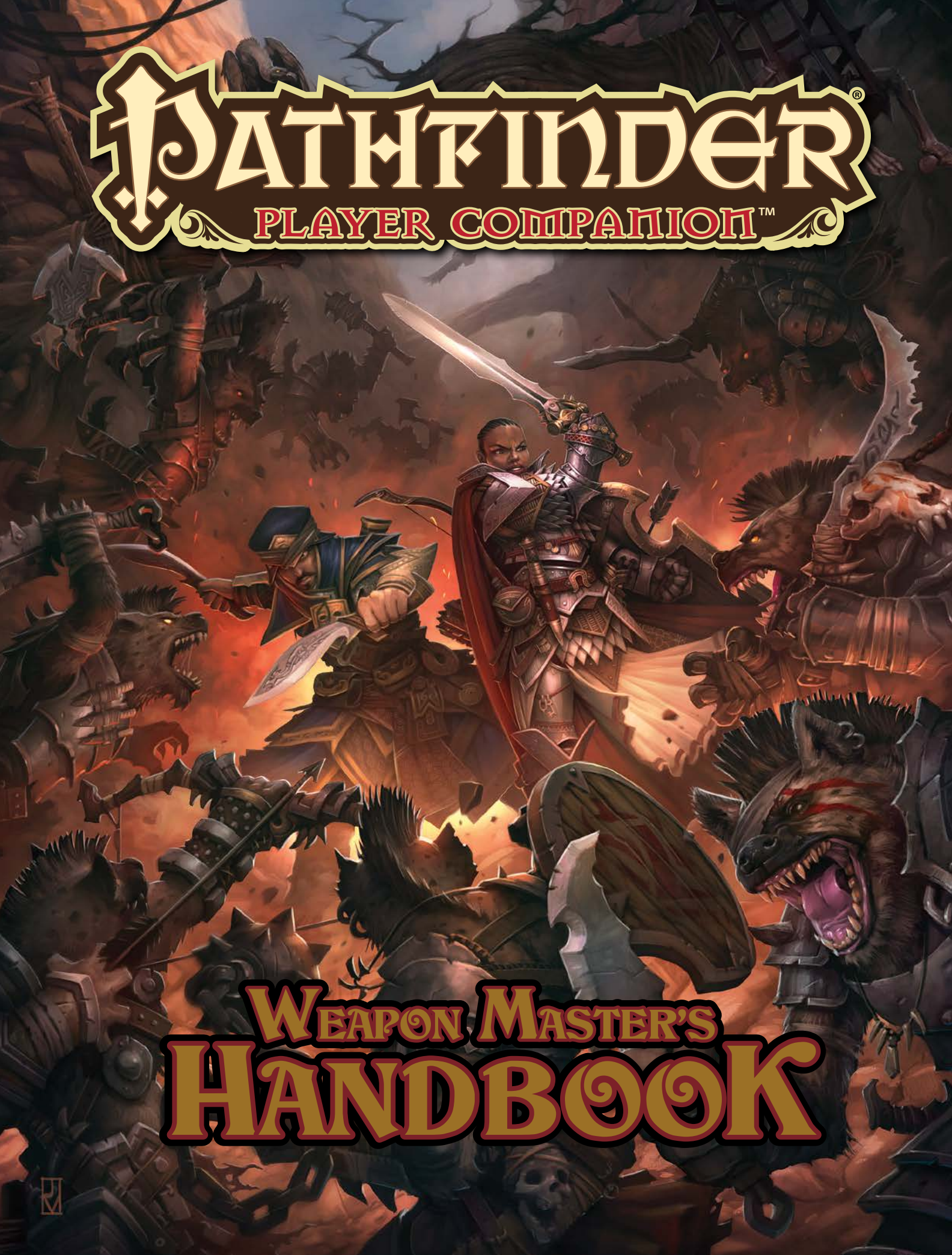


PATHFINDER[®]

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WEAPON MASTER'S HANDBOOK

Longswords of the Inner Sea

Throughout the Inner Sea region, smiths take great pride in crafting weapons that match local customs, traditions, and aesthetics. In many cases, these smiths firmly believe that a specific, preferred design element, from the shape of a crossguard to the exact length of a blade, creates an actual advantage in combat over other weapon designs. In most cases, such details don't have any actual impact on a weapon's utility (or the game rules used to represent it), but they often given weapons of specific regions a distinctive appearance, as with the longswords presented below.



Qadira

Smiths in Qadira blend elements of the many cultures with which they have interacted over the centuries. These smiths create swords with simple, elegant designs, but often decorate the haft, handle, or crossguard.

Andoran

Though many swords in Andoran are obviously inspired by the weapons of Taldor and Cheliox, there is also a popular school of design that adds eagle-themed embellishments to many areas of their masterwork weapons.



Irrisen

The weapons of Irrisen are strongly influenced by the straightforward killing tools preferred in surrounding kingdoms, but also tend toward ornate hilts resembling knotwork or suggesting ritualistic purposes.



Taldor

Preferred weapon styles in Taldor often change every few years to keep up with current fashion, but generally lean toward the more lavish and decorated. Some weapons are designed to place appearance over function.



Cheliox

Cheliox has two primary schools of weapon design. The first is minimalist, seeking to create entirely utilitarian blades, while the second seeks to add an infernal design flair, with a preference for horns, spikes, and spines.

Mendev

Weapons in Mendev are usually military issue, designed to be tough and functional, but some soldiers prefer more intimidating blades, either captured from demons or mimicking their spikes and serrations.



Osirion

Weapons in Osirion and its surrounding regions tend to have the classical, streamlined designs seen in ancient statues. Even when made of iron or steel, these swords are often washed with bronze or copper to look older.



Numeria

Weapons with advanced technology are rare even in Numeria, but exposure to artifacts from the Rain of Stars has inspired some Numerian weaponsmiths to emulate the stark lines and angles of true advanced technology.



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REFERENCE

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| | | | |
|--------------------------------|-----|----------------------------------|------|
| <i>Advanced Class Guide</i> | ACG | <i>Inner Sea Gods</i> | ISG |
| <i>Advanced Player's Guide</i> | APG | <i>The Inner Sea World Guide</i> | ISWG |
| <i>Advanced Race Guide</i> | ARG | <i>Ultimate Combat</i> | UC |
| <i>Inner Sea Combat</i> | ISC | <i>Ultimate Equipment</i> | UE |

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ON THE COVER



Seelah and Zadim demonstrate two very different forms of weapon mastery to a hostile pack of gnolls in this illustration by artist Jaime Martinez.



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For Your Character

FOCUS CHARACTERS

This Pathfinder Player Companion highlights options for characters of the following classes, in addition to elements that can apply to a wide array of other characters.

Fighters

There is no doubt that fighters can find the most beneficial options in this volume, which is only natural for a book dedicated to mastering weapons. Access to the weapon training class feature, in particular, gives fighters special benefits when using weapon style feats and the easiest access to advanced weapon training options. The Varisian free-style fighter archetype also grants characters additional advantages when using weapon style feats.

Paladins

Paladins who wish to concentrate on martial abilities can take the tempered champion archetype. This allows them to trade spellcasting for access to feats normally restricted to fighters and the ability to use a warpriests' sacred weapon ability to deal better damage with specific weapons at higher levels.

Rangers

The Ilzurian archer archetype gives rangers with an interest in bows a path to true weapon mastery. The melee weapon mastery and ranged weapon mastery feats also work well for rangers who wish to gain greater expertise with their weapons than that provided by bonus combat feats.

Warpriests

The Molthuni arsenal chaplain archetype focuses on the power of the War blessing, allowing the warpriest to aid allies at a distance and more frequently. Access to the fighter's weapon training class feature opens up many of the combat feats presented in several of this book's chapters.

FOR EVERY CHARACTER

Certain game elements transcend the particulars of a character's race or class. While everything in this book is designed to work with characters who want to be experts in the use of weaponry and many of the options work best for characters with high base attack bonuses, the following elements detailed here work equally well for all Pathfinder RPG characters, regardless of class, motivation, or background.

Combat Traits

Even characters who choose not to dedicate themselves to the lifelong study of weapons may be raised in cultures or nations that place an emphasis on fighting skill. The traits presented on pages 4–5 can help round out the background of any character, while granting small bonuses in combat situations.

Magic Item Mastery

Magic item mastery feats (pages 26–27) allow characters to use their martial instincts to force magic items to perform new functions, such as causing a *belt of physical might* +2 to cast *fly* once per day, or a *ring of freedom of movement* to cast *dispel magic*. Any character can qualify for these magic item mastery feats, though characters with good base Fortitude saves qualify for them the most easily, and can use such feats more often.

Magic Weapons

New magic weapon special abilities such as *leveraging* and *liberating* give wielders defensive bonuses that can be useful for any character. The specific magic weapons detailed

QUESTIONS TO ASK YOUR GM

Asking your Game Master the following questions can help you and your character get the most out of *Pathfinder Player Companion: Weapon Master's Handbook*.

- 1 Will the campaign use the stamina and combat trick rules from *Pathfinder RPG Pathfinder Unchained*, and if so, are they restricted to fighters?
- 2 How available will magic weapons and armor be? Can players expect to be able to buy the exact magic items they want, or is magic item acquisition more random?
- 3 How much focus will this campaign place on combat? Are we using any optional combat rules, such as performance combat from *Pathfinder RPG Ultimate Combat*?

on page 31 appeal to a wide range of characters, from the alchemist-friendly *Cailean fighting tankard* to the paladin- and the warpriest-focused *crusader's longsword*.

Weapon Tricks

Weapon tricks (pages 8–9) are accessed through the Weapon Trick feat, which allows you to pick a class of weapon or weapon fighting style (one-handed, polearm, ranged, two-handed, two-weapon, or weapon and shield), and qualify for new options in combat when using that kind of weapon or combination of weapons. While characters with many combat feats can most easily qualify for weapon trick options, any character can pick up at least a few new tricks.

DID YOU KNOW?

The city-state of Tymon, one of the River Kingdoms, has secretly been run by its founder, gladiator Maldar Tymon, for over 2,700 years. Whenever his body weakens, he is reincarnated and then, in his new form, "challenges" a warrior disguised as his previous form. After millennia of training, he knows plenty of tricks and tactics he might share with a lucky PC!

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Introduction



Weapon masters are those who seek more than just proficiency with their weapons of choice. They come to know their preferred tools of destruction as well as they know their own bodies, recognizing weaknesses and leveraging strengths in surprising ways. From the deft Aldori dueling sword to the simple spear, every weapon imaginable inspires mastery.

The known world is rife with groups celebrating and building upon their own favored weapons and tactical philosophies. Some famed weapon master groups are briefly described below, along with a combat trait appropriate for those who have trained with each group, even if they are not now formally affiliated with it.

AVISTAN

Avistan is known for weapon masters who utilize shields and a vast variety of weapons.

Aldori Swordlords

The Aldori swordlords practice a style of dueling influenced by Iobarian fighting styles and championed by the most powerful families of Brevoy. Aldori duelists are now among the most prestigious warriors of northeastern Avistan. In the wake of Brevoy's upheaval and the disappearance of its ruling family nearly 2 decades ago, the Aldori swordlords have used their training to indoctrinate students in the swordlords' opposition to King Noleski Surtova.

Aldori Caution (Combat): You learned defensive moves from Aldori trainers. You gain an additional +1 dodge bonus to Armor Class while you fight defensively or use the total defense action.

Knights of Ozem

The Knights of Ozem are famed for using their skill with swords and shields, the traditional armaments of Aroden and Iomedae, to defend against undead and other monsters.

Ozem-Inspired (Combat): Tales of the Knights of Ozem have inspired you since childhood to lash out reflexively against the undead. You gain a +1 trait bonus on attack rolls and damage rolls when making attacks of opportunity against undead. While you wield a shield, your shield bonus to AC improves by 1 against attacks of opportunity made by undead.

Mercenary League

The Mercenary League is retained as the military of Druma, protecting Kalistocrats and their property with the best equipment available for famously impressive compensation. Although not generally followers of the Prophecies of Kalistrade, these so-called "Blackjackets" learn to take advantage of magic weapons, armor, and other items acquired through Druma's far-reaching markets.

Blackjacket Weapon Flair (Combat): You trained with the Blackjackets of Druma to make optimal use of

magic weapons. Whenever you roll a natural 20 (the die shows a “20”) on a combat maneuver check with a magic weapon, you gain a +5 trait bonus on the check.

Shoanti Champions

The Shoanti quahs of western Avistan tend to favor traditional Shoanti weapons such as the earth breaker^{UE} and klar^{UE} (used in the infamous Thunder and Fang style), but each quah has its own variations on performance combat.

Thunder and Fang Performer (Combat): You learned from Shoanti champions to take advantage of the dramatic swings required by heavy weapons like the earth breaker. You gain a +2 trait bonus on Intimidate checks while wielding a two-handed melee weapon.

Varisian Wanderers

Varisian wanderers take pride in out-thinking and surprising any foes they encounter, and often specialize in easily concealed weapons like daggers or unconventional and symbolic weapons such as the bladed scarf^{SWG}.

Performer's Surprise (Combat): You are practiced at the surprising combat tricks of Varisian wanderers. Against foes denied their Dexterity bonus to AC, you gain a +1 trait bonus on damage rolls with improvised weapons, exotic weapons, and thrown weapons.

CASMARON

The graceful weapon masters of Casmaron known best to residents of the Inner Sea region come from the empires of Kelesh and Vudra.

Houses of Perfection

The Houses of Perfection are the most respected fighting schools in Jalmeray, attracting aspiring warriors from across the Inner Sea region and Vudra alike. Students of the Houses fight more often for demonstration and training than for traditional battle.

Monk Weapon Skill (Combat): Your exposure to teaching from the Houses of Perfection makes your attacks with monk weapons even more deadly. Select one monk weapon with which you are proficient (unarmed attacks do not qualify for this purpose). You gain a +1 trait bonus on damage rolls with this weapon.

Whirling Dervishes

The fighters of Sarenrae's church, which stretches across Avistan, Casmaron, and Garund, emulate their deity with a distinctive fighting style. Whirling dervishes wield scimitars with amazing agility, cutting down any evils that they fail to redeem. The spinning dance is used in battle to outmaneuver foes and outside of combat to aid in prayer and contemplation.

Merciful Scimitar (Combat): You learned from worshippers of Sarenrae to cut foes with a scimitar without killing them. You can deal nonlethal damage with a scimitar without taking a penalty on your attack rolls.

GARUND

Garund's weapon masters tend to favor one-handed weapons and usually fight for a cause.

Red Mantis Assassins

Red Mantis assassins, infamous for their effectiveness and strict rules of employment, view their mastery of the sawtooth sabre^{UE} as a sacred rite. They carry out their death-dealing duties much as their chosen deity Achaekek does for the gods.

Red Mantis Bleeding (Combat): You witnessed the training of Red Mantis assassins, either as a child on Mediogalti Island or as an aspirant, and learned to leave bleeding wounds. Whenever you confirm a critical hit with a slashing weapon, you also deal 1 point of bleed damage.

Shackles Pirates

The pirates of the Shackles are known for their devastating raids as well as their diverse origins and fighting styles. Captains and crew include half-elves, half-orcs, humans, and countless rarer races from Cheliox, Garund, and the Mwangi Expanse. These seafarers freely mix various weapons and techniques from around the Inner Sea.

Roving Range (Combat): You learned from pirates to make the most of ranged attacks as you close with targets. Increase the range increment of ranged weapons (but not thrown weapons) you wield by 5 feet.

Shieldmarshals

Shieldmarshals serve as law enforcers and agents for the Grand Duchy of Alkenstar, which tolerates no rivals for its control of firearm production in the Inner Sea region. They hunt down its enemies wherever such foes may flee.

Armed Grit (Combat): You make an impression during a standoff. As long as you have a firearm drawn, you gain a +2 trait bonus on saving throws against fear and the DCs of Intimidate checks to demoralize you increase by 2.

TIAN XIA

The weapon masters of Tian Xia generally prefer styles that reward intense discipline and economy of motion.

Minkai

The samurai of Minkai are known for their iron wills and firmly honorable tactics, which allow them to keep clear minds even in the chaos of combat. Most samurai live to serve honored feudal lords. Adventuring samurai are often ronin (those who have lost their masters) or agents of lords with far-reaching interests.

Ichimeiyō Champion (Combat): You draw strength from adhering to the Ichimeiyō honor code in combat. Once per day, if an effect would compel you to harm an ally, abandon an ally, or break your word, you can attempt a Will save at the usual DC to end the effect. If the effect normally allows a Will save at this point, you can roll twice and take the better result.

Weapon Masters of the Inner Sea

Many Inner Sea organizations strive to teach their members total mastery of a certain weapon or group of weapons. The following archetypes represent members of five such groups.

ILSVRIAN ARCHER (RANGER ARCHETYPE)

Ilsurian archers maintain the strong tradition of archery first developed by soldiers in the service of Ilsur, who raised a small army with which he intended to overthrow the monarch of Korvosa after the fall of the Chelish Empire. Though Ilsur's Arena teaches only the basics of these techniques, a few dedicated students strive toward true mastery in each generation.

Bullseye Shot (Ex): At 1st level, an Ilsurian archer gains the Bullseye Shot^{ISG} feat as a bonus feat. He need not meet its prerequisites. This ability replaces track and wild empathy.

Archery Style (Ex): At 2nd level, an Ilsurian archer must select the archery combat style. This modifies the ranger's combat style feat class feature.

Vicious Aim (Ex): At 4th level, an Ilsurian archer adds half his highest favored enemy bonus to all attack rolls and damage rolls for attacks made with ranged weapons. This does not stack with his normal favored enemy bonus when targeting a creature that qualifies as a favored enemy. This ability replaces all spellcasting, and the Ilsurian ranger is not considered to have a caster level.

Iomedae's Influence (Ex): At 8th level, an Ilsurian archer gains Weapon Focus with the longsword as a bonus feat, due to the influence the church of Iomedae has over Ilsurian causes. This ability replaces swift tracking.

Pinpoint Targeting (Ex): At 11th level, an Ilsurian ranger gains Pinpoint Targeting as a bonus feat, even if he does not meet its prerequisites. This replaces quarry.

Quarry (Ex): At 19th level, an Ilsurian ranger gains the quarry class feature. This ability replaces improved quarry.

MOLTHUNI ARSENAL CHAPLAIN (WARPRIEST ARCHETYPE)

Molthuni arsenal chaplains are warpriests trained in the Arsenal District in Korholm. They bolster their nation's military by focusing on the militant aspects of their gods.

War Blessing (Su): A Molthuni arsenal chaplain must choose War as his blessing, and can do so even if it is a domain not normally granted by his deity. He does not receive a second blessing.

At 7th level, a Molthuni arsenal chaplain gains Quicken Blessing^{ACG} (War) as a bonus feat even if he does not meet the prerequisites, but cannot grant a War blessing to himself as a swift action with Quicken Blessing until he is at least 10th level.

At 13th level, a Molthuni arsenal chaplain can use the War blessing on an ally at a range of up to 30 feet by spending an additional use of the blessing ability.

At 16th level, a Molthuni arsenal chaplain can use the War blessing on a second target with a single use of the blessing ability.

At 19th level, a Molthuni arsenal chaplain can use the War blessing on any number of targets at once with a single use of the blessing ability.

This ability alters blessing and replaces sacred armor.

Sacred Weapon (Su): The base damage of a Molthuni arsenal chaplain's sacred weapon does not increase above 1d6. This alters sacred weapon.

Weapon Training (Ex): At 5th level, a Molthuni arsenal chaplain gains weapon training as per the fighter class feature, but the benefits of this weapon training apply only to the his sacred weapons (weapons with which the warpriest has taken Weapon Focus). This ability replaces channel energy.

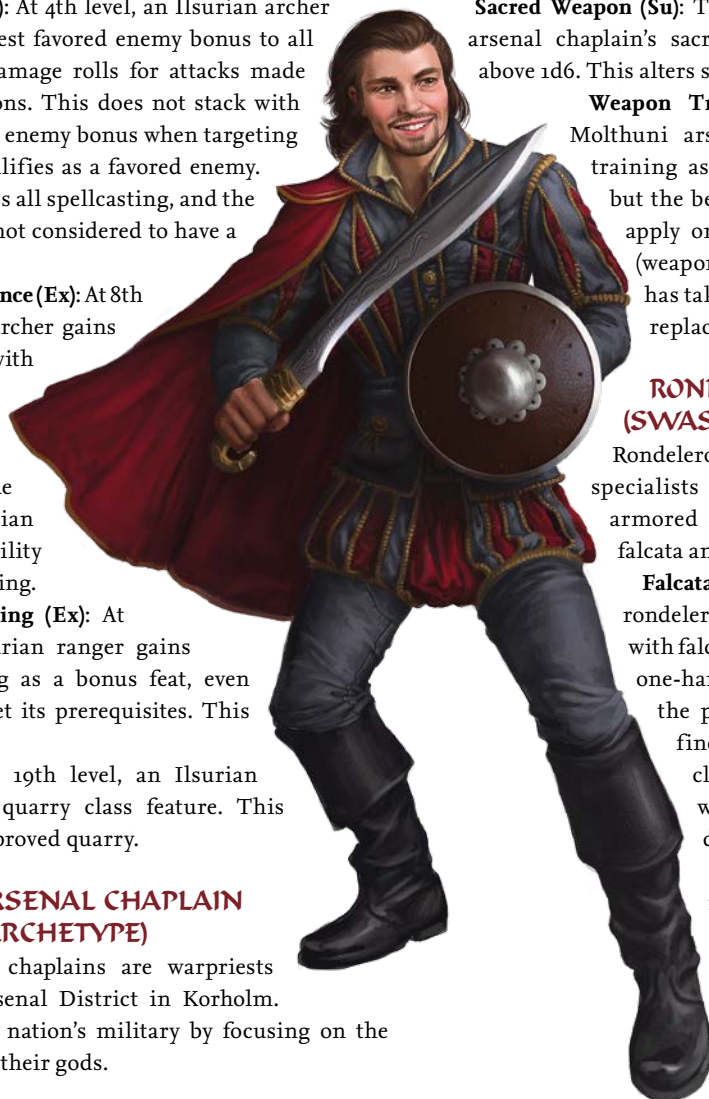
RONDELERO SWASHBUCKLER (SWASHBUCKLER ARCHETYPE)

Rondelero swashbucklers are Taldan specialists in an aggressive, lightly armored fighting style that utilizes the falcata and buckler.

Falcata Emphasis (Ex): At 1st level, a rondelero swashbuckler is proficient with falcatas^{UE} and can treat a falcata as a one-handed piercing melee weapon for the purposes of the swashbuckler's finesse as well as all feats and class abilities that refer to such a weapon. This ability replaces the derring-do deed.

Rondelero Deeds (Ex): A rondelero swashbuckler gains the following deeds at the appropriate levels.

Shield Catch (Ex): At 3rd level, while he has at least 1 panache point, the rondelero



swashbuckler gains a +4 bonus on all combat maneuver checks to disarm that he attempts with his buckler. This deed replaces kip-up.

Rondelero Chop (Ex): At 11th level, when the rondelero swashbuckler hits with a melee attack using a light or one-handed slashing melee weapon, he can spend 1 panache point to attempt a sunder combat maneuver check against the target of his attack as an immediate action without provoking attacks of opportunity. This deed replaces bleeding wound.

Shattering Chop (Ex): At 15th level, while the rondelero swashbuckler has at least 1 panache point, he can attempt a shattering chop as a full-round action, pooling all of his attack potential into a single melee sunder combat maneuver with a light or one-handed slashing weapon. When he does, he gains a +4 bonus on her combat maneuver check and ignores half of the hardness of the item he sunders. This deed replaces perfect thrust.

Buckler Bash (Ex): At 2nd level, a rondelero swashbuckler can perform a shield bash with a buckler (use the same damage and critical multiplier as for a light shield). He can treat a buckler as a one-handed piercing melee weapon for the purposes of the swashbuckler's finesse and all feats and class abilities that refer to such a weapon.

Rondelero Flexibility (Ex): At 6th level, as a full-attack action, a rondelero swashbuckler wielding a falcata in one hand and a buckler in the other can alternate between using his falcata and his buckler for each attack. This does not grant additional attacks or incur penalties as two-weapon fighting does, and does not cause her to lose his Armor Class bonus from her buckler.

Charmed Life (Ex): A rondelero swashbuckler does not gain charmed life until 10th level, at which point he can use the ability only once per day. At 14th level and again at 18th level, he can use the ability an additional time per day. This ability alters charmed life.

TEMPERED CHAMPION (PALADIN ARCHETYPE)

Tempered champions are trained in the Tempering Hall in Absalom to master their deities' favored weapons.

Divine Weapon Specialization (Ex): At 4th level and every 4 levels thereafter, a tempered champion gains a bonus feat from the following list: Disruptive, Divine Fighting Technique (see page 10), Greater Penetrating Strike, Greater Weapon Focus, Greater Weapon Specialization, Penetrating Strike, Weapon Focus, Weapon Specialization, and Weapon Trick (see page 8). If a feat requires choosing a weapon or weapon group, the tempered champion must choose her deity's favored weapon, or its group. The tempered champion must meet the feat's prerequisites, but treats her tempered champion levels as fighter levels for this purpose.

In addition, the 4th-level tempered champion gains the increased base weapon damage of the warpriest's sacred weapon ability^{ACG} at her tempered champion level. This ability replaces spellcasting.

WEAPON MASTER ARCHETYPES AND PRESTIGE CLASSES

Different traditions of weapon masters are often presented as archetypes and prestige classes, or in some cases, multiple such options. Numerous weapon-focused prestige classes can be found in *Pathfinder Campaign Setting: Paths of Prestige* (Aldori swordlord, Dawnflower dissident, Knight of Ozem, shieldmarshal, and skyseeker). The weapon-focused archetypes are more spread out, but the following books present numerous archetypes that represent the diverse weapon masters of the Inner Sea region and beyond: *Pathfinder Campaign Setting: Inner Sea Combat* (Druman Blackjacket, gun scavenger, monk of the seven forms, Qadiran horselord, siege gunner, Spellscar drifter, and Ustalavic duelist), *Pathfinder Player Companion: Advanced Class Origins* (Belkzen war drummer, whirling dervish, and winding path renegade), *Pathfinder Player Companion: Dragon Empires Primer* (sword saint), *Pathfinder Player Companion: Inner Sea Primer* (Aldori swordlord, Dawnflower dervish, and Rondelero duelist), and *Pathfinder Player Companion: Varisia, Birthplace of Legends* (kapenia dancer).

Divine Bond (Su): At 5th level, a tempered champion must select a weapon for her divine bond. If she is out of daily uses, she can expend a use of lay on hands to activate this ability.

VARISIAN FREE-STYLE FIGHTER (FIGHTER ARCHETYPE)

Free-style fighters are most common in Varisia, where their training—students' traveling study with multiple teachers, or perhaps instruction in the anything-goes mentality of the Price of Freedom school in Kaer Maga—allows them to blend fighting styles into a greater whole.

Class Skills: A Varisian free-style fighter receives Escape Artist and Knowledge (local) as class skills, but does not receive Knowledge (dungeoneering) or Ride as class skills. This alters the fighter's class skills.

Martial Flexibility (Ex): A Varisian free-style fighter gains martial flexibility^{ACG} as per the brawler class feature, treating his fighter level as his brawler level for the purposes of this ability. This ability replaces the bonus feats gained at 1st level, 6th level, 10th level, and 12th level, as well as weapon training and weapon mastery.

Free Fighting Style (Ex): At 3rd level, a Varisian free-style fighter can freely mix two of the styles he knows into a more flexible style. A Varisian free-style fighter can have an additional style feat stance active simultaneously with his first style feat stance. He can enter all of his allowed stances as a move action or one stance as a swift action. At 11th level, a Varisian free-style fighter can have the stances of up to two additional style feats active at the same time. At 15th level, a Varisian free-style fighter can have the stances of up to three additional style feats active at the same time. This ability replaces armor training.

Fighting Tricky

Weapon tricks, whether they're well-kept secrets or storied achievements, are often the difference between mere proficiency with a weapon and true mastery of it. Each of these skilled tricks allows a weapon master to get several new advantages.

FEAT

When used cleverly, weapons and shields become more than simple combat tools. Weapon tricks are actions available to characters that have the Weapon Trick feat for the appropriate equipment.

Weapon Trick (Combat)

Choose one weapon trick option (one-handed weapon, polearm, ranged, two-handed weapon, two-weapon, or weapon and shield). You can perform weapon tricks in combat when armed appropriately for that option.

Prerequisite: Base attack bonus +1.

Benefit: You can use any weapon tricks relating to the chosen weapon option if you meet the trick's prerequisites and are proficient with any weapon or shield that you use as part of the trick.

Special: You can gain Weapon Trick multiple times. Each time you take the feat, it applies to a new weapon trick option.

WEAPON TRICK OPTIONS

In addition to the prerequisites (listed in parentheses) for each of the following weapon tricks, you must be proficient with any weapon or shield used in the trick and have the Weapon Trick feat with the appropriate option.

One-Handed Weapon Tricks

These weapon tricks are common among the Aldori swordlords and many weapon masters of Tian Xia. You can use these tricks only while wearing light or no armor, wielding a light or one-handed manufactured weapon in one hand, and holding nothing in your off hand.

Free Hand Maneuver (base attack bonus +6): As a full-round action, you can make a single attack with your weapon and attempt to perform a dirty trick^{APG}, disarm, drag^{APG}, reposition^{APG}, or steal^{APG} combat maneuver with your free hand, taking no penalties for two-weapon fighting. The combat maneuver provokes attacks of opportunities as normal, unless you have an appropriate ability or feat. You are not considered unarmed for this maneuver, but can't apply any benefits of your weapon to the combat maneuver check.

Mindful Dodge (Dodge): As an immediate action, you can gain a +4 dodge bonus to your AC against a single of which attack you are aware. You must make this decision before the attack roll is revealed. You are staggered on your next turn.

Strike and Seize (Improved Disarm, base attack bonus +6):

As a standard action, you can make a single attack with your weapon and attempt to perform a disarm combat maneuver with your free hand, taking no penalties for two-weapon fighting.

Stylish Riposte (Combat Reflexes, base attack bonus +4):

When your AC exceeds the result of a foe's melee attack against you by 5 or more, that foe provokes an attack of opportunity from you. Once you make such an attack of opportunity against a foe, you can't again use this trick against the foe that day.

Polearm Tricks

These weapon tricks are common in southern Garund and parts of Iobaria and Arcadia. You can use these tricks only while wielding a weapon from the polearm weapon group.

Choke Up (Acrobatics 1 rank, Climb 1 rank): You can take a –2 penalty on attack rolls and damage rolls until the beginning of your next turn in order to choke up on and wield a two-handed polearm sized for you in one hand, as long as you do not make attacks with your other hand.

Close Sweep (Improved Bull Rush, Improved Reposition^{APG}, or Improved Trip): You can attempt a bull rush, reposition^{APG}, or trip combat maneuver check (one for which you have the matching prerequisite feat) against an adjacent foe, even if wielding a weapon with the reach quality.

Haft Bash (Weapon Focus): You can accept a –2 penalty on attack rolls with a reach polearm for which you have Weapon Focus in order to treat the weapon as if it lacked the reach quality until the start of your next turn. If you do, the polearm functions as a club. Any qualities (such as trip) or special abilities (such as *keen*) of the weapon that a club could not have, and any feats or abilities you can't apply to a club, don't apply to attacks with the weapon during this time.

Polearm Balance (Acrobatics 10 ranks): You can use a polearm to improve your balance. Any round in which you do not make a melee attack, you can take 10 on an Acrobatics check even when distraction would normally prevent you from doing so.

Quick Brace (base attack bonus +6): While taking a full-attack action with a polearm with brace, you can ready an attack with the polearm in place of your final attack. The readied attack uses the attack bonus of the attack you used to ready it.

Ranged Weapon Tricks

These weapon tricks are common among the Chernasardo Rangers of Fangwood and the archers trained by House Narikopolus in Chelias. You can use these tricks while wielding a ranged weapon.

Hindering Shot (Precise Shot, Snap Shot): You can distract a foe at a crucial moment, making it vulnerable to your allies' abilities. You can ready an action to make a

ranged attack against a foe when an ally forces the foe to attempt a saving throw. If your attack hits the foe and deals damage, the foe takes a -4 penalty on the saving throw that triggered your readied action.

Suppressing Shot (Far Shot, Precise Shot): You can cover an ally's momentary vulnerability. You can ready an action to make a ranged attack against a foe when it makes an attack of opportunity. If your attack hits and damages the foe, the foe's attack of opportunity automatically misses its target.

Two-Handed Weapon Tricks

These weapon tricks are known to dwarves of the Five Kings Mountains and Shoanti champions of the Cinderlands. You can use these tricks while wielding any two-handed weapon.

Cleaving Smash (Cleave, Improved Vital Strike, Power Attack): When you use Cleave, you can add the additional damage from Vital Strike to both your initial and your secondary attacks. If you also have the Greater Vital Strike feat, you can instead add the damage from Improved Vital Strike to both your initial and your secondary attacks.

Crush Armor (Improved Sunder, Power Attack): When you deal damage to a foe's armor with a successful sunder combat maneuver check while using a two-handed weapon, the foe must succeed at a Fortitude save (DC = 10 + 1/2 your base attack bonus + your Strength modifier) or be fatigued for 1 round. If the armor has the broken condition after you damage it, the foe must continue making this save every round until he removes the armor or the armor loses the broken condition. If the armor is destroyed by your sunder attempt, the foe is automatically fatigued for 1 round. The foe cannot become exhausted this way.

Two-Handed Menace (Intimidate 5 ranks): Capitalizing on the fear inspired by massive weapons, you can take 10 on Intimidate checks even when distracted or in combat.

Warding Weapon (Combat Expertise): While you are using the total defense action, fighting defensively, or using Combat Expertise, you gain a +1 shield bonus to AC.

Two-Weapon Tricks

These weapon tricks are common among the pirates of the Shackles, the Shoanti, and natives of Northern Casmaron and Garund. You can use these tricks only while wielding two weapons.

Arm Bind (Two-Weapon Defense, Two-Weapon Fighting): You can attempt a combat maneuver check to disarm a foe even if the foe has no weapons. This functions as the disarm combat maneuver. If you succeed and the foe has no weapon, you ensnare an arm of your choice, preventing your foe from using that limb until the end of your next turn. A foe can take a standard action to free its arm.

Dual Strike (Double Slice, Improved Vital Strike): As a standard action, you can make two attacks, one with each weapon

you're wielding, applying the normal penalties for two-weapon fighting to each.

Off-Hand Opportunity (Combat Reflexes): You can make one additional attack of opportunity each round with your off-hand weapon.

Piercing Climb (Climb 8 ranks): You can use piercing weapons to climb as if your hands were free. You take a -4 penalty on Stealth checks while doing so. You can take 10 on such Climb checks even while distracted or endangered.

Weapon and Shield Tricks

These weapon tricks are common in Taldor, where they are used by rondelero fighters, and Lastwall, where they are taught in the Crusader's War College. You can use these tricks only while wielding a shield and a weapon you can wield in one hand.

Confounding Shield (Bluff 5 ranks): You can always take 10 on Bluff checks to feint in combat.

Feint and Bash (Improved Feint, Improved Two-Weapon Fighting, Bluff 10 ranks): When you feint successfully against a foe you threaten with your shield, that foe provokes an attack of opportunity from you. You can only perform a shield bash with this attack of opportunity.

Shielded View (Knowledge [dungeoneering] 1 rank): When you avert your eyes to avoid a gaze attack, you have an 80% chance to avoid having to attempt a saving throw against the gaze.

Warded Movement (Dodge): As a swift action, you can choose a foe you can see. You can pass through that foe's threatened area without provoking attacks of opportunity from that foe this round. Once you target a foe with this trick, you can't target it again that day.



Divine Fighting Techniques

Divine fighting techniques emulate the martial supremacy and approach to combat of certain gods, but do not generally require users' interests and goals to be aligned with the techniques' associated deities.

DIVINE FIGHTING FEAT

Although each deity's divine fighting technique is primarily preserved and passed on by her faithful, worship is not required to learn one. Instead, these fighting styles simply require a certain manner of looking at the world and specific combat training. A god's divine fighting technique has an initial benefit as well as an advanced benefit available only if you meet certain prerequisites.

Any adventurer can learn a divine fighting technique by taking the Divine Fighting Technique feat. A cleric, inquisitor, or warpriest who worships a deity can always choose to give up either the first power of one of her domains or a minor blessing benefit to gain access to that god's divine fighting technique without having to meet the

technique's prerequisites (including the Divine Fighting Technique feat). In addition, a warpriest can always give up a major blessing to gain the advanced benefit without meeting its prerequisite. In a few cases, other classes can gain the benefits by sacrificing class features, as noted in the appropriate divine fighting techniques.

Divine Fighting Technique (Combat)

You have trained in the fighting technique of a deity.

Prerequisite: Same alignment as chosen deity.

Benefit: Select a deity. You can use that deity's fighting technique and receive any benefit for which you qualify, as described in the Divine Fighting Techniques section below.

Special: You can gain this feat multiple times. Each time you take this feat, it applies to a new deity's divine fighting technique.

DIVINE FIGHTING TECHNIQUES

The following divine fighting techniques are available to all characters who take the Divine Fighting Technique feat or who worship the appropriate deity and give up the indicated class ability.

Abadar's Crossbow

Abadar teaches complex crossbow techniques.

Initial Benefit: You can attempt a ranged steal^{APG} combat maneuver check with a crossbow, using your Dexterity modifier in place of your Strength modifier to calculate your Combat Maneuver Bonus. If you succeed, the stolen item is knocked away by the bolt; if the bolt can pierce any part of the item and the item weighs 2 pounds or less, the bolt continues past the creature and carries the item up to one range increment away, pinning it to whatever surface it lands on.

Advanced Prerequisites: Rapid Reload, base attack bonus +10.

Advanced Benefit: When fighting a foe adjacent to a firm surface, you can attempt a ranged dirty trick^{APG} combat maneuver check with a crossbow, using your Dexterity modifier in place of your Strength modifier to calculate your Combat Maneuver Bonus. If you succeed, your bolt pins the target's clothing (or feathers, hide, or the like) to the surface, preventing the target from leaving that space until it breaks free by destroying the bolt or removing it with a successful Strength check (DC = the result of your combat maneuver check to pin it).

Calistria's Poisoned Lash

Calistria inspires creative ways to poison foes.

Optional Replacement: A chaotic neutral rogue or slayer who worships Calistria can replace one talent with the following initial benefit.



Initial Benefit: You can apply poison (your choice) to a whip as a move action. You do not risk poisoning yourself when applying poison to a whip. A whip you wield can deliver contact poison upon a successful combat maneuver check as well as upon a successful attack roll, regardless of whether you deal damage.

Advanced Prerequisites: Whip Mastery^{UC}, base attack bonus +10.

Optional Replacement: A chaotic neutral rogue or slayer who worships Calistria can replace one advanced talent with the following advanced benefit even if she doesn't meet the prerequisites.

Advanced Benefit: You can apply poison to a whip as a swift action. You can apply up to 3 doses of the same poison to a whip at a time. Foes are exposed to only 1 dose of poison from any one attack.

Cayden Cailean's Blade and Tankard

Cayden Cailean is famous for wading into battle with a tankard in his off hand.

Optional Replacement: A chaotic good fighter or swashbuckler who worships Cayden Cailean can replace proficiency with shields or bucklers with the following initial benefit.

Initial Benefit: You can wield a tankard (or mug) as a weapon, treating it in all ways as a light mace appropriate for your size. If you engage in two-weapon fighting with a rapier or light weapon in one hand and a tankard in the other, you can drink a potion or other liquid from the tankard or attempt to toss liquid from the tankard as a dirty trick^{APG} combat maneuver (such as to blind a foe) in place of attacking with it. You do not provoke attacks of opportunity for attempting a dirty trick maneuver with a tankard.

Advanced Prerequisites: Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +10.

Optional Replacement: A chaotic good fighter or swashbuckler of at least 10th level who worships Cayden Cailean can replace a bonus feat or deed with the following advanced benefit, even if he doesn't meet the prerequisites.

Advanced Benefit: You can refill your tankard with a beverage, potion, or other liquid from a bottle or vial as a swift action. You gain a +2 bonus on combat maneuver checks to perform dirty tricks^{APG} with tankards. The effects of such a dirty trick lasts for 1d4 rounds + 1 round for every 5 points by which the result of your combat maneuver check exceeds the target's CMD; a standard action is required for the target to remove this penalty.

Gorum's Swordsmanship

Gorum teaches devastating greatsword techniques.

Optional Replacement: A chaotic neutral barbarian or fighter who worships Gorum can replace a bonus feat or rage power with the following initial benefit.

Initial Benefit: If you have the Vital Strike feat, you can apply its effect to an attack you make with a greatsword at the end of a charge. If you don't have the Vital Strike feat, that

attack deals 1 additional point of damage instead. The first time you make an attack of opportunity with a greatsword after using Vital Strike with a greatsword on your turn, you can apply Vital Strike to that attack of opportunity.

Advanced Prerequisites: Str 13, Cleave, Power Attack, Vital Strike, base attack bonus +10.

Optional Replacement: A chaotic neutral barbarian or fighter of at least 10th level who worships Gorum can replace a bonus feat or rage power with the following advanced benefit, even if she doesn't meet the prerequisites.

Advanced Benefit: When you use Vital Strike, Improved Vital Strike, or Greater Vital Strike with a greatsword, the damage counts as continuous damage from an injury for the purpose of determining whether a target must attempt a concentration check to cast spells (*Core Rulebook* 206).

Iomedae's Inspiring Sword

Iomedae demonstrates how to turn a longsword into a shining beacon of hope.

Optional Replacement: A paladin who worships Iomedae can replace a mercy with this initial benefit, even if she doesn't meet its prerequisites.

Initial Benefit: While wielding a longsword, you can perform an impressive display of prowess as a full-round action. All allies within 30 feet who can see your display gain a +2 sacred bonus on attack rolls, saving throws, and skill checks for 1 round + 1 round per 5 points of base attack bonus you have.

Advanced Prerequisites: Dazzling Display, Weapon Focus (longsword), base attack bonus +10.

Optional Replacement: A paladin of at least 9th level who worships Iomedae can replace a mercy with the following advanced benefit, even if she doesn't meet the benefit's prerequisites.

Advanced Benefit: As a standard action or at the end of a charge, you can make an attack against a foe with a longsword. If you succeed, you grant all allies who can see your attack a +2 sacred bonus on attack rolls, saving throws, and skill checks for 1 minute.

Zon-Kuthon's Flensing

Zon-Kuthon invites all mortals to join in inflicting and suffering pain.

Initial Benefit: Once per round, when you hit a foe with a spiked chain, you can twist the chain so it painfully flenses both of you. You and your target are both sickened for 1 round, and the target must succeed at a Fortitude save (DC = 10 + 1/2 your character level + your Wisdom bonus) or be sickened for an additional 1d4+1 rounds.

Advanced Prerequisite: Base attack bonus +10.

Advanced Benefit: Whenever you sicken a foe with pain using a spiked chain (whether by flensing, as a dirty trick^{APG} combat maneuver, or otherwise), the victim must succeed at a Fortitude save (DC = 10 + 1/2 your character level + your Wisdom bonus) or be nauseated for the first round of the duration.

Racial Weapon Masters

Many races have specialized fighting styles that capitalize on their racial and cultural strengths while minimizing their weaknesses. These fighting styles are represented by racial style feats that require specific racial traits. See page 78 of *Pathfinder RPG Ultimate Combat* for more information about style feats. Class features that allow a character to ignore the prerequisites of feats when selecting them (such as the master of many styles monk archetype's bonus feat ability) can't ignore the racial trait prerequisites of a racial style feat.

RACIAL FEATS

The following feats are available to any member of the appropriate race with the prerequisite traits.

Dwarven Fury (Combat)

You can channel your hatred against many opponents.

Prerequisites: Dwarven Hatred Style, Dwarven Seething, base attack bonus +7, defensive training and hatred racial traits, Medium size.

Benefit: When using Dwarven Seething, you can maintain bonuses from both your defensive training racial trait and hatred racial trait's against any number of opponents.

Dwarven Hatred Style (Combat, Style)

You harness hatred into ferocity.

Prerequisites: Base attack bonus +1, defensive training and hatred racial traits, Medium size.

Benefit: You apply your hatred racial trait's bonus on both attack rolls and weapon damage rolls against creatures of the appropriate type or subtype and increase the bonus to +2.

Dwarven Seething (Combat)

Your hatred drives every swing of your weapon.

Prerequisites: Dwarven Hatred Style, base attack bonus +5, defensive training and hatred racial traits, Medium size.

Benefit: While using Dwarven Hatred Style, when an opponent hits you with an attack (including a spell that requires an attack roll), you can apply your defensive training or your hatred racial trait bonus (your choice) against that target, regardless of the opponent's type or subtype, as an immediate action. This ability lasts until the opponent dies, the combat ends, you change styles, or you designate a different opponent with this ability, whichever occurs first.

Elven Battle Focus (Combat)

Your fighting style is enhanced by your keen intellect.

Prerequisites: Int 13, Elven Battle Style, Elven Battle Training^{ARG}, Weapon Finesse, base attack bonus +4, weapon familiarity racial trait.

Benefit: While using Elven Battle Style, you can add your Intelligence modifier to that weapon's damage (instead of any other ability bonus or modifier you can add to your weapon damage). The weapon must be one appropriate for your size.

Elven Battle Style (Combat, Style)

You wield traditional elven weapons with grace.

Prerequisites: Elven Battle Training^{ARG}, Weapon Finesse, base attack bonus +1, weapon familiarity racial trait.

Benefit: While wielding a longsword, a rapier, or any melee weapon that has "elven" in its name, combat maneuver checks attempted with that weapon as attacks of opportunity don't themselves provoke attacks of opportunity.

Elven Battle Torrent (Combat)

You rapidly counter enemy attacks.

Prerequisites: Int 13, Elven Battle Focus, Elven Battle Style, Elven Battle Training^{ARG}, Weapon Finesse, base attack bonus +10, weapon familiarity racial trait.

Benefit: While using Elven Battle Style, any opponent that makes an attack against you and misses while you are fighting defensively or using total defense or the Combat Expertise feat provokes an attack of opportunity from you. Even if you have Combat Reflexes, you can't benefit from this feat more than once per round.

Illusive Gnome Bewilderment (Combat)

You can use your gnome weapons in unusual ways.

Prerequisites: Int 13, Combat Expertise, Gnome Weapon Focus^{ARG}, Illusive Gnome Style, Illusive Gnome Surprise, Improved Feint, gnome magic and weapon familiarity racial traits.

Benefit: While using Illusive Gnome Style, when you successfully use Bluff to feint against an opponent, you can pick one special weapon feature from among those listed by Illusive Gnome Surprise and deny the opponent its Dexterity modifier to AC, as normal for feinting; alternatively, you can pick two special weapon features instead of one.

Illusive Gnome Style (Combat, Style)

The chaotic, somewhat random design of your racial weapons makes it easy to combine them with illusions.

Prerequisites: Int 13, Combat Expertise, Gnome Weapon Focus^{ARG}, Improved Feint, base attack bonus +1, gnome magic and weapon familiarity racial traits.

Benefit: While feinting with a melee weapon that has "gnome" in its name, you can sacrifice a spell slot, a spell of the illusion school, or a spell from the gnome magic racial trait to gain a bonus on the skill check attempted to feint. This bonus is equal to 1 + the level of the spell sacrificed. If you sacrifice a 0-level spell, you cannot cast or sacrifice that spell again for 24 hours.

Illusive Gnome Surprise (Combat)

You can use gnome weapons in unusual ways.

Prerequisites: Int 13, Combat Expertise, Gnome Weapon Focus^{ARG}, Illusive Gnome Style, Improved Feint.

Benefit: While using Illusive Gnome Style, you gain a +2 bonus on combat maneuver checks to perform dirty tricks^{APG} and on Bluff checks to feint. In addition, when you successfully use Bluff to feint against a foe, instead of denying that foe its Dexterity bonus to AC, you can treat one “gnome” weapon that you are wielding as if it had one of the following weapon special features: blocking^{UC}, brace, disarm, distracting^{UC}, performance^{UC}, sunder, or trip. This benefit applies only against that foe and lasts for a number of rounds equal to your Charisma modifier (minimum 1).

Orc Fury Style (Combat, Style)

You inspire great fear in your enemies.

Prerequisites: Bullying Blow^{ARG}, Intimidating Prowess, Intimidate 3 ranks, weapon familiarity racial trait.

Benefit: While wielding a greataxe, a falchion, or any melee weapon that has “orc” in its name, you can use the Bullying Blow feat with the first attack of a full-attack action or as part of a standard action to make one or more attacks (such as with the Cleave feat).

Orc Rampage (Combat)

You effortlessly savage fearful enemies.

Prerequisites: Bullying Blow^{ARG}, Intimidating Prowess, Orc Fury Style, Intimidate 5 ranks, weapon familiarity racial trait.

Benefit: While using Orc Fury Style, you gain a +1 bonus on attack rolls and damage rolls against shaken opponents, and you don't take an attack penalty when using the Bullying Blow feat.

Orc Snarl (Combat)

Your attacks leave your opponent quivering in fear.

Prerequisites: Bullying Blow^{ARG}, Intimidating Prowess, Orc Fury Style, Orc Rampage, Intimidate 7 ranks, weapon familiarity racial trait.

Benefit: While using Orc Fury Style, you gain a +4 bonus on saving throws against effects created by shaken foes.

Slipslinger Bombardment (Combat)

You can sling a rain of splash weapons at your enemies.

Prerequisites: Quick Draw, Slipslinger Grenadier, Slipslinger Style, Throw Anything, Weapon Focus (sling) or weapon training (thrown) class feature, warslinger racial trait^{ARG}.

Benefit: You can use a sling to hurl alchemical splash weapons as ammunition with Slipslinger Grenadier during an attack action or a full-attack action, loading your sling with such weapons as a free action.

Special: This feat can't be used with alchemists' bombs.

Slipslinger Grenadier (Combat)

You can hurl splash weapons with your sling.

Prerequisites: Slipslinger Style, Throw Anything, Weapon Focus (sling) or weapon training (thrown) class feature, warslinger racial trait^{ARG}.

Benefit: While using Slipslinger Style, as a standard action you can use a sling to hurl an alchemical splash weapon, treating it as a sling bullet for the purpose of drawing and loading it into your sling. Your sling deals its normal weapon damage, plus the loaded splash weapon's effect or damage. This extra damage is not multiplied on a critical hit.

Special: This feat cannot be used with alchemists' bombs.

Slipslinger Style (Combat, Style)

You can fire all manner of slings and sling-like weapons.

Prerequisites: Weapon Focus (sling) or weapon training (thrown) class feature, warslinger racial trait^{ARG}.

Benefit: You gain a +1 bonus on damage rolls made with all types of slings, and don't provoke attacks of opportunity when reloading a sling. In addition, you treat all ranged and thrown weapons that have “sling” in their name as if they were slings for all feats and class abilities that require such weapons, as well as the warslinger racial trait.



Ranged Weapon Fighting Styles

Although unarmed fighting styles are often more storied, martial traditions exist for every kind of arms. These weapon fighting styles are embodied by style feats, following the usual rules for such feats as described on page 78 of *Pathfinder RPG Ultimate Combat*. Instead of requiring Improved Unarmed Strike as a prerequisite, however, all weapon fighting styles include Weapon Focus as a prerequisite. Weapon style feats can be used only in conjunction with the weapon chosen for Weapon Focus, but count as style feats for all other purposes. Characters with certain class features can broaden the application of weapon style feats to include additional weapons, as described by the feat.

RANGED WEAPON STYLE FEATS

The following feats are useful for characters who specialize in ranged and thrown weapons.

Empty Quiver Flexibility (Combat)

You can apply your ranged fighting feats to melee attacks.

Prerequisites: Empty Quiver Style, Rapid Shot, Stabbing Shot^{APG}, Weapon Focus with the chosen weapon.

Benefit: While using Empty Quiver Style, you can apply any feats and class abilities you possess that modify your ranged attack rolls and damage rolls with the chosen weapon to melee attack rolls and damage rolls made with that weapon. Additionally, you are considered to be threatening the area around you as if you were wielding a melee weapon.

Empty Quiver Flurry (Combat)

You can use your ranged weapons to make melee attacks that keep foes at bay as you shoot them.

Prerequisites: Empty Quiver Flexibility, Empty Quiver Style, Rapid Shot, Stabbing Shot^{APG}, Weapon Focus with the chosen weapon.

Benefit: While using Empty Quiver Style or Stabbing Shot to make melee attacks with a ranged weapon, if you successfully hit a foe, any ranged attacks you make with the same weapon until the beginning of your next turn do not provoke attacks of opportunity from that foe.

Special: If you have the Rapid Reload feat in addition to this feat, your chosen weapon is a crossbow or firearm, that weapon is unloaded, and you successfully hit a foe in melee with it, you can automatically load it as a free action.

Empty Quiver Style (Combat, Style)

You can fight in melee with your bow, crossbow, or firearm.

Prerequisite: Weapon Focus with the chosen weapon.

Benefit: While using this style, you can make melee attacks with the chosen weapon as if it were a heavy mace (or a light mace for melee attack made with a hand crossbow or one-handed firearm), though you don't automatically threaten the area around you as if you were wielding a melee weapon. You can switch between melee and ranged attacks with this weapon without penalty, even during the same round. In addition, you ignore the elf prerequisite for the Stabbing Shot feat^{APG}. If you have the Stabbing Shot feat, you can use it with a crossbow or firearm, substituting a loaded bolt or firearm ammunition for an arrow.

Special: In addition to the chosen weapon, a character with this feat and the weapon training (bows, crossbows, or firearms) class feature can use Empty Quiver Style with any bow, crossbow, or firearm, respectively.

Overwatch Style (Combat, Style)

You have learned to wait until your ranged attacks have the greatest effect.

Prerequisites: Precise Shot, Rapid Shot, Weapon Focus with the chosen weapon.

Benefit: While using this style, as a full-round action you can ready two ranged attacks with the chosen weapon, each with its own triggering event.



You take a –2 penalty on attack rolls made with these readied actions.

Special: A character with this feat and the weapon training (bows, crossbows, or firearms) class feature can use Overwatch Style with any bow, crossbow, or firearm, respectively, in addition to the chosen weapon.

Overwatch Tactician (Combat)

You quickly prepare to react to your enemies' actions.

Prerequisites: Overwatch Style, Precise Shot, Rapid Shot, Weapon Focus with the chosen weapon.

Benefit: While using Overwatch Style, you can ready two ranged attacks as a standard action, rather than a full-round action.

Overwatch Vortex (Combat)

You are ready to respond to many more of your foes' actions.

Prerequisites: Overwatch Style, Overwatch Tactician, Precise Shot, Rapid Shot, Weapon Focus with the chosen weapon, base attack bonus +11.

Benefit: While using the Overwatch Style, as a full-round action you can ready up to four ranged attacks, each with its own triggering event. You take a –2 penalty on attack rolls made with these readied actions.

Startoss Comet (Combat)

You can aim a thrown weapon so it strikes two foes.

Prerequisites: Dex 13, Point-Blank Shot, Startoss Style, Weapon Focus with the chosen weapon.

Benefit: As a standard action, you can make a single ranged thrown weapon attack at your full attack bonus with the chosen weapon. If you hit, you deal damage normally and can make a second attack (at your full attack bonus) against a target within one range increment of the first. You determine cover for this attack from the first target's space instead of your space. You can make only one additional attack per round with this feat. If you have Vital Strike, Improved Vital Strike, or Greater Vital Strike, you can add the additional damage from those feats to the initial ranged attack (but not the second attack).

Startoss Shower (Combat)

You can strike multiple opponents with thrown weapons.

Prerequisites: Dex 13, Point-Blank Shot, Startoss Comet, Startoss Style, Weapon Focus with the chosen weapon, base attack bonus +4.

Benefit: When you hit an opponent while using the Startoss Comet feat, you can continue to make attacks against foes that are within one range increment of all previous opponents. You determine cover for each attack from the most recently hit foe's space instead of your space, and you cannot attack an individual foe more than once during this attack action. You can make a maximum number of attacks equal to 1 + 1 per 5 points of base attack bonus you possess. If you have Vital Strike, Improved Vital

WEAPON STYLES ON GOLARION

The weapon styles introduced on pages 14–17 are rooted in Golarion's history and lore and can be found in the Inner Sea region and beyond. Their origins are noted below.

Ascetic: Although many followers of Irori make heavy use of ascetic style, it was created and perfected by the Ouat of Osirion as they distinguished themselves from their formal cultural traditions.

Empty Quiver: Although this style was developed by the elven wardens of the Tanglebriar as a means for archers to protect themselves from demonic ambushes, it has since become popular with Mendevian crusaders, who employ it against the denizens of the Worldwound.

Outslug: None are sure where outslug style developed on Golarion, as it scrapes together techniques from the Basement of the Golden Scarab, the rings of Tymon, and everywhere in between and beyond.

Overwatch: To rain dozens of arrows down on Molthuni squadrons, the Chernasardo Rangers of the Fangwood cultivated the cunning overwatch style.

Smashing: Although nearly all cultures see value in smashing through an enemy's armor, the orcs of Belkzen perfected smashing style into its current, brutal form.

Spear Dancing: In its modern incarnation, spear dancing style cobbles together many techniques from the Mwagni Expanse's ancient past, but popular theory claims that its original form once the favored fighting style of one of the Ten Magic Warriors of Old-Mage Jatembe.

Startoss: Startoss style has humble beginnings as the style of choice of many a Varisian wanderer, but it quickly spread across Golarion after being adopted by priests of Desna who favor the starknife.

Swordplay: Combining canny defense and daring ripostes, swordplay style was developed at the University of Lepidstadt, informed by unparalleled research and study.

Strike, or Greater Vital Strike, you can add the additional damage from those feats to the initial ranged attack (but not any subsequent attacks).

Startoss Style (Combat, Style)

Your thrown weapons become more deadly.

Prerequisites: Dex 13, Point-Blank Shot, Weapon Focus with the chosen weapon.

Benefit: Choose one weapon from the thrown fighter weapon group. While using this style and the chosen weapon, you gain a bonus on damage rolls made with the weapon equal to 2 + 2 per style feat you possess that lists Startoss Style as a prerequisite (maximum +6 damage). You cannot use this ability if you are carrying a weapon or a shield in your off hand (except for a buckler).

Special: In addition to the chosen weapon, a character with this feat and the weapon training (thrown) class feature can use Startoss Style with any thrown weapons that she wields in one hand.

Melee Weapon Fighting Styles

These melee weapon fighting styles use the rules for weapon fighting styles introduced on page 14.

MELEE WEAPON STYLE FEATS

The following feats showcase new fighting styles that complement a variety of classes.

Ascetic Form (Combat)

You have mastered the ability to blend the use of arms with martial arts.

Prerequisites: Ascetic Style; Weapon Focus with the chosen melee weapon; base attack bonus +5 or monk level 5th.

Benefit: You can use the chosen melee weapon with any class ability that can be used with an unarmed strike, such as an unchained monk's style strike ability. In addition, you are treated as a monk with a level equal to your character level for the purpose of determining the number of times per day that you can use feats with uses per day that depend upon your monk level, such as the Stunning Fist or Perfect Strike feats.

Ascetic Strike (Combat)

Your weapon strikes deal more damage than usual.

Prerequisites: Ascetic Form; Ascetic Style; Weapon Focus with the chosen weapon; base attack bonus +7 or monk level 7th.

Benefit: You can use the unarmed strike damage of a monk 4 levels lower than your character level (minimum 1st) instead of the base damage for the chosen weapon. Ascetic Strike functions in all other ways as the brawler's close weapon mastery^{ACG} class feature. In addition, you ignore the still mind class feature prerequisite for the Monastic Legacy^{UC} feat.

Ascetic Style (Combat, Style)

You blend arms and martial arts, using weapons with the same ease as unarmed strikes.

Prerequisites: Weapon Focus with the chosen melee weapon; base attack bonus +1 or monk level 1st.

Benefit: Choose one weapon from the monk fighter weapon group. While using this style and wielding the chosen 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, as if attacks with the weapon were unarmed attacks.

Special: A 5th-level monk or character with the weapon training (monk) class feature can use Ascetic Style with any monk weapon, in addition to the chosen melee weapon.

Outslug Sprint (Combat)

You can make quick, defensive movements.

Prerequisites: Int 13; Combat Expertise or brawler's cunning^{ACG} class feature; Lunge; Outslug Style; Outslug Weave; Weapon Focus with the chosen weapon.

Benefit: While using Outslug Style, you can move an additional 5 feet when making a 5-foot step.

Outslug Style (Combat, Style)

You dart in and out of combat.

Prerequisites: Int 13; Combat Expertise or brawler's cunning^{ACG} class feature; Weapon Focus with the chosen weapon.

Benefit: Choose one weapon from the close fighter weapon group. While using this style, when you take a 5-foot step, you gain a +1 dodge bonus to AC and a +1 bonus on weapon damage rolls with the chosen weapon until the beginning of your next turn.

Special: In addition to the chosen weapon, a character with the weapon training (close) or the brawler's close weapon mastery^{ACG} class feature can use Outslug Style with any close weapon.

Outslug Weave (Combat)

You land precise attacks from afar.

Prerequisites: Int 13; Combat Expertise or brawler's cunning^{ACG} class feature; Lunge; Outslug Style; Weapon Focus with the chosen weapon.

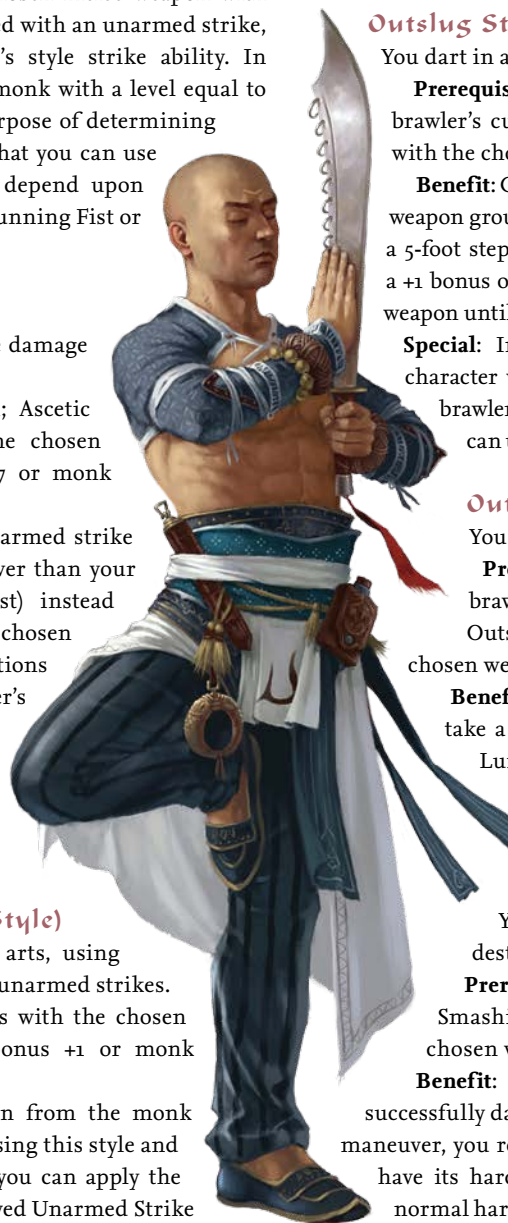
Benefit: While using Outslug Style, you don't take a -2 penalty to your AC when using the Lunge feat. The bonuses to AC and on weapon damage rolls that you gain from Outslug Style increase to +2.

Smashing Crush (Combat)

Your hammers strike objects with destructive force.

Prerequisites: Str 13, Improved Sunder, Smashing Style, Weapon Focus with the chosen weapon.

Benefit: While using Smashing Style, if you successfully damage an object with the sunder combat maneuver, you reduce its hardness by 1. An object can't have its hardness reduced to less than 50% of its normal hardness, and its hardness is restored when the damage dealt by the sunder attack is repaired.



Smashing Dent (Combat)

Your hammer strikes cause traumatic injuries.

Prerequisites: Str 13, Improved Sunder, Smashing Crush, Smashing Style, Weapon Focus with the chosen weapon, base attack bonus +6.

Benefit: While using Smashing Style, each time you damage a suit of armor with a sunder combat maneuver, you reduce its armor bonus to its Armor Class by 1 and increase its armor check penalty by 1. Armor cannot have its armor bonus to AC reduced to less than 50% of its normal bonus or its armor check penalty more than doubled. These reductions and increases both end when the damage dealt by the sunder is repaired.

Smashing Style (Combat, Style)

Your hammer blows dent armor, hampering your opponent.

Prerequisites: Str 13, Improved Sunder, Power Attack, Weapon Focus with the chosen weapon.

Benefit: Choose one weapon from the axes, hammers, or flails fighter weapon group. While using this style, when you succeed at a sunder combat maneuver check against a suit of armor worn by an opponent, you can immediately attempt a bull rush or trip combat maneuver against that target with the same combat maneuver bonus. This maneuver does not provoke attacks of opportunity.

Special: A character with the weapon training (axes, hammers, or flails) class feature can use Smashing Style with any axe, flail, or hammer, respectively, in addition to the chosen weapon.

Spear Dancing Reach (Combat)

You can strike from afar with double weapons.

Prerequisites: Dex 17, Spear Dancing Spiral, Spear Dancing Style, Two-Weapon Fighting, Weapon Finesse, Weapon Focus with the chosen weapon.

Benefit: While using Spear Dancing Style and making a full attack using the chosen weapon as a double weapon, you can grant the reach special weapon feature to one or both of the weapon's ends until the end of your turn as a swift action.

Spear Dancing Spiral (Combat)

You wield spears with poise and grace.

Prerequisites: Dex 15, Spear Dancing Style, Two-Weapon Fighting, Weapon Finesse, Weapon Focus with the chosen weapon.

Benefit: While using Spear Dancing Style, you gain the benefit of Weapon Finesse with the chosen weapon if it is appropriately sized for a creature of your size category. In addition, you can use any feat or ability that functions with a quarterstaff with your chosen weapon.

Spear Dancing Style (Combat, Style)

You can use polearms and spears as double weapons.

Prerequisites: Dex 13, Two-Weapon Fighting, Weapon Focus with the chosen weapon.

Benefit: Choose one weapon from the polearm or spear fighter weapon groups. While using this style, you grant the chosen weapon the double special weapon feature, using the weapon's normal statistics for its main-hand end and the statistics of a light mace for its off-hand end. A weapon wielded in this way loses the brace and reach special weapon features.

Special: A character with the weapon training (polearms or spears) class feature can use Spear Dancing Style with any polearm or spear, respectively, in addition to the chosen weapon.

Swordplay Deflection (Combat)

You can deflect incoming attacks.

Prerequisites: Combat Expertise, Improved Feint, Swordplay Style, Swordplay Upset, Weapon Focus with the chosen weapon, base attack bonus +7.

Benefit: While using Swordplay Style, when you make one or more melee attacks, you can forgo a single melee attack to prepare an action to disrupt an opponent's attack. This functions as a swashbuckler's opportune parry and riposte^{ACG} deed, except that if your result is greater than your opponent's, you gain a +4 shield bonus to your Armor Class against attacks made by your opponent until the start of your next turn instead of preventing the hit, and you cannot attempt to riposte. If you have the opportune parry and riposte deed, you gain this Armor Class bonus anytime you successfully parry an opponent's attack.

Swordplay Style (Combat, Style)

Your defense relies on perfectly timed attacks.

Prerequisites: Combat Expertise, Weapon Focus with the chosen weapon, base attack bonus +3.

Benefit: Choose one weapon from the heavy blades or light blades fighter weapon group. While using this style, wielding the chosen weapon, and fighting defensively or using either the total defense action or the Combat Expertise feat, you gain a +1 shield bonus to your Armor Class. In addition, you do not take the penalty on melee attacks from Combat Expertise on the first attack roll you make each turn. You still take the penalty on additional attacks, including attacks of opportunity.

Special: A character with the swashbuckler weapon training^{ACG} or weapon training (heavy blades or light blades) class feature can use Swordplay Style with any light or one-handed piercing melee weapon, heavy blade, or light blade, respectively, in addition to the chosen weapon.

Swordplay Upset (Combat)

You catch opponents off guard with your attacks.

Prerequisites: Combat Expertise, Improved Feint, Swordplay Style, Weapon Focus with the chosen weapon, base attack bonus +5.

Benefit: While using Swordplay Style, as an immediate action, you can attempt a feint against an opponent that makes a melee attack against you and misses.

Advanced Weapon Training

Highly skilled and experienced fighters can gain advanced weapon training, learning techniques and applications of the weapon training class feature that give them special benefits in exchange for specializing in a smaller number of fighter weapon groups. Beginning at 9th level, instead of selecting an additional fighter weapon group, a fighter can choose an advanced weapon training option for one fighter weapon group that he previously selected with the weapon training class feature. The fighter's weapon training bonus still increases for weapons from all fighter weapon groups he previously selected with weapon training. Some advanced weapon training options can be selected only if the fighter meets the option's prerequisites.

Advanced weapon training options function only when the fighter is wielding a weapon from the associated group, unless otherwise noted, and use his weapon training bonus for the associated weapon group. Any bonuses on attack rolls and damage rolls granted by advanced weapon training apply only on attack rolls and damage rolls from weapons in the associated group. A fighter with an archetype that replaces weapon training cannot select advanced weapon training options.

Abundant Tactics (Ex): The fighter adds his weapon training bonus to the number of times per day he can use a combat feat he has that allows a limited number of daily uses, such as the Stunning Fist feat.

Armed Bravery (Ex): The fighter applies his bonus from bravery to Will saving throws. In addition, the DC of Intimidate checks to demoralize him increases by an amount equal to twice his bonus from bravery. The fighter must have the bravery class feature in order to select this option.

Combat Competence (Ex): For any weapon in the associated weapon group with which the fighter is not proficient, the penalty on attack rolls taken as a result of not being proficient is reduced by an amount equal to the fighter's weapon training bonus with that weapon group. Once the penalty is reduced to 0, the fighter becomes proficient with such weapons.

Combat Maneuver Defense (Ex): When the fighter is wielding weapons from the associated weapon group, his weapon training bonus applies to his CMD against all combat maneuvers attempted against him, instead of just against disarm and sunder combat maneuvers.

Dazzling Intimidation (Ex): The fighter applies his weapon training bonus to Intimidate checks and can attempt an Intimidate check to demoralize an opponent as a move action instead of a standard action. If he has the Dazzling Display feat, he can use it as a standard action instead of a full-round action.

Defensive Weapon Training (Ex): The fighter gains a +1 shield bonus to his Armor Class. The fighter adds half his

weapon's enhancement bonus (if any) to this shield bonus. When his weapon training bonus for weapons from the associated fighter weapon group reaches +4, this shield bonus increases to +2. This shield bonus is lost if the fighter is immobilized or helpless.

Fighter's Finesse (Ex): The fighter gains the benefits of the Weapon Finesse feat with all melee weapons that belong to the associated fighter weapon group (even if they cannot normally be used with Weapon Finesse). The fighter must have the Weapon Finesse feat before choosing this option.

Fighter's Reflexes (Ex): The fighter applies his weapon training bonus to Reflex saving throws. He loses this bonus when he is flat-footed or denied his Dexterity bonus to AC.

Fighter's Tactics (Ex): All of the fighter's allies are treated as if they had the same teamwork feats as the fighter for the purpose of determining whether the fighter receives a bonus from his teamwork feats. His allies do not receive any bonuses from these feats unless they actually have the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the fighter to receive the listed bonus.

Focused Weapon (Ex): The fighter selects one weapon for which he has Weapon Focus and that belongs to the associated fighter weapon group. The fighter can deal damage with this weapon based on the damage of the warpriest's sacred weapon^{ACG} class feature, treating his fighter level as his warpriest level. The fighter must have Weapon Focus with the selected weapon in order to choose this option.

Inspiring Confidence (Ex): A number of times per day equal to his highest weapon training bonus as a swift action, the fighter can allow one ally within 30 feet to attempt a new saving throw against an ongoing fear effect that causes the ally to cower or to become frightened, panicked, or shaken. If the ally succeeds at the save, the effect ends. A fighter can use this option even when not wielding a weapon from the associated weapon group.

Trained Grace (Ex): When the fighter uses Weapon Finesse to make a melee attack with a weapon, using his Dexterity modifier on attack rolls and his Strength modifier on damage rolls, he doubles his weapon training bonus on damage rolls. The fighter must have Weapon Finesse in order to choose this option.

Trained Initiative (Ex): As long as he is wielding a weapon from the associated weapon group or is able to draw such a weapon (even if he is not currently wielding it), the fighter applies his weapon training bonus to initiative checks. In addition, if he has the Quick Draw feat and has a weapon from the appropriate weapon group that isn't hidden, he can draw that weapon as a free action as part of making an initiative check.

Trained Throw (Ex): When the fighter makes a ranged attack with a thrown weapon and applies his Dexterity modifier on attack rolls and his Strength modifier on damage rolls, he doubles his weapon training bonus on damage rolls. Unless he has the Throw Anything feat, the fighter can choose only the thrown fighter weapon group with this option. If he has Throw Anything, the fighter can choose any fighter weapon group with this option and apply this option's benefits to any weapon from that group that he throws.

Versatile Training (Ex): The fighter can use his base attack bonus in place of his ranks in two skills of his choice that are associated with the fighter weapon group he has chosen with this option (see below). The fighter need not be wielding an associated weapon to use this option. When using versatile training, the fighter substitutes his total base attack bonus (including his base attack bonus gained through levels in other classes) for his ranks in these skills, but adds the skill's usual ability score modifier and any other bonuses or penalties that would modify those skills. Once the skills have been selected, they cannot be changed and the fighter can immediately retrain all of his skill ranks in the selected skills at no additional cost in money or time. In addition, the fighter adds all skills chosen with this option to his list of class skills. A fighter can choose this option up to two times.

The Bluff and Intimidate skills are associated with all fighter weapon groups. The various fighter weapon groups also have the following associated skills: axes (Climb, Survival), bows (Knowledge [engineering], Perception), close (Sense Motive, Stealth), crossbows (Perception, Stealth), double (Acrobatics, Sense Motive), firearms (Perception, Sleight of Hand), flails (Acrobatics, Sleight of Hand), hammers (Diplomacy, Ride), heavy blades (Diplomacy, Ride), light blades (Diplomacy, Sleight of Hand), monk (Acrobatics, Escape Artist), natural (Climb, Fly, Swim), polearms (Diplomacy, Sense Motive), siege engines (Disable Device, Profession [driver]), spears (Handle Animal, Ride), and thrown (Acrobatics, Perception).

Weapon Mastery: The fighter gains a weapon mastery feat (see pages 20–23) as a bonus feat, even when not wielding a weapon from the appropriate weapon group. He must meet all of the feat's prerequisites.

Weapon Sacrifice (Ex): When damage would cause the fighter or an adjacent ally to be knocked unconscious or killed, as a swift or immediate action the fighter can instead direct the damage to a weapon from the associated weapon group that he is wielding. The original target takes no damage, but the weapon receives only half its normal hardness. The fighter can use this option a number of times per day equal to the fighter's weapon training bonus with the associated weapon group. He cannot use this option with unarmed attacks.

Weapon Specialist (Ex): The fighter selects a number of combat feats that he knows equal to his weapon training bonus with the associated weapon group. The selected feats must be ones that require the fighter to choose a type of weapon (such as Weapon Focus and Weapon Specialization), and the fighter must have chosen weapons that belong to the associated fighter weapon group. The fighter is treated as having the selected feats for all the weapons in the associated weapon group that are legal choices for those feats. The fighter is also considered to have those feats with these weapons for the purpose of meeting prerequisites.

ADVANCED WEAPON TRAINING FEAT

In addition to selecting advanced weapon training in place of additional fighter groups using the weapon training class feature, fighters can also gain advanced weapon training options via the Advanced Training feat, presented below.

Advanced Weapon Training (Combat)

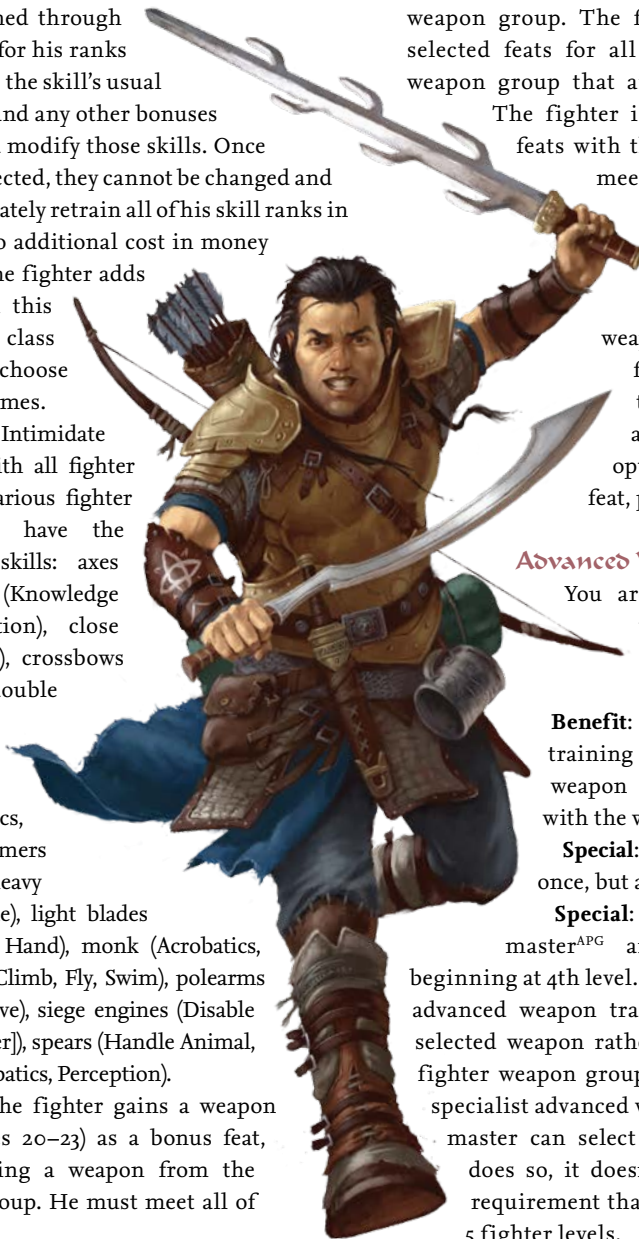
You are specially trained to use your weapon skills in new ways.

Prerequisites: Fighter level 5th, weapon training class feature.

Benefit: Select one advanced weapon training option, applying it to one fighter weapon group you have already selected with the weapon training class feature.

Special: This feat can be taken more than once, but at most once per 5 fighter levels.

Special: Fighters that have the weapon master^{APG} archetype can select this feat beginning at 4th level. The benefits of a weapon master's advanced weapon training options apply only to his selected weapon rather than all weapons in the same fighter weapon group, and he can't select the weapon specialist advanced weapon training option. A weapon master can select this feat as a bonus feat; if he does so, it doesn't count for the purpose of the requirement that it can be taken at most once per 5 fighter levels.



Ranged Weapon Mastery

Although most combat techniques are general enough to be categorized as combat feats, some require such a high level of martial skill that they are instead categorized as weapon mastery feats. Weapon mastery feats count as combat feats for all purposes, including which classes can select them as bonus feats, and you gain the benefits of a weapon mastery feat only while wielding a weapon that belongs to a fighter weapon group that you have selected with the fighter weapon training class feature (referred to hereafter as an “appropriate weapon”), and any effect of these feats related to attacks applies only to attacks from such weapons unless the feat specifies otherwise. Characters who lack the weapon training class feature can access weapon mastery feats by taking the Martial Focus feat below.

Martial Focus (Combat)

You have honed your skills with a group of related weapons.

Prerequisite: Base attack bonus +5.

Benefit: Choose one fighter weapon group. While wielding a weapon from this group with which you are proficient, you gain a +1 bonus on damage rolls.

Special: The Martial Focus feat counts as the weapon training class feature with the chosen fighter weapon group for the purpose of weapon mastery feat prerequisites and what weapons you can use with weapon mastery feats.

RANGED WEAPON MASTERY FEATS

The following feats focus on the mastery of ranged weapons. Some of the feats are targeting feats, which were first introduced in *Pathfinder Player Companion: Ranged Tactics Toolbox*.

Ace Disarm (Targeting, Weapon Mastery)

You catch objects with your ranged attacks and drag them along with you.

Prerequisites: Dex 13, Deadly Aim, Ranged Disarm (*Ranged Tactics Toolbox* 8), base attack bonus +6, weapon training class feature with a ranged weapon.

Benefit: You don't take the –2 penalty for attempting disarm combat maneuver checks with a ranged weapon using Ranged Disarm, and you can attempt a steal^{APG} combat maneuver check instead of a disarm combat maneuver check when using Ranged Disarm. In addition, when you successfully disarm or steal an item from an opponent, that item is deposited in that opponent's square. For every 5 by which your attack exceeds the target's CMD, you can deposit the item 5 feet away from the target (to a maximum of the attack's maximum range or until your projectile strikes an object that it cannot penetrate). If you use this ability with a thrown weapon and have the Ricochet Toss feat, both the weapon and the item return to you.

Ace Trip (Targeting, Weapon Mastery)

You can trip flying opponents with your ranged attacks.

Prerequisites: Dex 13, Deadly Aim, Ranged Trip (*Ranged Tactics Toolbox* 9), base attack bonus +6, weapon training class feature with a ranged weapon.

Benefit: You don't take the –2 penalty for making trip attempts with a ranged weapon using Ranged Trip, and you can attempt special ranged trip combat maneuver checks against flying creatures. If the combat maneuver succeeds, the target falls at a rate of up to 100 feet per round (assuming it is conscious and attempting to remain airborne; otherwise, it falls at a rate of 500 feet per round) until it hits the ground. Upon impact, it falls prone and takes falling damage (half the normal damage if it fell 100 feet per round; otherwise, normal damage for the distance fallen). A falling creature is considered



entangled until it hits the ground, but it can attempt a Fly check at the start of its turn to stop falling before it hits the ground (DC = 15 + your base attack bonus); otherwise, it is unable to move (other than falling) but can act normally.

Burrowing Shot (Weapon Mastery)

You lodge your ranged weapons within your target's body.

Prerequisites: Dex 13, Deadly Aim, base attack bonus +9, weapon training class feature with a ranged weapon.

Benefit: When you successfully hit a creature with a ranged attack, as a swift action, you can have the weapon (or its ammunition, for projectile weapons) lodge itself within the creature's body, causing the creature to take a –2 penalty on ability checks, attack rolls, saving throws, and skill checks as a result of the intense pain. Penalties from multiple lodged weapons do not stack. If the creature is a spellcaster, it gains a 25% spell failure chance with all spells it casts that include somatic components. This penalty can be removed with the treat deadly wounds use of the Heal skill or by removing the lodged weapon as a standard action, which ends the penalties and causes the creature to take an amount of damage equal to the weapon's base damage (without any bonuses).

Finesse Shot (Weapon Mastery)

You can use ranged attacks to perform actions that require finesse.

Prerequisites: Marksman's Utility, base attack bonus +7, weapon training class feature with a ranged weapon.

Benefit: In addition to the options allowed by the utility shot^{UC} gunslinger deed, you gain access to the following utility shots.

Open/Close Object: You can use a ranged attack to open or close an object as a standard action. You make an attack roll against an unattended and unlocked door, window, or container within the first range increment of your weapon. Such an object has an AC equal to 3 + the object's size modifier (minimum +0) + its hardness. If you hit, the object opens if it is closed or closes if it is open. Otherwise, this ability functions as the *open/close* spell.

Triggering Shot: You can use a ranged attack to trigger a trap. You make a ranged attack against a trap you are aware of that is within your weapon's first range increment. The trap's AC is equal to 10 + its Disable Device DC. If you hit, the trap automatically triggers as if its trigger condition had been met.

Use Object: You can attempt to use a simple object by shooting it as a standard action. This ability functions as the *scoot unattended object* use of the utility shot deed, except you pull or push the object in such a way that it activates. For example, you can shoot an unattended lever, causing it to activate and lower a drawbridge.

Impressive Grit (Weapon Mastery)

Your mastery of ranged weapons allows you to perform impressive deeds.

Prerequisites: Base attack bonus +11, weapon training class feature with a ranged weapon.

Benefit: Select one of the following gunslinger deeds^{UC}: dead shot, startling shot, or targeting. You can perform the selected deed a number of times per day equal to your highest mental ability score modifier (Intelligence, Wisdom, or Charisma; minimum 1). You can use this deed with an appropriate ranged weapon. If you also have the selected deed as a class feature, reduce the number of grit points that you need to use it by 1, as per the Signature Deed^{UC} feat.

Special: You can select Impressive Grit up to three times. Each time you select it, choose a different gunslinger deed. A gunslinger^{UC} can ignore the weapon training class feature prerequisite of Impressive Grit.

Liberating Shot (Weapon Mastery)

You can use ranged weapons to help grappled allies escape their captors' clutches.

Prerequisites: Dex 13, Deadly Aim, base attack bonus +7, weapon training class feature with a ranged weapon.

Benefit: When you hit an opponent with a ranged attack as part of an attack action and that opponent is grappling an ally, your grappled ally can use your attack roll result in place of her combat maneuver check result, whichever is higher, to escape from the grapple during her next turn.

Marksman's Utility (Weapon Mastery)

Your mastery of ranged weapons enables you to use them to perform deeds that you would normally need a firearm to accomplish.

Prerequisites: Base attack bonus +6, weapon training class feature with a ranged weapon.

Benefit: You can perform the utility shot^{UC} gunslinger deed with an appropriate ranged weapon with which you are proficient. If you have both the utility shot deed and this feat, you gain a +4 bonus on attack rolls made as part of a utility shot and you can use the utility shot deed while you have no grit points.

Special: A gunslinger^{UC} can ignore the weapon training class feature prerequisite of Marksman's Deed.

Ricochet Toss (Weapon Mastery)

You are able to angle your thrown weapon attacks in such a way that the weapon ricochets and immediately returns to you.

Prerequisites: Quick Draw, base attack bonus +6, weapon training class feature with a ranged weapon.

Benefit: When you make a ranged attack with an appropriate thrown weapon, the weapon returns to your hand immediately after the attack is resolved. This ability does not allow bullets, thrown ammunition such as darts or shuriken, or thrown splash weapons to return to you. Improvised thrown weapons don't return to you unless you have the Throw Anything feat.

Melee Weapon Mastery

Although most combat techniques are general enough to be categorized as combat feats, some are so specific in their application or require such a high level of martial skill that they are instead categorized as weapon mastery feats, as detailed on page 20. The weapon mastery feats in this section, however, apply to melee weapon attacks rather than ranged attacks. As with the ranged weapon mastery feats, characters without the weapon training class feature can access these feats using the Martial Focus feat (page 20).

Cut from the Air (Weapon Mastery)

Your powerful and swift attacks can slice ranged attacks out of the air.

Prerequisites: Str 13, Power Attack, base attack bonus +5, weapon training class feature with a melee weapon.

Benefit: When a ranged attack is made against you or a target adjacent to you, you can cut the weapon (or ammunition) out of the air, deflecting the attack so the target takes no damage. As an attack of opportunity, make a melee attack roll at your highest bonus. If the result is greater than the attack roll total of the ranged attack, the attack is deflected. You must be aware of the attack and not flat-footed. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by spell effects cannot be deflected.

Devastating Assault (Weapon Mastery)

You can hammer at a foe to smash through its defenses.

Prerequisites: Base attack bonus +9, weapon training class feature with a melee weapon.

Benefit: As a full-round action, you can bat aside all of your foe's defenses to ensure you make a single, especially effective melee attack. You make a single melee attack using an appropriate weapon against a single target, but make as many attack rolls as you could in a full-attack action using that weapon. You make the attack rolls in order from highest bonus to lowest, as if you were making a full attack. If any of the attack rolls hit the target, your single attack is considered to have hit and you roll damage normally. If one or more rolls are critical threats, you confirm the critical hit only once using your highest base attack bonus.

If you hit with two or more attacks, the target must succeed at a Fortitude save (DC = 10 + 1/2 your base attack bonus + your Strength modifier) or suffer a condition for 1d4 rounds. If at least two attacks hit, you can choose from deafened, entangled, or shaken. If at least three attacks hit, you can also choose from blinded or staggered. If at least four attacks hit, you can also choose the dazed condition. Once you have forced a foe to attempt a saving throw to avoid suffering a condition via this feat, you cannot attempt to inflict that condition on it again with Devastating Assault for 24 hours.

Difficult Swings (Weapon Mastery)

You can force foes to move cautiously when near you.

Prerequisites: Base attack bonus +5, weapon training class feature with a melee weapon.

Benefit: When you make a full attack with an appropriate melee weapon, you can force creatures to treat squares adjacent to you as difficult terrain until the beginning of your next turn. You can choose to allow any creature you are aware of to ignore the difficult terrain you effectively create with this feat.

Retributive Kick (Weapon Mastery)

You can use your weapon attacks to set up a foe for an unarmed strike.

Prerequisites: Improved Unarmed Strike, base attack bonus +5, weapon training class feature with a melee weapon.

Benefit: When you make a full attack with an appropriate melee weapon and your first attack misses or is blocked, deflected, parried, or otherwise caused to not hit the target, you can immediately make an unarmed attack against the same target with the same attack bonus. You then cannot make any more attacks as part of that full attack.

Smash from the Air (Weapon Mastery)

Your powerful and swift attacks can slice ranged attacks out of the air.

Prerequisites: Str 13, Cut from the Air, Power Attack, base attack bonus +9, weapon training class feature with a melee weapon.

Benefit: You can use Cut from the Air against unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by spell effects. Spell effects that do not require attack rolls cannot be deflected.

Spellcut

You can weaken waves of harmful magic energy with weapon blows.

Prerequisites: Str 13, Cut from the Air, Power Attack, base attack bonus +9, Spellcraft 1 rank, weapon training class feature with a melee weapon.

Benefit: Once per round, you can use your base attack bonus in place of your total saving throw bonus for a spell, spell-like ability, or supernatural ability that either allows a Reflex save or is not a melee attack and targets only you.

Targeted Blow

You can inflict special injuries on your foes by attacking specific areas.

Prerequisites: Str 13, Power Attack, base attack bonus +9, weapon training class feature with a melee weapon.

Benefit: As a standard action, you can make a single melee attack with an appropriate weapon while targeting a specific body part of your foe. On a successful attack, you affect the target as if you had used the targeting^{UC} gunslinger deed. You can use this ability two times per day, plus one additional time per day when your base attack bonus reaches +10, +15, and +20.

Weapon Material Mastery (Weapon Mastery)

You can perform impressive deeds with weapons made from peculiar materials.

Prerequisites: Base attack bonus +7, weapon training class feature with a melee weapon.

Benefit: While wielding an appropriate melee weapon, you gain the following special abilities, based on which special material the weapon is primarily constructed of (if any).

Adamantine: Your critical hits ignore the target's DR.

Alchemical Silver, Mithral, or Silversheen: When you successfully deal damage to a creature that is under the effects of an illusion or polymorph effect (such as *disguise self* or the change shape special ability), its wound fizzles and boils loudly, revealing the presence of such effects. If the effect is a racial ability, anyone that sees you attack the creature gains a +4 bonus on Knowledge checks to identify the creature. In addition, you immediately receive a Will save to disbelieve any illusion effect on the creature that allows disbelief.

Cold Iron: When you score a critical hit against a target benefiting from spells that grant temporary hit points or bonuses to AC, ability scores, attack rolls, damage rolls, or saving throws, you must immediately attempt a special dispel check (1d20 + your base attack bonus) as a targeted dispel as per the *dispel magic* spell, but targeting only those spells. Once a creature has been the target of this effect, you can't affect it in this way again for 24 hours.

Elysium Bronze^{UE}: When you damage a magical beast or monstrous humanoid, the creature must succeed at a Fortitude save (DC = 10 + 1/2 your base attack bonus + your Strength modifier) or lose access to a randomly selected supernatural or spell-like ability (if any). Once a creature has been the target of this effect, you can't affect it in this way again for 24 hours.

Fire-Forged Steel^{UE} or Frost-Forged Steel^{UE}: When your weapon is exposed to 10 points or more of energy damage (fire for fire-forged steel or cold for frost-forged steel), the weapon adds +1d6 points of energy damage to its attacks instead of +1d4 points of energy damage. Additionally, the duration of this effect increases by 1 round for every 5 points of the appropriate type of energy damage to which the weapon is exposed beyond 10.

Greenwood^{UE} or Living Steel^{UE}: When you score a critical hit, the target must succeed at a Fortitude save (DC = 10 + 1/2 your base attack bonus + your Strength modifier) or lose its fast healing and regeneration (if any) for 1d3 rounds.

Viridium^{UE}: You add your Strength modifier and the weapon's enhancement bonus (if any) to the Fortitude DC to determine if a foe struck by the weapon contracts leprosy.

Whipwood^{UE}: The weapon gains the trip special weapon feature, and you gain a +2 bonus on trip combat maneuvers made with it.

Wyroot^{UE}: Once per turn, you can absorb life points from the weapon as a free action instead of a swift action. You can never absorb life points from wyroot weapons or equipment more than once per turn.

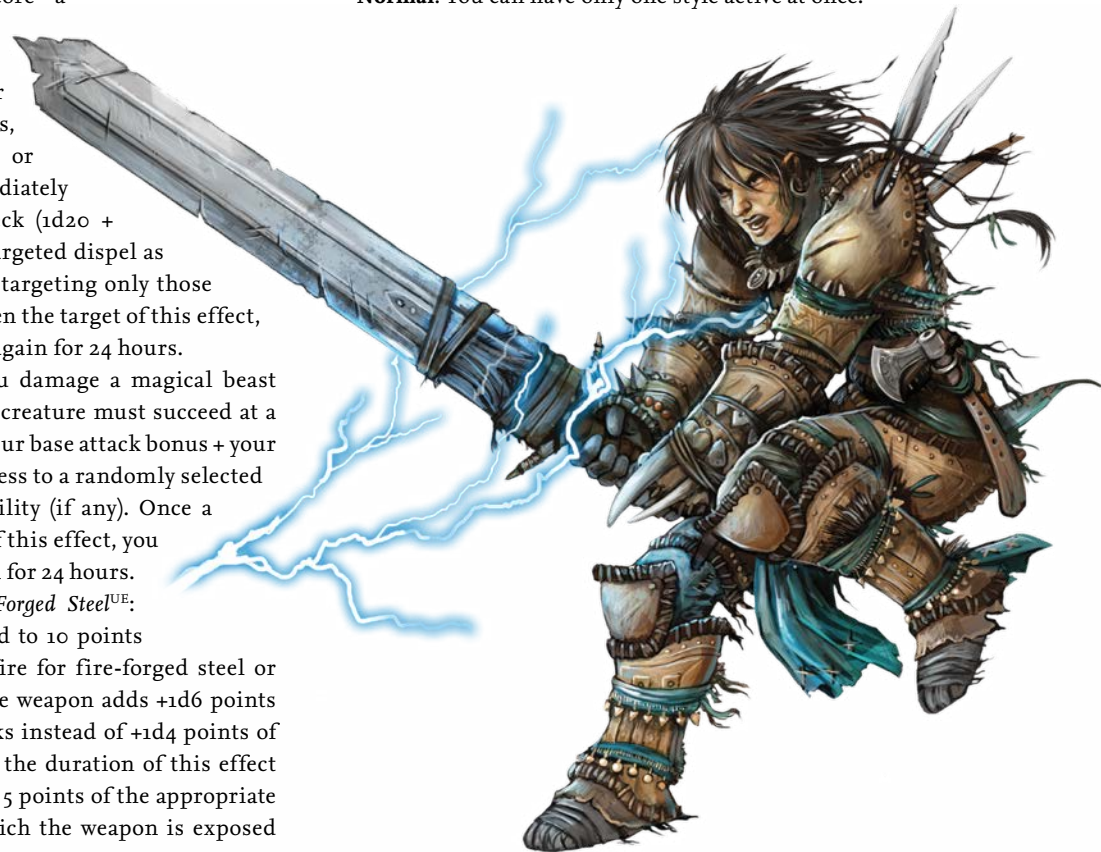
Weapon Style Mastery (Style, Weapon Mastery)

You can combine multiple fighting styles together.

Prerequisites: Any two style feats from different styles, base attack bonus +6, weapon training class feature with a melee weapon.

Benefit: Choose one weapon style (a style feat that lists Weapon Focus as a prerequisite) that you have. You can have the chosen style and a second style active at once. Starting a stance provided by a style feat is still a swift action, but you can assume both the chosen weapon style's stance and another style's stance simultaneously using this action. This ability doesn't stack with other abilities that allow you to have multiple styles active at the same time.

Normal: You can have only one style active at once.



Stamina and Combat Tricks

In combat, canny fighters take advantage of any opportunity on the path to victory. Stamina and combat tricks help reflect such bursts of vigor by allowing a warrior to seize victory using a reservoir of inner strength. The details of how to use stamina and combat tricks are detailed on page 112 of *Pathfinder RPG Pathfinder Unchained*.

INNER SEA COMBAT TRICKS

The following feats from *Pathfinder Campaign Setting: Inner Sea Combat*, *Pathfinder Campaign Setting: Inner Sea Gods*, and *Pathfinder Campaign Setting: The Inner Sea World Guide* have combat tricks associated with them.

Aldori Dueling Disciple^{ISC} (Combat): During any combat that is not a duel, you can spend 1 stamina point at the start of your turn to treat the combat as a duel until the start of your next turn for the purpose of gaining the benefits of the Aldori Dueling Discipline feat.

Aldori Dueling Mastery^{ISWG} (Combat): You can spend up to 6 stamina points at the start of your turn to increase the shield bonus that you gain from the Aldori Dueling Mastery feat by 1 per 2 stamina points spent until the start of your next turn.

Awe-Inspiring Smash^{ISC} (Combat, Performance): After successfully performing a bull rush or sunder combat maneuver, you can spend up to 5 stamina points to increase the bonus on performance combat checks that you gain from Awe-Inspiring Smash by 1 per stamina point spent.

Black Powder Spectacle^{ISC} (Combat, Grit, Performance): You can spend 2 stamina points when using Black Powder

Spectacle in order to gain a +4 bonus on Intimidate checks and Perform checks for 1 round.

Bloodletting^{ISG} (Combat): When you confirm a critical hit with a piercing or slashing weapon, you can spend up to 2 stamina points to increase the bleed damage dealt by Bloodletting by 1 per stamina point spent.

Bloody Sabres^{ISG} (Combat): You can spend 2 stamina points when dealing bleed damage with the Bloody Sabres feat to increase the amount of bleed damage your opponent takes by 1.

Bullseye Shot^{ISG} (Combat): You can spend 5 stamina points to use Bullseye Shot as a swift action.

Butterfly's Sting^{ISG} (Combat): When you confirm a critical hit, you can spend 10 stamina points to use Butterfly's Sting without forgoing your own critical hit.

Cannon Master^{ISC} (Combat): While acting as the leader of a firearm siege engine crew, you can spend 5 stamina points as an immediate action when the siege engine rolls a misfire to negate the misfire.

Casterbane Shot^{ISC} (Combat, Grit): When using Casterbane Shot, you can spend up to 5 stamina points to increase the DC of the concentration check imposed by the feat by an amount equal to the number of stamina points spent.

Charge of the Righteous^{ISG} (Combat): When charging any creature with an evil alignment, you can spend 2 stamina points in order to ignore the -2 penalty to AC imposed by charging.

Demon Hunter^{ISWG} (Combat): When you successfully identify a demon using Knowledge (planes), you can spend up to 9 stamina points to increase the morale bonus on attack rolls and caster level checks from Demon Hunter by 1 per 3 stamina points spent.

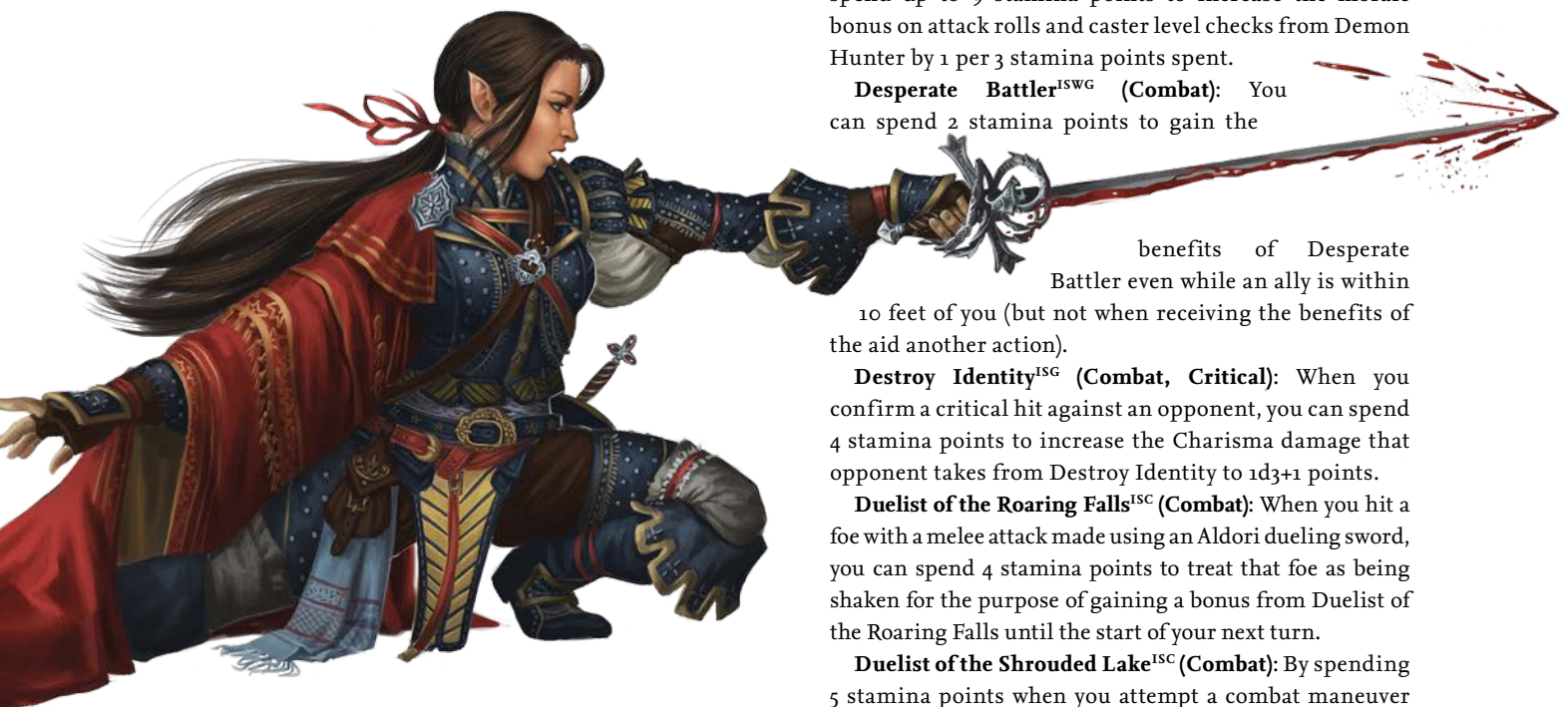
Desperate Battler^{ISWG} (Combat): You can spend 2 stamina points to gain the

benefits of Desperate Battler even while an ally is within 10 feet of you (but not when receiving the benefits of the aid another action).

Destroy Identity^{ISG} (Combat, Critical): When you confirm a critical hit against an opponent, you can spend 4 stamina points to increase the Charisma damage that opponent takes from Destroy Identity to 1d3+1 points.

Duelist of the Roaring Falls^{ISC} (Combat): When you hit a foe with a melee attack made using an Aldori dueling sword, you can spend 4 stamina points to treat that foe as being shaken for the purpose of gaining a bonus from Duelist of the Roaring Falls until the start of your next turn.

Duelist of the Shrouded Lake^{ISC} (Combat): By spending 5 stamina points when you attempt a combat maneuver



check with an Aldori dueling sword, you gain a +4 bonus to your AC against attacks made by that target until the beginning of your next turn.

Falling Water Gambit^{ISC} (Combat): By spending 4 stamina points, you gain the ability to attempt a dueling dodge or a dueling parry against attacks made by a shaken, frightened, or panicked opponent, even if you aren't participating in a duel.

Flagbearer^{ISWG} (Combat): Whenever you can see your flag but aren't holding it, you can spend 1 stamina point to gain the benefits of Flagbearer for 1 minute as if you were holding it.

Focused Discipline^{ISWG} (Combat): You can spend 2 stamina points in order to gain the benefit of Focused Discipline for 1 round as if you had been targeted by a fear effect that failed to affect you.

Hamatulatsu^{ISWG} (Combat): By spending 5 stamina points, you can treat a hit with an unarmed strike as a critical hit for the purpose of determining the benefits that you gain from Hamatulatsu.

Heroic Interposition^{ISG} (Combat): By spending 4 stamina points, you can use this feat an additional time per day.

Intrepid Rescuer^{ISG} (Combat): When an opponent provokes an attack of opportunity from you as a result of the Intrepid Rescuer feat, if your attack of opportunity hits, you can spend 5 stamina points to cause the opponent's attack to automatically miss your ally.

Measured Response^{ISG} (Combat): You can spend 5 stamina points before making a melee or ranged attack with Measured Response to treat the attack roll's result as a 10.

Ostentatious Weakness^{ISC} (Combat, Performance): You can spend 2 stamina points to select another type of favored enemy (and subtype if humanoid or outsider is chosen). For the purposes of Ostentatious Weakness, that type counts as having been chosen with the favored enemy class feature, with a bonus equal to your highest favored enemy bonus.

Perfect Style^{ISC} (Combat, Style): You can spend up to 5 stamina points to increase the resistance granted to you by Perfect Style by 2 per stamina point spent.

Redirected Shot^{ISC} (Combat, Grit): By spending 4 stamina points, you can use this feat an additional time per round.

Riptide Attack^{ISG} (Combat): By spending 4 stamina points, you can attempt a drag^{APG} combat maneuver check against any opponent that you successfully trip using Riptide Attack as a free action instead of a swift action.

Savage Surge^{ISC} (Combat, Performance): You can spend stamina points instead of rounds of rage when using Savage Surge.

Shrewd Tactician^{ISWG} (Combat): When an opponent attempts a feint against you, you can spend up to 5 stamina points to increase the DC of the skill check made to feint by 1 per point of stamina spent.

Spear Dancer^{ISG} (Combat): When you inflict the dazzled condition on an opponent using the Spear Dancer feat,

you can spend up to 5 stamina points to increase the duration of the effect by 1 round per stamina point spent.

Spectacular Exit^{ISC} (Combat, Performance): When you use Spectacular Exit to withdraw without taking the -5 penalty on performance combat checks and you spend 5 stamina points, you don't need to succeed at an Acrobatics check in order to avoid the penalty.

Spiked Destroyer^{ISG} (Combat): You can spend 4 stamina points after succeeding at a bull rush or overrun combat maneuver check to use Spiked Destroyer against that target as a free action.

Squash Flat^{ISG} (Combat): After succeeding at a bull rush combat maneuver check, you can spend 4 stamina points to attempt to trip the target with Squash Flat regardless of your bull rush combat maneuver check's result.

Steady Engagement^{ISG} (Combat): You can spend up to 4 stamina points to gain a +1 bonus per stamina point spent on any combat maneuver check that you attempt as part of Steady Engagement.

Sun Striker^{ISG} (Combat, Critical): Whenever you threaten a critical hit against an undead creature, you can spend up to 4 stamina points to gain a +1 bonus per stamina point spent to confirm the critical hit.

Taldan Duelist^{ISWG} (Combat): When you make an attack with a falcata using two hands while wearing a buckler, you can spend 3 stamina points to ignore the -1 penalty on attack rolls for using your shield arm to wield a weapon while wearing a buckler and to retain the buckler's shield bonus for 1 round.

Thrilling Vengeance^{ISC} (Combat, Performance): You can spend 3 stamina points to increase the bonus on performance combat checks that you gain from Thrilling Vengeance by 2.

To the Last^{ISG} (Combat): You can spend 1 stamina when disabled to take a standard action without losing a hit point.

Torch Bearer^{ISG} (Combat): By spending 2 stamina points when you hit an opponent with a torch, you can increase the amount of fire damage dealt by the torch to 1d4.

Unblinking Flame Feint^{ISC} (Combat, Style): You can spend 2 stamina points instead of 1 ki point when using Unblinking Flame Feint.

Unblinking Flame Fist^{ISC} (Combat, Style): You can spend 2 stamina points instead of 1 ki point when using Unblinking Flame Fist.

Unfolding Wind Rush^{ISC} (Combat, Style): You can spend 2 stamina points instead of 1 ki point when using Unfolding Wind Rush.

Unfolding Wind Strike^{ISC} (Combat, Style): You can spend 2 stamina points instead of 1 ki point when using Unfolding Wind Strike.

Untwisting Iron Skin^{ISC} (Combat, Style): You can spend 2 stamina points instead of 1 ki point when using Untwisting Iron Skin.

Untwisting Iron Strength^{ISC} (Combat, Style): You can spend 2 stamina points instead of 1 ki point when using Untwisting Iron Strength.

Magic Item Mastery

True weapon masters don't limit themselves to the study of traditional weapons. Anything able to influence the outcome of combat can be seen as a weapon, and many masters understand that magic items are tools that can be used in ingenious ways by those with sufficient creativity, discipline, and fortitude. This requires the user to spiritually attack the function of the magic items, an assault of will that uses instincts similar to those that make good archers or weapon masters. By tapping into the power that exists within a magic item in this way and drawing it into their own bodies, these masters can coax forth new and useful magic effects, though the effort can be tiring. Learning such advanced techniques is represented through item mastery feats.

ITEM MASTERY FEATS

Using an item mastery feat is a standard action that doesn't provoke attacks of opportunity, similar to activating a command word item, though you do not need to speak to use the feat. Creating these effects requires you to assault the existing magic of the item through your force of will and channel the item's inherent magic through your own body; this act is thus governed by the user's fortitude. All effects created by item mastery feats act as spell-like abilities and use your base attack bonus as the caster level. Any spell-like ability's save DC is equal to 10 + the spell level + your Constitution modifier. If a spell-like ability calls for a calculation using your Intelligence, Wisdom, or Charisma bonus or modifier, use your Constitution bonus or modifier instead.

Magic item mastery is stressful for the item as well as the user and can't be performed on items that can be used only a limited number of times or that must be recharged (such as elixirs, potions, scrolls, staffs, and wands)—it requires items with constant effects or daily uses. Magic item mastery doesn't affect an item's normal properties or deplete any of its daily uses.

The following magic item mastery feats are available to any character who qualifies.

Compulsion Mastery (Item Mastery)

You can gain influence over the minds of others using enchantment magic items.

Prerequisites: Use Magic Device 3 ranks, base Fortitude save bonus +6.

Benefit: You can cast *suggestion* as per the spell by using an item that has an enchantment spell of 3rd level or higher in its construction requirements. You can use this feat once per day, plus an additional time per day at base Fortitude save bonus +9 and +12.

Curse Mastery (Item Mastery)

You can coax curses from necromantic magic items.

Prerequisites: Use Magic Device 3 ranks, base Fortitude save bonus +6.

Benefit: You can cause an item that has a necromancy spell of 3rd level or higher in its construction requirements to cast *bestow curse*. You can use this feat once per day, plus an additional time per day at base Fortitude save bonus +9 and +12.

Dispel Mastery (Item Mastery)

You can dispel magic with abjuration magic items.

Prerequisites: Use Magic Device 3 ranks, base Fortitude save bonus +6.

Benefit: You can cause an item that has an abjuration spell of 2nd level or higher in its construction requirements to cast *dispel magic*, but only to perform a targeted dispel. You can use this feat once per day, plus an additional time per day at base Fortitude save bonus +9 and +12.

Energy Mastery (Item Mastery)

You can project energy from evocation magic items.

Prerequisites: Use Magic Device 1 rank, base Fortitude save bonus +4.

Benefit: You can cause an item that has a 1st level or higher evocation spell with the acid, cold, electricity, or fire descriptor in its construction requirements to cast *burning hands*. The spell has the energy descriptor from the appropriate requirement spell and deals that type of damage instead of fire damage. You can use this feat once per day, plus an additional time per day at base Fortitude save bonus +6, +8, +10, and +12.

You can spend two daily uses of this feat to cast *lightning bolt* this way if the spell listed in the item's construction requirements is at least 3rd level (still dealing a type of energy damage appropriate to that spell).

Flight Mastery (Item Mastery)

You can coax the magic of flight from transmutation magic items.

Prerequisites: Use Magic Device 3 ranks, base Fortitude save bonus +6.

Benefit: You can cause an item that has a transmutation spell of 2nd level or higher listed in its construction requirements to cast *fly*. If the item is a suit of armor you are wearing, you can use the item's enhancement bonus in place of your Dexterity modifier on Fly skill checks while the spell lasts. You can use this feat once per day, plus an additional time per day at base Fortitude save bonus +9 and +12.

Illusion Mastery (Item Mastery)

You can weave figments with illusion magic items.

Prerequisites: Use Magic Device 2 ranks, base Fortitude save bonus +4.

Benefit: You can cause an item that has an illusion spell of 1st level or higher in its construction requirements to cast *minor image*. You can use this feat once per day, plus an additional time per day at base Fortitude save bonus +6, +8, +10, and +12.

Telekinetic Mastery (Combat, Item Mastery)

You can coax telekinesis from transmutation magic items.

Prerequisites: Use Magic Device 5 ranks, base Fortitude save bonus +7.

Benefit: You can cause an item that has a transmutation spell of 4th level or higher in its construction requirements to cast *telekinesis*. You can use this feat once per day, plus an additional time per day at base Fortitude save bonus +9 and +11.

Teleportation Mastery (Item Mastery)

You can coax teleportation from conjuration magic items.

Prerequisites: Use Magic Device 4 ranks, base Fortitude save bonus +6.

Benefit: You can cause an item that has a conjuration spell of 3rd level or higher in its construction requirements to cast *dimension door*. You can use this ability once per day, plus an additional time per day at base Fortitude save bonus +9 and +12.

Vision Mastery (Item Mastery)

You can pierce invisibility with divination magic items.

Prerequisites: Use Magic Device 2 ranks, base Fortitude save bonus +4.

Benefit: You can cause an item that has a divination spell of 1st level or higher in its construction requirements to cast either *darkvision* or *see invisibility*. You can use this feat once per day, plus an additional time per day at base Fortitude save bonus +6, +8, +10, and +12.

RELIC MASTER (FIGHTER ARCHETYPE)

Commonly trained in the well-funded temples of Osirion or Qadira, the relic master is skilled in magic item mastery.

Class Skills: The relic master receives Knowledge (arcana) and Use Magic Device as class skills, but doesn't receive Handle Animal or Ride as class skills. This alters the fighter's class skills.

Improved Item Mastery (Su): At 3rd level, once per day, a relic master can use a item mastery feat she knows with a magic item that doesn't have an appropriate spell in its construction requirements. The magic item must meet all other requirements of the item mastery feat. Alternatively, if she is using a magic item with an appropriate spell in its construction requirements, she can use an item mastery feat without it counting against

the feat's total uses per day. She can use this ability one additional time per day at 7th, 11th, and 15th levels. This ability replaces armor training.

Relic Channeler (Su): At 5th level, a relic master can increase the potency of a magic item she wields by investing it with a bit of her vitality as a swift action. If the item is armor, a shield, or a weapon, its enhancement bonus increases by 1 to a maximum of +5. If the magic item creates a spell or has a save DC, its effective caster level increases by 1. A relic master can use this ability for a number of minutes per day equal to 1 + her Constitution modifier (minimum 1 minute). This duration doesn't need to be consecutive, but it must be used in 1-minute increments. This ability replaces weapon training.

Improvised Item Mastery (Su): At 19th level as a full-round action, the relic master can select one item mastery feat whose prerequisites she meets but that she doesn't already have. She gains access to this feat, though she can't use it as a prerequisite for other feats or options. If she selects a different item mastery feat, she loses access to her previous use of improvised item mastery and any magic effect created with it ends immediately. Any daily uses of a selected improvised item mastery feat count against all improvised mastery feats selected in the same day. This ability replaces armor mastery.



Weapon Design

It is next to impossible for any game to cover every conceivable weapon from all cultures, eras, works of fiction, and players' imaginations. In many cases, new weapons can be represented as slightly different versions of existing weapons, such as a Chinese dao that uses the shortsword rules. However, for those cases when new weapon statistics are truly needed, this section introduces rules for GMs to use as guidelines. All weapon special features referenced in this section can be found in Chapter 1 of *Pathfinder RPG Ultimate Equipment*. Firearms are too rare on Golarion to justify the inclusion of firearm variants in this system.

CREATING A NEW WEAPON

This weapon design system allows you to create a new weapon by buying weapon qualities with Design Points (DP). The number of Design Points a weapon receives is determined by whether it is simple (4 DP), martial (5 DP), or exotic (6 DP). All new weapons begin with the following base statistics: **Dmg (M)** 1d3; **Critical** ×2; **Type** any one (B, P, S); **Price** 1 gp × the weapon's base DP. In addition, you choose whether your base weapon is a melee weapon or

a ranged weapon. If you choose ranged, you must decide whether the weapon is a projectile weapon or a thrown weapon. A projectile ranged weapon has a 50-foot range increment and uses ammunition, while a thrown ranged weapon has a 10-foot range increment.

Fighter Weapon Group: You must choose the fighter weapon group (or groups) to which your weapon belongs. When determining this, pick the fighter weapon group with the most weapons that have similar statistics (in the case of ranged weapons, the group with the most weapons that are reloaded in the same manner). Some fighter weapon groups grant weapons additional abilities, as noted below.

Double: The weapon gains the double special feature. You pick the damage type of each of the weapon's ends separately. If you choose the additional damage type or the improved damage quality with the weapon (see below), treat each end as a separate weapon when determining the Design Point cost of that quality.

Monk: A weapon can be placed in the monk group only if it gains the monk weapon feature (see below).

Hands: For melee weapons, you must choose whether your weapon is light, one-handed, or two-handed. For ranged weapons, you must choose how many hands it takes to attack with your weapon and (for projectile ranged weapons and slings) how many hands are required to load it. The base number of Design Points of one-handed and ranged weapons increases by 2, and the base number of Design Points of two-handed weapons increases by 3.

Weight: When determining a weapon's weight, use the weight of a weapon from the *Pathfinder RPG Core Rulebook* with similar damage and features.

Weapon Qualities

When designing a new weapon, you can choose from the following weapon qualities. Each quality can be selected once unless otherwise specified.

Additional Design Points (0 DP): Increase the weapon's available Design Points by 1 and its gp price by 15. This quality can be selected twice for one-handed weapons and ranged weapons, or three times for two-handed weapons.

Additional Damage Type (Varies): Select an additional type of damage (B, P, or S). The weapon deals the selected type of damage either separately from its original damage type (such as "P or S") or simultaneously (such as "P and S"). This quality costs 1 DP if the types apply separately and 3 DP if they apply simultaneously.

Aerodynamic (1 DP): The weapon has a 10-foot range and can be thrown up to 5 range increments. Only melee weapons can have this quality.

Attached (1 DP): The weapon is attached to the wielder's arm and cannot be disarmed. The wielder can wield or



carry items in the hand to which this weapon is attached, but she takes a -2 penalty on all precision-based tasks involving that hand (such as opening locks). This penalty can be removed by increasing this quality's cost to 3 DP.

Concealed (1 DP): The weapon is easy to hide, granting the wielder a +2 bonus on Sleight of Hand checks to conceal it. Only light and one-handed melee weapons and ranged weapons that need one hand to fire can have this quality.

Ease of Grip (1 DP): The weapon can be wielded as a two-handed martial weapon. Only one-handed exotic weapons can have this quality.

Expanded Range Increment (1 DP): The weapon's range increment increases by 10 feet, up to a maximum range increment of 30 feet for thrown weapons and 120 feet for projectile weapons or slings. This quality can be selected multiple times.

Finesse (3 DP): The weapon can be used with Weapon Finesse as if it were a light weapon. Only one-handed and exotic melee weapons can have this quality.

Fragile (-1 DP): The weapon gains the fragile special weapon feature.

Improved Critical Multiplier (Varies): Increase the weapon's critical multiplier by 1. This quality can be selected twice. It costs 3 DP the first time it is selected, and 6 DP the second time. It can be selected only once if the weapon has the improved critical threat range quality, in which case the Design Point cost is doubled.

Improved Critical Threat Range (Varies): Increase the weapon's critical threat range by 1. This quality can be selected twice. It costs 3 DP the first time it is selected and 7 DP the second.

Improved Damage (1 DP): Increase the weapon's damage dice by one step (1d3 to 1d4, 1d4 to 1d6, 1d6 to 1d8 or 2d4, 1d8 to 1d10, or 1d10 to 2d6 or 1d12). This quality can be selected three times for light weapons, four times for one-handed weapons and ranged weapons, and five times for two-handed weapons. Among weapons sized for Medium characters, the maximum damage is 1d6 for light weapons, 1d8 for one-handed weapons (1d10 if exotic), 1d12 or 2d6 for two-handed weapons, and 1d10 for ranged weapons (1d6 if used or thrown one-handed).

Lesser Damage (-1 DP): Reduce the weapon's damage by one step (1d3 to 1d2). A weapon cannot have the improved damage quality and this quality simultaneously.

Shield (1 DP): The weapon counts as a light shield made of wood or metal and can have armor spikes (your choice). Add the gp price of the shield and any armor spikes that the weapon gains from this quality to the weapon's gp price. This quality can be added only to one-handed melee weapons.

Spring-Loaded (2 DP): The weapon's wielder can activate or suspend its reach as a swift action. This quality can be added only to one-handed or two-handed melee weapons with the reach special feature.

Strong (1 DP): The weapon's wielder gains a +2 bonus to her Combat Maneuver Defense to resist sunder combat maneuvers attempted against the weapon.

Tool (0 DP): The weapon can also serve as a specific mundane tool. Add triple the price and double the weight of the tool to the weapon's final price and weight.

Traditional (1 DP): Select one race with the weapon familiarity racial trait (such as elves or orcs). Members of that race with the weapon familiarity racial trait treat the weapon as a martial weapon. This quality can be applied only to exotic weapons.

Weapon Feature (Varies): Choose one of the following weapon special features for the weapon: blocking, brace, deadly, disarm, distracting, grapple, monk, nonlethal, performance, reach, or trip. This quality can be selected twice for martial weapons and three times for exotic weapons. It costs 1 DP the first time it is selected, 3 DP the second time, and 4 DP the third time.

SAMPLE WEAPONS

The following are examples of weapons created with the weapon design system.

| GNOME FLICK-MACE | | PRICE 54 GP |
|--|--------------|--------------------|
| TYPE two-handed melee | | PROFICIENCY exotic |
| DMG (M) 1d12 | DMG (S) 1d10 | CRITICAL x2 |
| WEAPON GROUP polearms | | WEIGHT 12 lbs. |
| QUALITIES additional DP (3), improved damage (5), spring-loaded (2), traditional (gnome) (1), weapon feature (reach) (1) | | |

The innovation behind a gnome flick-mace, which has an ordinary mace head, lies within its spring-loaded haft and protruding handles. When the mace is compressed, removing the handles instantly springs the mace to its full size. While it is extended, a quick flick of the wrist allows the weapon to be compressed.

| KHAKKHARA | | PRICE 7 GP |
|--|-------------|--------------------|
| TYPE two-handed melee | | PROFICIENCY simple |
| DMG (M) 1d8 | DMG (S) 1d6 | CRITICAL x3 |
| WEAPON GROUP monk | | WEIGHT 10 lbs. |
| QUALITIES improved critical multiplier (3), improved damage (3), weapon feature (monk) (1) | | |

Also known as a "monk's staff," the khakkhara is often used as a ceremonial walking stick for scholars and priests. It consists of a wooden shaft 5 feet long with a large metal loop or cage-like structure on the top end. Multiple small rings hang from the cage, chiming with the movement of the staff.

| WAR FLUTE | | PRICE 16 GP |
|---|-------------|---------------------|
| TYPE one-handed melee | | PROFICIENCY martial |
| DMG (M) 1d8 | DMG (S) 1d6 | CRITICAL x2 |
| WEAPON GROUP hammers | | WEIGHT 7 lbs. |
| QUALITIES improved damage (3), tool (musical instrument) (0), weapon feature (distracting, performance) (4) | | |

This iron flute whistles when used to make attacks, unless its many holes are filled with cork or wax.

Magic Weapons

Magic weapons that allow weapon masters to make better use of their training are especially prized.

WEAPON SPECIAL ABILITIES

The following weapons special abilities can be applied to weapons of the appropriate types.

| DRIVING | PRICE +1 bonus |
|-------------------------|-------------------|
| AURA moderate evocation | CL 10th |

This special ability can be placed only on ranged weapons. A *driving* weapon can be used to perform bull rush and trip combat maneuvers in its first range increment. A successful ranged bull rush does not require the wielder to move to push the target farther than 5 feet. A ranged trip that fails by 10 or more cannot result in the attacker being knocked prone.

| CONSTRUCTION REQUIREMENTS | COST +1 bonus |
|---------------------------|---------------|
|---------------------------|---------------|

Craft Magic Arms and Armor, *telekinetic charge*^{UC}

| HEART-PIERCING | PRICE +5 bonus |
|-------------------------|-------------------|
| AURA moderate evocation | CL 10th |

This special ability can be placed only on piercing ranged weapons. It functions as *vornal* except that a *heart-piercing* weapon can pierce the target's heart (if it has one), killing it instantly.

| CONSTRUCTION REQUIREMENTS | COST +5 bonus |
|---------------------------|---------------|
|---------------------------|---------------|

Craft Magic Arms and Armor, *finger of death*, *keen edge*

| LEVERAGING | PRICE +1 bonus |
|--------------------------|-------------------|
| AURA faint transmutation | CL 6th |

This special ability can be placed only on melee weapons. The wielder of a *leveraging* weapon gains a bonus equal to the weapon's enhancement bonus to her Combat Maneuver Defense against bull rush, drag^{APG}, reposition^{APG}, and trip combat maneuvers. The *leveraging* weapon's enhancement bonus is doubled when applied to combat maneuver checks to attempt bull rush, drag, reposition, and trip combat maneuvers.

| CONSTRUCTION REQUIREMENTS | COST +1 bonus |
|---------------------------|---------------|
|---------------------------|---------------|

Craft Magic Arms and Armor, *enlarge person*

| LIBERATING | PRICE +7,000 GP |
|--------------------------|--------------------|
| AURA moderate abjuration | CL 10th |

As a standard action, the wielder of a *liberating* weapon can free herself or an adjacent creature from spells and abilities that inhibit movement, such as paralysis, *solid fog*, *slow*, and *web*. The wielder attempts a combat maneuver check while holding the weapon (DC = 15 + either the spell's caster level or the creature's HD); success dispels the effect. Only a single attempt can be made against each spell or effect.

| CONSTRUCTION REQUIREMENTS | COST +3,500 GP |
|---------------------------|----------------|
|---------------------------|----------------|

Craft Magic Arms and Armor, *dispel magic*, *freedom of movement*

| QUAKING | PRICE +2 bonus |
|----------------------|-------------------|
| AURA faint evocation | CL 6th |

This special ability can be placed only on melee bludgeoning weapons. The wielder of a *quaking* weapon can strike the ground as a standard action to perform a trip combat maneuver that applies to all foes within a 5-foot-radius spread, a 10-foot cone, or a 20-foot line along the ground. The wielder can trip creatures of any size this way. This trip maneuver attempt provokes attacks of opportunity unless the wielder has some feat or ability that prevents it, and the wielder can never be knocked prone as a result of failing this special trip combat maneuver check.

| CONSTRUCTION REQUIREMENTS | COST +2 bonus |
|---------------------------|---------------|
|---------------------------|---------------|

Craft Magic Arms and Armor, *greater thunderstomp*^{AGG}

| SHARDING | PRICE +2 bonus |
|---------------------------|-------------------|
| AURA moderate conjuration | CL 10th |

This special ability can be placed only on melee or thrown weapons. The wielder of a *sharding* weapon can make a special ranged attack with the weapon in place of any melee attack. To do this, the wielder goes through the motion of throwing the weapon without releasing it. The weapon splits off a duplicate of itself that flies as if thrown by the wielder at the intended target. The duplicate gains a range increment of 10 feet for this purpose, but uses the same proficiency and otherwise functions the same as the original weapon. The duplicate vanishes after hitting or missing its target.

| CONSTRUCTION REQUIREMENTS | COST +2 bonus |
|---------------------------|---------------|
|---------------------------|---------------|

Craft Magic Arms and Armor, *major creation*

| VAMPIRIC | PRICE +2 bonus |
|---------------------------|-------------------|
| AURA moderate conjuration | CL 8th |

This special ability can be placed only on melee weapons. Often decorated with the symbol of Nethys, a *vampiric* weapon steals a bit of the life force of any living creature it strikes. Three times per day, when the wielder strikes a foe with a *vampiric* weapon, she can will it to give her a fragment of the stolen life force as a swift action. She regains a number of hit points equal to 2d6 or the amount of damage dealt by the attack, whichever is less.

| CONSTRUCTION REQUIREMENTS | COST +2 bonus |
|---------------------------|---------------|
|---------------------------|---------------|

Craft Magic Arms and Armor, *vampiric touch*

SPECIFIC MAGIC WEAPONS

The following weapons are available to any weapon master.

| CAILEAN FIGHTING TANKARD | | PRICE 10,301 GP |
|---------------------------|---------|--------------------|
| SLOT none | CL 10th | WEIGHT 2 lbs. |
| AURA moderate conjuration | | |

This steel tankard functions as a *+1 light hammer*. Worshipers of Cayden Cailean are automatically proficient with it. The interior of the tankard contains six identical extradimensional spaces. Each space can hold 1 dose of a different potable liquid of up to 1/2 cubic foot in volume (including potions, but not poisons). Liquid never sloshes out of these spaces accidentally (though it often appears ready to do so), and when the wielder drinks from the tankard, it provides the drink from the desired extradimensional pocket (or a random pocket, if the wielder has no preference).

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| CONSTRUCTION REQUIREMENTS | COST 5,301 GP |
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Craft Magic Arms and Armor, Craft Wondrous Item, *secret chest*

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|--------------------------------|----------------|---------------------------|
| CRUSADER'S LONGSWORD | | PRICE 47,315 GP |
| SLOT none | CL 10th | WEIGHT 4 lbs. |
| AURA moderate evocation | | |

This *+1 cold iron holy demon-bane longsword* is marked with the symbol of Iomedae. Whenever the wielder uses the divine bond ability or sacred weapon ability to enhance it, a *crusader's longsword* increases the points of enhancement bonus she has to spend on its abilities by 1.

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| CONSTRUCTION REQUIREMENTS | COST 23,815 GP |
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Craft Magic Arms and Armor, *holy smite*, *summon monster I*, creator must worship Iomedae, creator must be a paladin or a warpriest

| | | |
|---------------------------------|---------------|---------------------------|
| SHIELDMARSHAL'S PISTOL | | PRICE 20,050 GP |
| SLOT none | CL 9th | WEIGHT 5 lbs. |
| AURA moderate divination | | |

This *+1 double-barreled pistol* contains a single grit feat from the following list: Deft Shootist Deed^{UC}, Fabulist (*Pathfinder Player Companion: Champions of Balance* 19), Gun Twirling (*Champions of Balance* 19), Leaping Shot Deed^{UC}, No Name^{UC}, and Ricochet Shot Deed^{UC}. Anyone who wields or carries the *shieldmarshal's pistol* and meets the feat's prerequisites gains the feat's benefit. The wielder can't use the pistol's feat to meet prerequisites.

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| CONSTRUCTION REQUIREMENTS | COST 11,050 GP |
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Craft Magic Arms and Armor, chosen grit feat, *share memory* (*Pathfinder RPG Ultimate Magic* 238)

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|---------------------------------------|---------------|---------------------------|
| SPEAR OF THE HONORED ANCESTORS | | PRICE 15,302 GP |
| SLOT none | CL 9th | WEIGHT 6 lbs. |
| AURA moderate conjuration | | |

When the wielder of this glimmering *+1 ghost touch spear* enters a rage, she can drum the spear against a shield or the ground as a swift action. If she does, colorful lights dance around the spear and the wielder can choose to gain the benefit of *guidance*, grant the touched shield the *ghost touch* special ability, or grant the spear the *returning* special ability. The chosen benefit lasts for the duration of the rage.

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| CONSTRUCTION REQUIREMENTS | COST 7,802 GP |
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Craft Magic Arms and Armor, *guidance*, *faerie fire*, *plane shift*

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|----------------------------------|---------------|---------------------------|
| VALOROUS BLADE | | PRICE 20,315 GP |
| SLOT none | CL 9th | WEIGHT 5 lbs. |
| AURA moderate enchantment | | |

Once per day within 1 minute of using this *+1 valiant^{UE} scimitar* to kill or knock unconscious a foe, as a standard action, the wielder can inspire all allies within 60 feet who can see her. Those allies gain a +2 morale bonus on attack rolls, skill checks, and saving throws for 10 minutes.

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| CONSTRUCTION REQUIREMENTS | COST 10,315 GP |
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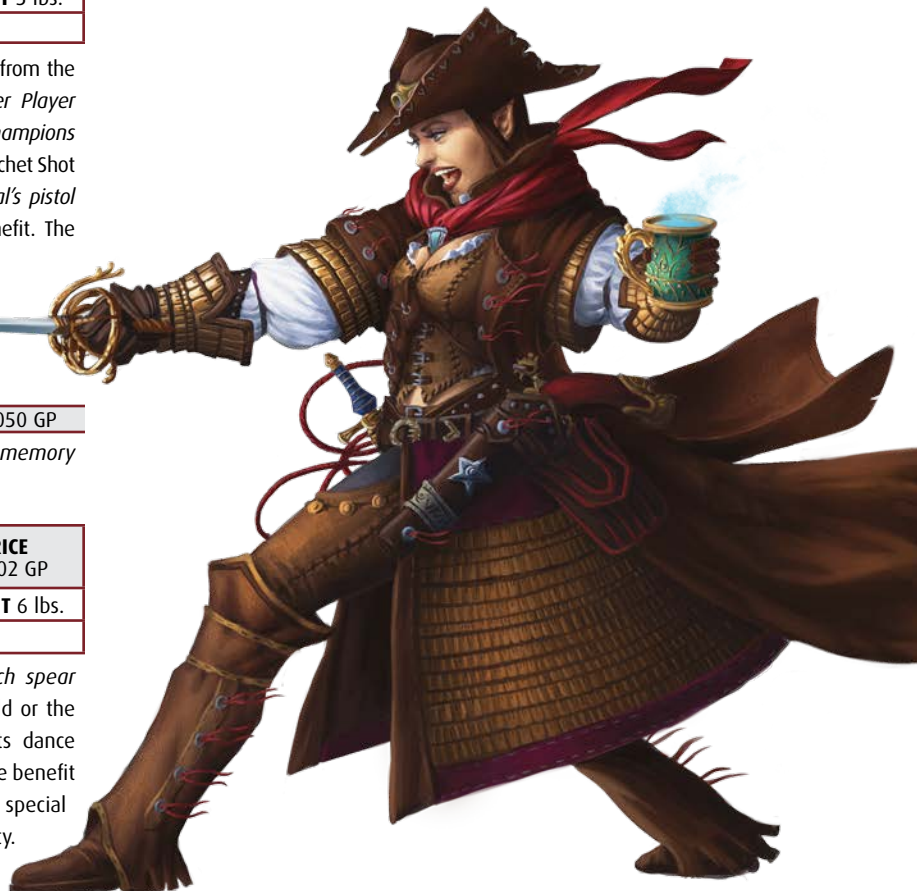
Craft Magic Arms and Armor, *good hope*, *true strike*

| | | |
|---------------------------------|---------------|---------------------------|
| WINDREADER'S BOW | | PRICE 54,400 GP |
| SLOT none | CL 8th | WEIGHT 3 lbs. |
| AURA moderate divination | | |

Whenever an arrow fired from this *+1 adaptive^{UE} seeking composite longbow* damages the wielder's favored enemy or studied target (as per the ranger and slayer^{ACG} class features, respectively), in addition to its normal effects, it also deals 2 points of bleed damage. As long as the bleed effect continues, the wielder can sense that foe's approximate direction and distance twice per day by smelling the wind as a standard action.

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| CONSTRUCTION REQUIREMENTS | COST 27,400 GP |
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Craft Magic Arms and Armor, *bleed*, *locate creature*, *warp wood*

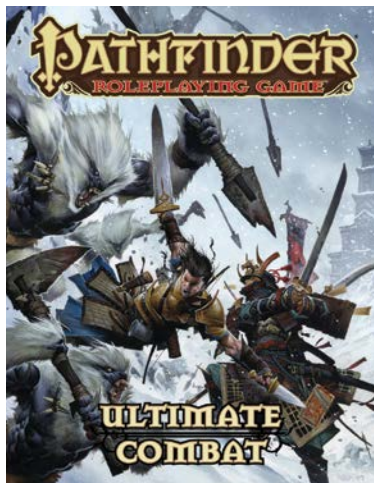


Next Month!

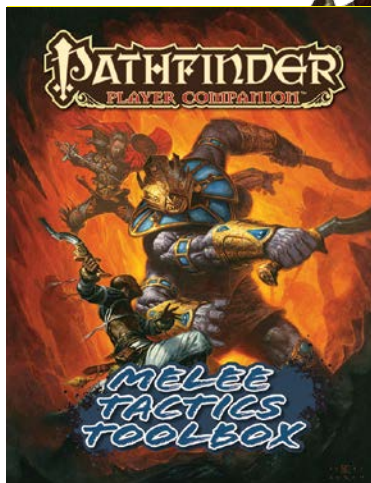
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- ▶ Advanced weapon mastery options that let specialized fighters continue to improve with their chosen weapons, even at higher levels.
- ▶ Magic item mastery, which pits a character's martial spirit against the essential nature of their magic items, resulting in radically different magic effects.
- ▶ An expansion of the combat trick and stamina system introduced in *Pathfinder RPG Pathfinder Unchained* to cover combat feats from several Pathfinder Campaign Setting sourcebooks.
- ▶ A weapon design system that allows Game Masters to let their imaginations run wild, adding almost any conceivable weapon to their campaigns.

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be incorporated into any fantasy world.



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