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Greater sunder pathfinder

in: Lore, Feats, Combat Feats Edit Share The devastating strikes belly over armor and wielders, damaging both the item and the wielder alike with a single awesome strike. Prerequisites: Sunder Armor, Power Attack, Base Attack Bonus +6, Str 13. Advantage: You will receive a bonus of +2 for checks made to attempt sunder. This bonus will receive the bonus provided by Sunder Armor. If you successfully execute a sundert, the penalty is 1d4 rounds + 1 round / 5 by which the attack exceeds the target CMD. Lore Feats Combat Feats community content available under CC-BY-SA, unless otherwise indicated. The Pathfinder: Kingmaker Wiki Greater Sunder Armor is a feat of Pathfinder: Kingmaker. Effects[edit | edit source] You get a +2 bonus strikes made to try to sunder. This bonus will receive the bonus provided by Sunder Armor. When you successfully execute a sunder, the penalty lasts up to 1d4 rounds, plus 1 round for each 5 for you, with which the attack exceeds the target CMD.Strategy[edit | edit source] Click here to add a strategy! Edit Page Content The devastating strikes Cleave through weapons and armor and wielders, damaging both items and wielders alike with a single awesome strike. Prerequisites: Improved Sunder, Power Attack, Base Attack Bonus +6, Str 13. Bonus: You will receive a bonus of +2 for checks made to Sunder. This bonus stack is a bonus provided by Enhanced Sunder. When you Sunder to destroy your weapon, shield, or suit armor, all unnecessary damage is applied to the item wielder. There is no damage transferred if you decide to leave the lot with 1 hit point. Allowance: You will receive a bonus of +2 for checks for the item. This Maul of the Titans is complicated and has led to dozens of rules on issues paizo.com. There are also questions asking for clarification of what counts as an inanimable object in an attempt to clarify what counts as attended and unsupervised objects. If you look at the rules of harmful objects, there is: A lifeless object is not only Dexterity 0 (-5 penalty AC), but also an additional -2 penalty for AC. Usually the rules that affect objects are determined by wether working on inanimate (unattended) objects or worn/rotated objects. That wasn't the case here, and the decision about Greater Sunder probably didn't expect this strange interaction. For example, how to decide which part of the damage is transferred when the weapon deals with several harmful types (such as a flaming sword). This is because there is no formal response to the first, or if the excess damage is applied directly to the welder, so there are two scenarios on our table: The weapon does triple damage and the tithing of the triple damage is applied to the welder; The weapon deals triple damage, but since the welder is not a lifeless object, that triple damage is divided into 3, and then applied to the welder. The Pathfinder Society, the only reference in the forums to a venture agent and then a venture lieutenant, vouches for the second option (divide it into 3 against the welder). But other than that, no official decision can be found anywhere else. Personally, I would choose the idea that the welder is not an in-life object, and I divide the unnecessary damage by 3, rounding it down. The devastating blows split over weapons and armor and wielders, damaging both the item and the wielder in a single terrifying strike. Prerequisites: Improved Sunder, Power Attack, Base Attack Bonus +6, Str 13. Advantage: You will receive a bonus of +2 for checks for an item sunder. This bonus stack is a bonus provided by Enhanced Sunder. When you sunder to destroy your weapon, shield, or suit armor, all unnecessary damage is applied to the item wielder. No damage is transferred if you decide to leave the item with 1 hit point. Section 15: Copyright Notice Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Based on material by Jason Bulmahn, Jonathan Tweet, Monte Cook and Skip Williams. Some feats have to pre-condition imitation. Your character must have the skill score, class function, feat, skill, base attack bonus or other quality selected to select or use the feat. A character can acquire a feat at the same level where he wins the prerequisite. A character cannot use the feat if it has lost its prerequisite. Types of feats Some feats are common, which means that there are no enek rules to regulate them as a group. Others element create feats that allow spellcasters to create magical elements of all kinds. The metamagic feat allows the spellcaster to prepare and cast a spell with a greater effect, although as if the spell was at a higher spell level than it really is. Fighter Bonus Feats Each feat is a feat designated as a warrior bonus feat. This designation does not limit the characters of other classes in the selection of these feats, assuming that they meet the prerequisites. Fighter bonus feats include: Item creation feats Create an item feat allows the spellcaster to create a magical element of a certain type. Regardless of the type of items they act on, the different element creation feats all have certain features in common. XP Cost Experience to the spellcaster Keep it reversed when making a magic element. The cost of XP is 1/25 of the item's cost in gold. A character cannot spend enough XP on an item to lose a However, after gains enough XP to achieve a new level, he or she can immediately spend XP on creating an item rather than keeping the XP to advance a level. Raw material cost The cost of creating a magic item is half the cost of selling the item. Using a batch to create a feat also requires access to a laboratory or magic workshop, special tools, and so on. A character usually has access to what he needs, unless unusual circumstances occur. Time of time to create a magical element depends on the feat and cost of the item. The minimum time is one day. Item Cost Brew Potion, Craft Wand, and Scribe Scroll create elements that can directly reproduce magic effects, and the power of these elements depends on caster level, i.e. a spell of such an element of power would be if you cast a spellcaster at that level. The price of these items (and thus the cost of XP and the cost of raw materials) also depends on the roller level. The roller level must be high enough for the spell rewriter that created the element to cast the spell at this level. To find the final price, always multiply the roller level by the magic level, then multiply the result by a constant, as follows: Rolls: Base price = magic level × roller level × 25 gp. Drinks: Base price = spelling level × roller level × 50 gp. Wand: Base price = spell level × roller level × 750 gp. Level 0 magic has a 1/2 magic level for the purposes of this calculation. Any concoction, scroll, or wand that stores the magic of a costly material component or XP cost also carries a proportionate cost. For potions and coils, the creator must pay for the material component or pay the cost of XP when creating the element. For a wand, the creator must devote fifty copies of the material component or pay fifty times the XP cost. Similarly, some magical elements incur additional costs in material parts or XP, as described in their description. As the spellcaster's knowledge of magic grows, he can learn to cast spells in ways slightly different from the way the spells were originally designed or learned. Preparation and casting of magic is more difficult than usual, but thanks to metamagic feats, it is at least possible. Spells modified by metamagic feat use a higher-than-usual magic location. It doesn't change the level of magic, so the DC rescue throws against him don't go up. Wizards and divine Spellcasters wizards and divine spellcasters must prepare spells in advance. In preparation, the character selects which spell to prepare with metamagic feats (and thus which ones to pick up higher-than-usual magic places). Wizards and bard wizards and bard choose spells as they they choose when they cast spells to apply their metamagic feats to improve them. For other spell spellers, the enhanced spell spell magic slot. But because the wizard or bard did not create the spell in a metamagic form in advance, you will need to apply a metamagic feat to the site. Therefore, such a character should also take more time for the metamagic spell (confirmed by a metamagic feat) cast time than the regular spell cast. If the normal casting time of the spell is 1 standard action, the metamagic version is a complete action for a wizard or bard. (It's not the same as a 1-round casting time.) A longer casting spell requires an extra full-circle action to cast the spell. A priest spontaneously gives a cure or causes magic, and instead he can have a metamagic version of it cast off. In this case, too, an extension is required. Casting a 1-action metamagic spell spontaneously is a full-fledged action, and the spell takes an extra full-circle action cast for a longer casting time. In every way, the metamagic spell works at the original spell level, even though it is ready and cast as a higher level of magic. Save throw changes do not change unless otherwise described in the feat. The modifications made by these feats only apply to spells cast directly by the feat user. The spellcaster can't use the metamagic feat to change the spell that is cast on a wand, scroll, or other tool. Metamagic feats that eliminate components of the spell do not eliminate the attack of the opportunity triggered by casting a spell while threatening. However, casting a spell modified by Quicken Spell is not an option. Methmagia feats can't be used with all magic. See specific feat descriptions of spells that a particular feat can't modify. The spellcaster can be applied to several metamagic feats in a single spell. Changes in the level are cumulative. You can not apply the same metamagic feat several times in a spell. To create the right item feat, you can store the metamagic version of the spell in a roll, drink, or wand. The limits on the level of potions and wands refer to a higher magic level of magic (after applying metamagic feat). A character doesn't need the metamagic feat to activate a point that stores a metamagic version of a spell. Whether a spell has been enhanced by a metamagic feat does not affect the vulnerability of being counter spelled or able to counteract another spell. Feat Descriptions Here is the format for feat descriptions. Feat Name [Type Of Feat] Prerequisite One minimum skill score, another feat or feats, minimum base attack bonus, minimum number of lines of one or more skills, or a class level that a character needs in order to acquire this feat. This entry is missing if the feat has no prerequisite. there are several prerequisites for the feat. Advantage What is the feat allows the character (you're in the feat description) to do. If a character has the same feat several times, its advantages unless otherwise specified in the description. Usually, having a feat is twice the same as once. Normal What a character who does not have this feat is limited or limited to doing. If you do not have the feat does not cause any particular drawback, this entry is missing. Special Additional Facts is a feat that can be useful if you decide to acquire a feat. Acrobatic [General] Benefit You get a +2 bonus for all Jump checks and Tumble checks. Agile [General] Advantage You get a +2 bonus for all balance checks and Escape Artist controls. Vigilance [General] Benefit You get a +2 bonus for all Listen checks and spot checks. Special The master of a familiar wins in favor of mindfulness feat when the familiar is within the arm available. Animal Affinity [General] Benefit You get a +2 bonus for all Handle Animal Controls and Ride controls. Armor Expertise [Heavy] [General] Prerequisites Armor Skill (Light), Armor Skill (Medium). Benefit See Armor Profi ness (Light). Normal See Armor Profi ness (Light). Special Warriors, Paladins, and Priests will automatically armor proficiency (heavy) as a bonus feat. You don't have to pick it. Armor Proficiency (Light) [General] Advantage If you are wearing a kind of armor with which you are profi ed, the armor control penalty that armor only applies to balance, climb, Escape Artist, Hide, Jump, Move Silently, Sleight of magic, and Tumble controls. Normal The character who wears armor with which he is not familiar applies the armor control penalty attack scrolls and all skill controls, which include moving, including ride. Special All characters except wizards, wizards, and monks automatically armor proficiency (light) as a bonus feat. You don't have to pick it. Armor Proficiency (Medium) [General] Prerequisite Armor Skill (Light). Benefit See Armor Profi ness (Light). Normal See Armor Profi ness (Light). Special warriors, barbarians, paladins, priests, druids, and clerics will automatically armor proficiency (medium) as a bonus feat. You don't have to pick it. Athletic [General] Advantage gets + 2 bonuses on each Climb check and swimming check. Augment Subpoena [General] Prerequisite Spell Focus (Subpoena). Advantage Every creature you summon with any summoning spell will receive +4 gain bonuses for the Force and Constitution for the duration of the spell that summoned it. Blind-Fight [General] Advantage In melee, every time you miss because of your secrecy, you can reroll your miss chance percentile roll once to see if you can actually hit. An invisible attacker doesn't get any advantage in hitting you in a melee. This is to not lose the Dexterity bonusarmor class, and

the attacker does not get the usual +2 bonus for being invisible. However, the invisible attacker's bonuses remain valid for long-distance You're only taking half the usual punishment to speed up why See. Darkness and poor visibility usually reduce speed to three-quarters, in half. Normal regular attack roll modifiers are invisible attackers trying to punch apply and lose the Dexterity bonus ac. The speed reduction also applies to darkness and poor visibility. Special The Blind-Fight feat cannot be used against a character who is the subject of a blink spell. The fighter can choose Blind-Fight as one of the fighter's bonus feats. Brew Potion [Item Creation] Prerequisite Caster level 3rd. Benefit You can create a potion for every 3rd-level or lower spell that you know and that targets one or more creatures. Cooking the potion takes a day. When you create a drink, you can set the roller level, which should be sufficient to cast the magic in question and not higher than your own level. The base price of the potion is 50g × the level of × the spell level. To prepare the potion, you need to spend 1/25 of the basic price in XP and use the raw materials that cost half of this basic price. When you create a potion, you make decisions that you would usually make when you cast a spell. Anyone who drinks the potion is the target of magic. Any concoction that stores the magic of a costly material component or XP cost also carries a proportionate cost. In addition to the costs that come from the basic price, you need to pay for the material component or pay for XP when creating the decoction. [General] Prerequisites Str 13, Power Attack. Benefit If you deal one creature enough damage to make it drop (usually by dropping it below 0 hit points or kills), you get an immediate, extra melee attack against another creature within reach. You can't take a 5-foot step before you drive this extra attack. The extra attack with the same weapon and the same bonus as the attack that fell off the previous creature. You can use this capability once per round. Special The warrior can choose Cleave as one of the warrior's bonus feats. Combat Casting [General] Advantage You get a +4 bonus concentration controls made to cast a spell or use your magic-like ability while on the defensive, or while you struggle or are pinned. Combat Expertise [General] Prerequisite Int 13. Advantage If you use the attack action or the entire attack operation in close combat, you can get up to -5 penalties on the offensive reload and add the same number (+5 or less) as a dodge bonus to armor's class. This number must not exceed the basic attack bonus. The changes in attack rolls and Armor class last until the next action. Normal character without Combat Expertise feat can fight defensively while using the attack or full attack action to get the -4 penalty on attack rolls and receive the +2 Dodge Bonus Armor Special The Fighter can choose Combat Skill as one of the fighter's bonus feats. Combat Reflexes [General] Benefit There may be a number of additional attacks attacks equals the Dexterity bonus. With this feat, you can also make attacks with the opportunity while flat-footed. Normal the character without this feat may be just an attack on the possibility of a round and not being able to make attacks on the opportunity while flat-footed. Special The Combat Reflexes feat does not allow the villain to use her opportunistic ability several times to circle a circle. The fighter can choose Combat Reflexes as one of the fighter's bonus feats. The monk can choose Combat Reflexes as a bonus feat for the 2. Craft Magic Arms and Armor [Item Creation] Prerequisite Caster Level 5. Allowance You can create any magical weapon, armor or shield for which you meet the prerequisites. Increasing your weapon, armor, or shield buys a day for every 1,000 gp at the cost of the magical features. To enhance your weapon, suit armor, or shield, you need to charge 1/25 of the features for the total price of XP and use up the raw materials costing half the total price. The weapon, armor, or shield must be repaired with a masterpiece element that you provide. The above cost does not include costs. You can also repair a broken magic weapon, suit armor, or shield if it's one that you could do. Doing so costs half of xp, half the raw materials, and half the time it would take to craft that item in the first place. Craft Rod [Item Creation] Prerequisite Caster level 9. Benefit You can create any bot for which you meet the prerequisites. Crafting bars take a day for every 1000 gp at the base price. To make the rod, you need to spend 1/25 of the base price in XP and use the raw materials that cost half the base price. Some rods incur additional costs in material parts or XP, as described in their description. These costs are in addition to the costs resulting from the basic price of the rod. Craft Staff [Item Creation] Prerequisite caster level 12. Benefit: You can create any employee whose prerequisites you meet. Crafting staff take a day for every 1,000 gp at the base price. To create staff, you need to spend 1/25 of the basic price in XP and use the raw materials that cost half the basic price. The newly created staff has 50 awards. Some rods incur additional costs for material components or XP, as can be seen in the descriptions. These costs cover costs in addition to those resulting from the basic price of staff. Craft Wand [Item Creation] Prerequisite caster level 5. Allowance You can create a wand for any 4. Crafting a wand takes a day for every 1000 gp at the base price. The base price of the wand is 750 gp × the magic level × the magic level. To make a wand, you need to spend 1/25 of the base price in XP and use the raw materials that cost half of that base price. A newly created wand 50 Have. Any wand that stores the magic of a costly material component or XP cost also carries a proportionate cost. In addition to the cost from the base price, fifty copies of the material component or pay fifty times the XP cost. Craft Amazing Item [Item Creation] Prerequisite Caster Level 3rd. Benefit You can create all the wonderful elements whose prerequisites meet. Enchanting is an amazing item taking a day for every 1000 gp for the price. To enchant an amazing item, you have to spend 1/25 of the lot price xp and use up the raw materials costing half that price. You can also mend a broken amazing item if that's one you can do. Doing so costs half of xp, half the raw materials, and half the time it would take to craft that item in the first place. Some wonderful items come with additional costs in material parts or XP, as described in their description. These costs are additional to the costs arising from the basic price of the item. You have to pay such a cost to create an item or repair a broken one. Deceptive [General] Advantage You get a +2 bonus for all Disguise checks and forgery checks. Hijack Arrows [General] Prerequisites Dex 13, Enhanced Unarmed Strike. Benefit You must have at least one hand free (holding anything) to use this feat. Once in a circle, if you usually hit a long-distance gun, you deflect it so as not to take any damage from it. You need to know about the attack, and you shouldn't be on gooseshoes. Hijacking a long-range weapon is not an action. Unusually long-range weapons and long-range attacks generated by magic effects cannot be hijacked. Special The monk may choose Diversion Arrows as a bonus feat at 2nd level, even if he does not meet the prerequisite. The fighter can select Deflect Arrows as one of the fighter's bonus feats. Skillful Hands [General] Advantage You get a +2 bonus for all sleight of hand checks and use rope controls. Diehard [General] Prerequisite for Endurance. Advantage If it drops to -1 and -9 hit points, it automatically becomes stable. You don't have to roll 0% to see if you lose 1 hit point in each round. If you're reduced to negative hit points, you can choose to act like you're disabled, not dead. You must make this decision as soon as it is reduced to negative hit points (even if it is not your turn). If you don't choose to act like you're handicapped, you're immediately unconscious. If you use this feat, you can take either a step or standard action in each round, but not both, and you can't make a full round of action. You can take a step without further harming yourself, but if you have any standard action (or any other action considered demanding, including some free action, quick actions, or immediate actions, such as casting an accelerated spell), you will have 1 point of damage after completing the law. If you reach -10 hit points, you can immediately Normal the character without this feat, who drops to -1 and -9 hit points unconscious and dying. Diligent [General] Advantage You get a +2 bonus for all rating checks and and Script checks. Dodge [General] Prerequisite Dex 13. Advantage During the action, you can select your opponent and get a +1 Dodge bonus armor class attacks against that opponent. In each action, you can select a new opponent. The condition that makes you lose the Dexterity Bonus Armor class (if any) also makes you lose Dodge bonuses. Also, Dodge bonuses stack with each other, unlike most other types of bonuses. Special The fighter can choose Dodge as one of the fighter's bonus feats. Empower Spell [Metamagic] Advantage All variable, numerical effects of an empowered spell grown in half. Saving drums and facing reels doesn't affect any of the spells without random variables. A powerful spell uses up a magic slot two levels higher than the actual level of magic. Perseverance [General] Advantage You get a +4 bonus for the following checks and backups: Swim checks, in, to withstand non-fatal damage, Constitution controls made to continue running, constitution checks made to avoid non-fatal damage from a forced march, Constitution controls made to hold your breath, Constitution controls to avoid non-lethal damage to hunger or
thirst, Fortitude cleans done to avoid non-fatal damage in cold or cold environments, and fortitude went on to withstand damage socation. Also, you can sleep light or medium armor without becoming tired. Normal The character without this feat who sleeps in medium or heavier armor will automatically be tired the next day. Special The ranger automatically gains stamina as a bonus feat 3. You don't have to pick it. Zoom in on spell [Metamagic] Benefit you can change the spell to a set of fight, medium, or long to increase the range to 100%. The expanded spell of a series of close-ups now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells range from 800 ft. + 80 ft./level. The enlarged spell uses a level (higher spell than the actual level of the spell). Spells whose ranges are not determined by distance, as well as spells whose ranges are not close, medium, or long, do not have increased ranges. Eschew Materials [General] Benefit you cast any magic that is a material component costing 1 gp or less without the need for that component. (The casting of magic still provokes attacks opportunity as usual.) If the spell requires a material component that costs more than 1 gp, then you need the material component at hand to cast the spell as normal. Exotic weapon profi ness [General] Choose a kind of exotic weapon. You know how to use it, don't you? The exotic weapon in combat. Prerequisite Base Attack Bonus +1 (plus Str 13 bastard sword or Smurp waxaxe). Advantage you must be that the attack rolls the weapon normally. Normal Character A, who uses a weapon he is not familiar with, will receive a -4 penalty on the offensive scrolls. on the coils. You can gain exotic weapon profience several times. Every time you take the feat, it applies to a new type of exotic weapon. Proficy with a bastard sword or smurp waxaxe is an additional prerequisite for Str 13. The fighter can choose exotic weapon profi ness as one of the warrior's bonus feats. Extension of Spell [Metamagic] Benefit An extended spell lasts twice as long as normal. The duration of the spell is concentration, instantanea, or constant does not affect this feat. The extended spell uses a level higher spell than the actual level of the spell. Prerequisite Ability to turn or reproach creatures. Benefit Every time you do this feat, you use your ability to turn or reproach creatures four times a day as normal. If you have the ability to turn or reproach several types of creature each the turning or reproach abilities gain four additional uses per day. Normal Without this feat, the character can usually turn to either reproach undead (or other creatures) several times a day equal to 3+ of his Charisma modifier. Special You can win extra turning over several times. The effect stack. Each time you do the feat, you can use each turned or reproach skills four additional times a day. Far Shot [General] is a prerequisite for point blank shooting. Advantage If a projectile weapon, such as a bow, for every increase increases by half (multiply by 11/2). If you use a dropped weapon, its range will double. Special The fighter can choose Far Shot as one of the fighter's bonus feats. Forge Ring [Item Creation] Prerequisite Caster Level 12. Benefit You can create any ring whose prerequisites you meet. Crafting rings take one day for every 1000 gp at the base price. To make the ring, you need to spend 1/25 of the base price in XP and use the raw materials that cost half the base price. You can also repair a broken ring if it's one that you could do. It costs half the XP, half the raw materials, and half the time it takes to forge that ring in the first place. Some magic rings come with additional costs in material parts or XP, as described in their description. You have to pay such a cost to forge such a ring or repair a broken one. Great Cleave [General] Prerequisites Str 13, Cleave, Power Attack, Base Attack Bonus +4. Advantage This feat works like Cleave, except that there is no limit to how many times it can be used per lap. Special The warrior can choose Great Cleave as one of the warrior's bonus feats. Great Fortitude [General] Benefit You get a +2 bonus for each Fortitude saving launch. Greater Spell Focus Choose a magic school has already applied spell focus feat. This bonus is stacked with the Spell Focus bonus. Special You can get this several times. Effects are not stack. Every time you take the feat, it applies to a new school of magic, to which you have applied the Spell Focus feat. Greater Spell Penetration [General] is a prerequisite for Spell Penetration. Advantage You get a +2 bonus roller level controls (1d20+ caster levels) made to overcome the creature's magic resistance. This bonus pile is one of spell penetration. Bigger two weapons fighting [General] prerequisites are Dex 19, better two-armed, two-armed, base attack bonus +11. Advantage You get a third attack on your off-hand weapon, albeit with a -40 penalty. See the two-armed combat special attack. Special The fighter can choose between bigger two weapons fighting than one of the fighter's bonus feats. An 11th-level ranger who chose two weapons fighting styles is treated as having larger two-weapon combat, even if he doesn't have the prerequisites, but only if he wears light or no armor. Greater Weapon Focus [General] Choose a type of weapon for which you have selected weapon focus. You can also opt for unarmed strikes or wrestle as a weapon for the purpose of this feat. Prerequisites profi ness of the selected weapon, Weapon Focus on the selected weapon, fighter level 8. Advantage You get a +1 bonus for each attack roll you make with your chosen weapon. This bonus stacks other bonuses on attack reels, including one for weapon focus (see below). Special Can gainlarger weapon focus several times. Effects are not stack. Every time you take the feat, it applies to a new type of weapon. The fighter needs greater weapon focus on a particular weapon to acquire the larger weapon specialization feat of that weapon. The fighter can choose a larger weapon focus than one of the fighter's bonus feats. For greater weapon specialization [General] Choose a type of weapon for which you have selected weapon specialization. You can also opt for unarmed strikes or wrestle as a weapon for the purpose of this feat. Prerequisites profi ness of the selected weapon, Larger Weapon Focus selected weapon, Weapon Focus selected weapon, weapon specialization selected weapon, fighter level 12. Advantage You get a +2 bonus for each damage roll you make with your chosen weapon. This bonus stacks other bonuses for damage rolls, including one for weapon specialization (see below). Special Can winlarger weapon specialization several times. Effects are not stack. Every time you take the feat, it applies to a new type of weapon. The fighter can choose a larger weapon specialization than one of the fighter's bonus feats. Enhance Spell [Metamagic] Advantage Enhanced spell is higher on a magic ion than normal (up to level 9). Unlike other metamagic feats, Amplify Spell actually increases the actual level of magic that it modifies. All Depends on the level of magic (such as saving throw DC and ability to penetrate a smaller globe of inviolability) is calculated based on the increased level. The enhanced spell is as hard to prepare and cast as a spell at the actual level. Improved Bull Rush [General] Prerequisites Str 13, Power Attack. Advantage If you perform a bull rush do not provoke attack opportunity for the defender. You can also gain a +4 bonus against the force check to push back the defender. Special The fighter can choose improved Bull Rush as one of the fighter's bonus feats. Improved Ellenspell [General] advantage If you misspell, you can use your magic at the same school to make one or more spell levels higher than your goal spell. Normal Without this feat, you can counter magic with just the same spell, or a spell specifically assigned to offset the target spell. Improved critical [General] Choose a type of weapon. Prerequisite Profi profi ed weapon, base attack bonus +8. Advantage When using the selected weapon, the threat range is doubled. Special You can win upgraded critical several times. The effects do not accumulate. Every time you take the feat, it applies to a new type of weapon. This effect does not stack any other effect that extends the threat range of a weapon. The fighter can choose an upgraded critic as one of the warrior's bonus feats. Improved Disarming [General] Prerequisites in Int 13, Combat Expertise. Advantage You don't provoke an opportunity when you try to disarm an opponent and the opponent doesn't have a chance to disarm him. You will also receive +4 bonuses on the counterattack roll you made to disarm your opponent. Normal See normal disarming rolls. Special The fighter can choose from improved disarmament as one of the fighter's bonus feats. The monk can choose improved disarmament as a bonus feat for the 6th time. Enhanced Familiar [General] This feat allows spellcasters to gain a new acquaintance from a non-standard list, but only if they usually acquire a new acquaintance. Prerequisites Ability to obtain a new, familiar, compatible animal, sufficiently high (see below). Benefit When choosing a familiar, the creatures listed below are also available in the spellcaster. The spellcaster can choose a familiar one alignment up to one step away from each alignment of axes (legal through chaotic, good evil). Improved acquaintances would otherwise use the rules of regular acquaintances, with two exceptions: If the creature type is something other than the animal, the type does not change; and improved acquaintances are not given the ability to speak to other beings of their kind (although many of them are already able to communicate). The list in the table is: familiar with alignment only introduces a few possible enhanced friends. Almost
every creature is a creature the same size and performance as the control on the list. Matching the master is not the only possible categorization. For example, better acquaintances can be assigned to the master creature type or subtype, as shown in Table: Enhanced familiar type/subtype. Enhanced Feint [General] Prerequisites Int 13, Combat Expertise. Advantage You can make your Bluff check to ruse in combat as a step action. Normal feinting in combat is a standard action. The fighter can choose enhanced Feint as one of the fighter's bonus feats. Improved Wrestling [General] Prerequisites for Dex 13, Enhanced Unarmed Strike. Advantage Does not provoke the possibility of launching a touch attack to fight. You can also gain a +4 bonus for all wrestling controls, regardless of whether you started wrestling. Normal Without this feat, you can provoke an attack on the possibility of a small attack to start a wrestle. Special The fighter can choose improved grapple as one of the fighter's bonus feats. The monk can choose improved grapple as a bonus feat for the 1st century. Improved initiative [General] Benefit +4 bonus for initiation checks. The Special A Fighter can select the Enhanced initiative as one of the fighter's bonus feats. Improved Overrun [General] Prerequisites Str 13, Power Attack. Advantage If you try to overrun an opponent, the target may not avoid you. You will also receive +4 bonuses on your strength control to knock down your opponent. Normal Without this feat, the goal of an overrun you can choose to avoid or block it. Special The fighter can choose upgraded overruns as one of the fighter's bonus feats. Improved precise shot [General] Prerequisites Dex 19, Point Blank Shot, Accurate Shot, Base Attack Bonus +11. Advantage Long-distance attacks ignore the AC bonus, which targets miss the chance of less than the total cover and less than the total cover. Full cover and full cover-up provide the usual benefits against long-distance attacks. In addition, if you shoot or throw long-range weapons at a wrestling opponent, you can automatically strike the opponent of your choice. Normal See the usual rules on the effects of coverage and concealment. Without this feat, a character who shoots or throws a long-range weapon at the target takes part in a wrestling must roll randomly to see which fight fighter's attack strikes. Special The fighter can choose an improved accurate shot as one of the fighter's bonus feats. An 11th-century man or a 11th-century man Improved Shield Bash [General] Prerequisite Shield Profi ness. Advantage If you perform shieldbash, you can still apply the shield shield bonus to AC. Without this feat, a character who performs the shield bash will lose the shield shield bonus ac until he or she is in the next round. The Special A Fighter can select the Enhanced Shield Bash as one of the fighter's bonus feats. Improved Sunder [General] Prerequisites Str 13, Power Attack. Advantage If you hit an object (such as a weapon or shield) held or carried by an opponent, it does not provoke an attack of opportunity. You will also receive +4 bonuses on each attack roll created to attack an object held or carried by another character. Normal Without this feat, you can provoke an attack on the possibility if you strike an object held or performed by another character. Special The fighter can choose upgraded Sunder as one of the fighter's bonus feats. Improved Trip [General] Prerequisites for Int 13, Combat Expertise. Advantage Does not provoke the possibility when trying to trip over the opponent while unarmed. You will also receive +4 bonuses on your fortress control to trip over your opponent. If you stumble upon an opponent in melee combat, you will immediately receive a melee attack against that opponent as if he had not used the attack in the travel attempt. Normal Without this feat, you can provoke attack opportunity when trying to trip over your opponent while unarmed. In special level 6, the monk can choose a better trip than a bonus feat, even if he does not have the preconditions. The fighter can choose improved trip as one of the fighter's bonus feats. Improved turning [General] is a prerequisite for ability to turn or reproach creatures. Benefit You can turn or reproach creatures as if they were a level higher than you in class to give you the ability. Improved dual-weapon combat [general] prerequisites for Dex 17, Two Weapons Combat, base attack bonus +6. Advantage In addition to the usual single extra attack you get an off-hand weapon, you get a second attack with him, albeit with a -5 penalty. See the two-armed combat special attack. Normal Without this feat, you can just get an extra attack from an off-hand weapon. Special The fighter can choose from improved two-armed combat as one of the fighter's bonus feats. The 6th-level ranger who chose the two weapon fighting styles is treated as having better two-armed fighting, even if he doesn't have the prerequisites, but only if he wears light or no armor. Enhanced unarmed strike [General] Advantage You will be considered to be armed even if you are unarmed – that is, if you do not provoke attacks or opportunities for armed opponents if you attack them while unarmed. However, you can still get an attack on the possibility against someone who has an unarmed attack on you. In addition, unarmed strikes deal with deadly or non-lethal damages, of your choice. Normal Without this feat, you can be considered unarmed when attacking an unarmed strike and you will deal only non-fatal damage from such an attack. Special monk monk Gain better unarmed strike than a bonus feat in 1. You don't have to pick it. The fighter can choose improved unarmed strikes as one of the fighter's bonus feats. Investigating [General] Benefit You get a +2 bonus for all information gathering checks and search checks. Iron Will [General] Advantage You get a +2 bonus for each Will saving launch. Table: Leadership LeadershipScore CohortLevel Number of Followers 1. 3. 7. 5. 20 2 1 — — 16 11th 25 2 1 — — 17 12th 30 1 1 1 — — — 18 12h 3 1 1 — — — 19 13th 40 2 1 1 — — 20 14. 50 5 3 2 1 — 21 15th 60 6 3 2 1 1 22 15th 75 7 4 2 2 1 23 16th 90 9 5 3 2 1 24 17th 110 11 6 3 2 1 25 or higher 17. Attracting cohorts The Leader... Modifier * Cumulative by cohort. There is a familiar, special mount, or animal companion -2 Reruits a cohort for another alignment -1 Caused the death of cohort -2 * Table: attracts followers of the Leader ... Modifier There is a fortification, base operations, guildhouse, or the like +2 Moves a lot -1 Caused the death of other followers -1 Leadership [General] Prerequisite character level 6. Benefits Having this feat allows the character to attract loyal companions and devoted followers, subordinates who help him. See the table below to see what cohort and how many followers your character recruit. Driving score of the character base driving score equals the level as well as any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low driving scores, but the character still has 6. External factors can influence the character's driving score, as detailed above. Cohort level the character can attract the cohort up to this level. Regardless of a character's leadership score, he can only recruit a cohort who is two or more levels lower than himself. The cohort must be equipped with equipment appropriate to its level. A character can try to attract a bet to a cohort of a particular species, class, and alignment. The cohort alignment should not be opposed to the driver aligning either the law-vs-chaos or the good-vs-bad axis, and the driver takes a leadership penalty when recruiting a cohort for an alignment different from his or her own. Cohorts XP as follows: The cohort is not considered a party member when determining the party's XP. Divide the cohort level with the level of the PC you're in contact with (the character with the feat of leadership who attracted the cohort). Multiply this result by the total XP awarded to your computer and add the number of experience points to the total amount of the cohort. If a cohort gains enough XP to reduce it to a level lower than the character level of the related computer, the cohort will not win the new level—the new XP total is 1 less than the amount required to reach the next level. Number of followers by level The character can lead to the specified number of each level character. Followers are similar to cohorts, except they are usually low-level NPCs. Followers do not seek experience and thus do not gain level. However, if a character's leadership reaches a new level, the player consults the table above to determine if he has gained more followers, some of which are at a higher level than his existing followers. (Don't read the chart to see if the cohort gains levels, however, because cohorts gain experience on their own.) Driver modifiers Several factors can affect the character's driving score, which varies from the base score (character level + Cha modifier). The character's reputation (trying to attract from the point of view of the bandar or his/her follower) raises or decreases the driving score, see Table: Reputation. Other modifiers can be used if the character tries to attract a cohort, see Table: Attracting Cohorts. Followers have different priorities than cohorts. When the character tries to attract a new follower, use the modifiers to apply table: Attraction Followers. Lighting Reflexes [General] Advantage You get a +2 bonus for each Reflex saving launch. Magical Visions [General] Advantage You get a +2 bonus for all Spellcraft controls and use Magic Device controls. Manyshot [General] Prerequisites Dex 17, Point Blank Shot, Rapid Shot, Base Attack Bonus +6 Advantage As a standard action, you can fire two arrows at an opponent within 30 meters. Both arrows use the same offensive rifle (-4 penalties) to determine success and deal damage normally (but see
Advanced). For each point of the basic attack bonus, you can add +6 and add an additional arrow to the attack, up to four arrows on a base attack bonus of +16. However, each arrow after the second adds a cumulative -2 penalty to the attacking roll (a total penalty of -6 three arrows and -8 for four). Damage reduction and other resistances are applied separately against the arrows fired. Special, no matter how many arrows you fire, you only use precision-based if you score a critical score only the first arrow fired deals critical damage; all others cause regular damage. The fighter can choose Manyshot as one of the warrior's bonus feats. The 6th-level ranger who chose the archery fighting style is treated like having Manyshot even if he doesn't have the prerequisites, but only if he wears light or no armor. Martial Weapon Profi ness [General] Choose a kind of combat weapon. He knows how to use this type of combat weapon in combat. Advantage you have is that the attack rolls on the selected weapon in general. Normal If you use a weapon you are not familiar with, you will receive a -4 penalty on the offensive scrolls. Special barbarians, warriors, paladins, and rangers are also profi ed with all combat weapons. You don't have to choose this feat. You can gain Martial Weapon Profiety several times. Every time you take the feat, it applies to a new type of weapon. The priest who chooses the war domain automatically gets the Martial Weapon Proficiency feat related to his deity's favored weapon as a bonus feat when the weapon is a combative one. You don't have to pick it. Maximize Spell [Metamagic] Benefit All variable, numerical effects are maximized by a spell modified by this feat. Saving drums and facing reels doesn't affect any of the spells without random variables. The maximum magic uses up a magic slot is three levels higher than the spell's actual level. A powerful, maximized spell gains a distinct advantage for each feat: the maximum result plus half of the usually rolled result. Mobility [General] Prerequisites Dex 13, Dodge. Advantage You get a +4 Dodge bonus armor class attacks against an opportunity caused when you move out or inside a threatened area. The condition that makes you lose the Dexterity Bonus Armor class (if any) also makes you lose Dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses. Special The fighter can choose mobility as one of the warrior's bonus feats. Mounted Archery [General] Prerequisites Ride 1 Rank, Mounted Combat. Advantage The penalty for using a long-range weapon is hal f. -2 instead of -4 if the holder makes a double movement, and -4 instead of -8 when the holder is running. The Special A fighter can choose Horse Archery as one of the warrior's bonus feats. Mounted Combat [General] Prerequisite Ride 1 rank. Advantage Once in a ride when the mount hit in combat, you can try the Ride control (as a reaction) to deny the hit. The hit is disowned if the Ride check result is greater than the opponent's attack throw. (Essentially, the Ride check result will be in the mount's Armor class if it's higher than the mount's regular AC.) Special A fighter can choose Mounted Combat as one of the fighter's bonus feats. Natural [General] Prerequisites Wis 13, wild shape ability. Advantage The spells verbal and somatic components of wild game You replace the various noises and gestures with the normal verbal and somatic components of the spell. You can use any material component or focus, even if such elements are merged into the current form. This feat does not allow the use of magical elements while taking a form that cannot be used on them and they are not given the ability to speak while in wild form. Negotiator [General] Advantage You get a +2 bonus for all diplomacy checks and sense motive checks. Nimble Fingers [General] Advantage receives +2 bonus on all Disable Device checks and Unlock Open checks. You will receive a convincing [General] Benefit +2 bonus for each Bluff check and intimidating check. Point Blank Shot [General] Advantage You get a +1 bonus for attack and damage roll ranged weapons in the range of up to 30 meters. Special The Fighter can choose Point Blank Shot as one of the fighter's bonus feats. Power Attack [General] Prerequisites Str 13. Advantage The action before attack rolls into a round, you can choose to subtract a number from all melee attack rolls and add the same number to each melee damage roll. This number must not exceed the basic attack bonus. The penalty for attacks and the bonus are valid until the next round. Special If you attack with a two-handed weapon or a two-handed one-handed weapon, add twice the number extracted from all attack retracts. You can't add the Power Attack bonus to light weapon damage (except unarmed strikes or natural weapon attacks), even if the penalty for attacking reloads still applies. (Usually, you can handle a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon as a am two-handed weapon, attacking only one end to make a round, you can treat it as a am two-handed weapon.) The fighter can choose Power Attack as one of the fighter's bonus feats. Accurate shot [General] Prerequisite point blank shot. Advantage You can shoot or drop long-range weapons on a melee opponent without taking the standard -4 penalty for the offensive throw. The Special A Fighter can select Precise Shot as a bonus feat for one of the fighters. Quick Draw [General] Prerequisite Basic Attack Bonus +1. Benefit Draw a weapon as a free action instead of a step action. Draw a hidden weapon (see Sleight of Hand skill) as a step action. The character who chose this feat can throw weapons at his full normal rate of attacks (much like a character with a bow). Normal Without this feat, you can draw a weapon as a step action or (if the base attack bonus is +1 or higher) as part of a free action movement. Without this feat, you can draw Concealed weapon as a standard action. Special The Fighter can choose Quick Draw as one of the fighter's bonus feats. Quicken Spell [Metamagic] Benefit Casting is an accelerated spell of a quick action. You can perform the Action, even casting another spell, in the same circle as you cast an accelerated spell. You can only cast one accelerated spell per round. It is not possible to regenerate a spell with a casting time of more than 1 full-circle action. The accelerated spell uses up a magic slot four levels higher than the actual level of magic. An accelerated spell doesn't provoke opportunity. Special This feat cannot be applied to any spell cast spontaneously (including wizard spells, bard spells, and priest or druid spells cast spontaneously) as applying a metamagic feat to a spontaneous cast spell automatically increases your casting time for a full range of action. Fast Reload [General] Choose a kind of crossbow (hand, light, or heavy). Prerequisite Weapon skill (crossbow type of choice). Advantage The time required to reload the selected type of crossbow is limited to free action (hand or light crossbow) or a movement operation (heavy crossbow). Reloading the crossbow still brings about an attack of opportunity. If you have chosen this feat of hand crossbow or light crossbow, you can fire that weapon as many times as you can in a full attack action as you can attack if you use a bow. Normal The character without this feat does a step action to reload a hand or light crossbow, or a full-circle action reload heavy crossbow. Special Win fast reloading several times. Every time you do the feat, it applies to a new type of crossbow. The fighter can choose rapid reload as one of the fighter's bonus feats. Rapid Shot [General] Prerequisites Dex 13, Point Blank Shot. Advantage You can get an extra attack per round with a long-range weapon. The attack is the highest basic attack bonus, but each attack in that round (the extra one and the normal one) takes a 2 penalty. You must use the full attack action to use this feat. Special The fighter can choose rapid shot as one of the fighter's bonus feats. A level 2 ranger who chose the archery fighting style is treated like having Rapid Shot, even if he doesn't have the prerequisites, but only if he's wearing light or no armor. Ride-By Attack [General] Prerequisites Ride 1 Rank, Mounted Combat. Advantage: When connected and use the charging operation, you can move and attack as if you were on normal charging and then move again (continue the straight line of charging). The total movement of the round should not exceed double the speed mounted. You and your mount do not provoke an attack opportunity for your opponent to make an attack. The Special A Fighter can choose Ride-By Attack as one of the fighter's bonus feats. Running [General] Advantage While running, five times the normal speed (medium, light or armor and does not carry more than a medium load) or four times the speed (if you are wearing heavy armor or carrying heavy loads). If you jump after starting a run (see skill description), you get a +4 bonus for jump control. While running, you will retain the Dexterity bonus AC. Normal You move four times the speed while running (if you're wearing medium, light, or no armor and carrying no more than a medium load) or three times the speed (if you're wearing heavy armor or carrying a heavy load) and you lose your Dexterity bonus AC. Prerequisite caster level 1. Benefit You can create a roll of any magic that you know. Scrolling takes one day to write for every base price of 1,000 gp. The base price of the coil is the magic level, × the roller level × 25 gp. To write scrolling, you spend 1/25 of the base price in XP and use the raw materials that cost half of that base price. Any scroll that stores magic with a costly material component or XP cost also comes at a proportionate cost. In addition to the costs from the base price, you must also reverse the material component or pay XP when scribbling the roll.
Self-sufficing [General] Benefit You get a +2 bonus for all Heal checks and survival checks. Shield profi ness [General] Advantage You can use the shield and take only the usual penalties. Normal If you are using a shield with which you are not profi ed, you can take the shield armor control penalty for attack scrolls and all skill controls that include moving, including ride controls. Special barbarians, cleds, priests, druids, warriors, paladins, and rangers will automatically shield profience as a bonus feat. You don't have to pick it. Shot On The Run [General] Prerequisites Dex 13, Dodge, Mobility, Point Blank Shot, Base Attack Bonus +4. Advantage If you use the attack operation with a long-range weapon, you can move before and after the attack, provided that the total distance travelled is not greater than its speed. Special The Fighter can choose Shot on the Run as one of the fighter's bonus feats. Silent Spell [Metamagic] Advantage A quiet spell can be cast without verbal components. Spells without verbal components are not affected. The silent spell uses a level higher loading surface than the actual level of the spell. Special Bard spells can't be enhanced with this metamagic feat. Simple weapon profi ness [General] Advantage you have is that attack rolls are simple weapons in general. Normal If you use a weapon you are not familiar with, you will receive a -4 penalty on the offensive scrolls. Special All characters except the Druids, monks, and wizards are automatically profied with all simple weapons. You don't have to choose this feat. Benefit You get a +3 bonus for each control affecting that skill. Special You can acquire this feat several times. Effects are not stack. Every time you do the feat, it applies to a new skill. Snatch Arrows [General] Prerequisites Dex 15, Arrows, enhanced unarmed strike. Advantage When using the Deflek arrows feat can be held at gunpoint it's just a distraction. Throwing weapons is immediately discarded back to the original attacker (even if it's not his turn) or kept for later use. You must have at least one hand free (holding anything) to use this feat. Special The Fighter can choose Snatch Arrows as one of the warrior's bonus feats. Spells Focus [Elementary] Choose a school of magic. Benefit Add +1 is the difficulty class each saving drums against spells the school chooses from magic. Special You can acquire this feat several times. Effects are not stack. Every time you take the feat, it applies to a new school of magic. Spell Mastery [Special] Prerequisite Wizard Level 1st. Benefit Every time you do the feat, select some spells identical to the Intelligence modifier that you already know. From this point on, you can create these spells without referring to a magic book. Normal Without this feat, you need to use your spellbook to prepare all spells except read magic. Spell Penetration [General] Advantage You get a +2 bonus roller level controls (1d20+ caster level) made to overcome the creature's magic resistance. Spirited Charge [General] Prerequisites Ride 1 Rank, Mounted Combat, Ride-By Attack. Advantage If you mounted and use the charge action, you will deal double damage to a melee weapon (or triple damage from a spear). The Special A fighter can select Spirited Charge as one of the fighter's bonus feats. Spring Attack [General] Prerequisites Dex 13, Dodge, Mobility, Base Attack Bonus +4. Advantage If you use the attack operation with a melee weapon, you can move before and after the attack, provided that the total distance travelled is not greater than its speed. Moving in this way does not cause an attack on the possibility of the defender attacking, although it can cause attacks opportunity for other creatures if necessary. You can't use that feat if you're wearing heavy armor. You have to move at least 5 feet before and after that attack in order to take advantage of spring attack. The Special A Fighter can choose Spring Attack as a bonus feat for one of the fighters. Stealthy [General] Benefit You get a +2 bonus for all Hide controls and Move Silent controls. Even Spell [Metamagic] Benefit The silent magic can be cast without somatic components. Spells without somatic components are not affected. Stilled magic uses a level higher spell than the actual level of magic. Impressive Fist [General] Prerequisites Dex 13, Wis 13, Enhanced Unarmed Strike, Base Attack Bonus +8. Benefit You must announce that you use this feat before the attack roll (so a failed attack roll ruins your attempt). Stunning Fist forces enemy injured in unarmed attack to make Fortitude saving throw 10 + 1/2 (the character level + the Wis modifier), in addition to damage in general. The defender who fails to make this saving throws stunned 1 1 (only before the next operation). The stunned creature drops everything held, can't take action, takes a -2 penalty ac, and loses the Dexterity bonus ac. You might try the impressive attack once a day on every four levels you've achieved (but see the special) and do more than once in a round. Constructions, oozes, plants, undead, disembodied creatures, and creatures immune to critical hits may not be shocked. Special A Monk can choose Impressive Fist as a bonus feat on Level One, even if it doesn't meet the prerequisites. A monk who selects this feat can attempt a stunning attack numerous times a day equal to him at monk level, plus one more time a day on every four levels he has in classes other than monk. The fighter can choose impressive fist as one of the fighter's bonus feats. Toughness [Overall] Advantage You get +3 hit points. Special The character can gain this feat several times. The effect stack. Tower Shield Profi ness [General] Prerequisite Shield Profi ness. Advantage You can use the tower shield and suffer only the standard penalties. Normal The character who uses a shield with which he is not profi ed takes the shield armor control penalty for the attack scrolls and all skill controls, which include moving, including ride. Special Warriors will automatically use Tower Shield profience as a bonus feat. You don't have to pick it. Table: Track DC Surface Survival DC Very soft soil 5 Soft soil 10 Hard soil 15 Hard soil 20 Table: Track DC Modifiers condition survival DCmodifier For a Mixed size group, use only the modifier of the largest size category. Applies only the largest modifier in the category. One in three creatures in the group that tracked -1 Size of creature or creature tracked1 Fine +8 Tiny +4 Tiny +2 Small +1 Medium 0 Large -1 Huge -2 Gargantuan 4 Inchal -8 Every 24 hours since the trail was made +1 Every hour of rain, whereas the trail is made of +1 Fresh snow cover, since the trail is made of +10 Poor visibility2 Cloudy or moonless night +6 Moonlight +3 Fog or precipitation +3 Crawler path hides trail (and moves at half speed) +5 Track [General] Benefit To find the numbers or follow them 1 mile required for successful survival control. You need to have a different survival check every time the tracks become harder to follow. You move at half the normal speed (either at normal speed, with -5 penalties at check, or twice the normal speed, with -20 penalties). DC depends on the surface and prevailing conditions, as specified in table above: Track DC. Very soft soil Any surface (fresh snow, thick dust, wet mud) that contains deep, clear impressions of footprints. Soft soil Any surface is quite soft that it yielded to pressure, but harder than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints. Hard ground Most normal outdoor surfaces (e.g. lawns, lawns, trees, and the like) or exceptionally soft or dirty indoor surfaces (thick carpets and very dirty or dusty floors). The creature can leave traces (broken branches or hair), but leaves only occasional or partial footprints. Hard ground All surfaces that have no footprints at all, such as bare rock or indoor floors. Most stream beds fall into this category as the footprints left behind are obscured or washed away. The creature leaves only traces (abrasions or moved pebbles). There may be several modifiers for Survival Check, as shown in table DC modifier tracking. If you fail the survival check, you can try again after 1 hour (outdoors) or 10 minutes (indoors) to search. Normal Without this feat, you can use your survival skills to find the numbers, but you can follow them only if your DC is a task 10 or lower. Alternatively, you can use the Search skill to find a creature's pass through footprint or similar sign using the domain controllers specified above, but you can't use Search to track paths, even if someone else has already found them. Special The ranger will automatically track as a bonus feat. You don't have to pick it. This feat does not allow you to find or follow the clues followed by a clueless pass. Trampling [General] Prerequisites Ride 1 Rank, Mounted Combat. Advantage If you try to scold your opponent during the equipment, the goal may not avoid you. The mount can make a hoof attack against each target you knock down, getting the standard +4 bonus attack reels against prone targets. Special The fighter can choose Treadle as one of the warrior's bonus feats. Two Weapons Defense [General] Prerequisites Dex 15, Two Weapons Combat. Advantage If you wield a double weapon or two weapons (not including natural weapons or unarmed strikes), you will receive a +1 shield bonus for AC. See the two-armed combat special attack. If you fight defensively or use the full defensive action, this shield bonus increases to +2. Special The fighter can choose between two weapon defenses as one of the fighter's bonus feats. Two-Gun Fighting [General] You can fight with a gun in each hand. You can make an extra attack each round with the second weapon. Prerequisite Dex 15. Advantage The penalties for attack rolls to fight against two weapons are reduced. His primary hand penalty was reduced by 2 and one by six for his hand. See the two-armed combat
special attack. Normal If you wield a second weapon in your hand, you can get an extra attack for a round with that weapon. When you fight like this, you get -6 penalties for your usual attack or attacks with your primary hand and -10 penalties for the attack with your distant hands. If the off-hand weapon is easy the penalties are reduced to 2 each. (Unarmed strikes are always considered easy.) Special One 2. Fighting style is treated as having two weapons of combat, even if you do not have the prerequisite, but only if he is wearing light or not armor. The fighter can choose between two weapons fighting as one of the fighter's bonus feats. Weapon Finesse [General] Prerequisite Base Attack Bonus +1. Advantage A light weapon, rapier, whip, or spiked chain made from a creature in the size category, you can use the Dexterity modifier instead of the strength modifier on the attack roll. If you have a shield, the armor control penalty applies to the attack scrolls. Special The fighter can choose weapon finesse as one of the fighter's bonus feats. Natural weapons are always considered light weapons. Weapon Focus [General] Choose a type of weapon. You can also opt for unarmed strike or wrestle (or ray if you're a spellcaster) as a weapon for the purpose of this feat. Prerequisites profi ness of the selected weapon, base attack bonus +1. Advantage You get a +1 bonus for each attack roll you make with your chosen weapon. Special You can acquire this feat several times. Effects are not stack. Every time you take the feat, it applies to a new type of weapon. The fighter can choose weapon focus as one of the warrior's bonus feats. He's got to have a weapon focus on a weapon to get the weapons specialization feat for the weapon. Weapon Specialization [General] Choose a type of weapon for which you have selected the weapon Focus feat. You can also choose unarmed strike or wrestle as a weapon for the purpose of this feat. It will take extra damage if you use this weapon. Prerequisites Profi cy of the selected weapon, Weapon Focus on the selected weapon, fighter level 4. Advantage You get a +2 bonus for each damage roll you make with your chosen weapon. Special You can acquire this feat several times. Effects are not stack. Every time you take the feat, it applies to a new type of weapon. The fighter can choose weapon specialization as one of the warrior's bonus feats. Whirlwind Attack [General] Prerequisites Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, Base Attack Bonus +4. Advantage If you use full attack action, you can give up regular attacks and instead of a melee attack the full basic attack bonus against all opponents available. When you use the Whirlwind Attack feat, you will also lose the bonus or extra attacks provided by other feats, spells, or abilities. Special A fighter can choose whirlwind attack as a bonus feat for one of the fighters. Widon spell [Metamagic] Benefit You can change the burst, emanation, line, or spread-shaped spell to increase the area. Any numerical measurement of the magic area increases by 100%. The widened spell uses up a magic slot three levels higher than the actual level of the Spells that do not have an area of one of these four varieties do not touch on this feat. it's a feat.

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