 17th level you can grab and constrict creatures up to one size larger than you.

Normal: You can grab and constrict creatures one size smaller than you.

Final Embrace Horror (Combat)

Your constricting attack has become stronger and more lethal.

Prerequisites: Str 15, Int 3; naga, serpentfolk, or creature that has the constrict special attack; Final Embrace; base attack bonus +6.

Benefit: A creature that takes damage from your constrict attack is also shaken until the start of your next turn.

At 13th level the creature that takes damage from your constrict attack takes a -2 penalty to all attempts to break the grapple, be it a CMD or Escape artist check.

At 20th level the creature that takes damage from your constrict attack is also sickened until the start of your next turn.

Final Embrace Master (Combat)

Few creatures can survive the crushing horror of your Final Embrace.

Prerequisites: Str 17, Int 3; naga, serpentfolk, or creature that has the constrict special attack; Ability Focus (constrict); Final Embrace; Final Embrace Horror; base attack bonus +9.

Benefit: Double the number of damage dice for your constrict special attack.

At 16th level you gain 1-1/2 times your strength as a bonus to the constrict damage.

Flanking Foil (Combat)

Fighting multiple foes is easy for you.

Benefit: Whenever you hit an adjacent opponent with a melee attack, until the start of your next turn, that opponent does not gain any flanking bonus on attack rolls while it is flanking you and cannot deal sneak attack damage to you. It can still provide a flank for its allies.

At 7th level if you hit an adjacent opponent with a melee attack, you gain a +2 dodge bonus until the start of your next turn.

At 14th level dodge bonus increases to +4.

Fortified Armor Training (Combat)

You have learned to let your armor bear the brunt of the worst attacks.

Prerequisite: Proficient with armor or shield.

Benefit: If an opponent scores a critical hit against you, you can turn the critical hit into a normal hit. If you do, either your armor or your shield gains the broken condition (your choice).

At 7th level the penalty for wearing armor with the broken condition is half.

At 14th level you your AC is treated as +2 points higher for the purposes of confirming critical hits when you are wearing unbroken armor or shields and +1 points higher when wearing armor or shields with the broken condition.

Furious Finish

You channel all of your rage into one massive blow to crush your enemy.

Prerequisites: Rage class feature, Vital Strike, base attack bonus +6.

Benefit: While raging, when you use the Vital Strike feat, you can choose not to roll your damage dice and instead deal damage equal to the maximum roll possible on those damage dice. If you do, your rage immediately ends, and you are fatigued (even if you would not normally be).

At 13th level you may make a Fortitude check with a DC equal to the damage you inflicted to not gain the fatigued condition.

At 20th level you gain a +5 bonus on Fortitude checks to avoid the fatigued condition when using this feat.

Gory Finish (Combat)

By drawing upon wells of savagery, you can slay your foe in creative and horrifyingly gruesome manners, intimidating nearby foes.

Prerequisites: Dazzling Display, Weapon Focus.

Benefit: When you use the attack action, you can use a weapon with which you have Weapon Focus to make a single attack at your highest base attack bonus. If you reduce your target to negative hit points, you can spend a swift action to make an Intimidate check to demoralize all foes within 30 feet who could see your attack.

At 7th level you add half the amount of the targets negative hp to your Intimidate check.

At 14th level you add the full amount of the targets negative hp to your Intimidate check.

Greater Channel Smite

You empower your weapon with the might of your deity, which you discharge as you strike your foes.

Prerequisites: Channel energy class feature, Channel Smite, base attack bonus +8.

Benefit: Before making any melee attacks on your turn, you can use a swift action to expend one daily use of your channel energy class feature. The dice from your channel energy feature form a pool of damage dice you can access to further damage creatures normally harmed by the energy you are channeling—undead for positive energy, living creatures for negative energy. Prior to making each melee attack, allocate dice from the pool to be used as extra damage dice if you hit. Your target can make a Will save, as normal, to halve this extra damage. This extra damage is not multiplied when you score a critical hit. If you miss, the extra damage dice remain in your pool, but any dice left unexpended at the end of your turn are wasted.

At 15th level your Channel DC increases by your weapon's critical modifier when using this feat.

Greater Rending Fury (Combat)

When your claws latch on to an opponent, the effect is bloody and horrific.

Prerequisites: Improved Rending Fury, Rending Fury, base attack bonus +12, rend special attack.

Benefit: Whenever you rend an opponent, you deal 1d6 bleed damage to that opponent. This is an addition to the effects of the rend.

At 19th level the bleed damage increases to 1d8.

Greater Snap Shot (Combat)

You can prey on any gap in your foe's guard with impunity, and with even greater range.

Prerequisites: Dex 17, Improved Snap Shot, Point-Blank Shot, Rapid Shot, Snap Shot, base attack bonus +12.

Benefit: Whenever you make an attack of opportunity using a ranged weapon and hit, you gain a +2 bonus on the damage roll and a +2 bonus on rolls to confirm a critical hit with that attack. These bonuses increase to +4 when you have base attack bonus +16, and to +6 when you have base attack bonus +20.

At 19th level if you score a critical hit, add 1 to the critical multiplier of the ranged weapon used.

Greater Whip Mastery (Combat)

You can use a whip to make combat maneuvers with ease.

Prerequisites: Improved Whip Mastery, Weapon Focus (whip), Whip Mastery, base attack bonus +8.

Benefit: You are so quick with your whip that you never drop it due to a failed disarm or trip combat maneuver attempt. Further, you gain the ability to grapple using your whip. To do so, use the normal grapple rules with the following changes.

Attack: You cannot use your whip to attack while you are using it to grapple an opponent.

Damage: When dealing damage to your grappled opponent, you deal your whip's weapon damage rather than your unarmed strike damage.

Free Hands: You take no penalty on your combat maneuver check for having fewer than two hands free when you use your whip to grapple.

Reach: Rather than pulling your grappled opponent adjacent to you when you

successfully grapple and when you move the grapple, you must keep him within your whip's reach minus his own reach to maintain the grapple. If the difference in reach is less than 0, such as is the case for a Medium whip wielder and a Gargantuan creature, you cannot grapple that opponent with your whip. If you have to pull a creature adjacent to you to grapple it with your whip, you still provoke an attack of opportunity from that opponent unless you have the Improved Grapple feat.

Tie Up: While adjacent to your opponent, you can attempt to use your whip to tie him up. If you do so to an opponent you have grappled rather than pinned, you take only a –5 penalty on the combat maneuver check rather than the normal –10.

At 15th level you gain a +2 bonus to your CMB to any combat maneuvers when using a whip.

Guided Hand

Your deity blesses any strike you make with that deity's favored weapon.

Prerequisites: Channel energy class feature, Channel Smite, proficiency with your deity's favored weapon.

Benefit: With your deity's favored weapon, you can use your Wisdom modifier instead of your Strength or Dexterity modifier on attack rolls.

At 7th level, one round per day, as an immediate action, you can expend a use of Channel Energy to gain a divine bonus to attacks equal to the amount of channel energy dice you would have expended.

At 14th level you gain a second use per day.

Gunsmithing

You know the secrets of repairing and restoring firearms.

Benefit: If you have access to a gunsmith's kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms and ammunition or to restore firearms.

Crafting Firearms: You can craft any early firearm for a cost in raw materials equal to half the price of the firearm. At your GM's discretion, you can craft advanced firearms for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 1,000 gp of the firearm's price (minimum 1 day).

Crafting Ammunition: You can craft bullets, pellets, and black powder for a cost in raw materials equal to 10% of the price. If you have at least 1 rank in Craft (alchemy), you can craft alchemical cartridges for a cost in raw materials equal to half the price of the cartridge. At your GM's discretion, you can craft metal cartridges for a cost in raw materials equal to half the cost of the cartridge. Crafting bullets, black powder, or cartridges takes 1 day of work for every 1,000 gp of ammunition (minimum 1 day).

Restoring a Broken Firearm: Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition. You can take time during a rest period to restore a broken firearm with this feat.

At 7th level the time to craft any firearm is reduced by half.

At 14th level the gp cost value of the cost to determine crafting time is converted to sp.

Special: If you are a gunslinger, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It costs 300 gp and 1 day of work to upgrade it to a masterwork firearm of its type.

Hammer the Gap (Combat)

You repeatedly strike the same location, causing increasing amounts of damage.

Prerequisite: Base attack bonus +6.

Benefit: When you take a full-attack action, each consecutive hit against the same opponent deals extra damage equal to the number of previous consecutive hits you have made against that opponent this turn. This damage is multiplied on a critical hit.

At 13th level each consecutive hit against the same opponent deals extra damage equal to twice the number of previous consecutive hits you have made against that opponent this turn.

At 20th level each consecutive hit against the same opponent deals extra damage equal to triple the number of previous consecutive hits you have made against that opponent this turn.

Harmonic Sage

Your thorough understanding of acoustics in artificial surroundings allows you to improve the power of your bardic performance.

Prerequisites: Bardic performance class feature, Knowledge (engineering) 5 ranks.

Benefit: While inside an artificial structure, you can spend a free action to make a DC 15 Knowledge (engineering) check when you begin your bardic performance. Success on this check allows you to do one of the following.

Self-Harmonize: By performing over the acoustic reverberations of your performance, you increase the DC of your bardic performance effects +1.

Reverberation: You can choose to have the effect of your current bardic performance continue for 1 round after you cease maintaining it, regardless of why you cease maintaining it. You can still have no more than one bardic performance in effect at one time.

At 12th level you may choose to have the DC increase by an additional +2 or your bardic performance continues for an additional two rounds.

At 19th level you may choose to have the DC increase by +3 or your bardic performance continues for an additional 3 rounds.

Normal: A bardic performance lasts only as long as you maintain it.

Haunted Gnome (Combat)

You use your gnome magic to take on an eerie illusory appearance.

Prerequisites: Cha 13, gnome magic racial trait, Knowledge (arcana) 1 rank.

Benefit: You add *haunted fey aspect* to your list of gnome magic spell-like abilities, and you can use this spell-like ability twice per day.

At 7th level you gain another daily use of *haunted fey aspect*.

At 14th level you gain another daily use of *haunted fey aspect* and may cast it as a swift action.

Haunted Gnome Assault (Combat)

Discharging your disturbing glamor as you strike a telling blow, you haunt a foe with lingering fear.

Prerequisites: Cha 13, gnome magic racial trait, Haunted Gnome, Knowledge (arcana) 3 ranks.

Benefit: You gain one use of your gnome magic that is independent of your gnome magic spell-like abilities. When you wish to cast a gnome magic spell-like ability for which you have no daily uses remaining, you can expend this independent use to do so.

Further, while you are under the effect of *haunted fey aspect*, you can discharge that spell as a free action after you hit an opponent

with a charge attack or score a critical hit against an opponent. If you do, that opponent becomes shaken for 1 round.

At 10th level when you discharge your haunted fey aspect, the opponent becomes shaken for 2 rounds.

At 17th level when you discharge your haunted fey aspect, the opponent becomes shaken for 3 rounds.

Haunted Gnome Shroud (Combat)

Your disturbing glamor expands to make your exact location hard to pinpoint.

Prerequisites: Cha 13, gnome magic racial trait, Haunted Gnome, Haunted Gnome Assault, Knowledge (arcana) 6 ranks.

Benefit: You gain another independent use of your gnome magic like that which Haunted Gnome Assault grants. Further, while you are under the effect of *haunted fey aspect*, you also have concealment (20% miss chance) against an opponent until that opponent deals you damage.

At 13th level when under the effects of *haunted fey aspect* you gain concealment (20% miss chance) for a number of rounds equal to your Charisma bonus.

At 20th level your DR increases to DR 5/Cold Iron.

Hero's Display (Combat, Performance)

With a dramatic flourish you display your weapons to the crowd. Onlookers are elated, and your enemies are demoralized.

Prerequisites: Dazzling Display, Weapon Focus, and proficiency with the selected weapon.

Benefit: When you spend a swift action to make a performance combat check, you

present the weapon in which you have Weapon Focus in a triumphant display. You gain a +2 bonus on the performance combat check and make an Intimidate check to demoralize all foes within 30 feet who can see your display.

At 7th level your bonus on the performance and Intimidate check improves to +4.

At 14th level your bonus on the performance and Intimidate check improves to +6.

Hex Strike (Combat)

Chanting and cursing, you put a hex on your enemy as part of your unarmed strike.

Prerequisites: Hex class feature, Improved Unarmed Strike.

Benefit: When you gain this feat, choose one hex that you can use to affect no more than one opponent. If you make a successful unarmed strike against an opponent, in addition to dealing your unarmed strike damage, you can use a swift action to deliver the effects of the chosen hex to that opponent. Doing so does not provoke attacks of opportunity.

At 7th level the DC to resist your Hex is increased by +2 when using this feat.

At 14th level if you miss with the unarmed attack, the target is still affected by the hex unless it succeeds a save against the regular DC of the hex.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different qualifying hex.

Horse Master (Combat)

You blend horsemanship skills from disparate traditions into a seamless mounted combat technique.

Prerequisites: Expert trainer class feature (*Advanced Player's Guide* 33), Ride 6 ranks.

Benefit: Use your character level to determine your effective druid level for determining the powers and abilities of your mount.

At 13th level you gain a +4 bonus to handle animal checks and ride checks relating to your mount.

At 20th level your mount gains the Toughness bonus feat. If your mount already has this feat, you can choose any combat feat your mount qualifies for.

Normal: You use your cavalier level to determine your effective druid level for determining the powers and abilities of your mount.

Impact Critical Shot (Combat, Critical)

With a series of ranged attacks, you bring your foes to their knees or force them to move.

Prerequisites: Dex 13, Point-Blank Shot, base attack bonus +9.

Benefit: Whenever you score a critical hit with a ranged attack, in addition to the normal damage your attack deals, if your confirmation roll exceeds your opponent's CMD, you can push your opponent back as if from the bull rush combat maneuver or knock that target prone as if from a trip combat maneuver. If you choose to bull rush, you cannot move with the target. Your maneuver does not provoke an attack of opportunity.

At 16th level you gain a bonus to the bull rush or trip attempt equal to the weapon's critical multiplier.

Normal: You must perform a bull rush combat maneuver to bull rush an opponent, and you must perform a trip combat maneuver to trip an opponent.

Impaling Critical (Combat, Critical)

Your critical hits can skewer your foes.

Prerequisites: Critical Focus, Weapon Specialization with selected piercing melee weapon, base attack bonus +11.

Benefit: Whenever you score a critical hit with the selected piercing melee weapon, you can impale your opponent on your weapon. While your opponent is impaled in this way, each time he starts his turn, you deal damage equal to your weapon's damage dice plus the extra damage dice from your weapon's properties. As an immediate action, you can pull your weapon out of your opponent. If your opponent is ever outside your reach, you must spend a free action to let go of your weapon or pull it out of him. Your opponent can also spend a move action to pull your weapon out. When the weapon comes out, your opponent takes damage as if starting his turn impaled. While you impale your opponent with your weapon, you cannot use it to attack, and you must hold on to it.

At 18th level whenever an opponent takes damage from this feat, it also suffers 1 point of bleed damage.

Improved Back to Back (Teamwork)

After much practice, you and an ally have become adept at fighting in close proximity to one another.

Prerequisites: Back to Back, Perception 5 ranks.

Benefit: While you are adjacent to an ally who is flanked and also has this feat, you can spend a swift action to gain a +2 bonus to AC against all flankers until the start of your next turn.

At 12th level you gain an additional +2 bonus to AC when using this feat.

At 19th level you grant this Teamwork feat to all adjacent allies.

Improved Charging Hurler (Combat)

Every muscle in your body adds its force to your thrown weapons.

Prerequisites: Charging Hurler, Point-Blank Shot.

Benefit: When you use Charging Hurler, your target can be at any range up to your weapon's maximum range. If your target is within 30 feet, you gain a +2 bonus on damage rolls.

At 10th level if your opponent is within 30 feet you gain a +2 bonus on attack rolls.

At 17th level the attack and damage bonus within 30 feet increases to +3.

Normal: Using Charging Hurler requires you to end your movement within 30 feet of your opponent.

Improved Cleaving Finish (Combat)

You can cut down many opponents in a single strike.

Prerequisites: Str 13, Cleave, Cleaving Finish, Great Cleave, Power Attack, base attack bonus +6.

Benefit: You can use Cleaving Finish any number of times per round.

At 13th level you gain a +1 morale bonus to hit when performing cleave attacks.

At 20th level you gain a +2 morale bonus to hit when performing cleave attacks.

Improved Devastating Strike (Combat)

The fury and power channeled through your attack is enough to kill a lesser being outright.

Prerequisites: Devastating Strike, Vital Strike, base attack bonus +13.

Benefit: Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, you gain a bonus on attack rolls to confirm a critical hit equal to the bonus on damage rolls you gain from Devastating Strike.

At 20th level you automatically confirm a critical hit when using this feat.

Improved Feint Partner (Combat, Teamwork)

Knowledge of your companions' tricks and techniques allow you to take even greater advantage of your allies' feints.

Prerequisites: Bluff 1 rank, Combat Reflexes, Feint Partner, base attack bonus +6.

Benefit: Whenever an ally who also has this feat successfully feints against an opponent, that opponent provokes an attack of opportunity from you.

At 13th level you gain a +2 bonus on your attack rolls when making this attack of opportunity.

At 20th level you also gain a +2 bonus to confirm critical hits when using this feat.

Improved Impaling Critical (Combat, Critical)

When you impale a target, you hinder its movement and can cause severe bleeding.

Prerequisites: Impaling Critical, Critical Focus, Weapon Specialization with selected piercing melee weapon, base attack bonus +13.

Benefit: While you are using Impaling Critical to impale an opponent, and you are still

holding onto that weapon, that opponent must succeed at a grapple combat maneuver check against you to pull your weapon out. If you have let go of your weapon, the impaled opponent must spend a standard action to remove the weapon. Until the opponent pulls the weapon out, his speed in all modes is halved and his maneuverability, if any, is reduced by one step. When the weapon comes out, instead of dealing the damage normal for Impaling Critical, you can deal bleed damage equal to your weapon's damage dice result once per round at the start of that opponent's turn.

At 20th level until the opponent pulls the weapon out, its speed is reduced to 5. When the weapon comes out it deals the weapon's base damage die plus the bleed effect.

Improved Rending Fury (Combat)

Honing the deadliness of your claws, you are a living hurricane of rending fury.

Prerequisites: Rending Fury, base attack bonus +9, rend special attack.

Benefit: Whenever you successfully rend an opponent, you deal an extra 1d6 damage. This damage is not multiplied on a critical hit.

At 16th level you deal an extra 2d6 damage on a successful rend. This damage is not multiplied on a critical hit.

Improved Snap Shot (Combat)

You can take advantage of your opponent's vulnerabilities from a greater distance, and without exposing yourself.

Prerequisites: Dex 15, Point-Blank Shot, Rapid Shot, Snap Shot, Weapon Focus, base attack bonus +9.

Benefit: You threaten an additional 10 feet with Snap Shot.

At 16th level, you threaten an additional 15 feet with Snap Shot.

Normal: Making a ranged attack provokes attacks of opportunity.

Improved Stalwart

You can roll with the punches while simultaneously striking back at your attackers.

Prerequisites: Diehard, Endurance, Stalwart, base attack bonus +11.

Benefit: Double the DR you gain from Stalwart, to a maximum of DR 10/—.

At 18th level you gain a percentage of Fortification equal to the DR amount you gain from this feat.

Improved Two-Weapon Feint (Combat)

Your primary weapon keeps a foe off balance, allowing you to slip your off-hand weapon past his defenses.

Prerequisites: Dex 17, Int 13, Combat Expertise, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +6.

Benefit: While using Two-Weapon Fighting to make melee attacks, you can forgo your first primary-hand melee attack to make a Bluff check to feint an opponent. If you successfully feint, that opponent is denied his Dexterity bonus to AC until the end of your turn.

At 13th level you gain a +2 bonus on the feint attempt.

At 20th level the opponent is denied its Dexterity bonus to AC until the end of their next turn.

Improved Whip Mastery (Combat)

You are able to entangle opponents with the coils of your whip.

Prerequisites: Weapon Focus (whip), Whip Mastery, base attack bonus +5.

Benefit: While wielding a whip, you threaten the area of your natural reach plus 5 feet. You can also use a whip to grasp an unattended Small or Tiny object within your whip's reach and pull that object into your square. To do so, you must hit AC 10 with a melee touch attack. Further, you can use the whip to grasp onto an object within your whip's reach, using 5 feet of your whip as if it were a grappling hook, allowing you to use the rest of your whip to swing on like a rope. As a free action, you can release the object your whip is grasping, but you cannot use the whip to attack while the whip is grasping an object.

At 12th level you only need hit a melee touch AC of 5 to grasp unattended Small or Tiny objects, you may also grasp and pull medium unattended objects.

At 19th level you may grasp Small or Tiny objects with your whip as a swift action and throw them at opponents as a ranged weapon. Damage for a Small object would be 1d6 and 1d4 for a Tiny object. Range increments are 5 feet for a Small object; 10 feet for a Tiny object.

Instant Judgment

Your harshest condemnations can have power.

Prerequisite: Second judgment class feature.

Benefit: You can spend an immediate action to pronounce a judgment or change an active judgment.

At 15th level you gain a +1 morale bonus on all saving throws when activating a judgment, this bonus lasts until the start of your next turn.

Normal: Pronouncing or changing a judgment requires a swift action.

Intimidating Bane

Your bane weapon strikes fear into your enemies.

Prerequisites: Bane class feature, Dazzling Display, Weapon Focus, character level 8th.

Benefit: Whenever you use Dazzling Display while your bane feature is active, you gain a +2 bonus on the Intimidate check that Dazzling Display allows against creatures of the type your bane weapon currently affects. Such creatures remain shaken while your bane feature is still active and effective against their creature type.

At 15th level the bonus on Intimidate checks increases to +4.

Janni Rush (Combat)

When you leap to the attack, your blows are like bolts from on high.

Prerequisites: Improved Unarmed Strike, Janni Style, Janni Tempest, Acrobatics 8 ranks, Perform (dance) 8 ranks.

Benefit: While using Janni Style, you are always considered to have a running start when jumping. Further, if you jump as part of a charge and make an unarmed strike against the designated opponent, a hit allows you to roll the unarmed strike's damage dice twice and add the results together before adding modifiers (such as from Strength) or extra dice (such as precision-based damage or dice from weapon abilities). The extra damage dice are not multiplied on a successful critical hit.

At 15th level you increase your unarmed strike's critical modifier to x3 when using this feat.

Janni Style (Combat, Style)

Your whirling fighting technique makes you difficult to hit.

Prerequisites: Improved Unarmed Strike, Acrobatics 3 ranks, Perform (dance) 3 ranks.

Benefit: While using this style, you take only a -1 penalty to AC for charging. Further, opponents that flank you gain only a +1 bonus on attack rolls against you.

At 10th level you no longer take a penalty to AC for charging.

At 17th level opponents that flank you gain no bonuses to their attack rolls against you.

Janni Tempest (Combat)

Your gale of attacks easily throws your opponents off balance.

Prerequisites: Improved Unarmed Strike, Janni Style, Acrobatics 5 ranks, Perform (dance) 5 ranks.

Benefit: While you are using the Janni Style feat, whenever you make an unarmed attack and hit an opponent, you gain a +4 bonus on checks made to bull rush or trip that opponent, as long as the combat maneuver is your next attack by the end of your turn. You do not provoke an attack of opportunity from the target of the maneuver.

At 12th level you may make bull rush or trip attempts in place of attacks of opportunity, but without the +4 bonus.

At 19th level you may make bull rush or trip attempts in place of attacks of opportunity and gain your +4 bonus to the attempt.

Jawbreaker (Combat)

You deliver a powerful strike to the mouth, breaking teeth and bone.

Prerequisites: Improved Unarmed Strike, Stunning Fist, Heal 6 ranks.

Benefit: When you make a successful Stunning Fist attempt against an opponent that is grappled, helpless, or stunned, instead of imparting any other Stunning Fist effect, you can cripple that opponent's mouth, dealing normal unarmed strike damage and 1d4 points of bleed damage. Until the bleed damage ends, the target is unable to use its mouth to attack, speak clearly, and employ verbal spell components. A creature that is immune to critical hits or that has no discernible mouth is immune to the effects of this feat.

At 13th level the DC to save against your Stunning Fist is increased by +1.

At 20th level the bleed damage increases to 1d6.

Kirin Path (Combat)

You turn knowledge of your enemy into a flawless defense.

Prerequisites: Int 13, Kirin Strike, Kirin Style, Improved Unarmed Strike, Knowledge (arcana) 12 ranks, Knowledge (dungeoneering, local, nature, planes, or religion) 5 ranks.

Benefit: Whenever you make a Knowledge check to identify a creature, even when using Kirin Style, you can take 10 even if stress and distractions would normally prevent you from doing so. While using Kirin Style against a creature you have identified using that feat, if the creature ends its turn within your threatened area, you can spend a use of your attacks of opportunity that round to move up to 5 feet times your Intelligence modifier (minimum 1). You must end your move in a square threatened by the creature. This move does not provoke attacks of opportunity.

At 19th level you may use either your Wisdom or Intelligence modifier to determine movement with Kirin Path.

Kirin Strike (Combat)

You have read the texts of the perfect way, and know how identify your enemies' weak spot.

Prerequisites: Int 13, Kirin Style, Improved Unarmed Strike, Knowledge (arcana) 9 ranks, Knowledge (dungeoneering, local, nature, planes, or religion) 3 ranks.

Benefit: You gain a +2 insight bonus on Knowledge checks made to identify creatures, including the one Kirin Style allows. While using Kirin Style against a creature you have identified using that feat, as a swift action after you have hit a creature with a melee or ranged attack, you can add twice your Intelligence modifier in damage (minimum 2).

At 16th level you may add your Intelligence bonus to critical confirmation rolls against foes identified while using Kirin Style.

Kirin Style (Combat, Style)

Your study and your grace allow you to exploit your enemies' weaknesses.

Prerequisites: Improved Unarmed Strike, Knowledge (arcana) 6 ranks, Knowledge (dungeoneering, local, nature, planes, or religion) 1 rank.

Benefit: While using this style, you can spend a swift action to make a Knowledge check to identify a single creature (DC 15 + the creature's CR for this purpose). If you succeed at the check, while using this style, you gain a +2 bonus on saving throws against that creature's attacks, as well as a +2 dodge bonus to AC against that creature's attacks of opportunity. These bonuses last for as long as you use this style. If you cease combat with the creature during this time and resume it later, you can attempt the check again.

At 13th level if you fight defensively or use combat reflexes, you gain an additional +2

dodge bonus to AC against foes you have identified using this style.

At 20th level the combat style bonuses become equal to your Intelligence bonus (minimum 2).

Knockout Artist

You can throw devastating knockout punches.

Prerequisites: Sneak attack class feature, Improved Unarmed Strike.

Benefit: When you use your unarmed strike to deal nonlethal damage and sneak attack damage to an opponent denied his Dexterity bonus to AC, you gain a +1 bonus on the damage roll per each sneak attack damage die you roll.

At 7th level you add the bonus per die to any critical hit damage you do with your unarmed attacks.

At 14th level you gain a +2 bonus per each sneak attack damage die you roll.

Landing Roll (Combat)

You have learned the technique of rolling safely away when an enemy trips you.

Prerequisites: Dex 13, Dodge, Mobility.

Benefit: If you are tripped, you can spend an immediate action to move 5 feet without provoking an attack of opportunity. This does not count as taking a 5-foot step. You fall prone after this movement.

At 7th level, when using this feat, you can move up to 10 feet as an immediate action without provoking an attack of opportunity.

At 14th level, when using this feat, you can move up to 10 feet and can make an Acrobatics check DC 10 plus the opponent's CMB check that tripped you. Success allows you to remain standing instead of falling prone.

Leaping Shot Deed (Grit)

You leap through the air, guns blazing.

Prerequisites: Dex 13, grit class feature or Amateur Gunslinger feat, Dodge, Mobility, base attack bonus +4.

Benefit: You gain a +2 bonus on Acrobatics checks made to jump. As a full-round action, you can move up to your speed and make firearm attacks at your highest base attack bonus with each loaded firearm you are wielding. You can make these attacks at any point during your movement, and if you are wielding two firearms, you can make the attacks at different points during the movement. At the end of this movement, you fall prone. This deed costs 1 grit point to perform.

At 11th level you gain a +4 on Acrobatics checks to jump.

At 18th level you can spend another grit point when using this feat to not fall prone at the end of the movement.

Mantis Style (Combat, Style)

You have learned to target vital areas with crippling accuracy.

Prerequisites: Improved Unarmed Strike, Stunning Fist, Heal 3 ranks.

Benefit: You gain one additional Stunning Fist attempt per day. While using this style, you gain a +2 bonus to the DC of effects you deliver with your Stunning Fist.

At 10th level you gain a second additional Stunning Fist attempt per day.

At 17th level you gain an additional +2 to the DC of your Stunning Fist.

Mantis Torment (Combat)

Your knowledge of the mysteries of anatomy allows you to cause debilitating pain with a simple touch.

Prerequisites: Heal 9 ranks, Improved Unarmed Strike, Mantis Style, Mantis Wisdom, Stunning Fist.

Benefit: You gain one additional Stunning Fist attempt per day. While using Mantis Style, you make an unarmed attack that expends two daily attempts of your Stunning Fist. If you hit, your opponent must succeed at a saving throw against your Stunning Fist or become dazzled and staggered with crippling pain until the start of your next turn, and at that point the opponent becomes fatigued.

At 16th level the target must make an additional save against the original Stunning Fist DC or become exhausted at the end of your next turn.

Mantis Wisdom (Combat)

Your knowledge of vital areas allows you to land debilitating strikes with precision.

Prerequisites: Improved Unarmed Strike, Mantis Style, Stunning Fist, Heal 6 ranks.

Benefit: Treat half your levels in classes other than monk as monk levels for determining effects you can apply to a target of your Stunning Fist per the Stunning Fist monk class feature. You can also use a standard action and a successful melee touch attack to remove any Stunning Fist effect you have applied to a target.

While using Mantis Style, you gain a +2 bonus on unarmed attack rolls with which you are using Stunning Fist attempts.

At 13th level you can use a move action to use this feat.

At 20th level you can use this feat as a swift action.

Marid Coldsnap (Combat)

You can summon a torrent of water to blast your enemies, chilling them to the bone.

Prerequisites: Con 15, Wis 17, Elemental Fist, Marid Spirit, Marid Style, Improved Unarmed Strike, base attack bonus +13 or monk level 11th.

Benefit: While using Marid Style, as a standard action, you can spend two Elemental Fist (*Advanced Player's Guide* 158) attempts to unleash a 30-foot line of frigid water.

Creatures caught in the line take your unarmed strike damage plus the cold damage from your Elemental Fist attack and are entangled in ice as per the Marid Spirit feat. A successful Reflex save (DC 10 + 1/2 your character level + your Wis modifier) reduces the damage by half and prevents a target from becoming entangled.

At 18th level, you need only expend a single Elemental Fist attempt to perform this action.

Marid Spirit (Combat)

You can manipulate cold energy to protect yourself and freeze your foes.

Prerequisites: Con 15, Wis 15, Elemental Fist, Marid Style, Improved Unarmed Strike, base attack bonus +11 or monk level 9th.

Benefit: You gain one additional Elemental Fist (*Advanced Player's Guide* 158) attempt per day. While using Marid Style, you gain cold resistance equal to your base attack bonus, or monk level plus base attack bonus gained from levels in classes other than monk, whichever is higher. While denied your Dexterity bonus to AC you are also denied this resistance. Creatures that take cold damage from your Elemental Fist attack must succeed at a Fortitude save (DC 10 + 1/2 your character level + your Wis modifier) or become entangled in ice for 1d4 rounds. The ice has hit points equal to three times your base attack bonus or monk level, whichever is higher, and a break DC of 15 + your base attack bonus or monk level, whichever is higher. Destroying or breaking the ice ends the entangled condition.

At 16th level you add +2 to the save and break DC. The duration of the entangled effect increases to 1d6+1 rounds.

Marid Style (Combat, Style)

You conjure tendrils of icy water to strike your enemies from a distance.

Prerequisites: Con 13, Wis 15, Elemental Fist, Improved Unarmed Strike, base attack bonus +9 or monk level 5th.

Benefit: You gain one additional Elemental Fist (*Advanced Player's Guide* 158) attempt per day. While using this style and Elemental Fist to deal cold damage, you gain a bonus on cold damage rolls equal to your Wisdom modifier, and your reach with your unarmed strike increases by 5 feet.

At 16th level you gain a second additional Elemental Fist attempt.

Master Combat Performer (Combat)

You are a master of the techniques and weapons of the arena and the stage.

Prerequisites: Performing Combatant or at least three performance feats, base attack bonus +6.

Benefit: You can make performance combat checks as a free action. You are proficient in all weapons with the performance special quality.

At 13th level you gain a +1 competence bonus to hit with performance weapons, and gain a +1 competence bonus on all Performance Combat Checks.

At 20th level your competence bonus to hit with performance weapons and bonus to Performance Combat Checks increases to +2.

Master Siege Engineer (Combat)

You are significantly faster at loading a siege engine, as well as a better shot.

Prerequisites: Siege Weapon Engineer, Knowledge (engineering) 10 ranks.

Benefit: If you are the crew lead on a siege engine, your crew can use move actions to load a siege engine. When you spend actions to aim a siege engine, you and your crew can use move actions instead of full-round actions to aim the siege engine (page 160).

Normal: Full-round actions are required to load and aim siege engines.

At 17th level you can spend a swift action to aim the siege engine.

Masterful Display (Combat, Performance)

You craft a special victory performance that causes the crowd to go wild.

Prerequisites: Dazzling Display, any two performance feats.

Benefit: Choose the effects of any two performance feats you have. When you make a performance combat check, you gain the benefits of those two feats, but you only gain a +2 bonus on the performance combat check.

At 12th level you gain a +4 bonus on the performance check.

At 19th level you gain a total bonus of +6 on the performance check.

Maximized Spellstrike

You deal brutal damage against opponents caught unawares.

Prerequisites: Maximized magic magus arcana, weapon expertise class feature or Quick Draw.

Benefit: When you make a melee attack and successfully use your spellstrike ability against an opponent denied his Dexterity bonus to AC, you can spend 3 points from your arcane pool to maximize the spell delivered through your spellstrike as if using the Maximize Spell metamagic feat.

At 19th level the cost to maximize the damage is 2 points.

Menacing Bane

You are deadly when you team up with allies against a single foe.

Prerequisite: Bane class feature.

Benefit: You can use your bane class feature to imbue a melee weapon with the menacing special weapon ability (*Advanced Player's Guide* 288) instead of bane. You can spend a swift action to switch between the two special weapon abilities. Doing so otherwise works according to your bane class feature.

At 12th level if you have the Double Bane feat, you can imbue each weapon you wield with both bane and menacing.

At 19th level you gain a +2 damage bonus when attacking foes with a bane menacing weapon.

Special: If you have the Double Bane feat, you can imbue each weapon you wield with either bane or menacing. No single weapon can have both.

Merciful Bane

You can use your bane ability to inflict nonlethal damage.

Prerequisite: Bane class feature.

Benefit: While a weapon you wield is under the effect of your bane class feature, you can spend a swift action to switch between dealing lethal or nonlethal damage with bane. While your bane effect allows you to deal nonlethal damage in this way, you take no penalty on

your attack roll for using a lethal weapon to deal nonlethal damage.

At 12th level your entire damage with a bane weapon can be converted to nonlethal.

At 19th level when using this feat you also gain a +2 bonus to the critical confirmation roll.

Normal: When using a lethal weapon to deal nonlethal damage, you take a -4 penalty on attack rolls.

Mocking Dance (Combat, Performance)

You do a little dance that mocks your foe and entertains the crowd.

Prerequisites: Acrobatics 4 ranks or Perform (dance) 4 ranks.

Benefit: When you spend a swift action to make a performance combat check, before making that check you can either move 5 feet without provoking attacks of opportunity, or you can move your speed and provoke attacks of opportunity. You cannot end this move in a space where you threaten an enemy. If you do move at least 5 feet, you gain a +2 bonus on the performance combat check.

At 11th level you gain an additional +1 bonus on performance checks per 5 feet of movement you move using this feat.

At 18th level you gain a +2 bonus on performance checks per 5 feet of movement you move when using this feat or you may move 10 feet without gaining the bonus, but you do not suffer attacks of opportunity.

Monastic Legacy (Combat)

Your formal unarmed training continues to bolster your training in other areas.

Prerequisites: Still mind class feature, Improved Unarmed Strike.

Benefit: Add half the levels you have in classes other than monk to your monk level to determine your effective monk level for your base unarmed strike damage. This feat does not make levels in classes other than monk count toward any other monk class features.

At 10th level you add the full amount of levels you have in other classes to your monk level to determine your effective monk level for your base unarmed strike damage.

At 17th level you may add half your levels in other classes toward calculating other monk class features.

Monkey Moves (Combat)

You scramble around your foes, moving and striking in an erratic fashion.

Prerequisites: Wis 13, Improved Unarmed Strike, Monkey Style, Acrobatics 8 ranks, Climb 8 ranks.

Benefit: While using Monkey Style, you gain a Wisdom bonus on Climb checks. You can also climb and crawl at half your speed; you can take a 5-foot step by jumping, crawling, or climbing; and you retain your Dexterity bonus to AC while climbing. Further, while using Monkey Style, when you use your unarmed strike to hit an opponent twice or more on your turn, you can spend a swift action to take a 5-foot step even if you have moved this round.

At 15th level you gain double your Wisdom bonus on Climb checks and can climb or crawl at your full movement speed.

Normal: You climb at one-quarter your speed, and you lose your Dexterity bonus to AC while doing so. A 5-foot step is made using your normal movement modes, and you can take one only if you have not otherwise moved this round.

Monkey Shine (Combat)

You combine acrobatics and opportunity to devastating effect against your opponent.

Prerequisites: Wis 13, Improved Unarmed Strike, Monkey Moves, Monkey Style, Stunning Fist, Acrobatics 11 ranks, Climb 11 ranks.

Benefit: While using Monkey Style, if you successfully deliver a Stunning Fist attempt, in addition to the normal effect of Stunning Fist, you can spend a free action to enter a square adjacent to you that is within your opponent's space. This movement does not provoke attacks of opportunity. While you are in your opponent's space, you gain a +4 dodge bonus to AC and a +4 bonus on melee attack rolls against that opponent. If otherwise unhindered, the opponent can move away from you, but if he does, he provokes an attack of opportunity from you even if his choice of movement does not normally do so.

At 18th if the opponent moves away from you, a trip combat maneuver can be substituted for your attack of opportunity. If the opponent is tripped, he falls prone in a square of his choice adjacent to you.

Normal: You cannot enter an opponent's space.

Monkey Style (Combat, Style)

Your unarmed fighting style is nimble and unpredictable, full of ground rolls and short leaps.

Prerequisites: Wis 13, Improved Unarmed Strike, Acrobatics 5 ranks, Climb 5 ranks.

Benefit: You add your Wisdom bonus on Acrobatics checks. While using this style, you take no penalty on melee attack rolls or to AC while prone. Further, you can crawl and stand up from lying prone without provoking attacks of opportunity, and you can stand up as a

swift action if you succeed at a DC 20 Acrobatics check.

At 12th level you add double your Wisdom bonus on all Acrobatics checks.

At 19th level you can spend a swift action to stand up from prone without making an Acrobatics check.

Normal: You take a -4 penalty on attack rolls and AC against melee attacks while prone. Standing up is a standard action that provokes attacks of opportunity.

Moonlight Stalker (Combat)

You are adept at using shadows to conceal your attacks.

Prerequisites: Int 13, Blind-Fight, Combat Expertise, Bluff 3 ranks, darkvision or low-light vision racial trait.

Benefit: While you have concealment from an opponent, you gain a +2 bonus on attack and damage rolls against that opponent.

At 10th level you can make an additional 5 foot step as a swift action while you have concealment from an opponent.

At 17th level your attack and damage bonus increases to +4 against opponents you have concealment from.

Moonlight Stalker Feint (Combat)

You strike through the shadows so quickly that your opponent can barely react to your attacks.

Prerequisites: Int 13, Blind-Fight, Combat Expertise, Moonlight Stalker, Bluff 6 ranks, darkvision or low-light vision racial trait.

Benefit: Once per round, against an opponent from whom you have concealment, you can spend a swift action to make a Bluff check to feint.

At 13th level you gain a +2 on Bluff attempts to feint an opponent you have concealment from.

At 20th level this bonus increases to +4.

Normal: Feinting is a standard action.

Moonlight Stalker Master (Combat)

You leave your opponents swinging at shadows while you slide elusively through the darkness.

Prerequisites: Int 13, Blind-Fight, Combat Expertise, Improved Feint, Moonlight Stalker, Moonlight Stalker Feint, Bluff 9 ranks, darkvision or low-light vision racial trait.

Benefit: While you have concealment, your opponents' miss chance against you increases by 10%. If an opponent misses you due to your concealment, you can spend an immediate action to move 5 feet, this movement does not provoke attacks of opportunity and does not count as a 5-foot step.

At 16th level your opponents' miss chance increases by an additional 5%.

Murderer's Circle (Combat, Performance)

After savaging your foe, you circle like a hunter ready for the kill.

Prerequisites: Dodge, Acrobatics 4 ranks.

Benefit: When you spend a swift action to make a performance combat check after scoring a critical hit or performing a combat maneuver, and you are adjacent to the target of the critical hit or combat maneuver, you can move to any other space that is adjacent to the target without provoking attacks of opportunity. You must have a clear path to that space and the ability to reach it by spending a move action. If you end this move

in any space other than the one where you started, you gain a +2 bonus on the performance combat check.

At 11th level you gain an additional +2 on all performance checks.

At 18th level you may move through opponent's squares but provoke attacks of opportunity as normal. However, you gain an additional +2 dodge bonus to AC when provoking attacks of opportunity from movement.

Neckbreaker (Combat)

With a quick jerk, you snap an enemy's neck.

Prerequisites: Bonebreaker, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Jawbreaker, Stunning Fist, Heal 12 ranks.

Benefit: If you have an opponent your size or smaller helpless or pinned, after you initiate or maintain a grapple, you can make a Stunning Fist attempt at a -5 penalty on the attack roll. If you succeed, you wrench that opponent's neck, dealing 2d6 Strength or Dexterity damage. If the targeted ability score is reduced to 0, any remaining damage is dealt to that opponent's Constitution score. A creature that is immune to critical hits or that has no discernible head and neck is immune to the effects of this feat.

At 19th level the Neckbreaker ability deals an additional 1d6 Constitution damage as well.

Net Adept (Combat)

You have trained to use the net as a melee weapon.

Prerequisites: Exotic Weapon Proficiency (net), base attack bonus +1.

Benefit: You can treat a net as a one-handed melee reach weapon with a 10-foot reach. Further, you take no penalty on melee attack rolls for using an unfolded net, and you can

use one full-round action or two move actions to fold a net.

At 7th level you can fold or unfold a net as a move action and gain a +1 bonus on CMB checks involving nets.

At 14th level you can fold or unfold a net as a swift action and your bonus to CMB checks involving nets increases to +2.

Normal: A net is a ranged weapon that imposes a -4 penalty on ranged attack rolls if it is unfolded. Folding a net takes a proficient user 2 rounds.

Net and Trident (Combat)

Your skill with lighter weapons allows you to wield one alongside your net.

Prerequisites: Dex 15, Exotic Weapon Proficiency (net), Net Adept, Two-Weapon Fighting.

Benefit: You can treat a net as a one-handed ranged weapon, allowing you to wield a light or one-handed melee weapon and still make ranged attacks with your net. When you use your light or one-handed melee weapon to attack an entangled opponent, you gain a +2 bonus on damage rolls and on attack rolls to confirm a critical hit.

At 10th level your bonus against entangled foes increases to +3.

At 17th level your bonus against entangled foes increases to +4.

Normal: A net is a two-handed ranged weapon.

Net Maneuvering (Combat)

With sweeping movements and brute force, you can use your net to put foes at a disadvantage.

Prerequisites: Exotic Weapon Proficiency (net), Net Adept, base attack bonus +3.

Benefit: In melee, you can use a net to trip or disarm opponents instead of entangling them.

You gain a +2 bonus on disarm checks made to use a net in this way. Further, if you have an opponent entangled in your net, you can attempt to drag or reposition that opponent as long as he is within your net's reach or you control the trailing rope on your net.

At 10th level the bonus to disarm checks increases to +3.

At 17th level the bonus to disarm checks increases to +4.

Net Trickery (Combat)

You have become very proficient at using your net to hinder your enemies.

Prerequisites: Exotic Weapon Proficiency (net), Net Adept, Net Maneuvering, base attack bonus +6.

Benefit: In place of one of your melee attacks, you can use your net to attempt a dirty trick combat maneuver to blind an opponent (*Advance Player's Guide* 320). If you have an opponent entangled in your net, you can attempt to trip that opponent as long as he is within your net's reach or you control the trailing rope on your net. You also gain a +2 bonus on drag and reposition combat maneuver checks you make using your net.

At 13th level, while wielding a net and using this feat, your bonus on drag and reposition combat maneuvers increases to +3.

At 20th level, while wielding a net and using this feat, your bonus on drag and reposition combat maneuvers increases to +4.

Nightmare Fist (Combat)

You are even more deadly in magical darkness.

Prerequisites: Improved Unarmed Strike, Intimidate 1 rank, ability to create magical darkness.

Benefit: While fighting within an area of magical darkness, you gain a +2 bonus on damage rolls with unarmed strikes, or a +4

bonus against opponents that are shaken, frightened, or panicked. You also gain a +2 morale bonus on Acrobatics and Intimidate checks.

At 7th level the bonuses increase by +1.

At 14th level the bonuses increase by an additional +1.

Nightmare Striker (Combat)

Your *faerie fire* not only illuminates your foes, but it also shows you their weaknesses.

Prerequisites: Improved Unarmed Strike, Nightmare Fist, Nightmare Weaver, Stunning Fist, Heal 5 ranks, ability to cast *faerie fire*.

Benefit: While a *faerie fire* you have cast (not one cast from a spell completion or spell trigger item) outlines an opponent, the DC for that opponent to resist your Stunning Fist attempts increases by +2. If you hit an opponent with a Stunning Fist attempt, and that opponent fails her saving throw, you can render the target shaken for 1d2 rounds plus 1 round for every 5 by which the opponent failed her save.

At 14th level the DC increases by an additional +2.

Nightmare Weaver (Combat)

You can use your ability to create magical darkness to terrorize enemies.

Prerequisites: Improved Unarmed Strike, Nightmare Fist, Intimidate 2 ranks, ability to cast *darkness*.

Benefit: By spending a full-round action to cast *darkness*, you can also make Intimidate checks to demoralize all foes in the spell's initial area.

At 9th level you gain a +2 bonus to your Intimidate check to all foes in the spell's initial area.

At 16th level add your Charisma bonus (min. 1) to the duration of demoralized foes.

Special: This feat counts as Dazzling Display for purposes of qualifying for Deadly Stroke and Shatter Defenses.

No Name (Grit)

You don't need an elaborate disguise to keep your identity under wraps.

Prerequisites: Grit class feature or Amateur Gunslinger feat, Bluff 4 ranks.

Benefit: You often rely on surprise and misdirection in your social dealings. You gain a +2 bonus on Bluff checks, and you can spend 1 grit point to gain a +10 bonus on Disguise checks for 10 minutes per your gunslinger level (minimum 10 minutes). This deed does not actually change your appearance, but rather allows you to hide your identity in other ways.

At 11th you gain an additional +2 bonus on Bluff checks and can spend 2 grit points to gain a +15 bonus on Disguise checks for 10 minutes per your gunslinger level.

At 18th level you may spend 2 grit points to gain a +20 bonus on Disguise checks and your alignment becomes undetectable as per the spell *undetectable alignment*.

Opening Volley (Combat)

Your ranged assault leaves your foe disoriented and vulnerable to your melee attack.

Benefit: Whenever you deal damage with a ranged attack, you gain a +4 circumstance bonus on the next melee attack roll you make against the opponent. This attack must occur before the end of your next turn.

At 7th level you also gain a +4 bonus to confirm critical hits with the next melee attack.

At 14th level you gain the bonus to hit and the critical conformation roll on each attack against the opponent before the end of your next turn.

Pack Attack (Combat, Teamwork)

You are skilled at surrounding your enemies.

Prerequisite: Base attack bonus +1.

Benefit: When you are adjacent to an ally with this feat, the first time you melee attack an opponent, you can spend an immediate action to take a 5-foot step, even if you have otherwise moved this round.

At 7th level after you make your 5-foot step, you gain a +1 dodge bonus to AC until the start of your next turn.

At 14th level, you effectively grant this feat to all adjacent allies.

Normal: You can take a 5-foot step only if you have not otherwise moved in a round.

Panther Claw (Combat)

You unleash a rapid series of blows on foes that attempt to attack you when you move.

Prerequisites: Wis 15, Combat Reflexes, Improved Unarmed Strike, Panther Style.

Benefit: While using Panther Style, you can spend a free action, instead of spending a swift action, to make a retaliatory unarmed strike. You can make a number of retaliatory unarmed strikes on your turn equal to your Wisdom modifier.

At 12th level when you hit with a retaliatory strike, your threat range increases by +1.

At 19th level when you hit with a retaliatory strike, you may add your Wisdom modifier to damage rolls when using this feat.

Panther Parry (Combat)

Your vicious strikes impair your foe's ability to attack you when you move.

Prerequisites: Wis 15, Combat Reflexes, Improved Unarmed Strike, Panther Claw, Panther Style.

Benefit: While using Panther Style, your retaliatory unarmed strikes are resolved before the triggering attacks. If your retaliatory unarmed strike deals damage to an opponent, that opponent takes a -2 penalty on attack and damage rolls with the triggering attack of opportunity.

At 14th level the opponent's penalty increases to -4 on attack and damage rolls with the triggering attack of opportunity.

Panther Style (Combat, Style)

You can strike back at enemies who attack you when you move.

Prerequisites: Wis 13, Combat Reflexes, Improved Unarmed Strike.

Benefit: While using this style, when an opponent makes an attack of opportunity against you for moving through a threatened square, you can spend a swift action to make a retaliatory unarmed strike attack against that opponent. Your attack is resolved after the triggering attack of opportunity.

At 10th level you gain a +2 bonus to hit on your retaliatory strikes.

At 17th level you gain a +2 bonus on damage rolls on your retaliatory strikes.

Passing Trick (Combat)

Slipping past a foe gives you the chance to feint.

Prerequisites: Int 13, Combat Expertise, Dodge, Improved Feint, Mobility, size Small or smaller.

Benefit: Whenever you make a successful Acrobatics check to move through an opponent's space, you can spend a swift action to make a Bluff check against that opponent to feint in combat.

At 14th level you gain a +4 bonus on the Bluff check to feint the opponent.

Special: If you have the Underfoot feat and the opponent is larger than you, you gain a +2 bonus on the Bluff check this feat allows.

Performance Weapon Mastery (Combat)

You wield all your weapons with the flair of a performer.

Benefit: You treat all weapons you are proficient in as if they had the performance weapon quality (page 144).

At 7th level gain a +2 to all performance combat checks.

At 14th level your bonus to performance combat checks increases to +4.

Performing Combatant (Combat)

You treat every combat as a performance, bringing flare and showmanship.

Prerequisites: Dazzling Display, any one performance feat.

Benefit: You can make performance combat checks in any combat. When making a performance check outside of performance combat, you can pick a single performance feat to use. You automatically gain any bonus on the performance combat check the feat grants, and then you make a DC 20 performance combat check. On a success, you gain the full effect of the performance feat you chose.

At 10th level you gain a +2 bonus to performance checks made outside of combat.

At 17th level your bonus to making performance checks outside of combat increases to +4.

Pin Down (Combat)

You easily block enemy escapes.

Prerequisites: Combat Reflexes, fighter level 11th.

Benefit: Whenever an opponent you threaten takes a 5-foot step or uses the withdraw action, that opponent provokes an attack of opportunity from you. If the attack hits, you deal no damage, but the targeted creature is prevented from making the move action that granted a 5-foot step or the withdraw action and does not move.

At 18th level if your attack hits, you may choose to deal damage in addition to stopping movement or make a combat maneuver to trip the opponent.

Pinning Knockout (Combat)

An opponent you have pinned is easy for you to knock out.

Prerequisites: Dex 13, Greater Grapple, Improved Grapple, Improved Unarmed Strike, base attack bonus +9 or monk level 9th.

Benefit: While you have an opponent pinned, when you succeed at a grapple combat maneuver check to deal an opponent nonlethal damage using an unarmed strike or a light or one-handed weapon, double your damage result. Any creature that is immune to critical hits is immune to the effects of this feat.

At 16th level you may add your Constitution modifier to the damage dealt to the pinned opponent.

Pinning Rend (Combat)

You tear flesh when you damage an opponent that you have pinned.

Prerequisites: Dex 13, Greater Grapple, Improved Grapple, Improved Unarmed Strike, base attack bonus +9 or monk level 9th.

Benefit: While you have an opponent pinned, when you succeed at a grapple combat maneuver check to deal an opponent damage using an unarmed strike or a light or

one-handed weapon, that opponent also takes bleed damage equal to your unarmed strike or weapon damage dice. Any creature that is immune to critical hits is immune to the effects of this feat.

At 16th level you add your Strength bonus to the bleed damage.

Pinpoint Poisoner (Combat)

You deftly use specially prepared needles to apply poison for maximum effect.

Prerequisites: Poison use class feature, Craft (alchemy) 6 ranks, Adder Strike, Improved Unarmed Strike, Two-Weapon Fighting or flurry of blows class feature.

Benefit: When you use Adder Strike, you can instead poison up to two blowgun darts that you can then use to strike your opponent in melee. (Drawing such darts is a free action.) While holding these darts, you can spend a standard action to attack with one or a full-attack action to attack with both. Such attacks are considered melee touch attacks that deal 1d2 damage plus any bonuses you gain on your normal unarmed strike damage, and they deliver the poison. You can instead throw such darts as if they were shuriken, making your ranged attack rolls against the target's AC.

At 13th level you can poison up to three blowgun darts and the damage increases to 1d3.

At 20th level you can poison up to four blowgun darts and the damage on the darts increases to 1d4.

Normal: Applying poison to a weapon or single piece of ammunition is a standard action.

Planar Wild Shape

You can infuse your wild shape with planar strength.

Prerequisites: Wild shape class feature, Knowledge (planes) 5 ranks.

Benefit: When you use wild shape to take the form of an animal, you can expend an additional daily use of your wild shape class feature to add the celestial template or fiendish template to your animal form. (Good druids must use the celestial template, while evil druids must use the fiendish template.) If your form has the celestial template and you score a critical threat against an evil creature while using your form's natural weapons, you gain a +2 bonus on the attack roll to confirm the critical hit. The same bonus applies if your form has the fiendish template and you score a critical threat against a good creature.

At 12th level the bonus on the critical hit confirmation increases to +4.

At 19th level you may also expend a wild shape use to smite good or evil an additional time per day.

Prone Shooter (Combat)

While prone, you use the ground to stabilize your aim while using a crossbow or firearm.

Prerequisites: Weapon Focus (crossbow or firearm), base attack bonus +1.

Benefit: If you have been prone since the end of your last turn, the penalty to your Armor Class against melee attacks made against you is reduced to -2. In addition, the bonus to your Armor Class against ranged attacks made against you is increased to +6.

At 7th level the bonus to your Armor Class against ranged attacks made against you is increased to +8.

At 14th level the penalty to your Armor Class against melee attacks made against you is reduced to 0.

Special: If you have the Prone Slinger feat, Weapon Focus (sling) satisfies this feat's Weapon Focus prerequisite, you can apply this

feat's benefit to attack rolls you make using a sling with which you have Weapon Focus.

Prone Slinger (Combat)

Your sideways sling release allows you to launch bullets and stones even while prone.

Benefit: While prone, you can use a sling to make ranged attacks.

At 7th level you gain a +1 circumstance bonus on ranged attacks made while prone using a sling.

At 14th level the bonus to ranged attack rolls while prone increases to +2.

Normal: Crossbows and firearms are the only ranged weapons that can be used while prone.

Quick Bull Rush (Combat)

You can barrel into your opponent and follow this with an attack.

Prerequisites: Str 13, Improved Bull Rush, Power Attack, base attack bonus +6.

Benefit: On your turn, you can perform a single bull rush combat maneuver in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the bull rush.

At 13th level you can replace up to 2 attacks with a bull rush combat maneuver.

At 20th level you can perform any number of bull rush combat maneuvers in place of melee attacks.

Normal: A bull rush combat maneuver is a standard action.

Quick Dirty Trick (Combat)

You can perpetrate a dirty trick and deliver an attack before your opponent is the wiser.

Prerequisites: Int 13, Combat Expertise, Improved Dirty Trick, base attack bonus +6.

Benefit: On your turn, you can perform a single dirty trick combat maneuver (*Advanced*

Players Guide 320) in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the dirty trick combat maneuver.

At 13th level you can perform up to 2 dirty trick combat maneuvers in place of melee attacks.

At 20th level you can perform any number of dirty trick combat maneuvers in place of melee attacks.

Normal: A dirty trick combat maneuver is a standard action.

Quick Drag (Combat)

You drag your enemy and deliver a punishing blow.

Prerequisites: Str 13, Improved Drag, Power Attack, base attack bonus +6.

Benefit: On your turn, you can perform a single drag combat maneuver (*Advanced Players Guide 320*) in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the drag.

At 13th level you can perform up to 2 drag combat maneuvers in place of melee attacks.

At 20th level you can perform any number of drag combat maneuvers in place of melee attacks.

Normal: A drag combat maneuver is a standard action.

Quick Reposition (Combat)

Your opponent becomes an unwitting dance partner, following your lead while you fight.

Prerequisites: Int 13, Combat Expertise, Improved Reposition, base attack bonus +6.

Benefit: On your turn, you can perform a single reposition combat maneuver (*Advanced Players Guide 320*) in place of one of your melee attacks. You must choose the melee

attack with the highest base attack bonus to make the reposition.

At 13th level you can perform up to 2 reposition combat maneuvers in place of melee attacks.

At 20th level you can perform any number of reposition combat maneuvers in place of melee attacks.

Normal: A reposition combat maneuver is a standard action.

Quick Steal (Combat)

You are adept at relieving foes of their belongings even while you strike.

Prerequisites: Int 13, Combat Expertise, Improved Steal, base attack bonus +6.

Benefit: On your turn, you can perform a single steal combat maneuver (*Advanced Players Guide 320*) in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the steal.

At 13th level you can perform up to 2 steal combat maneuvers in place of melee attacks.

At 20th level you can perform any number of steal combat maneuvers in place of melee attacks.

Normal: A steal combat maneuver is a standard action.

Raging Brutality

You expend some of your rage to strike your opponents with a more powerful weapon blow.

Prerequisites: Str 13, rage class feature, Power Attack, base attack bonus +12.

Benefit: While raging and using Power Attack, you can spend 3 additional rounds of your rage as a swift action to add your Constitution bonus on damage rolls for melee attacks or thrown weapon attacks you make on your turn. If you are using the weapon

two-handed, instead add 1-1/2 times your Constitution bonus. This bonus damage is not multiplied on a critical hit.

At 19th level this bonus is multiplied on a critical hit.

Raging Deathblow

Every killing blow gives you a surge of vitality, further fueling your rage.

Prerequisite: Greater rage class feature.

Benefit: While raging, whenever your attack reduces your opponent to -1 or fewer hit points, you gain 1 extra round of rage for that day. If that attack was a critical hit, you gain 1 additional extra round of rage for that day. Whenever you rest to renew your total number of rounds of rage per day, any extra rounds you still have from this feat are lost.

At 18th level you gain 2 extra rounds of rage for reducing your opponent to -1 or fewer hit points or scoring a critical hit.

Raging Hurler

An opponent can do little to evade your wrathful pitching of weapons and objects.

Prerequisites: Rage class feature, Throw Anything.

Benefit: While raging, you can throw a two-handed weapon as a standard action, and you double the range increment for weapons you throw. If you also have the Quick Draw feat, you can throw two-handed weapons at your full normal rate of attacks. Further, you can pick up an unattended object that you can use as an improvised weapon within your reach as part of the attack action to throw that item.

At 7th level you gain a +2 bonus on ranged attacks while using this feat.

At 14th level you triple the range increment for weapons you throw.

Raging Throw

You expend some of your rage to throw one opponent at another.

Prerequisites: Str 13, Con 13, rage class feature, Improved Bull Rush, Power Attack, base attack bonus +6.

Benefit: While raging, when you attempt a bull rush combat maneuver, you can spend 1 additional round of your rage as a swift action to add your Constitution bonus on your combat maneuver check to the bull rush. Further, if you bull rush an opponent into a square another creature occupies or into a solid object, the opponent and the creature or object take bludgeoning damage equal to your Strength modifier + your Constitution modifier.

At 13th level you can spend 1 additional round of rage to gain 1-1/2 your Constitution bonus on combat maneuvers to bull rush.

At 20th level you can spend 1 additional round of rage to gain double your Constitution bonus on combat maneuvers to bull rush.

Rapid Grappler (Combat)

You are a quick hand at grappling.

Prerequisites: Dex 13, Greater Grapple, Improved Grapple, Improved Unarmed Strike, base attack bonus +9 or monk level 9th.

Benefit: Whenever you use Greater Grapple to successfully maintain a grapple as a move action, you can then spend a swift action to make a grapple combat maneuver check.

At 16th level you gain a +2 bonus on grapple checks and can maintain the grapple as a swift action.

Rapid Reload (Combat)

Choose a type of crossbow (hand, light, heavy) or a single type of one-handed or two-

handed firearm that you are proficient with. You can reload such a weapon quickly.

Prerequisites: Weapon Proficiency (crossbow type chosen) or Exotic Weapon Proficiency (firearm).

Benefit: The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for heavy crossbow or one-handed firearm), or a standard action (two-handed firearm). Reloading a crossbow or firearm still provokes attacks of opportunity. If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

At 7th level the action for reloading a heavy crossbow or one-handed firearm becomes a swift action. In addition the reloading time for a two-handed firearm becomes a move action.

At 14th level the action for reloading a heavy crossbow or one-handed firearm becomes a free action. In addition the reloading time for a two-handed firearm becomes a swift action.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, a standard action to reload a one-handed firearm, or a full-round action to load a heavy crossbow or a two-handed firearm.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow or a new type of firearm.

Rebounding Leap (Combat)

Your riding and lancing expertise allows you to enter and leave the saddle with great speed.

Prerequisites: Leaping lance class feature, Acrobatics 5 ranks, Ride 11 ranks.

Benefit: When you succeed at the Acrobatics check to jump as part of your leaping lance class feature, you can remount your steed as a swift action.

At 20th level when jumping as part of your leaping lance class feature, you also gain a +2 bonus on all critical confirmation checks.

Rebuffing Reduction (Combat)

Your damage reduction can turn the force of blows back on your enemies.

Prerequisites: Str 13, damage reduction, Improved Bull Rush, Power Attack, base attack bonus +1.

Benefit: Whenever an opponent that is adjacent to you fails to penetrate your DR with a melee attack, you can spend an immediate action to attempt a bull rush combat maneuver against that opponent. If you succeed, you cannot move with the opponent.

At 10th level you gain a +2 bonus on bull rush attempts triggered by this feat.

At 17th level you gain a total bonus of +4 on bull rush attempts triggered by this feat.

Normal: A bull rush combat maneuver is a standard action.

Rending Fury (Combat)

You easily tear your enemies limb from limb with your natural attacks.

Prerequisites: Base attack bonus +6, rend special attack.

Benefit: You deal rend damage if you hit with half the normal natural attacks your rend requires. For example, a troll that has this feat can rend when it hits with one claw attack, while a girallon that has this feat must hit one target with two claw attacks to rend. You can only make this rend attack once per round.

At 13th level you add +2 points of damage per die in the rend damage.

At 20th level you add a total of +4 points of damage per die in the rend damage.

Revelation Strike (Combat)

Your unarmed strike brings a revelation down upon your foe.

Prerequisites: Revelation class feature, Improved Unarmed Strike.

Benefit: When you gain this feat, choose one revelation that you can use to affect no more than one opponent. If you make a successful unarmed strike against an opponent, in addition to dealing your unarmed strike damage, you can use a swift action to deliver the effects of the chosen revelation to that opponent. Doing so provokes no attacks of opportunity.

At 7th level you may deal the effects of this ability through monk's weapons as well as unarmed strikes.

At 14th level if you deal a critical hit while using this ability, treat your effective level as +2 levels higher for the purpose of calculating the effects of your revelations.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different qualifying revelation.

Rhetorical Flourish

You rapidly change topics and employ confusing rhetoric to distract people from your true intent.

Prerequisites: Cha 13, Persuasive.

Benefit: When using the Diplomacy skill to make a request or change a creature's attitude, you can use verbal misdirection. To do so, make a Bluff check against that creature. If you succeed, you gain a +4 bonus on your next Diplomacy check against that creature if the check is made within the next minute. If you fail by 5 or more, you instead take a -2 penalty on your next Diplomacy check against that creature.

Alternatively, you can use this feat to retry a single failed Diplomacy check against a

creature. You take a -4 penalty on your Bluff check when using Rhetorical Flourish in this way. If you succeed, rather than gaining this feat's normal bonus, you can retry your last Diplomacy check against the creature if that check was made in the past minute.

At 7th level you do not take any penalty on your next Diplomacy check if you fail by 5 or more.

At 14th level you only take a -2 penalty on your Bluff check to retry Rhetorical Flourish on a failed attempt.

Ricochet Shot Deed (Grit)

You can ricochet a firearm shot off the wall and still hit your target.

Prerequisites: Grit class feature or Amateur Gunslinger feat, Blind-Fight.

Benefit: You can fire a shot at a wall or piece of solid terrain, and have it ricochet off. When you do, use the square immediately in front of the wall or piece of solid terrain to determine line of sight to a target, and this square is considered the new origin square of the attack. Use that square to determine the effects of cover, and your own square to determine the effects of concealment. You can make this shot as long as you have at least 1 grit point. When making this shot, you can spend 1 grit point to ignore the effects of all cover or concealment. You must choose to spend the grit point before you make the attack roll.

At 7th level you may ricochet a shot from up to 2 surfaces, treating the 2nd surface as the surface for line of sight.

At 14th level you may ricochet a shot from up to 3 surfaces, treating any of the surfaces as the surface for line of sight.

Righteous Healing

Your healing spells are more potent when you have a judgment active.

Prerequisite: Judgment class feature.

Benefit: If you cast a *cure* spell while you have a judgment active, each target regains 1 extra hit point from the *cure* spell + 1 hit point per three inquisitor levels you possess.

At 7th level cure spells when your judgement is active cure +1 hit point per 2 levels of inquisitor you possess.

At 14th level cure spells when your judgement is active cure +1 hit point for every level of inquisitor you possess.

Sap Adept (Combat)

You know just where to hit to knock the sense out of your foe.

Prerequisite: Sneak attack +1d6.

Benefit: Whenever you use a bludgeoning weapon to deal nonlethal sneak attack damage, you gain a bonus on your damage roll equal to twice the number of sneak attack damage dice you rolled.

At 7th level you gain a bonus to confirm critical hits equal to half your sneak attack dice when using this feat.

At 14th level you gain a +1 bonus to your threat range when wielding bludgeoning weapons in this manner.

Sap Master (Combat)

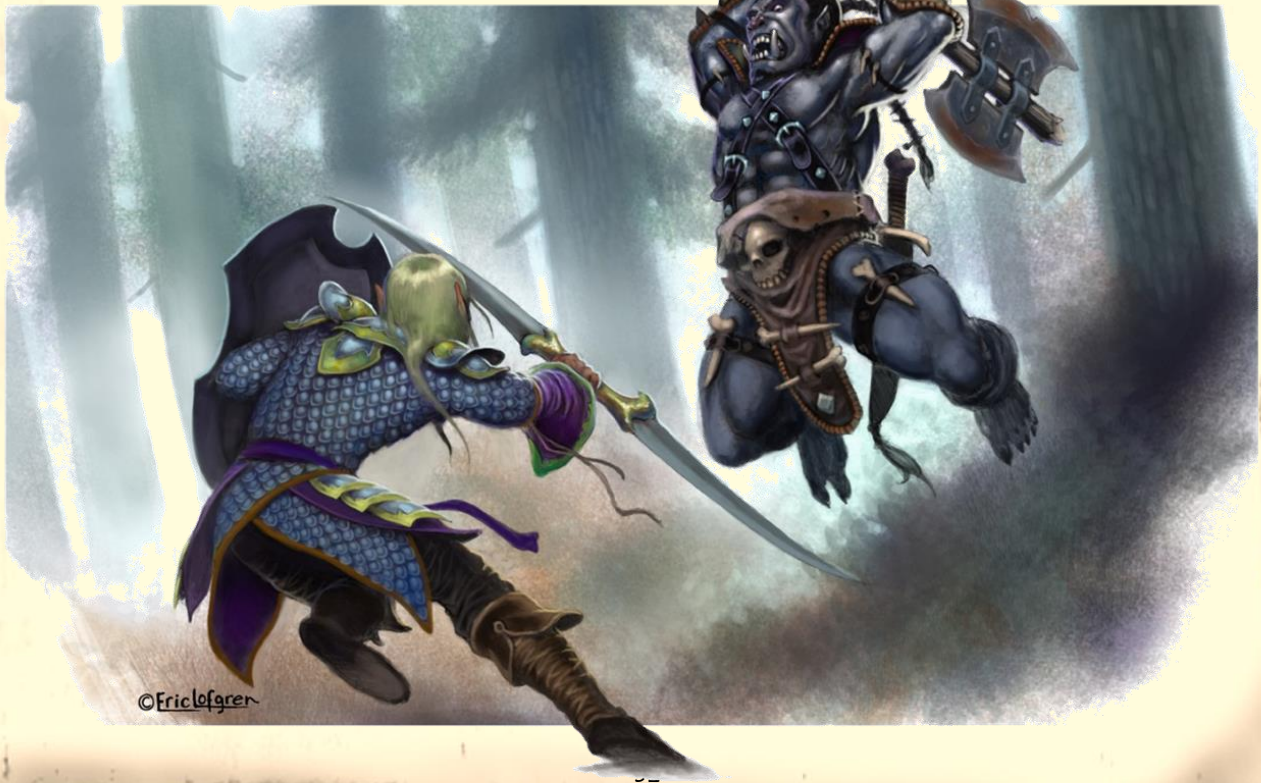
You knock the sense out of foes with a well-timed surprise attack.

Prerequisites: Sneak attack +3d6, Sap Adept.

Benefit: Whenever you use a bludgeoning weapon to deal nonlethal sneak attack damage to a flat-footed opponent, roll your sneak attack dice twice, totaling the results as your nonlethal sneak attack damage for that attack.

At 12th level you treat any 1's rolled on the sneak attack damage as 2's when using this feat.

At 19th level you treat any 1's or 2's rolled on the sneak attack damage as 3's when using this feat.



Savage Display (Combat, Performance)

With your victory and a roar, you push yourself on with increased savagery.

Prerequisite: Dazzling Display.

Benefit: When you spend a swift action to make a performance combat check, you gain a +2 bonus on your performance combat check and gain a +1d6 bonus on damage rolls until the end of your next turn. This extra damage is not precision damage.

At 10th level your bonus to damage lasts for two rounds.

At 17th level your bonus on the performance combat check increases to +4 and you gain +2d6 on damage rolls while using this feat.

School Strike (Combat)

You focus the secrets of your school of wizardry into your unarmed strike.

Prerequisites: Wizard school class feature, Improved Unarmed Strike.

Benefit: When you gain this feat, choose one arcane school power that you can use to affect no more than one opponent. If you make a successful unarmed strike against an opponent, in addition to dealing your unarmed strike damage, you can use a swift action to deliver the effects of the chosen school power to that opponent. Doing so provokes no attacks of opportunity.

At 7th level you may deal the effects of this ability through monk's weapons as well as unarmed strikes.

At 14th level if you deal a critical hit while using this ability, treat your effective level as +2 levels higher for the purpose of calculating the effects of your school powers.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different qualifying arcane school power.

Sea Legs

You have a sailor's instincts for moving about while aboard seagoing vessels.

Prerequisite: Profession (sailor) 5 ranks.

Benefit: You gain a +2 bonus on Acrobatics, Climb, and Swim checks.

At 12th level your bonus on Acrobatics, Climb, and Swim checks increases to +4, and you may reroll one failed roll per day. You must take the second roll, regardless of result.

At 19th level you may reroll two failed Acrobatics, Climb, or Swim checks per day.

Secret Stash Deed (Grit)

You are so skilled at stashing small packets of firearm ammunition and black powder on your person that you sometimes surprise yourself when you find them.

Prerequisites: Grit class feature or Amateur Gunslinger feat, Sleight of Hand 1 rank.

Benefit: Spend 1 grit point while in combat to recover either 1 bullet and 1 dose of black powder or 1 alchemical cartridge from a hidden stash on your person that you had, until now, forgotten about. If the bullet and black powder or the alchemical cartridges are normal shot, you do not need to pay for the ammunition. If you want to recover any other kind of ammunition, you must pay for it with gold pieces from your character's wealth. The grit cost of this deed cannot be decreased by the Signature Deed feat, the true grit class feature, or any other similar effect that reduces the number of grit points you spend to use a deed. You also gain a +4 bonus on any Sleight of Hand checks made while gambling.

At 7th level you only pay half of the cost for any other type of ammunition you find using this feat.

At 14th level you may reroll a single failed Sleight of Hand check made while gambling

per day. You must take the result of the second roll.

Seize the Moment (Combat, Teamwork)

You and your allies are poised to pounce whenever one of you scores a telling blow.

Prerequisites: Combat Reflexes, Improved Critical.

Benefit: When an ally who also has this feat confirms a critical hit against an opponent that you also threaten, you can make an attack of opportunity against that opponent.

At 15th level you gain a +2 bonus on attack and damage rolls on attacks of opportunity triggered by this feat.

Shaitan Earthblast (Combat)

With a forceful stomp you release a blast of acid from the earth to burn your enemies.

Prerequisites: Con 15, Wis 17, Elemental Fist, Improved Unarmed Strike, Shaitan Skin, Shaitan Style, base attack bonus +13 or monk level 11th.

Benefit: While using the Shaitan Style feat, as a standard action, you can spend two Elemental Fist (*Advanced Player's Guide* 158) attempts to unleash a 20-foot column of acid that has a 5-foot radius and erupts from a point of origin within 30 feet of you. Creatures caught in the column take your unarmed strike damage plus the acid damage from your Elemental Fist and are staggered for 1 round. A successful Reflex save (DC 10 + 1/2 your character level + your Wis modifier) reduces the damage by half and prevents a target from being staggered.

At 20th level the column of acid has a 10-foot radius and can erupt from a point of origin within 40 feet of you.

Shaitan Skin (Combat)

You can manipulate acid to shield yourself and disable your enemies.

Prerequisites: Con 15, Wis 15, Elemental Fist, Improved Unarmed Strike, Shaitan Style, base attack bonus +11 or monk level 9th.

Benefit: You gain one additional Elemental Fist (*Advanced Player's Guide* 158) attempt per day. While using the Shaitan Style feat, you gain acid resistance equal to your base attack bonus, or your monk level plus BAB gained from levels in classes other than monk, whichever is higher. While denied your Dexterity bonus to AC you are also denied this resistance. Creatures that take acid damage from your Elemental Fist attack must succeed at a Reflex save (DC 10 + 1/2 your character level + your Wis modifier) or be staggered for 1 round.

At 18th level creatures that fail the Reflex save are also staggered for a number of rounds equal to your Wisdom modifier.

Shaitan Style (Combat, Style)

You strike with the caustic forces from within the earth.

Prerequisites: Con 13, Wis 15, Elemental Fist, Improved Unarmed Strike, base attack bonus +9 or monk level 5th.

Benefit: You gain one additional Elemental Fist (*Advanced Player's Guide* 158) attempt per day. While using the Shaitan Style and Elemental Fist feats to deal acid damage, you gain a bonus on acid damage rolls equal to your Wisdom bonus. Further, if your Elemental Fist melee attack misses while you are using it to deal acid damage, you still deal 1d6 points of acid damage to your target.

At 16th level the damage on a miss deals 1d6 points of acid damage plus your Wisdom modifier.

Shake It Off (Teamwork)

You support your allies and help them recover from crippling effects.

Benefit: When you are adjacent to one or more allies who also have this feat, you gain a +1 bonus on saving throws per such ally (maximum +4).

At 7th level you may reroll a single failed saving throw per day when adjacent to an ally with this feat. You must take the second result.

At 14th level you may allow an adjacent ally to reroll a single failed saving throw per day. They must take the second result.

Shapeshifter Foil

Your command of shapeshifting magic can disrupt similar effects in others.

Prerequisites: Knowledge (arcana) 5 ranks or Knowledge (nature) 5 ranks, ability to use any polymorph effect.

Benefit: A creature you deal damage to has difficulty using or maintaining polymorph effects until the end your next turn. To use a polymorph effect it must make a concentration check (DC 15 + twice the level of the effect). If you deal damage to an opponent under a polymorph effect, that opponent must succeed at a Will saving throw (DC 10 + 1/2 your character level + your Wisdom modifier) or be forced back to its original form. If you score a critical hit against such an opponent, no saving throw is allowed.

At 16th level the DC of the concentration check or Will save increases by 5.

Shapeshifting Hunter

You blend your knowledge of foes and your shapeshifting abilities together.

Prerequisites: Favored enemy class feature, wild shape class feature.

Benefit: Your levels of druid stack with your ranger levels for determining when you select your next favored enemy. Also, your ranger levels stack with your druid levels in determining the number of times per day you can use your wild shape class feature, up to a maximum of eight times per day.

At 13th level the maximum number of times per day you can use your wild shape when calculating for this feat increases to ten times per day.

At 20th level the maximum number of times per day you can use your wild shape when calculating for this feat increases to twelve times per day.

Shared Judgment

You extend the benefits of your judgment to an ally.

Prerequisite: Second judgment class feature.

Benefit: You can pronounce a single judgment and extend its effects to one adjacent ally instead of pronouncing a second judgment. Similarly, once you have the third judgment class feature, you can pronounce a single judgment and extend its effects to two adjacent allies instead of pronouncing a second and third judgment. Alternatively, once you have the third judgment class feature, you can pronounce two judgments and extend the effects of one judgment to one adjacent ally instead of pronouncing a third judgment. Once an ally has gained the effects of your judgment, he need not remain adjacent to you to continue gaining that benefit. You can spend a free action to end this benefit for one or both allies. If your judgment bonus is suspended for you, it is suspended for all allies, but when it resumes, it does so for all allies.

At 15th level you can extend any judgment in effect upon yourself to a single ally as well. You may stack judgments upon a single ally or multiple judgments on multiple allies.

Siege Commander (Combat)

Under your leadership, the time required to assemble and move a siege engine is greatly reduced.

Prerequisites: Craft (siege weapon) 5 ranks, Knowledge (engineering) 5 ranks or Profession (siege engineer) 1 rank.

Benefit: When you lead a siege engine assembly crew, you grant all of its members a +4 competence bonus on checks to assemble or move the weapon. You also halve the time required to assemble a siege engine.

At 12th level you grant all members an additional +2 on checks to assemble or move the weapon.

At 19th level the time required to assemble a siege engine drops to ¼ normal.

Siege Engineer (Combat)

You are proficient with all siege weaponry.

Prerequisites: Knowledge (engineering) 5 ranks or Profession (siege engineer) 5 ranks, proficiency with one siege engine.

Benefit: You are considered to be proficient with all siege weapons. Also, when you are crew lead for a siege engine, you do not generate mishaps on the roll of a natural 1.

At 12th level when you are the crew lead you grant a +2 bonus to the attack rolls with siege engines.

At 19th level this bonus increases to a total of +4, and you gain a +1 bonus to damage per siege engine dice damage you roll.

Normal: Each siege engine is an exotic weapon.

Siege Gunner (Combat)

Aiming outsized siege weapons poses little difficulty for you.

Prerequisites: Siege Engineer, Profession (siege engineer) 5 ranks.

Benefit: You take no size penalty for aiming a direct-fire siege weapon larger than yourself. If you operate an indirect-fire siege weapon and miss, you misdirect fire by 1 square per range increment.

At 12th level you gain a +2 bonus to hit using indirect-fire siege weapons.

At 19th level you also gain a +2 bonus to critical confirmation checks when using indirect-fire siege weapons.

Normal: Direct-fire weapons impose a –2 attack roll penalty per size category by which the weapon is larger than the creature aiming it. An indirect-fire weapon that misses misdirects fire by 1d4 squares per range increment.

Signature Deed (Grit)

You are known for performing a particular deed, and can perform it with greater ease.

Prerequisites: Grit class feature, gunslinger level 11th.

Benefit: Pick a deed that you have access to and that you must spend grit to perform. You can perform this deed for 1 fewer grit point (minimum 0). If the amount of grit needed to perform the deed is reduced to 0, you can perform this deed for the normal action cost as long as you have at least 1 grit point.

At 18th level you can perform the deed for a normal action cost, even if you do not have any grit points remaining.

Skilled Driver

Choose a type of vehicle (air, land, or water). You are more skilled when driving that vehicle.

Benefit: You gain a +4 bonus on driving checks with your chosen vehicle.

At 7th level your vehicle gains a +1 dodge bonus to AC while you are driving it.

At 14th level your vehicle gains a +1 dodge bonus to AC for each DC of 10 by which the driving check succeeds.

Slayer's Knack

You know how to battle your favored enemies with such efficacy that any weapon you wield against them becomes more deadly.

Prerequisites: Favored enemy class feature, base attack bonus +6.

Benefit: When you take this feat, choose one of your favored enemy types. Against enemies of that type, the threat range of any weapon you wield is doubled. This effect does not stack with any other effect that expands a weapon's threat range.

At 13th level you also gain a +2 bonus to confirm critical hits against enemies of the type chosen for this feat.

At 20th level you add your Wisdom modifier to the damage when you confirm a critical hit. This damage is not multiplied.

Special: You can take this feat multiple times. Each time you take it, you choose a different favored enemy type.

Sling Flail (Combat)

You can use your loaded sling to effectively strike at nearby foes.

Prerequisites: Weapon Focus (sling), base attack bonus +1.

Benefit: You can make melee attacks using your loaded sling, using that weapon's normal statistics but treating it as a flail. Using a sling in this way does not expend mundane ammunition, but magical or masterwork ammunition loses its special properties after a single hit.

At 8th level you gain a +1 bonus to attack rolls when using your sling as a flail.

At 15th level you gain a +2 bonus to damage when using your sling as a flail.

Special: Any feats you have that apply when you use a flail also apply when you use a loaded sling as a melee weapon.

Snake Fang (Combat)

You can unleash attacks against an opponent that has dropped its guard.

Prerequisites: Combat Reflexes, Improved Unarmed Strike, Snake Sidewind, Snake Style, Acrobatics 6 ranks, Sense Motive 9 ranks.

Benefit: While using the Snake Style feat, when an opponent's attack misses you, you can make an unarmed strike against that opponent as an attack of opportunity. If this attack of opportunity hits, you can spend an immediate action to make another unarmed strike against the same opponent.

At 15th level you gain a +2 bonus on attacks of opportunity made using this feat.

Snake Sidewind (Combat)

Your sensitive twisting movements make you difficult to anticipate during combat.

Prerequisites: Improved Unarmed Strike, Snake Style, Acrobatics 3 ranks, Sense Motive 6 ranks.

Benefit: You gain a +4 bonus to CMD against trip combat maneuvers and on Acrobatics checks and saving throws to avoid being knocked prone. While using the Snake Style feat, whenever you score a critical threat with your unarmed strike, you can make a Sense Motive check in place of the attack roll to confirm the critical hit. Whenever you score a critical hit with your unarmed strike, you can spend an immediate action to take a 5-foot step even if you have otherwise moved this round.

At 13th level you may choose to reroll a failed Acrobatics check to avoid being knocked prone once per day. You must take the second roll, regardless of result.

At 20th level you gain a bonus of +2 on Sense Motive checks to confirm critical hits.

Normal: You can take a 5-foot step only if you have not otherwise moved this round.

Snake Style (Combat, Style)

You watch your foe's every movement and then punch through its defense.

Prerequisites: Improved Unarmed Strike, Acrobatics 1 rank, Sense Motive 3 ranks.

Benefit: You gain a +2 bonus on Sense Motive checks, and you can deal piercing damage with your unarmed strikes. While using the Snake Style feat, when an opponent targets you with a melee or ranged attack, you can spend an immediate action to make a Sense Motive check. You can use the result as your AC or touch AC against that attack. You must be aware of the attack and not flat-footed.

At 10th level you gain a +2 bonus on the Sense Motive check to use as your AC or touch AC.

At 17th level you gain a total bonus of +4 on the Sense Motive check to use as your AC or touch AC.

Normal: An unarmed strike deals bludgeoning damage.

Snap Shot (Combat)

With a ranged weapon, you can take advantage of any opening in your opponent's defenses.

Prerequisites: Dex 13, Point-Blank Shot, Rapid Shot, Weapon Focus, base attack bonus +6.

Benefit: While wielding a ranged weapon with which you have Weapon Focus, you threaten squares within 5 feet of you. You can make attacks of opportunity with that ranged weapon. You do not provoke attacks of opportunity when making a ranged attack as an attack of opportunity.



At 13th level you gain a +2 bonus on attacks of opportunity made with a ranged weapon.

At 20th level your bonus improves to +4 on attacks of opportunity made with ranged weapons.

Normal: While wielding a ranged weapon, you threaten no squares and can make no attacks of opportunity with that weapon.

Snapping Turtle Clutch (Combat)

Your unarmed style allows you to turn your opponent's attack into an opportunity.

Prerequisites: Snapping Turtle Style, Improved Grapple, Improved Unarmed Strike, base attack bonus +3 or monk level 3rd.

Benefit: While you are using the Snapping Turtle Style feat, the shield bonus the style grants to your AC applies to your CMD and touch AC. Whenever an opponent misses you

with a melee attack while you are using the Snapping Turtle Style feat, you can use an immediate action to attempt a grapple combat maneuver against that opponent, but with a –2 penalty.

At 12th level you take no penalty when you attempt a grapple combat maneuver against the opponent that misses you with a melee attack.

At 19th level you may substitute a disarm combat maneuver instead of a grapple combat maneuver while using this feat. While disarming using this ability, you retain possession of a weapon you disarm from an opponent.

Snapping Turtle Shell (Combat)

Your guarding hand is almost magical in its skill at deflecting incoming blows.

Prerequisites: Snapping Turtle Clutch, Snapping Turtle Style, Improved Grapple, Improved Unarmed Strike, base attack bonus +5 or monk level 5th.

Benefit: While you are using the Snapping Turtle Style feat, the shield bonus the style grants to your AC increases to +2, and your AC is treated as +2 higher for the purposes of confirming critical hits against you.

At 14th level the shield bonus increases by +1 and your AC is now treated as +4 higher for the purposes of confirming critical hits against you.

Snapping Turtle Style (Combat, Style)

Your deft unarmed style allows you to shield your body from harm.

Prerequisites: Improved Unarmed Strike, base attack bonus +1 or monk level 1st.

Benefit: While using the Snapping Turtle Style feat with at least one hand free, you gain a +1 shield bonus to AC.

At 7th level your AC is treated as +2 higher for the purposes of confirming critical hits against you when using this style.

At 14th level the shield bonus granted by this feat increases by +1.

Sneaking Precision

Your knowledge of your enemies' vulnerable spots is especially punishing.

Prerequisites: Sneak attack class feature, Critical Focus, any critical feat, base attack bonus +9.

Benefit: Whenever you successfully sneak attack an opponent for a second time on your turn, you can spend a swift action to apply the effects of one critical feat you know to that opponent.

At 18th level you gain a +2 cumulative bonus on damage rolls for every successful sneak attack.

Sorcerous Strike (Combat)

The power flowing through your veins also flows through your unarmed strike.

Prerequisites: Sorcerer bloodline class feature, Improved Unarmed Strike.

Benefit: When you gain this feat, you choose one bloodline power that you can use to affect a single opponent. If you make a successful unarmed strike against an opponent, in addition to dealing your unarmed strike damage, you can spend a swift action to deliver the effects of the chosen bloodline power to that opponent. Doing so provokes no attacks of opportunity.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different qualifying bloodline power.

At 7th level you may deal the effects of this ability through monk's weapons as well as unarmed strikes.

At 14th level if you deal a critical hit while using this ability, treat your effective level as +2 levels higher for the purpose of calculating the effects of your bloodline powers.

Spell Bane

While your bane weapon is active, creatures that your bane affects find it more difficult to resist your spells.

Prerequisite: Bane class feature.

Benefit: While your bane class feature is affecting a creature type, the save DCs for your spells increase by +2 for creatures of that type.

At 12th level the save DCs for your spells increases to +3.

At 19th level the save DCs for your spells increases to +4.

Spinning Throw (Combat)

You whirl your foe around and then let go.

Prerequisites: Combat Expertise, Improved Bull Rush, Improved Trip, Improved Unarmed Strike, *Ki* Throw.

Benefit: On a successful unarmed trip combat maneuver against an opponent your size or smaller, you can spend a swift action to attempt a bull rush combat maneuver against that opponent. If your bull rush succeeds, you can move that opponent to any unoccupied square you threaten, then push that opponent the number of 5-foot increments your successful bull rush allows. The target is then knocked prone. If the bull rush fails, you can use the *Ki* Throw feat as normal.

If you also have the Improved *Ki* Throw feat, a successful bull rush allows you to push the opponent into a space secondary targets occupy. You resolve this effect as if you used

the Improved *Ki* Throw feat to throw the opponent into that space.

At 17th level you can use this feat on opponents of up to one size larger than yourself, though you have a -4 penalty to the attempt.

Special: Per the *Ki* Throw feat, a monk can use *ki* to affect creatures larger than himself with this feat.

Splintering Weapon

Your fragile weapon works to your advantage, breaking off fragments in wounds you inflict.

Prerequisites: Base attack bonus +1, proficient with weapon, weapon made of primitive material.

Benefit: Whenever you use a melee or thrown weapon with the fragile weapon feature (page 146) or similar quality and hit an opponent, you can give your weapon the broken condition to deal that opponent 1d4 points of bleed damage.

At 8th level the bleed damage increases to 1d4+1.

At 15th level the bleed damage increases to 1d4+2.

Stage Combatant (Combat)

You are a master of stage and nonlethal combats.

Prerequisites: Weapon Focus, base attack bonus +5

Benefit: When you make an attack with a weapon that you have Weapon Focus in, you take no penalty on the attack roll when you are attempting to make an attack that deals no damage or nonlethal damage.

At 12th level you gain a bonus of +1 to the attack roll to deal no damage or nonlethal damage.

At 19th level you gain +1d6 nonlethal precision damage when making nonlethal attacks.

Normal: When making attacks that deal no damage or nonlethal damage, you take a -4 penalty on attack rolls.



Stalwart

You adopt a defensive stance that allows you to absorb and redirect hits.

Prerequisites: Diehard, Endurance, base attack bonus +4.

Benefit: While using the total defense action, fighting defensively action, or Combat Expertise, you can forgo the dodge bonus to AC you would normally gain to instead gain an equivalent amount of DR, to a maximum of DR 5/—, until the start of your next turn. This damage reduction stacks with DR you gain from class features, such as the barbarian's,

but not with DR from any other source. If you are denied your Dexterity bonus to AC, you are also denied this DR.

At 11th level you gain both your dodge bonus to AC as per normal plus an equivalent amount of DR.

Stealth Synergy (Teamwork)

Working closely with an ally, you are able to move like twin shadows.

Benefit: While you can see one or more allies who also have this feat, whenever you and your allies make a Stealth check, you all take the highest roll and add all your modifiers to Stealth.

At 7th level you gain a +2 bonus to the highest Stealth roll when using this feat.

At 15th level you may add a competence bonus equal to the total number of individuals using this feat.

Strangler (Combat)

Throttling the life out of enemies is second nature to you.

Prerequisites: Dex 13, sneak attack +1d6, Improved Grapple, Improved Unarmed Strike.

Benefit: Whenever you successfully maintain a grapple and choose to deal damage, you can spend a swift action to deal your sneak attack damage to the creature you are grappling.

At 7th level you gain a +2 bonus to maintain a grapple.

At 14th level the bonus to maintain a grapple increases to +4.

Strong Comeback

You learn quickly from past mistakes.

Benefit: Whenever you are allowed to reroll an ability check, a skill check, or a saving throw, you gain a +2 circumstance bonus on the reroll.

At 3rd level your circumstance bonus on rerolls increases to +4.

At 10th level you may make two rerolls, keeping the best one.

Stunning Pin (Combat)

You can render a pinned foe temporarily incapacitated.

Prerequisites: Improved Grapple, Improved Unarmed Strike, Stunning Fist.

Benefit: Whenever you pin an opponent, you can spend a swift action to make a Stunning Fist attempt against that opponent.

At 15th level (or monk level 8) you gain a +2 bonus to the DC of the Stunning Fist attempt against the pinned opponent.

Sure Grasp

Your quick reflexes and skill at climbing keep you from falling to your doom.

Prerequisite: Climb 1 rank.

Benefit: Roll twice while climbing or when making a Reflex save to avoid falling, and take the higher result.

At 7th level you gain a +2 competence bonus on Climb checks and Reflex saves to avoid falling.

At 14th level your competence bonus on Climb checks and Reflex saves to avoid falling increases to +4.

Sword and Pistol (Combat)

You effortlessly pair melee and ranged weaponry.

Prerequisites: Dex 13, Point-Blank Shot, Rapid Shot, Snap Shot, Two-Weapon Fighting, base attack bonus +6.

Benefit: When you use the Two-Weapon Fighting feat while wielding a melee weapon and a crossbow or firearm, your attacks with the crossbow or firearm provoke no attacks of

opportunity from foes that you threaten with your melee weapon.

At 14th level, you gain a +2 bonus on attacks of opportunity with ranged weapons against opponents you also threaten with a melee weapon.

Normal: Making a ranged attack provokes attacks of opportunity.

Tandem Trip (Combat, Teamwork)

You know how to work together to trip your foes.

Benefit: Whenever you attempt a trip combat maneuver against an enemy threatened by an ally with this feat, you roll twice and take the better result.

At 7th level you gain a +2 competence bonus on trip attempts against foes also threatened by an ally.

At 14th level your competence bonus on trip attempts against foes also threatened by an ally increases to +4.

Target of Opportunity (Combat, Teamwork)

You and your allies pelt your enemies with a deadly barrage of missiles.

Prerequisites: Point-Blank Shot, base attack bonus +6.

Benefit: When an ally who also has this feat makes a ranged attack and hits an opponent within 30 feet of you, you can spend an immediate action to make a single ranged attack against that opponent. Your ranged weapon must be in hand, loaded, and ready to be fired or thrown for you to make the ranged attack.

At 13th level you gain a +2 bonus on attacks of opportunity with ranged weapons.

At 20th level your bonus to attacks of opportunity with ranged weapons increases to +4.

Team Pickpocketing (Teamwork)

You distract a mark with friendly conversation while your partner robs the victim blind.

Prerequisites: Bluff 1 rank, Sleight of Hand 1 rank.

Benefit: Whenever an ally with this feat succeeds at a Bluff check to feint an opponent, if you are adjacent to that creature, you can spend an immediate action to make a Sleight of Hand check to pickpocket that opponent and gain a +4 bonus on that attempt.

At 7th level you may make a steal maneuver instead at no bonus.

At 14th level, you grant this feat to all adjacent allies.

Tiger Claws (Combat)

You can sacrifice multiple attacks to make a single devastating strike.

Prerequisites: Improved Unarmed Strike, Tiger Style, base attack bonus +6 or monk level 5th.

Benefit: While you are using the Tiger Style feat and have both hands free, you can use a full-round action to make a single unarmed strike with both hands. Use your highest base attack bonus, rolling unarmed strike damage for each hand separately and multiplying both if you score a critical hit. If you use Power Attack in conjunction with this attack, you can add half your Strength bonus to one of the damage rolls. If you hit, you can attempt a bull rush maneuver with a +2 bonus on the combat maneuver check. This bull rush attempt provokes no attack of opportunity from your opponent, but you cannot move

with that opponent if your bull rush is successful.

At 13th level you may add your full Strength damage when using this feat.

At 20th level your bonus to bull rush when using this maneuver increases to +4.

Tiger Pounce (Combat)

Your unarmed strikes are as precise as they are powerful, but they leave you open and you can pursue foes with blinding speed.

Prerequisites: Improved Unarmed Strike, Power Attack, Tiger Claws, Tiger Style, base attack bonus +9 or monk level 8th.

Benefit: While using the Tiger Style feat, you can apply the penalty from Power Attack to your AC instead of attack rolls. Additionally, once per round as a swift action, you can move up to half your speed closer to a target you hit with an unarmed strike or made a successful combat maneuver against on this turn or your last turn.

At 16th level you ignore the power attack penalty on the first attack each round used with power attack.

Tiger Style (Combat, Style)

Your unarmed fighting style emulates the strength and ferocity of a tiger.

Prerequisites: Improved Unarmed Strike, base attack bonus +3 or monk level 3rd.

Benefit: While using this style, you gain a +2 bonus to your CMD against bull rush, overrun, and trip maneuvers. You can also deal slashing damage with your unarmed strikes. Whenever you score a critical hit with your slashing unarmed strike, your opponent also takes 1d4 points of bleed damage at the start of his next two turns.

At 10th level the bleed damage increases to 1d6 and you gain a +2 competence bonus on

all critical confirmation rolls while using this style.

At 17th level the bleed damage increases to 2d4.

Normal: Unarmed strikes deal bludgeoning damage.

Trapper's Setup

You have an instinct for waiting until just the right moment to spring a hazard or trap.

Prerequisite: Craft (traps) 5 ranks.

Benefit: When you manually trigger a trap against opponents, that trap receives either a +2 circumstance bonus on melee attack rolls or a +2 circumstance bonus to its saving throw DC.

At 12th level you may choose to instead gain a +2 circumstance bonus to damage with the trap.

At 19th level manually triggered traps you use gain all of the above bonuses.

Twin Thunders (Combat)

When you fight giants, your powerful blows combine with skills learned from generations of your people to quickly even the odds.

Prerequisites: Dwarf or gnome, defensive training racial trait, Two-Weapon Fighting or flurry of blows class feature, Weapon Focus with both wielded weapons.

Benefit: Once per round, when wielding a bludgeoning weapon in each hand against a creature with the giant subtype, if you hit the creature with your off-hand weapon after you hit with your primary weapon, roll the damage dice for your off-hand weapon twice and add the results together before adding any bonuses. Such extra weapon damage dice are not multiplied on a critical hit.

At 12th level you may add your full Strength bonus on off-hand damage against giants.

At 19th level you gain a +2 competence bonus on any combat maneuvers used against giants while using this combat style.

Twin Thunders Flurry (Combat)

Your dual bludgeoning strikes are especially deadly when you are fighting giants.

Prerequisites: Dwarf or gnome; defensive training racial trait; Improved Two-Weapon Fighting and Two-Weapon Fighting, or flurry of blows class feature; Twin Thunders; Weapon Focus with both wielded weapons; base attack bonus +6.

Benefit: You can trip a creature with the giant subtype of up to Huge size, and you gain a +2 bonus on damage rolls against creatures of the giant subtype. Further, each time you hit a creature of the giant subtype with your off-hand weapon after you hit that creature with your primary weapon, you can deal the extra off-hand weapon damage Twin Thunders grants you.

At 13th level you gain a cumulative +2 bonus to damage for each successive attack against giants while using the twin thunder style.

Twin Thunders Master (Combat)

With thunderous simultaneous strikes, you can batter a mighty giant into submission.

Prerequisites: Dwarf or gnome; defensive training racial trait; Improved Two-Weapon Fighting and Two-Weapon Fighting, or flurry of blows class feature; Twin Thunders; Twin Thunders Flurry; Weapon Focus with both wielded weapons; base attack bonus +9.

Benefit: Whenever you deal an opponent extra damage with the Twin Thunders feat, that opponent is shaken for 1 round. You also force that opponent to succeed at a Fortitude

saving throw (DC 10 + half your level + your Str modifier) or become staggered for 1 round. If you use this feat to render staggered an opponent that is already staggered, you daze that opponent instead. In a similar way, you can stun an opponent that is already dazed.

At 16th level the opponents who fail the Fortitude saving throw are either staggered, dazed, or stunned for 1d4+1 rounds.

Two-Handed Thrower (Combat)

You hurl weapons with both hands and with great force, sometimes using a whirling technique to send your weapon flying through the air at tremendous speeds.

Prerequisite: Str 15.

Benefit: Whenever you use two hands to throw a one-handed or two-handed weapon, you gain a bonus on damage rolls equal to 1-1/2 times your Strength bonus. Using two hands to throw any weapon requires only a standard action for you. If you also have the Quick Draw feat, you can throw two-handed weapons at your full normal rate of attacks.

At 7th level you gain a +1 bonus to attacks when throwing a one-handed or two-handed weapon.

At 14th level your bonus when throwing a one-handed or two-handed weapon to +2.

Normal: You add your Strength bonus on thrown weapon damage, regardless of available hands. Throwing a two-handed weapon is a full-round action.

Two-Weapon Feint (Combat)

You use one weapon to distract your enemy while slipping another past his defenses.

Prerequisites: Dex 15, Int 13, Combat Expertise, Two-Weapon Fighting.

Benefit: While using Two-Weapon Fighting to make melee attacks, you can forgo your first primary-hand melee attack to make a Bluff check to feint an opponent.

At 10th level you gain a +2 bonus on the Bluff check to feint the opponent.

At 17th level you can forgo any secondary attack to make a Bluff check to feint an opponent.

Vicious Stomp (Combat)

You take advantage of the moment to brutally kick an enemy when he is down.

Prerequisites: Combat Reflexes, Improved Unarmed Strike.

Benefit: Whenever an opponent falls prone adjacent to you, that opponent provokes an attack of opportunity from you. This attack must be an unarmed strike.

At 10th level you gain a +2 bonus on the attack of opportunity.

At 17th level the bonus on the attack of opportunity increases to a total of +4.

Wave Strike (Combat)

You present a serene facade until you unsheathe your weapon and strike in one fluid motion.

Prerequisites: Weapon expertise class feature or Quick Draw, Bluff 1 rank.

Benefit: If on your first turn of combat you draw a melee weapon to attack an opponent within your reach, you can spend a swift action to make a Bluff check to feint against that opponent.

At 10th level you gain a +2 bonus on the Bluff check to feint.

At 17th level your bonus on the Bluff check to feint increases to +4.

Whip Mastery (Combat)

Your superior expertise with this weapon does not provoke attacks of opportunity from your enemies.

Prerequisites: Weapon Focus (whip), base attack bonus +2.

Benefit: You no longer provoke attacks of opportunity when attacking with a whip. You can deal lethal damage with a whip, although you can still deal nonlethal damage when you want. Further, you can deal damage with a

whip despite a creature's armor bonus or natural armor bonus.

At 9th level you gain a +1 bonus on damage you deal with a whip.

At 16th level the damage bonus increases to +2.

Normal: Attacking with a whip provokes attacks of opportunity as if you used a ranged weapon. A whip deals no damage to a creature that has an armor bonus of +1 or natural armor bonus of +3.

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