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ABANDONED ARTS® PRESENTS:

CLASS ACTS: FIGHTERS

TWENTY-TWO NEW COMBAT FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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COMBAT FEATS

As described in the *Pathfinder® Roleplaying Game: Core Rulebook™*, any feat designated as a combat feat can be selected as a fighter's bonus feat. This designation does not restrict characters of other classes from selecting these feats, assuming that they meet the prerequisites. All twenty-two of the feats described below are combat feats, and some are restricted by their prerequisites to members of the fighter class, or benefit members of that class exclusively.

FEAT	PREREQUISITES	BENEFITS
Always Ready	Alertness, bravery class feature	Gain an initiative bonus equal to your bravery bonus.
Battering Bludgeon	Bludgeoner ¹ , Power Attack, Weapon Focus (club or greatclub), BAB +3	Double the damage bonuses from Power Attack and Weapon Specialization when you attack with a club.
Battle-Hardened	bravery class feature, BAB +3	Ignore the shaken condition several times per day.
War-Torn	Battle-Hardened, bravery class feature, Intimidate 1 rank, BAB +3	Gain immunity to demoralizing Intimidate checks, and a bonus on Intimidate checks equal to your bravery bonus.
Clobbering Feint	Str 13, Int 13, Combat Expertise, Improved Feint	When you deal damage to an opponent that you successfully feint, you may dazzle that opponent.
Improved Clobbering Feint	Str 15, Clobbering Feint, BAB +3	Deafen opponents that you dazzle with Clobbering Feint.
Die By the Sword	Diehard or ferocity, Endurance, BAB +9	Convert ranged and spell damage into nonlethal damage.
Executioner's Axe	Greater Weapon Specialization (greataxe), Weapon Specialization (greataxe), Heal 1 rank	Double the damage bonuses from your Weapon Specialization feats when you attack hindered opponents.
Fighter's Focus	Alertness or keen senses racial trait, fighter level 6th	Gain a bonus on Will saves in combat, ignore combat distractions, and gain Perception as a class skill.
Furious Fighter	bravery class feature, moment of clarity rage power	Gain unlimited use of the moment of clarity rage power, double your bravery bonus while raging.
Hurling Disarm	Dex 13, Improved Disarm, Throw Anything, BAB +3	Fling disarmed weapons and shields at your opponents with each successful maneuver.
Improved Hurling Disarm	Hurling Disarm, BAB +6	Opponents are denied Dex to AC against Hurling Disarm.
Javelin Strike	Catch Off-Guard, Point-Blank Shot, Weapon Focus (javelin), Weapon Specialization (javelin)	Ignore the penalties for using a javelin in melee, and apply the benefits of Point-Blank shot to melee attacks.
King of the Hill	BAB +3	Gain +2 on attack and damage rolls from high ground.
Lashing Strike	Vital Strike, Weapon Focus (whip), Weapon Specialization (whip), Whip Mastery ² , BAB +6	Deal additional damage at the end of your opponent's turn when you deal nonlethal damage with a whip.
Pit Fighter	fighter level 3rd, sneak attack +2d6	Forgo 2d6 sneak attack to perform a combat maneuver.
Precise Sunder	Dex 13, Improved Sunder, Craft (armor) 3 ranks or Craft (weapons) 3 ranks or Knowledge (engineering) 3 ranks	Ignore an amount of hardness equal to your Dex mod when sundering, and score critical hits against objects.
Splintering Sunder	Str 13, Improved Sunder, Power Attack, Precise Sunder, BAB +3	Deal piercing damage to opponents whose weapons you successfully sunder.
Improved Splintering Sunder	Str 15, Splintering Sunder, BAB +9	Deal extra damage when you use Splintering Sunder.
Quick Quarterstaff	Quarterstaff Master ¹ , Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff)	Make a melee attack with a quarterstaff as an immediate action whenever you take the total defense action.
Skewering Spear	Lunge, Weapon Focus (longspear or spear), Weapon Specialization (longspear or spear)	Increase the critical multiplier of your spear by one step whenever you use the Lunge feat.
Wrenching Disarm	Improved Disarm, base attack bonus +9	Entangle your opponents' feet when you disarm them.

¹: A description of this prerequisite feat can be found in the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook, by Paizo Publishing, LLC.

²: A description of the Whip Mastery feat can be found in the *Pathfinder® Roleplaying Game: Ultimate Magic™*, sourcebook, by Paizo Publishing, LLC.

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ALWAYS READY [COMBAT]

Long hours spent on the battlefield and in the trenches have instilled in you a paranoid vigilance.

PREREQUISITES: Alertness, bravery class feature

BENEFIT: You gain a bonus on initiative checks equal to the bonus granted by your bravery class feature.

BATTERING BLUDGEON [COMBAT]

In your hands, a humble club becomes a formidable cudgel.

PREREQUISITES: Bludgeoner, Power Attack, Weapon Focus (club or greatclub), base attack bonus +3

BENEFIT: When you use your Power Attack feat to attack with a club or greatclub, you may choose to double the bonus damage granted by that feat, and the damage bonuses granted by your Weapon Specialization and Greater Weapon Specialization (club or greatclub) feats, if you have one or both of those feats. If you choose to double the damage from those feats, your attack deals nonlethal damage.

BATTLE-HARDENED [COMBAT]

You have seen the horrors of war, and they have hardened you.

PREREQUISITES: base attack bonus +3, bravery class feature

BENEFIT: When an Intimidate check or an extraordinary (Ex) effect or special attack would cause you to gain the shaken condition, you may ignore that effect. You may elect to ignore a number of such effects per day equal to the bonus granted by your bravery class feature.

In addition, you may add the bonus granted by your bravery class feature to the DC of Intimidate checks made to demoralize you.

CLOBBERING FEINT [COMBAT]

You can fool opponents into exposing themselves to a brutal return.

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

BENEFIT: Whenever you make a successful melee attack against an opponent that is denied its Dexterity bonus to AC as a result of your feint maneuver, that opponent is dazzled for 1 round.

DIE BY THE SWORD [COMBAT]

You refuse to succumb to a demise less noble than the one you deserve – death in battle, at the end of your enemy's blade.

PREREQUISITES: Diehard or ferocity, Endurance, base attack bonus +9

BENEFIT: While you are using your Diehard feat (or any similar effect, such as the ferocity special ability) to continue to act while dying, you may convert any and all damage that you receive from attacks and effects other than melee attacks (including spells and supernatural abilities) into nonlethal damage.

EXECUTIONER'S AXE [COMBAT]

You have the eye of an executioner.

PREREQUISITES: Greater Weapon Specialization (greataxe), Weapon Focus (greataxe), Weapon Specialization (greataxe), Heal 1 rank

BENEFIT: Your knowledge of anatomy helps you to take advantage of hindered and helpless opponents. Your Weapon Specialization (greataxe) and Greater Weapon Specialization (greataxe) feats add twice as much bonus damage to attacks that you make against living creatures suffering from the blinded, cowering, dazed, disabled, dying, exhausted, fascinated, grappled, flat-footed, helpless, nauseated, panicked, staggered, or stunned conditions.

FIGHTER'S FOCUS [COMBAT]

In battle, your focus is as sharp as your blade.

PREREQUISITES: Alertness or keen senses racial trait, fighter level 6th

BENEFIT: You gain a +2 bonus on Will saving throws as long as you are in combat, and Perception is always a class skill for you.

In addition, unfavorable conditions resulting from the sights and sounds of battle never increase the DCs of Perception skill checks that you make in combat. Finally, distraction never increases the DC of Perception skill checks that you make in combat.

NORMAL: Distraction and unfavorable conditions increase the DCs of Perception skill checks by anywhere from +2 to +5.

FURIOUS FIGHTER [COMBAT]

You fight with a barely-contained fury.

PREREQUISITES: bravery class feature, moment of clarity rage power

BENEFIT: When you rage, the bonus to Will saves against fear granted by your bravery class feature is doubled. In addition, you may use the moment of clarity rage power any number of times per rage, and you gain a +2 morale bonus to Strength while using that rage power.

HURLING DISARM [COMBAT]

With a martial flourish, you can turn your enemies' weapons into deadly, airborne projectiles.

PREREQUISITES: Dex 13, Improved Disarm, Throw Anything, base attack bonus +3

BENEFIT: Whenever you successfully use a disarm combat maneuver to disarm an opponent of a weapon, you may choose to send that weapon flying into another opponent within 10 feet. If you do, make a ranged attack roll with the hurled weapon using the target's space as the point-of-origin for the attack, and your own Strength score to determine the damage dealt. Treat the attack as a one-handed attack with a thrown weapon.

IMPROVED CLOBBERING FEINT [COMBAT]

Your clobbering strikes leave your opponents' ears ringing.

PREREQUISITES: Str 15, Clobbering Feint, base attack bonus +3

BENEFIT: When you use the Clobbering Feint feat against a dazzled opponent, that opponent is dazzled for 1 additional round, and gains the deafened condition for 1 round unless he succeeds on a Fortitude saving throw with a DC equal to the damage dealt by your attack.

IMPROVED HURLING DISARM [COMBAT]

You can disarm your opponents with startling speed.

PREREQUISITES: Hurling Disarm, base attack bonus +6

BENEFIT: Opponents are denied their Dexterity bonus to AC when you use the Hurling Disarm feat to perform a thrown weapon attack.

IMPROVED SPLINTERING SUNDER [COMBAT]

Your sundering maneuvers can shatter arms and armor to lethal effect, showering opponents with shards and splinters.

PREREQUISITES: Str 15, Splintering Sunder, base attack bonus +9

BENEFIT: You can apply the benefits of the Splintering Sunder feat whenever you successfully use a sunder combat maneuver to give an opponent's held weapon or shield the broken condition. When you destroy (reduce to 0 hp) an opponent's weapon or shield, you may double the base damage that opponent receives instead.

JAVELIN STRIKE [COMBAT]

You have learned to adapt the javelin to close-quarters combat.

PREREQUISITES: Catch Off-Guard, Point-Blank Shot, Weapon Focus (javelin), Weapon Specialization (javelin)

BENEFIT: You do not incur a -4 non-proficiency penalty when using a javelin to perform a melee attack. Furthermore, you may treat the javelin as an improvised weapon for the purposes of using the Catch Off-Guard feat when you use it to make a melee attack.

Finally, your Point-Blank Shot feat applies to melee attacks made with a javelin, including combat maneuver checks.

NORMAL: A character using a javelin to perform a melee attack takes a -4 non-proficiency penalty.

KING OF THE HILL [COMBAT]

You know how to use the high ground to its full advantage.

PREREQUISITES: base attack bonus +3

BENEFIT: You gain a +2 bonus on melee attack and damage rolls when attacking from a position of high ground. This bonus applies only to melee attack and damage rolls made from a standing position on solid ground. Attacking while prone or attacking a smaller creature from the back of a mount does not confer the benefits of this feat.

NORMAL: A creature attacking from a position of high ground gains a +1 bonus on melee attack rolls.

LASHING STRIKE [COMBAT]

Your whip attacks leave your enemies aching.

PREREQUISITES: Vital Strike, Weapon Focus (whip), Weapon Specialization (whip), Whip Mastery, base attack bonus +6

BENEFIT: Whenever you use your Vital Strike feat (or the Improved or Greater versions of the Vital Strike feat) to deal nonlethal damage to an opponent with a whip or scorpion whip, that opponent receives an equal amount of nonlethal damage at the end of its next turn. Creatures immune to critical hits or pain effects are not subject to this additional damage.

PIT FIGHTER [COMBAT]

A life of blood sport has made you an unsporting combatant.

PREREQUISITES: fighter level 3rd, sneak attack +2d6

BENEFIT: Whenever you deal sneak attack damage, you may choose to forgo 2d6 dice of sneak attack damage to attempt a dirty trick, disarm, drag, or trip maneuver as a swift action against the target of your attack. This maneuver never provokes an attack of opportunity from the target of your attack.

PRECISE SUNDER [COMBAT]

Your familiarity with the structural composition of arms and armor allows you to sunder weapons with surgical precision.

PREREQUISITES: Dex 13, Improved Sunder, Craft (armor) 3 ranks or Craft (weapons) 3 ranks or Knowledge (engineering) 3 ranks

BENEFIT: Whenever you use the sunder maneuver to damage a held, worn, or unattended piece of equipment, you may ignore an amount of hardness equal to your Dexterity modifier. Additionally, you gain the ability to threaten and confirm critical hits against objects when making a sunder combat maneuver check.

NORMAL: You may not score or threaten a critical hit against objects or equipment.

QUICK QUARTERSTAFF [COMBAT]

You can strike out with your quarterstaff from a defensive posture.

PREREQUISITES: Quarterstaff Master, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff)

BENEFIT: When you take the total defense action while wielding a quarterstaff, you can make a single attack with a quarterstaff as an immediate action at any time before the start of your next turn. You do not gain the ability to threaten spaces that you can reach while using the total defense action.

SPECIAL: If you also have any of the Vital Strike feats, you may use those feats in conjunction with your Quick Quarterstaff attacks, even though doing so would normally require a standard action.

SKEWERING SPEAR [COMBAT]

The momentum of your spear is enough to impale your opponents.

PREREQUISITES: Lunge, Weapon Focus (longspear or spear), Weapon Specialization (longspear or spear)

BENEFIT: Whenever you use the Lunge feat to increase your effective reach with a spear or longspear, you may elect to increase the critical multiplier of that weapon by one step.

SPECIAL: If you also have the Javelin Strike feat, you may use a javelin in conjunction with this feat.

SPLINTERING SUNDER [COMBAT]

You can sunder arms and armor with deadly force.

PREREQUISITES: Str 13, Improved Sunder, Power Attack, Precise Sunder, base attack bonus +3

BENEFIT: Whenever you successfully use a sunder combat maneuver to destroy an opponent's weapon or shield (by reducing it to 0 hp), that opponent receives an amount of piecing damage equal to the base damage of the weapon or shield that you destroy. Splintered shields deal an amount of damage equal to their shield bash damage values, and a splintered tower shield deals damage as a heavy shield bash would. All splintering damage is subject to damage reduction, and accounts for any special materials that splintered weapons and shields might have been composed of.

WAR-TORN [COMBAT]

Endless conflicts have made you into an unshakable combatant.

PREREQUISITES: Battle-Hardened, bravery class feature, Intimidate 1 rank, base attack bonus +6

BENEFIT: You gain a morale bonus on Intimidate skill checks made to demoralize your opponents in combat equal to the bonus granted by your bravery class feature.

Additionally, you cannot be demoralized by any application of the Intimidate skill. Other fear effects still affect you normally.

WRENCHING DISARM [COMBAT]

Your twisting maneuvers can tangle your opponents' feet together.

PREREQUISITES: Improved Disarm, base attack bonus +9

BENEFIT: Whenever you attempt to use a disarm combat maneuver to disarm an opponent of a held object, you may elect to take a -4 penalty on the attack roll as though you were performing the attack unarmed. If your combat maneuver check is successful, the opponent is entangled for 1 round by the unbalancing pull of your attack.

SPECIAL: Attempting this attack unarmed incurs no additional penalty.

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