

# Armed Combat

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The cost of each particular proficiency or feat in skill points is listed between parenthesis.

## Skills available:

┌-----┐  
|Acrobatics  
|Craft(armorsmithing, weaponsmithing)  
|Diplomacy specialization: Rally  
|Melee Combat  
└-----┘

## Medium Armor proficiency (2)

┌-----┐  
|Hide armor  
|Scale Mail armor  
|Chainmail armor  
|Breastplate armor  
└-----┘

## Shield proficiency (1)

If you hide behind your shield with a total defense action, you gain a cover bonus to AC and reflex saves: +2 AC and +1 Ref for light shields, +4 AC and +2 Ref for heavy shields.

┌-----┐  
|Buckler  
|Shield (light and heavy, wood or metal)  
└-----┘

## Weapon Proficiency:

Your familiarity with all martial weapons reduces the penalty to use them to -2 instead of -4. You can now become proficient with specific weapon types, and use them for greater effect. Learning to wield each weapon type costs **1 skill point**.

<sup>ERRATA</sup> **Axes & Picks:** whenever you use power attack with an axe or pick and miss because of the target's armor AC, you still deal damage to the target's armor equal to your extra damage from power attack.

**Swords:** whenever you fight defensively or use Combat Expertise, you add +1 to your AC as a deflection bonus, you also gain a +1 bonus on disarm maneuvers.

<sup>ERRATA</sup> **Maces, Hammer, and Flails:** if an attack by one of these weapons misses just because of the target's armor, the attack still deals nonlethal damage equal to double your Str modifier.

**Polearms:** you can spend a move action to shorten the grip on the polearm and attack adjacent opponents

with a -2 penalty to damage.

**Thrown weapons:** You can use your Str modifier instead of Dex when using Ranged Combat to hurl a thrown weapon within 10ft.

**Firearms:** You can use the butt of the weapon as sap, without taking penalties on the use of an improvised weapon.

**Unarmed Combat:** you are considered armed even when unarmed (not provoking Attacks of Opportunity anymore). If you wish, your attacks can deal lethal instead of nonlethal damage.

**Mounted Combat (prerequisite Ride 1 rank):** once per round, you can negate damage from one attack to your mount, by succeeding on a Ride check against the opponent's attack roll.

**Shields Expertise:** gain Tower shield proficiency

when bashing with a shield, you retain its bonus to AC; you learn to release a shield with just a move action; if grappled by a creature at least two sizes larger trying to bite you, you can force the shield into its mouth with a grapple check, the creature then cannot use mouth-based abilities, and must destroy it, swallow it or remove it via a grapple check of its own.

**Whip:** gain whip proficiency You can attack with a whip up to 15ft reach, though you otherwise don't threaten that area for Attacks of Opportunity. You can wield it with Weapon Finesse.

You can use a whip to trip and pull an opponent closer: with a successful trip attack, you pull the target 5ft towards you, with a move action you can pull it even closer, 5ft for every 5 points your trip check exceeded his. The opponent's movement provokes Attacks of Opportunity.

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## **Basic Combat feats**

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**Quick Draw** (5) *Prerequisite: Melee Attack 1 rank* You can draw a weapon as a free action instead of a move action. You can draw a hidden weapon as a move action instead of a standard action. You can now draw multiple thrown weapons and attack with them if you can perform extra attacks in the same round.

**Dodge** (4) *Prerequisite: Dex 13* You gain a +1 dodge bonus to AC against 1 opponent, which you choose at the beginning of your turn.

**Combat Expertise** (4) *Prerequisite: Wis 13, Melee Combat 2 ranks* You can take a penalty to all your attack rolls in a round, up to the number of ranks you have in Melee Combat, and add the same number as a dodge bonus to AC against melee attacks, until your next turn. You must be attacking in melee for this feat to work.

**Combat Reflexes** (6) *Prerequisite: Melee Combat 4 ranks, Dex 12, Perception 2 ranks* You can perform several Attacks of Opportunity per round instead of just one, for a total of 1+Dex modifier.

# Weapon style

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Pick from a variety of styles that focus on using particular weapons or combinations of weapons.

## Twin Blades

**Twist Disarm** (6) *Prerequisite: Two-weapon Fighting, Improved Two-weapon Fighting, Improved Disarm, Melee Combat 6 ranks* You must be wielding two bladed light weapons, such as daggers or short swords. If you hit a target with both blades in the same round, you can make a disarm attempt against that target as an immediate action.

## Light Blades

**Find Opening** (4) *Prerequisite: Proficiency with a light blade, Melee Combat 3 ranks.* As a standard action, you can attack an enemy and use your small blade to probe for chinks in his armour. If your target is wearing armour or possesses natural armour, you gain a bonus on your attack equal to your Dex modifier, and you drop 10 points in your initiative count.

## Axes & Picks

**Crack the Shell** (4) *Prerequisite: Axes & Picks proficiency, Improved Sunder, Melee Combat 2 ranks.* You know how to properly aim your blows so that your weapon cracks your opponent's defenses. Whenever you miss an attack due to an opponent's shield or armour bonus to AC, your attacks damage the armour or shield equal to half the damage you would deal.

## Axes, Hammers & Maces

**Brash Strike** (4) *Prerequisite: Str 11, Proficient in axes, hammers or maces, Melee Combat 1 rank.* You throw your whole body behind your attack, increasing the potency of your blow but exposing yourself to attack. You must be wielding an axe, hammer or mace to use this ability. As a standard action you can attack your target with a +2 bonus to attack and a bonus to damage equal to your Str modifier. Until the beginning of your next turn you take a -2 penalty to AC and you provoke an Attack of Opportunity from your target.

**Legbreaker** (6) *Prerequisite: Str 15, Proficient in axes, hammers or maces, Melee Combat 4 rank.* When making called shots to hit your opponent's limbs, with an axe, hammer or mace, your penalty to attack is lessened by 4.

## Two-weapon Fighting

**Two-weapon Fighting** (6) *Prerequisite: Dex 15* You learn how to wield weapons in both hands: when you perform a full attack, you get to attack with your off-hand as an extra attack. Your penalties on attack rolls for fighting with two weapons are reduced: -4 penalty to attack for each hand, or only -2 penalty to each hand if your off-hand weapon is light. A double weapon's off-hand end counts as a light weapon for this purpose.

**Oversized Off-hand Weapon** (5) *Prerequisite: Str 13, Two-weapon Fighting* You can wield a one-handed weapon in your off-hand as if you were wielding a light weapon.

**Two-weapon Defense** (6) *Prerequisite: Dex 15, Two-Weapon Fighting* When wielding two weapons or a double weapon (but not natural weapons or unarmed strikes), you gain a +1 shield bonus to AC. When fighting defensively or using total defense, this bonus increases to +2.

**Improved Buckler Defense** (4) *Prerequisite: Shield Expertise* You retain your shield bonus from your buckler when wielding a weapon in your off-hand.

**Pin Shield** (3) *Prerequisite: Two-weapon Fighting, Melee Combat 4 ranks* When fighting an opponent with a shield you can use your off-hand weapon to pin his shield aside. The opponent must be either your size, or one size smaller or larger. When you make a full attack, you can give up your off-hand attacks to pin his shield aside, negating his shield bonus to AC until the end of your turn. Your attacks must be made only with your primary weapon.

**Improved Two-weapon Fighting** (5) *Prerequisite: Dex 17, Two-weapon Fighting, Melee Combat 6 ranks* You get an extra attack with your off-hand weapon (for a total of 2), at a -5 penalty to attack, when you perform a full attack.

**Improved Two-weapon Defense** (6) *Prerequisite: Dex 17, Two-weapon Defense, Two-Weapon Fighting, Melee Combat 6 ranks* When wielding two weapons or a double weapon (but not natural weapons or unarmed strikes), you now gain a +2 shield bonus to AC. When fighting defensively or using total defense, this bonus increases to +4.

**Dual Strike** (5) *Prerequisite: Two-weapon Fighting, Improved Two-weapon Fighting, Melee Combat 8 ranks* As a standard action when wielding two weapons, you can attack with both weapons at once, using a single attack roll, at a -4 penalty.

**Two-weapon Rend** (5) *Prerequisite: Dex 17, Two-weapon Fighting, Improved Two-weapon Fighting, Melee Combat 11 ranks* If you hit an opponent with both your primary and off hand, you can deal an additional 1d10 + 2 x Str modifier and lose 5 points to your initiative count. This effect can only be used once per round.

**Greater Two-weapon Fighting** (5) *Prerequisite: Dex 19, Two-weapon Fighting, Improved Two-weapon Fighting, Melee Combat 11 ranks* You get another extra attack with your off-hand weapon (for a total of 3), at a -10 penalty to attack, when you perform a full attack.

**Greater Two-weapon Defense** (5) *Prerequisite: Dex 19, Two-weapon Fighting, Improved Two-weapon Defense, Two-weapon Defense, Melee Combat 11 ranks* When wielding two weapons or a double weapon (but not natural weapons or unarmed strikes), you now gain a +3 shield bonus to AC. When fighting defensively or using total defense, this bonus increases to +6.

## Buckler & Sword

**Buckler Duelist** (4) *Prerequisite: Dex 13, specialization +2 with a one-handed sword, Melee Combat 1 rank*  
Your shield bonus to AC increases by +1 and you gain a +2 bonus on Acrobatics checks (except for jumping).  
**Buckler Feint** (4) *Prerequisite: Dex 13, specialization +2 with a one-handed sword, Melee Combat 2 ranks, Buckler Duelist*  
You learn to use your buckler to hide your sword hand movements. You gain a +4 bonus when feinting in combat.

**Buckler Parry** (4) *Prerequisite: Dex 13, specialization +2 with a one-handed sword, Melee Combat 4 ranks, Buckler Duelist, Combat Expertise*  
When using Combat expertise or fighting defensively, if you are about to be attacked you can use an immediate action to gain an extra +2 shield bonus to AC, and lose 5 points on your initiative count.

## Shield Techniques

**Shield Focus** (6) *Prerequisite: Shield Expertise, Melee Combat 2 ranks*  
Increase the AC bonus from any shield you wield by 1.

**Block Arrows** (6) *Prerequisite: Shield Expertise, Dex 13*  
If you're using a light, heavy or tower shield, you may, once per round, deflect a single projectile attack (not including spell effects, natural attacks, or massive ranged weapons). You take no damage from it, as in the deflect arrows feat. You must be aware of the attack and not flat-footed.

**Shield Charge** (4) *Prerequisite: Shield Expertise, Melee Combat 4 ranks*  
If you charge and opponent and attack with a shield bash, if you hit, in addition to dealing damage you get a free trip attack against him, as an immediate action, without provoking Attacks of Opportunity.

**Shield Slam** (4) *Prerequisite: Shield Expertise, Melee Combat 4 ranks*  
You can make a powerful attack with your shield. As a full-round action, you can make a shield bash attack. If you hit, your target must succeed on a Fort save DC 10+ half your Melee Combat ranks + Str mod. If he fails, he is dazed for 1 round.

**Mounted Shield** (3) *Prerequisite: Mounted Combat, Shield Focus*  
You can add your own shield bonus to AC to your mount's AC. You can also add this bonus when you use Ride to negate a hit on your mount.

**Bodyguard Shield** (2) *Prerequisite: Shield Expertise, Combat Reflexes*  
Whenever an adjacent ally is the target of an attack, you can, as an immediate action, grant that adjacent ally your shield bonus to AC. You must be wielding a light shield, heavy shield, or tower shield to use this feat.

**Bash & Strike** (6) *Prerequisite: Shield Expertise, Melee Combat 6 ranks.*  
When you perform a full-attack, if you hit with a shield attack you can choose to take a free attack at your highest bonus +2 against your target. If you do, you drop 10 points in your initiative count.

**Shield Edge Strike** (4) *Prerequisite: Shield Expertise, Shield Focus, Melee Combat 7 ranks*  
If an enemy attacks you and misses, you can make a shield attack as a swift action. This counts as one of your Attacks of Opportunity for the round. If you do, you go down 5 points in the initiative count.

**Close Opening** (4) *Prerequisite: Shield Expertise, Combat Reflexes, Shield Focus, Sense Motive 6 ranks, Perception 6 ranks, Melee Combat 4 ranks.*  
You must be using a shield to perform this maneuver. When you are being attacked by a flanking attacker, you can choose to drop 10 points on the initiative count to deny that

attacker flanking bonuses for that attack as an immediate action. This includes his ability to perform a Sneak Attack on you (if any). This counts as one of your Attacks of Opportunity for that round.

## Net & Trident

**Snare and Strike** (6) *Prerequisite: Dex 15, proficient with net & trident, Two-weapon Fighting* As a full-round action, you can make a combined attack with net & trident. First you must throw your net, if you hit you must succeed on controlling your opponent with an opposed Str check. If you succeed, you may immediately take a 5ft step and make a full attack with your trident. You lose 5 points on your initiative count.

## Quartestaff & Polearms

**Wide Swing** (6) *Prerequisite: Melee Combat 1, proficient with polearms* You can attack with a slashing/axe polearm as a standard action, swinging it wide and increasing the force at the point of impact: you add twice your Str mod to damage instead of 1,5 times.

**Snaking Spear** (4) *Prerequisite: Dex 11, Melee Combat 2 ranks, proficient with spears or quarterstaff* You can use weapon finesse to attack with a spear or quartestaff.

**Darting Flurry** (6) *Prerequisite: Dex 11, Snaking Spear, Melee Combat 3 ranks, specialization +1 with a spear or quartestaff* When performing a full attack, you gain an extra attack with the spear or quartestaff, but all the attacks are made with a -2 penalty.

**Long Strike** (6) *Prerequisite: Acrobatics 3 ranks, Melee Combat 2 ranks, specialization +1 with a piercing polearm or spear* As a full-attack, you can attack with a spear or polearm that deals piercing damage with an extra 5ft of reach.

**Unseat** (3) *Prerequisite: Str11, Melee Combat 1 rank, proficient with polearms* You learn frighteningly efficient strikes for dismounting opponents from their mounts. Whenever you hit a rider with a polearm attack, the ride DC to stay in the saddle is 10 rather than 5. If you try a trip attack against a rider, you get a +2 bonus on the check.

**Anti-cavalry Assault** (5) *Prerequisite: Str11, Unseat, Melee Combat 5 ranks, specialization with a polearm +1* You can strike a mounted opponent hard enough to drive him straight out of his saddle. Whenever you hit a mounted opponent with a polearm attack, you can perform a trip attack as a free action. If you do, you drop 5 points in the initiative count.

**Haft Strike** (6) *Prerequisite: Dex 12, Melee Combat 2 ranks, proficient with polearms* You can attack with the butt of a polearm: in a full attack, you gain an extra attack that round that deals damage as a quartestaff, with a reach of only 5ft, but all attacks (including that one) take a -2 penalty to attack roll. Alternatively, you can fight normally in close range with the butt of a reach polearm as if it were a quartestaff.

**Vault** (4) *Prerequisite: Str 13, Acrobatics 4 ranks, proficient with quarterstaff or polearms* You use your staff or polearm to help propel you in your jumps. You gain a +5 bonus to Acrobatics checks to make long jumps, and a +8 bonus to high jumps.

**Vaulting Attack** (6) *Prerequisite: Vault, Leap Charge, Acrobatics 8 ranks, Melee Combat 6 ranks, Specialization +2 with a slashing polearm* You vault high into the air and bring your polearm down with devastating force, as a full round action. You must perform a Leap Charge towards your target, who must be at least 15ft away, and you need to have 20ft of vertical space free. You must succeed on an Acrobatics DC25 checks to jump towards your enemy. If you do, your attack gains a +2 bonus on the attack, and deals an extra 2d6 damage. If you fail the jump check, your attack gains no bonuses. You drop 15 points in the initiative count.

**Spinning Staff/polearm** (4) *Prerequisite: Dex 13, Str 13, Combat Expertise, Dodge, Melee Combat 4 ranks, specialization +2 with quarterstaff or polearm* Whenever you use Combat Expertise or fight defensively, while wielding a quarterstaff or a polearm of which you have the specialization, you gain an extra +2 shield bonus to AC. If you use total defense, this bonus increases to +3.

**Deflect Projectile** (6) *Prerequisite: Dex 13, Str 13, Spinning Staff/Polearm, Combat Expertise, Perception 5 ranks, Melee Combat 6 ranks, specialization +2 with quarterstaff or polearm* You can deflect a single physical projectile as an immediate action. Large projectiles such as boulders or ballista bolts cannot be deflected.

**Sweep Driving Attack** (4) *Prerequisite: Dex 11, Str 13, Melee Combat 5 ranks, specialization +2 with a quarterstaff or polearm* When you hit an enemy with a polearm or quarterstaff, you can start a Bull Rush as a swift action, to move your foe sideways. If you do, you go down 10 points in the initiative count.

**Long Sweep** (6) *Prerequisite: Dex 11, Str 15, Melee Combat 7 ranks, specialization +2 with a quarterstaff or polearm* As a full-round action, you make a trip attack against all enemies within 5ft in a semicircle. You take a cumulative -2 penalty on the trip roll for each trip attack you make. You drop 10 points in the initiative count.

## Cloak & Dagger

**Combat Cloak** (6) *Prerequisite: Dex 15, Wis 13, Combat Expertise, Dodge, Melee Combat 6 ranks* You gain 3 maneuvers as long as you fight with a cloak :

*Cloak defense:* when fighting defensively, you hold your cloak in front of you, hiding your movements, granting you a +1 shield bonus to AC. When using total defense, the bonus is +2.

*Cloaked Strike:* you use your cloak as concealment for an impending attack. You must not be wielding any weapon at first. Then you make a Bluff check at the same time you draw a weapon. If you succeed, your opponent loses his Dex bonus to AC until the end of your turn.

*Whirling Cloak:* you use your cloak to confuse your opponent. After striking an opponent in melee, you can make a touch attack as a move action. If you hit, you whirl your cloak around him, ruining his attention and making him unable to perform any Attacks of Opportunity until your next turn.

## Mounted Combat

**Mounted Archery** (3) *Prerequisite: Mounted Combat, Ride 4 ranks, Ranged Combat 1 rank* The penalty to fire ranged weapons while your mount is moving (i.e. taking a double move) is -2 instead of -4, and -4 instead of -8 if it's running.



**Dismount Attack** (2) *Prerequisite: Ride 5 ranks, Mounted Combat, Melee Combat 1 rank* If your mount moves at least 10ft and you succeed on a fast dismount, you can attack an adjacent opponent as a standard action, gaining all the benefits and penalties of a charge. You lose 10 points in your initiative count.

**Trample** (4) *Prerequisite: Mounted Combat, Ride 2 ranks* When you attempt to overrun an opponent with your mount, he can't choose to avoid you. Your mount also can make one hoof attack against any target you knock down (with the normal +4 bonus against prone targets).

**Unseat** (4) *Prerequisite: Str 13, Mounted Combat, Improved Bull Rush, Ride 1 rank, Melee Combat 1 rank* When charging an opponent while mounted, resolve the attack as normal. If it hits, you may immediately make a free bull rush attempt in addition to the normal damage. If successful, the target is knocked off his horse and lands prone in a space adjacent to his mount that is directly away from you.

**Wheeling Charge** (6) *Prerequisite: Mounted Combat, Ride 5 ranks, Melee Combat 2 ranks* When you are mounted and use the charge action, your mount can make one turn of up to 90 degrees as part of the move, as long as each part of the move is at least 10 feet. You may make an attack during any part of this move. Your total movement for the round can't exceed double your mounted speed. Allied creatures do not impede your charge, though you cannot attack from or end your move in an ally's space.

**Mount Protector** (4) *Prerequisites: Mounted Combat, Handle Animal 5 ranks, Ride 5 ranks* Once per round when your mount would have to make a saving throw, you can make a Ride check as an immediate action and use the result for the saving throw.

**Improved Mounted Archery** (3) *Prerequisite: Mounted Combat, Mounted Archery, Ride 6 ranks* The penalty to fire ranged weapons while your mount is moving is now none, and only -2 while running.

**Spirited Charge** (6) *Prerequisite: Mounted Combat, Ride 4 ranks, Melee Combat 4 ranks* When charging while mounted, you deal double damage with a melee weapon.

## Fencing

**Einhander** (4) *Prerequisite: Tumble, Acrobatics 6 ranks, specialization +2 with a one-handed or light weapon, Melee Combat 6 ranks* As long as you are fighting with a one-handed or light weapon and nothing in your off hand, you can use the following maneuvers:

*Narrow profile:* you tuck your arm behind your back and offer a narrow profile to your opponent. You gain an additional +2 dodge bonus when fighting defensively or use total defense.

*Off-hand balance:* you use your off-hand to aid your balance. After successfully striking an opponent, you gain a +4 bonus on Acrobatics checks when tumbling to avoid his attacks of opportunity.

## Heavy Weapons

**Wield Oversized Weapon** (6) *Prerequisite: Str 15, Melee Combat 1 rank* You can wield a weapon made for 1 size larger than you, as you would a weapon your size, with a -2 penalty to the attack roll.

**Cleave** (6) *Prerequisite: Str 15, Melee Combat 2 ranks* If you down an opponent, you may, as a swift action,

immediately attack another opponent adjacent to that one, within your reach, using the same attack roll. You cannot take a 5ft step or any action between these attacks. You lose 5 points to your initiative count.

**Collision Charge** (4) *Prerequisites: Str 14, Improved Bull Rush, Melee Combat 4 ranks* You can ready an action to charge against a charging opponent (charging you or someone else). If you do, you deal +4 damage to that opponent in addition to the normal benefits of a charge, and you negate your opponent's charge bonuses (but not penalties). If the target was charging someone else, he can choose to attack you instead.

**Bull's Charge** (6) *Prerequisite: Str 13, Improved Bull Rush, Melee Combat 4 ranks* When you hit an opponent with a charge attack taking at least a -2 penalty on attacks from Power Attack, you can also initiate a bull rush as a swift action. This does not require you to move into your opponent's square and does not provoke an attack of opportunity. If you successfully push your opponent 15 feet or more, he is also knocked prone.

**Great Cleave** (4) *Prerequisite: Str 15, Con 13, Cleave, Melee Combat 6 ranks* You can perform as many cleave attacks as you can, as long as each opponent falls down to give way to the next, and as long as you can still go down in the initiative count.

**Dazing Attack** (4) *Prerequisite: Str 13, Melee Combat 11 ranks* As a standard action, you can make a melee attack at -5 penalty. If you hit, your target is dazed (Fort save DC 10+ half your ranks in melee combat + Str mod ends the effect). If you are wielding a hammer or a mace, your target is stunned instead. You lose 5 points to your initiative count.

**Pushing Blow** (4) *Prerequisite: Str 15, Melee Combat 2 ranks* As a standard action, you can make a melee attack with a two-handed weapon taking at least a -2 penalty from Power Attack. If you hit, your opponent is pushed 5ft away. If the penalty from Power Attack was at least -6, your opponent is pushed 10ft away instead. You lose 5 points on your initiative count.

## Thrown Weapons

**Power Throw** (3) *Prerequisite: Str 13, Thrown Weapons proficiency* You can use Power Attack when attacking with thrown weapons.

**Sliding Axe Throw** (4) *Prerequisite: Dex 13, Ranged Combat 2 ranks* As a standard action, you can make a ranged attack with a thrown axe with a -2 penalty to make it bounce on the ground. If the target is flat-footed or his Dex bonus to AC is denied, his shield bonus does not apply to this attack. If the attack hits, you get a free trip attempt with the axe as a free action.

**Throw Anything** (5) *Prerequisite: Dex 13, Thrown weapon proficiency.* You don't suffer penalties to attack with improvised thrown weapons. You receive a +1 bonus on attack rolls made with thrown weapons.

## All Ranged Weapons

**Point Blank Shot** (5) *Prerequisites: Ranged Combat 1 rank* You get a +1 to ranged attack and a +2 to damage rolls at ranges up to 30ft.

**Take Aim** (3) *Prerequisites: Ranged Combat 3 ranks, Perception 4 ranks.* If you spend a full-round action

aiming at your opponent, and he stays in place until your next turn, you gain a +4 bonus on your next ranged attack roll. Aiming provokes Attacks of Opportunity.

**Defensive Shooting** (5) *Prerequisite: Dodge, Ranged Combat 1, proficient with a ranged weapon* You gain a +4 dodge bonus to AC against Attacks of Opportunity provoked by firing a ranged weapon.

**Upper Ground** (3) *Prerequisite: Ranged Combat 1, proficient with a ranged weapon* When shooting a target standing at least 30ft lower than you, you deal an extra 1d6 damage.

**Adjust for Range** (6) *Prerequisite: Ranged Combat 5 ranks, Perception 5 ranks, proficient with a ranged weapon* If you shoot against an opponent that is fully visible and miss, subsequent attacks gain a +2 bonus to attack as long as the opponent does not move from that spot.

**Pierce Concealment** (4) *Prerequisite: Adjust for Range, Ranged Combat 7 ranks, Perception 7 ranks, proficient with a ranged weapon* If an opponent is behind concealment and you manage to hit him, subsequent attacks have no miss chance from the concealment for as long as the opponent doesn't move from his spot.

**Far Shot** (3) *Prerequisites: Ranged Combat 1 rank* You only suffer a -1 penalty per range increment with ranged weapons.

**Precise Shot** (6) *Prerequisites: Ranged Combat 2 ranks, Perception 5 ranks* You can shoot into a melee and hit your intended target without needing to take a penalty.

**Focused Shot** (4) *Prerequisites: Int 13, Point-Blank shot, Precise Shot, Ranged Combat 4 ranks* As a standard action, you may make a ranged attack and add your Int modifier to the damage roll as precision damage. You must be within 30ft of your target in order to take advantage of this feat.

**Ready Shot** (6) *Prerequisites: Point Blank Shot, Focused Shot, Take Aim, Ranged Combat 5 ranks* If you ready and action to shoot an enemy charging roughly in your direction, and you wait until he's within 15ft, your attack is an automatic critical.

**Improved Precise Shot** (6) *Prerequisite: Dex 19, Precise Shot, Perception 11 ranks, Ranged Combat 11 ranks* You ignore the AC bonus from anything less than total cover, and the miss chance by anything less than total concealment.

**Pinpoint Targetting** (6) *Prerequisite: Dex 19, Improved Precise Shot, Precise Shot, Perception 16 ranks, Ranged Combat 16 ranks.* As a standard action, make a single ranged attack. The target does not gain any armor, natural armor, or shield bonuses to its Armor Class. You do not gain the benefit of this feat if you move this round. You lose 10 points on your initiative count.

## Archery

**Rapid Shot** (6) *Prerequisites: Dex 13, Ranged Combat 2 ranks* When making a full-attack action with a bow, you can make an extra attack (at maximum Ranged Combat bonus), but that attack and every other one you make this turn all take a -2 penalty.

**Manyshot** (6) *Prerequisite: Dex 17, Point Blank Shot, Rapid Shot, Ranged Combat 6 ranks* As a standard action, you can fire two arrows simultaneously at a single opponent within 30ft, with a single attack roll. If the attack hits, both arrows hit. You lose 5 points to your initiative count. Precision and critical hit damage only apply to the first arrow.

## Crossbowing & firearms

**Rapid reload** (3) *Prerequisite: crossbow proficiency or firearm proficiency, Dex 13* Choose a type of weapon. Your reload time with that weapon is reduced: a swift action to load a hand or light crossbow (instead of a move), a move action to load a heavy crossbow or one-handed firearm (instead of a standard) and a standard to load a two-handed firearm (instead of a full-round).

**Close-quarters Reload** (4) *Prerequisite: specialization +2 with a crossbow or firearm, Dex 13, Ranged Combat 4 ranks* When you reload the weapon you're specialized with, you don't provoke Attacks of Opportunity for doing so.

## Wrestling

**Free Hand** (3) *Prerequisite: Str 11, Melee Combat 1, Unarmed Combat* If your off hand is free, you gain a +1 shield bonus to AC and a +2 bonus on combat maneuvers.

**Improved Bull Rush** (4) *Prerequisite: Str 13, Unarmed Combat, Melee Combat 1 rank* You don't provoke attacks of opportunity when performing bull rush maneuvers, and gain a +4 bonus in such maneuvers (whether to bull rush or resist it).

**Improved Grapple** (6) *Prerequisite: Unarmed Combat, Melee Combat 1 rank* You don't provoke attacks of opportunity when starting a grapple, and gain a +4 bonus in such maneuvers (whether to grapple or resist it).

**Greater Grapple** (6) *Prerequisite: Unarmed Combat, Improved Grapple, Melee Combat 6 ranks* You receive a +2 bonus on grapple checks, and maintaining a grapple only takes you a move action (so you can take a standard action to perform another action).

**Clever Wrestling** (4) *Prerequisite: Dex 13, Wis 13, Unarmed Combat* You gain a bonus on Grapple or Escape Artist checks made to resist a grapple or pin, from a creature that is larger than you. The bonus is +2 for each size category the target surpasses you.

**Counterthrow** (6) *Prerequisite: Dex 13, Dodge, Combat Reflexes, Improved Trip, Unarmed Combat* If the opponent that is target of your Dodge attacks you and misses, you can make an immediate trip attack against him as an Attack of Opportunity.

**Escape Attack** (2) *Prerequisite: Unarmed Combat, Escape Artist 8 ranks* If you successfully escape from a grapple, you can make a single melee attack, with a light weapon you're holding, against that opponent. The opponent is considered flat-footed against this attack. You lose 10 points to your initiative count.

**Under and Over** (4) *Prerequisite: Small size, Melee Combat 2 ranks* If a larger opponent tries to grapple you and fails, you can make a free trip attack as an immediate action against him with a +2 bonus. This does not provoke an Attack of Opportunity.

## Whip

**Whip Snare** (4) *Prerequisite: Whip proficiency, Dex 15, Improved Trip, Melee Combat 2 ranks* When you

successfully trip an opponent, you can choose to wrap it around him and drop your whip: the opponent becomes entangled. It can break free with a Str check DC 10 or Escape Artist DC 15 as a standard action, or use a full-round action to disentangle himself.

**Serpent Lash** (4) *Prerequisite: Whip proficiency, Dex 15, Improved Disarm, Melee Combat 2 ranks* You can use this ability to attempt to snatch an object with your whip and pull it toward yourself. If the object is in the possession of another creature, make a disarm check. If successful, the item is on the ground in the target's square (the normal result). If you beat their CMD by 5 or more, the item is on the ground in your square. If you beat their CMD by 10 or more and you have a free hand, you may automatically catch the item when it enters your square before it lands on the ground.

## Combat methods

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There are many ways of attacking your opponents and defend yourself, and tacticts you can use.

### Vital Strikes

**Sneak Attack** (6) *Prerequisite: Dex 11, Melee Combat 2 ranks* Whenever you succesfully hit an opponent that is flat-footed, denied his Dex bonus to AC or that is being flanked by you and an ally, you hit a more vital spot and deal an additional 1d6 points of precision damage. Also, whenever you perform a called shot attack (which deals a critical hit), if that attack is a valid Sneak Attack, your attack penalty for called shots is reduced by 4.

**Open Wound** (6) *Prerequisite: Dex 11, Sneak Attack, Melee Combat 3 ranks* Whenever you successfully Sneak Attack an opponent with a piercing or slashing weapon, you can pull the weapon from the wound in a way that the wound keeps bleeding. The target bleeds 1d4 points of damage per round until receiving treatment. Creatures without a circulation system, and creatures with regeneration or fast healing are immune to this bleeding damage. You lose 10 points on your initiative count.

**Finishing Move** (6) *Prerequisite: Melee Combat 7 ranks* You can attack a stunned or flat-footed opponent as a full-round action, and make a single melee attack that is automatically a critical hit. If you do, you lose 10 points on the initiative count.

### Disarm maneuver

**Improved Disarm** (4) *Prerequisite: Dex 13, Combat Expertise.* You no longer provoke Attacks of Opportunity when attempting disarm maneuvers, and gain a +4 bonus on all disarm maneuver checks (to disarm or resist it).

**Greater Disarm** (4) *Prerequisite: Dex 13, Combat Expertise, Improved Disarm, Melee Combat 6 ranks.* You gain an extra +2 bonus on disarm maneuvers, and disarmed weapons are thrown 10ft away in a random direction instead of at the disarmed creature's feet.

## Sunder maneuver

**Improved Sunder (4)** *Prerequisite: Str 13, Melee Combat 1 rank.* You no longer provoke Attacks of Opportunity when attempting sunder maneuvers, and gain a +4 bonus on all sunder maneuver checks (to sunder or resist it).

**Greater Sunder (4)** *Prerequisite: Str 13, Improved Sunder, Melee Combat 6 ranks.* You gain an extra +2 bonus on sunder maneuvers, and when you deal enough damage to break an item, you can choose to deal any excess damage over that to the wielder, or to the item to damage it even further. If the item is dealt enough damage to be completely destroyed, excess damage is dealt to the wielder as well.

## Trip maneuver

**Improved Trip (4)** *Prerequisite: Dex 13, Combat Expertise.* You no longer provoke Attacks of Opportunity when attempting tripping maneuvers, and gain a +4 bonus on all trip maneuver checks (to trip or resist it).

**Greater Trip (4)** *Prerequisite: Dex 13, Combat Expertise, Improved Trip, Melee Combat 6 ranks.* You gain an extra +2 bonus on tripping maneuvers, and a tripped enemy provokes attacks of opportunity as it falls.

## Defensive Techniques

**Phalanx Fighting (4)** *Prerequisite: Shield Techniques, Melee Combat 1 rank.* If you're using a heavy shield (or tower shield), you gain a +1 extra shield bonus to your AC. If you are within 5ft of an ally with this feat also wielding a heavy shield, you can form a shield wall. A shield wall provides an extra +2 shield bonus to AC and a +1 bonus on Ref saves to each member for as long as they remain adjacent.

**Hold the Line (4)** *Prerequisite: Combat Reflexes, Melee Combat 2 ranks.* When a charging opponent enters your threatened area, you can make an Attack of Opportunity against him, immediately before his charge attack.

**Agile Fighting (6)** *Prerequisite: Dex 11, Base Ref save +2, Acrobatics 5 ranks, Dodge, Melee Combat 4 ranks* Your Dodge bonus increases to +3. When fighting defensively, the dodge bonus to AC increases to +4 instead of +2, and when taking total defense, the bonus is +6. To use this you must be wearing light or no armor, and carrying no more than a light load.

## Combat Intuition & Feinting

**Improved Feint (4)** <sup>ERRATA</sup> *Prerequisite: Wis 11, Combat Expertise, Bluff 2 ranks, Melee Combat 1 rank.* You can feint in combat as a move action (instead of a standard action).

**Greater Feint (6)** <sup>ERRATA</sup> *Prerequisite: Wis 13, Combat Expertise, Improved Feint, Bluff 8 ranks, Melee Combat 8 ranks* Whenever you successfully feint in combat against an opponent, he not only loses his Dex bonus to AC against your next attack, but to every attack you make until the beginning of your next turn.

**Group Fake-out** (4) *Prerequisite: Bluff 6 ranks, Improved Feint.* You can feint in combat against more than one opponent. Make a separate Bluff check for each, with a -2 cumulative penalty for every one after the first.

**Counterattack** (4) *Prerequisite: Dex 13, Wis 13, Combat Expertise, Dodge.* If the opponent that is target of your Dodge attacks you and does not hit you in one given round while you take the total defense action, your next attack against him on your next turn gains a +4 bonus.

**Parry & Strike** (6) *Prerequisite: Dex 13, Wis 13, Melee Combat 8 ranks, Combat expertise, Dodge, Counterattack.* This feat works as Counterattack, but applies to when you are fighting defensively or using Combat Expertise, and grants a +2 bonus on your next attack against the target of your Dodge feat.

**Funneling Flurry** (4) *Prerequisite: Two-weapon-fighting, Bluff 2 ranks, Melee Combat 2.* You force an enemy to move in the direction you want. When you attack an enemy with 2 weapons, if you hit with both of them you can spend an immediate action to force him to take a 5ft step back in a direction you choose (but opposite to you).

**Distracting Spate** (4) *Prerequisite: Combat expertise, Melee Combat 4 ranks.* You press the attack, and force your opponent off-balance. If you take a -4 penalty on your attack and hit, your opponent takes a -2 penalty to AC until his next turn.

**Insightful Strikes** (6) *Prerequisite: Combat expertise, Perception 8 ranks, Melee Combat 6 ranks.* You gain a +2 bonus on attacks against bloodied targets.

**Assess Opponent** (6) *Prerequisite: Wis 13, Int 11, Combat Expertise, Dodge, Perception 4 ranks, Melee Combat 3 ranks.* When you witness an enemy landing an attack, you can spend an immediate action to study his technique. If you do, you gain a +1 dodge bonus to AC against him (+2 if he was attacking you while you studied him). Similarly, when you see an opponent defend himself from an attack due to fighting defensively or Combat expertise, if you study him you gain the same bonus to your attacks. These bonuses last for the rest of the encounter.

**Deft Strike** (6) *Prerequisite: Wis 13, Combat Expertise, Sneak Attack, Perception 10 ranks, Melee Combat 4 ranks.* As a standard action, you can study an enemy to spot a weak point in his armor. Roll a Perception check against the target's AC: if you succeed, your next attack in the next round against that target ignores armor and natural armor (but not shield) bonuses to AC.

## Combat Acrobatics

**Tumble** (4) *Prerequisite: Dex 13, Acrobatics 5 ranks.* You can somersault and spin around, allowing you to pass through a threatened square without provoking Attacks of Opportunity. You must succeed on an Acrobatics check DC15. You can also move through an opponent's space with an Acrobatics check DC20. Such movement is only at half your speed, and the DC increases by +2 for each additional opponent to avoid. Also, Acrobatics now grants you a synergy: if you have 5 ranks in Acrobatics, you get an extra dodge bonus to AC equal to +1 when fighting defensively and +2 when using total defense.

**Leap Charge** (6) *Prerequisite: Acrobatics 8 ranks, Melee Combat 4 ranks.* When you use Acrobatics to jump towards your enemy during a charge, if you cover at least 10ft of horizontal movement by your jump, you double the damage from your Str modifier, or triple if you're using a two-handed weapon.

**Expert Acrobat** (4) *Prerequisite: Acrobatics 4 ranks, light armor proficiency.* You no longer suffer armor check penalties when in light armor, for Acrobatics, Climb and Swim checks. When not in armor, you gain a +2 bonus on all checks with those skills.

**Lunging Strike** (6) *Prerequisite: Dex 13, Acrobatics 8 ranks, Melee Combat 4 ranks.* You lunge at your opponent increasing your reach. You must not be using a light weapon for this purpose. As a standard action, you attack your opponent with an extra 5ft to your reach, and drop 10 points in your initiative count.

**Prone Attack** (3) *Prerequisite: Dex 15, Nimble Stand, Acrobatics 11 ranks, Melee Combat 4 ranks.* You can make an attack from a prone position at no penalty to the attack roll. If the attack is successful, you can stand up immediately as a free action. You lose 10 points on your Initiative count.

**Tumbling Feint** (6) *Prerequisite: Bluff 6 ranks, Tumble.* When you skim past an opponent's defenses, you can catch him unaware. As a swift action, choose an opponent. If you successfully tumble to avoid an Attack of Opportunity from him, you gain a +5 bonus on your next Bluff check against him, which must be taken until the end of your next turn.

**Nimble Stand** (4) *Prerequisite: Acrobatics 8 ranks, Tumble.* If you succeed on an Acrobatics check DC20, you provoke no Attacks of Opportunity when standing up from prone.

**Acrobatic Backstab** (3) *Prerequisite: Acrobatics 12 ranks, Tumble.* If you succeed in tumbling through an opponent's space, that enemy is considered flat-footed against your next melee attack (which must be taken until the end of your next turn. You lose 10 points on your Initiative count.

## Close-quarters combat

**Impaling Strike** (6) *Prerequisite: Unarmed Combat, Improved Grapple, Melee Combat 7 ranks.* When you hit an opponent with a non-reach piercing weapon, you can make a grapple check as a swift action: success means the opponent is impaled and you are now grappling each other and you lose 10 points on your initiative count. While in that grapple, you can make a grapple check at a -4 penalty to grab your weapon and twitch it in place, dealing damage to your opponent (even if it is a weapon not normally usable in a grapple).

**Impaling Grasp** (4) *Prerequisite: Unarmed Combat, Improved Grapple, Impaling Strike, Melee Combat 9 ranks.* When you perform the Impaling Strike and grapple your opponent, when you use the impaling weapon to attack him you take only a -2 penalty to attack, and you deal an extra 1d6 damage.

**Spinning Sweep** (4) *Prerequisite: Unarmed Combat, Improved Trip, Melee Combat 4 ranks.* When you successfully hit an opponent with a melee attack, you can choose to drop 10 points in your initiative count to get a free trip attack against him as an immediate action.

## Ranged Skirmish

**Skirmish** (6) *Prerequisites: Dex 13, Ranged Combat 4 ranks.* If you move at least 10ft in combat, you gain a +4 to ranged attack rolls against opponents who haven't acted yet that round.



**Shot on the Run** (6) *Prerequisite: Dex 13, Dodge, Mobility, Point Blank Shot, Ranged Combat 4 ranks.* As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

**Retreating Shot** (6) *Prerequisite: Dex 13, Dodge, Mobility, Point Blank Shot, Shot on the Run, Ranged Combat 6 ranks.* When you use the withdraw action, you may perform a single ranged attack at any point during your movement. You lose 10 points on your initiative count.

## Sniping

**Able Sniper** (6) *Prerequisite: Dex 13, Stealth 5 ranks, Ranged Combat 1 rank.* You gain a +2 bonus on ranged weapon attacks against targets within 30ft that are flat-footed. Additionally, you get a +4 bonus on stealth checks made to hide again after shooting while hiding (when sniping).

**Sniper Strike** (6) *Prerequisite: Dex 13, Perception 4 ranks, Stealth 4 ranks, Ranged Combat 2 ranks.* Whenever you successfully hit an opponent within 30ft that is flat-footed or denied his Dex bonus to AC, you hit a more vital spot and deal an additional 1d6 points of precision damage. Also, whenever you perform a called shot attack (which deals a critical hit), if your attack is a valid Sniper Strike, your called shot penalty diminishes by 4.

**Distance Sniping** (4) *Prerequisite: Sniper Strike, Perception 7 ranks, Ranged Combat 4 ranks.* You can deal Sniper Strikes from up to 60ft away instead of 30ft. This feat can be taken multiple times, each time adding another 30ft to your Sniper Strike range.

**Moving Sniper** (6) *Prerequisite: Dex 13, Sniper Strike, Able Sniper, Stealth 6 ranks, Ranged Combat 6 ranks* If you succeed on a sniping attack (fire and hide), in the next round you can move your speed and hide as a swift action (instead of having to take a move action to hide. You can continue to fire and move for as long as you are undetected.

## Teamwork Tactics

**Vexing Flanker** (6) *Prerequisite: Combat Reflexes.* When flanking, you gain a +4 bonus on attack rolls instead of just +2.

**Outflank** (6) *Prerequisite: Combat Reflexes, Perception 4 ranks, Melee Combat 4 ranks.* If you and another ally who also has this feat flank an opponent, you gain an extra +2 to your attack rolls in addition to the flanking bonus. Also, whenever the opponent suffers a critical hit, becomes dazed or stunned, he provokes an attack of opportunity from your ally.

**Gang Up** (4) *Prerequisite: Int 13, Combat Expertise.* You are considered to be flanking an opponent if at least two other allies are flanking it, independent of your positioning.

**Team Up** (6) *Prerequisite: Int 13, Combat Expertise, Gang Up, Melee Combat 6 ranks.* When you and at least one ally are adjacent to an opponent, you can attempt the Aid Another action as a move action (instead of a standard action).

**Covering Attack** (2) *Prerequisite: None.* You can attack your target as a standard action with a regular melee attack. If you do, you grant an ally adjacent to that enemy a +2 bonus to AC against that enemy's attacks until your next turn.

**Coordinated Shot** (3) *Prerequisite: Int 11, Precise Shot* You ignore cover bonuses granted to your enemies by your allies.

**Reposition Ally** (2) *Prerequisite: None.* As a move action, as long as you have a free hand, you can pull an adjacent ally up to 10ft away from his position, to a location still adjacent to you..

## Battlefield Movement

**Step Up** (6) *Prerequisite: Dex 13, Melee Combat 1 rank.* Whenever an opponent takes a 5ft step away from you, you can also make a 5ft step to pursue it as an immediate action. If you do, you cannot take a 5ft step on your next round and your total movement that round is reduced by 5ft. You lose 10 points on your initiative count.

**Pursuing Strike** (6) *Prerequisite: Dex 13, Step Up, Melee Combat 4 ranks.* When using Step Up to pursue an opponent, you can also make a free single melee attack against that target. This takes up one of your Attacks of Opportunity for the round.

**Improved Overrun** (4) *Prerequisite: Str 13, Melee Combat 1 rank.* You don't provoke Attacks of Opportunity when performing overrun maneuvers, and you gain a +4 bonus on such maneuvers (whether to overrun or to resist it).

**Greater Overrun** (4) *Prerequisite: Str 13, Improved Overrun, Melee Combat 6 ranks.* You gain an extra +2 bonus on overrun maneuvers, and an overrun enemy provokes attacks of opportunity as it falls.

**Elephant Stomp** (3) *Prerequisite: Str 13, Improved Overrun, Melee Combat 2 ranks.* Whenever you successfully overrun on opponent with a maneuver check that beats his check by 5 or more, you can choose to stop adjacent to him and attack him with an unarmed strike or natural weapon, as an immediate action.

**Mobility** (4) *Prerequisite: Dex 13, Dodge, Perception 5 ranks.* You gain a +4 dodge bonus to AC against Attacks of Opportunity provoked by movement in enemy's threatened areas.

**Spring Attack** (6) *Prerequisite: Dex 13, Dodge, Mobility, Melee Combat 4 ranks.* As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

**Combat Patrol** (6) *Prerequisite: Dex 13, Combat Reflexes, Dodge, Mobility, Perception 5 ranks, Melee Combat 5 ranks.* As a full-round action, you may stand guard in a patrol, increasing your threat range by 5ft for every 5 ranks you have in Melee Combat. Until the beginning of your next turn, you may make Attacks of Opportunity against enemies that provoke them within this range, moving as required, as long as the total movement does not exceed your speed.

**Tactical Repositioning** (4) *Prerequisites: Dex 11, Perception 4 ranks.* Whenever you would be allowed to strike at an enemy with an Attack of Opportunity or a free attack, you can instead move 10ft as an immediate

action.

**Tactical Pullout** (6) *Prerequisite: Dex 13, Tactical repositioning, Melee Combat 7 ranks.* After a full attack, if you have not yet performed a 5ft step that turn, you can choose to drop 5 points in the initiative count to withdraw from your opponent(s) up to 10ft away as an immediate action, provoking no Attacks of Opportunity from those opponents.

**Dirty Maneouver** (4) *Prerequisite: Dodge, Bluff 4 ranks, Melee Combat 2 ranks.* As a swift action, you can try to trick your opponent and escape unscathed. You make a Bluff check against the target's Sense Motive check: if you succeed you don't provoke Attacks of Opportunity caused by movement from that opponent for that round.

## Psychological Tactics

**Dazzling Display** (6) *Prerequisite: Melee Combat 4 ranks, specialization +2 with weapon of choice.* You can perform a display of weapon prowess with your chosen weapon as a full-round action, making an Intimidate check: all opponents within 30ft become shaken if they fail on their check.

**Intimidating Strike** (6) *Prerequisite: Intimidate 4 ranks, Melee Combat 1 rank.* As a standard action, you can make a single attack against your foe, subtracting a number from your attack roll as a penalty. You can make an Intimidate check as a swift action immediately after the attack, with a bonus equal to the penalty you took to the attack. If you succeed your opponent becomes shaken for 1 round.

**Shatter Resolve** (6) *Prerequisite: Dazzling Display or Intimidating Strike, Melee Combat 6 ranks.* If you successfully hit an opponent affected by a fear effect, he becomes flat-footed to your attacks until the end of your next turn, as well as remaining shaken for another round.

**Dreadful Carnage** (6) *Prerequisite: Intimidate 11 ranks, Melee Combat 11 ranks.* When you reduce an enemy to negative HP, you can make a single Intimidate check as a free action to demoralize all opponents within 30ft that can witness the act.

**Goat** (2) *Prerequisite: Bluff 4 ranks, Knowledge(folklore) 1 rank.* As a move action, you can provoke an opponent within 60ft that can see and understand you. He must succeed on a Will save DC equal to 10+ half your character level + your Cha mod, or he must attack you preferentially over other targets on his next round.

**Play Dead** (4) *Prerequisite: Bluff 5 ranks, Perform(act) 5 ranks.* When you take at least 10 points of damage, you can fall down and pretend to be dead. You fall prone and must make a Bluff check against your opponent(s). Those who fail believe you are dead. On the next round, you can stand up without provoking Attacks of Opportunity from any of the tricked opponents. Additionally, any of those tricked opponents are flat-footed against your first attack on that round as soon as you get up.

--Nuno 06:48, 2 August 2011 (BST)

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