



MODULE 7

Art of Defence II

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ART of DEFENCE II

Welcome to *Art of Defence II*, a book of combat-related feats. The first *Art of Defence* detailed 11 feats that deal with different styles of combat. This book provides 32 feats that provide tactical options in combat. The d20 System™ combat mechanics allow for a great deal of strategy and tactics in battle. *Art of Defence II* provides feats that can be used by many different character types, not just broad-chested fighters brandishing greatswords. Some feats do apply to basic melee attacks, but many deal instead with tactical movement, leadership and teamwork, attacks of opportunity, or dealing with opponents in unusual ways. If your characters are ever involved in a fight, there's something here for you.

Some of the 32 feats presented here are adapted from other sources, while most are original. All of the feats are of the general type. They are presented in the standard format:

FEAT NAME

Description of the feat.

Prerequisites: The things, if any, a character needs to have before acquiring the feat, such as minimum ability scores, or other feats or skill ranks.

Benefit: What the character ("you") is able to do with the feat. Unless otherwise stated, the effects of a feat do not stack, so there is no benefit to acquiring it more than once.

Normal: What a character without the feat is limited in doing in the particular circumstances.

Special: Additional information about the feat, such as whether a fighter can select the feat as a fighter bonus feat.



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SUMMARY OF NEW FEATS

Feat	Page	Ftr Bonus	Prerequisites
Aimed Shot	3	Yes	Wis 13, Point Blank Shot, base attack bonus +6
Coordinate Allies	3	No	Cha 13
Defensive Position	3	Yes	Hide 5 ranks
Defensive Strike	3	Yes	Combat Reflexes, base attack bonus +6
Disabling Critical	3	Yes	Proficiency and Weapon Focus with weapon, base attack bonus +6
Expert Ambush	3	Yes	Dex 13, Improved Initiative
Fast Healer	3	Yes	Con 15
Fearless	4	No	Wis 13
Field Commander	4	Yes	Leadership, base attack bonus +6
Follow-Step	4	Yes	Dex 15, Dodge, Mobility
Immediate Reaction	4	Yes	Improved Initiative
Improved Aid	4	Yes	Base attack bonus +4
Improved Coup de Grace	4	Yes	Improved Critical, Power Attack, base attack bonus +6
Inspire Allies	4	No	Cha 13, Coordinate Allies
Interrupting Parry	5	Yes	Int 13, Combat Expertise, base attack bonus +8
Melee Archer	5	Yes	Dex 13, Point Blank Shot, Rapid Shot
Persistent Wound	5	Yes	Combat Expertise, base attack bonus +4
Powerful Strike	5	Yes	Proficiency, Weapon Focus and Weapon Specialization with weapon, fighter level 10th
Quick Critical	5	Yes	Proficiency and Weapon Focus with weapon, base attack bonus +8
Quick Strike	6	Yes	Dex 13, Combat Reflexes, base attack bonus +6
Read Opponent	6	Yes	Wis 13, Combat Expertise, base attack bonus +4
Redirect Blow	6	Yes	Dex 13, Dodge, Combat Expertise, Improved Disarm, base attack bonus +6
Riposte	6	Yes	Dex 13, Combat Reflexes, base attack bonus +4
Shake it Off	6	Yes	Con 13
Sidestep	7	Yes	Dex 15, Dodge, Mobility, Combat Reflexes
Sow Distrust	7	No	Cha 13, Diplomacy 11 ranks
Spring Up	7	Yes	Dex 13
Surprise Attack	7	Yes	Dodge, Mobility, Combat Reflexes, base attack bonus +4
Survivor	8	Yes	Con 15
Sweep	8	No	Wis 13, Spot 7 ranks
Talk Down	8	No	Cha 13, Diplomacy 7 ranks
Ward Off	8	Yes	Combat Expertise, Combat Reflexes, base attack bonus +8

AIMED SHOT

You are able to aim your ranged attacks carefully.

Prerequisites: Wis 13, Point Blank Shot, base attack bonus +6.

Benefit: When you use the full attack option with a ranged weapon, you can forego one of your attacks in exchange for a +4 bonus on another, by taking the time to aim carefully. If you have four or more attacks in a round, you can forego two attacks for a +4 bonus to two other attacks.

Special: A fighter may select Aimed Shot as one of his fighter bonus feats.

COORDINATE ALLIES

You have a knack for getting people to work together.

Prerequisites: Cha 13.

Benefit: When you spend a full round directing your allies, you can make a Charisma check against DC 10. If successful, you provide any of your allies within 30 feet a +1 bonus on their attack rolls and skill checks. The bonus lasts for a number of rounds equal to your Charisma modifier. You cannot coordinate yourself.

DEFENSIVE POSITION

You excel at finding cover and using it to your advantage.

Prerequisite: Hide 5 ranks.

Benefit: You gain an additional +2 cover bonus to AC and an additional +2 cover bonus on Reflex saves whenever you have one-quarter, one-half, three-quarters, or nine-tenths cover.

DEFENSIVE STRIKE

You are able to make one normal attack when on the defensive.

Prerequisites: Combat Reflexes, base attack bonus +6.

Benefit: When you use the fighting defensively option, your first attack each round does not suffer the usual -4 penalty. Also, when you use the total defence option, you can make one attack of opportunity each round, subject to the normal rules for attacks of opportunity.

Normal: When fighting defensively, a character suffers a -4 penalty to all attack rolls. When using

total defence, a character may not make any attacks of opportunity.

Special: A fighter may select Defensive Strike as one of his fighter bonus feats.

DISABLING CRITICAL

Choose one type of weapon, such as greataxe. Your critical hits with this weapon are particularly damaging.

Prerequisites: Proficiency with weapon, Weapon Focus with weapon, base attack bonus +6.

Benefit: When you score a critical hit, your target must make a Fort save (DC 10 + your base attack bonus) or suffer 4 points of ability damage to one of Strength, Dexterity or Constitution (your choice). This ability has no effect on creatures who are immune to critical hits.

Special: A fighter may select Disabling Critical as one of his fighter bonus feats. You can select this feat multiple times. Its effects do not stack; each time you take the feat, it applies to a different weapon.

EXPERT AMBUSH

You are adept at taking actions before your opponents are aware.

Prerequisites: Dex 13, Improved Initiative.

Benefit: In a surprise round, you are able to take a full-round action.

Normal: In a surprise round, characters who are aware of their opponents are able to take a standard action.

Special: A fighter may select Expert Ambush as one of his fighter bonus feats.

FAST HEALER

You recover from wounds quickly.

Prerequisites: Con 15.

Benefit: You recover 2 hit points per character level with a full night's rest, and 4 hit points per character level for complete bed rest for an entire day and night. You also heal 2 points of ability damage with a full night's rest, and 4 points for complete bed rest for an entire day and night.

Normal: A character recovers 1 hit point per character level with a full night's rest, and 2 hit points per character level for complete bed rest for an entire day and night. A character recovers 1 point

of ability damage with a full night's rest, and 2 points for complete bed rest for an entire day and night.

Special: A fighter may select Fast Healer as one of his fighter bonus feats.

FEARLESS

You fear nothing.

Prerequisite: Wis 13.

Benefit: You gain a +4 morale bonus on Will saves to resist fear effects and on level checks to oppose Intimidate checks.

FIELD COMMANDER

You are skilled at directing and aiding your allies in battle.

Prerequisites: Leadership, base attack bonus +6.

Benefit: By using a standard action or a move action, you can confer certain benefits on all your allies within 30 feet who you can communicate with. Each such ally cannot be flat-footed for the next round, can make one additional attack of opportunity over the next round, and receives a +2 bonus to attack a particular opponent that you specify for the next round. All allies receive the attack bonus against the same opponent.

Special: A fighter may select Field Commander as one of his fighter bonus feats.

FOLLOW-STEP

You are able to follow an opponent when he takes a 5-foot step away from you.

Prerequisites: Dex 15, Dodge, Mobility.

Benefit: If an opponent uses a 5-foot step to move out of an area you threaten, you can follow him by taking a 5-foot step yourself, even though it is not your turn. You must again threaten the opponent when you are finished the move. This step does not count against your normal movement; it is a free action. If an opponent performs an action after taking his 5-foot step, resolve that action before you make your 5-foot step.

Special: A fighter may select Follow-Step as one of his fighter bonus feats.

IMMEDIATE REACTION

You are always ready to act at the beginning of combat.

Prerequisites: Improved Initiative.

Benefit: You are not flat-footed before you act at the beginning of combat. You don't lose your Dexterity bonus to AC and are able to make attacks of opportunity before your first turn in the combat.

Normal: A character is flat-footed at the beginning of combat before he takes his first turn.

Special: A fighter may select Immediate Reaction as one of his fighter bonus feats.

IMPROVED AID

You are good at providing aid to your allies in combat.

Prerequisites: Base attack bonus +4.

Benefit: When you successfully use the aid another action in combat, you provide either a +4 bonus to an ally's attack roll or a +4 bonus to his AC for one round.

Normal: A character who uses the aid another action in combat provides a +2 bonus to an ally's attack roll or AC.

Special: A fighter may select Improved Aid as one of his fighter bonus feats.

IMPROVED COUP DE GRACE

You are skilled at executing coups de grace.

Prerequisites: Improved Critical, Power Attack, base attack bonus +6.

Benefit: When making a coup de grace, you automatically cause maximum damage, you do not provoke an attack of opportunity, and the target's save DC to avoid death is 20 + damage dealt.

Normal: When making a coup de grace, a character provokes attacks of opportunity, and the target's save DC to avoid death is 10 + damage dealt.

Special: A fighter may select Improved Coup de Grace as one of his fighter bonus feats.

INSPIRE ALLIES

You can inspire your allies, bolstering them and improving their chances of success.

Prerequisites: Cha 13, Coordinate Allies.

Benefit: When you spend a full round inspiring your allies, you can make a Charisma check against DC 10.

If successful, you provide any of your allies within 30 feet a +2 morale bonus on saving throws, attack rolls, and damage rolls. The effect lasts for a number of rounds equal to your Charisma modifier. You cannot inspire yourself.

INTERRUPTING PARRY

You are skilled at parrying an opponent's blows to disrupt his attack routine.

Prerequisites: Int 13, Combat Expertise, base attack bonus +8.

Benefit: When an opponent attacks you with the full attack option, you can attempt to disrupt his attacks with a well-timed parry. After the opponent's first attack, you can make an opposed attack roll as a free action, using your highest base attack bonus. If you win the opposed roll, your opponent loses his next two attacks (assuming he has that many attack remaining). This has no effect on an opponent using natural attacks or unarmed attacks.

Special: A fighter may select Interrupting Parry as one of his fighter bonus feats.

MELEE ARCHER

You are adept at using ranged weapons while in melee.

Prerequisites: Dex 13, Point Blank Shot, Rapid Shot.

Benefit: You do not provoke attacks of opportunity when using a ranged weapon.

Normal: A character provokes attacks of opportunity when using a ranged weapon.

Special: A fighter may select Melee Archer as one of his fighter bonus feats.

PERSISTENT WOUND

You can inflict bleeding wounds on an opponent when using a piercing or slashing weapon.

Prerequisites: Combat Expertise, base attack bonus +4.

Benefit: When you roll a 6 or higher of a damage roll when using a piercing or slashing weapon (before considering any bonuses), you inflict a bleeding wound. This wound deals one additional point of damage in the round you inflict it, and 2 points per round thereafter, until the victim receives any type of magical healing, makes a Fort save versus DC 15, or receives treatment from someone who makes a

Heal check versus DC 15. The victim can attempt a Fort save each round, starting with the round after the wound is inflicted.

Special: A fighter may select Persistent Wound as one of his fighter bonus feats.

POWERFUL STRIKE

Choose one type of weapon, such as longsword. You are able to cause great damage with this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, fighter level 10th.

Benefit: You automatically cause maximum damage on any hit you land with the selected weapon. This applies only to the weapon's base damage die; it does not include extra damage, such as from critical hits or sneak attacks.

Special: A fighter may select Powerful Strike as one of his fighter bonus feats. You can select this feat multiple times. Its effects do not stack; each time you take the feat, it applies to a different weapon.

QUICK CRITICAL

Choose one type of weapon, such as longspear. You are good at landing critical hits with this weapon when you get the opportunity.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, base attack bonus +8.

Benefit: When you score a critical threat with the selected weapon, you do not need to roll to confirm the critical; it is confirmed automatically. The only exception is when you would need to roll within the weapon's normal threat range (before considering the effects of magic or other feats) to confirm the critical. In such a case you must still roll to confirm the critical. For example, you are using a weapon with a threat range of 19-20. If you score a critical threat, you automatically score a critical hit unless you need to roll a 19 or 20 to confirm the critical, in which case you must attempt to confirm the critical normally.

Special: You can gain this feat multiple times. Each time it applies to a different weapon.

A fighter may select Quick Critical as one of his fighter bonus feats.

QUICK STRIKE

You can make multiple attacks of opportunity in a single situation.

Prerequisites: Dex 13, Combat Reflexes, base attack bonus +6.

Benefit: When an opponent provokes an attack of opportunity, you can choose to make a second attack of opportunity as well. The second attack of opportunity is made at your second-highest base attack bonus. For example, if your base attack bonus is +7/+2, your second attack of opportunity has a base attack bonus of +2. This second attack of opportunity otherwise follows the normal rules for attacks of opportunity.

Normal: A character can make only one attack of opportunity when an opponent provokes attacks of opportunity.

Special: A fighter may select Quick Strike as one of his fighter bonus feats.

READ OPPONENT

You are skilled at reading an opponent's combat style to find weaknesses.

Prerequisites: Wis 13, Combat Expertise, base attack bonus +4.

Benefit: After being in combat with an opponent for one round, or observing an opponent in combat for two rounds while not being in combat yourself, you can make a Wisdom check (DC = opponent's base attack bonus) as a free action, to try to detect a weakness in the opponent's fighting style. If you succeed, you gain a +2 bonus on attack rolls against this opponent for the remainder of the combat.

An opponent knows when you have found a weakness in his style. He can choose to alter his style on his next turn, thereby negating your bonus. However, he suffers a -1 penalty on his attack rolls for the remainder of the combat. You can then try to find another weakness in his style, and regain your +2 bonus. If he continues to alter his styles, he suffers cumulative -1 penalties each time.

This feat has no effect when you are fighting an opponent with an Intelligence of less than 3, or one without an Intelligence score.

Special: A fighter may select Read Opponent as one of his fighter bonus feats.

REDIRECT BLOW

You are able to redirect an opponent's blow such that it threatens another opponent.

Prerequisites: Dex 13, Dodge, Combat Expertise, Improved Disarm, base attack bonus +6.

Benefit: Once per round, you can attempt to redirect an opponent's blow so it attacks another opponent instead. After the attack roll is made, but before the referee announces whether it hits, you can make an attack roll (at your highest attack bonus) as a free action. If you beat the opponent's attack roll, his blow is redirected to attack an opponent of your choice who is within each of the attacker. The attack is then resolved normally, using the attacker's original roll. If you do not beat the opponent's attack roll, however, you open yourself up to attack, and the blow hits you automatically, regardless of the attack roll.

Special: A fighter may select Redirect Blow as one of his fighter bonus feats.

RIPOSTE

You can respond to an attack of opportunity with one of your own.

Prerequisites: Dex 13, Combat Reflexes, base attack bonus +4.

Benefit: When an opponent makes an attack of opportunity on you due to your movement, you can make an attack of opportunity on that opponent, assuming you can reach him, immediately thereafter. This attack of opportunity follows the normal rules for attacks of opportunity.

Special: A fighter may select Riposte as one of his fighter bonus feats.

SHAKE IT OFF

You are able to cope with effects that would otherwise disable you.

Prerequisites: Con 13.

Benefit: If you are stunned or dazed, you can take one move action per round. If you are nauseated, you can take one standard action per round. If you are sickened, you suffer only -1 penalties on attack and damage rolls, saving throws, and skill and ability checks.

Normal: A dazed or stunned character can take no actions, a nauseated character can take only one

move action per round, and a sickened character suffers -2 penalties to attack and damage rolls, saving throws, and skill and ability checks.

Special: A fighter can select Shake it Off as one of his fighter bonus feats.

SIDESTEP

You can sidestep to avoid an incoming opponent, and possibly attack him.

Prerequisites: Dex 15, Dodge, Mobility, Combat Reflexes.

Benefit: When an opponent steps into your square to initiate a bull rush, you can choose to simply take a 5-foot step out of the square, perpendicular to the opponent's approach. You can then make an immediate attack of opportunity against the opponent, even if the opponent has the Improved Bull Rush feat. This 5-foot step does not count as movement for you during the round. If you cannot move perpendicular to the opponent's approach, you cannot use this feat.

You can also take a 5-foot step to sidestep a charge, perpendicular to the opponent's approach. If you do this, the opponent loses his +2 bonus to attack from the charge. You do not get an attack of opportunity when sidestepping a charge. If you cannot move perpendicular to the opponent's approach, you cannot use this feat.

You can also choose to avoid someone with the Improved Overrun feat, who is trying to overrun you. You do not need to take a 5-foot step in such a case.

Normal: A character cannot make an attack of opportunity against an opponent with the Improved Bull Rush feat, and cannot choose to avoid an opponent with the Improved Overrun feat, when they are executing those manoeuvres.

Special: A fighter may select Sidestep as one of his fighter bonus feats.

SOW DISTRUST

You can turn one character against another.

Prerequisites: Cha 13, Diplomacy 11 ranks.

Benefit: You must spend a full-round action and know the name of the character you are attempting to persuade as well as the name of the character

toward whom the target's distrust will be directed. The target must be able to hear and understand you. The target makes a Will save. The DC is equal to your Diplomacy check. If the target fails the save, his attitude toward the other designated character worsens by one step: helpful turns to friendly, friendly to indifferent, indifferent to unfriendly, unfriendly to hostile (see the Diplomacy skill). The target makes a Will save whenever you use this talent against him. As long as the target continues to fail the Will save, you can continue taking full-round actions to worsen the target's attitude toward a designated character. When the target's attitude drops to hostile, he attacks the designated character. A successful Will save doesn't restore previous attitude shifts, but it does render the target immune for 24 hours to your further attempts to sow distrust. You cannot use this ability on your allies. This is a Mind-Affecting ability.

SPRING UP

You can stand up from a prone position and defend yourself at the same time.

Prerequisite: Dex 13.

Benefit: When you stand up from a prone position, you do not provoke attacks of opportunity.

Normal: A character who stands up from a prone position provokes attacks of opportunity.

Special: A fighter may select Spring Up as one of his fighter bonus feats.

SURPRISE ATTACK

When making a 5-foot step, you can make a sudden attack against an opponent.

Prerequisites: Dodge, Mobility, Combat Reflexes, base attack bonus +4.

Benefit: After taking a normal 5-foot step, you can immediately make an attack of opportunity against any one opponent that you threaten. This attack follows the normal rules for attacks of opportunity.

Special: A fighter may select Surprise Attack as one of his fighter bonus feats.

SURVIVOR

You are exceptionally difficult to kill.

Prerequisite: Con 15.

Benefit: You do not die until you reach -20 hit points. You also gain a +10 bonus on Fort saves against massive damage.

Normal: A character dies upon reaching -10 hit points.

Special: A fighter may select Survivor as one of his fighter bonus feats.

SWEEP

You know how to size up an area and get the lay of the land in a single sweep of your eyes.

Prerequisites: Wis 13, Spot 7 ranks.

Benefit: This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from you. You can use this bonus at the start of an encounter. Anything not concealed can be spotted in a sweep with a successful check versus DC 10. The DC for concealed or less-obvious threats is equal to their Hide check result.

TALK DOWN

You can talk your way out of trouble.

Prerequisites: Cha 13, Diplomacy 7 ranks.

Benefit: Either prior to the start of hostilities or during combat, you can talk down a single opponent within 15 feet of your position or otherwise able to hear your voice. The target must be able to understand you. That opponent immediately stops fighting and reverts to an indifferent attitude regarding you and the situation in general. Any hostile action by you or one of your allies directed at the opponent allows the opponent to act as he sees fit.

To initiate this ability, you must spend a full-round action talking to your opponent. The opponent makes a Will saving throw opposed by your Diplomacy check. If the save fails, the opponent stops fighting. If the save succeeds, the opponent continues as normal.

You can talk down a number of opponents equal to your Charisma bonus.

This is a Mind-Affecting ability.

WARD OFF

You are adept at keeping opponents from approaching you.

Prerequisites: Combat Expertise, Combat Reflexes, base attack bonus +8.

Benefit: When an opponent who does not threaten your position ends his movement such that he does threaten you, you can make an immediate attack of opportunity. If you hit, the opponent is pushed back one square so that does not threaten you; he is considered to have moved only that far for purposes of determining his movement for the round.

If the opponent has any movement left, he can attempt to move into a threatening square again, at which point you can make another attack of opportunity, if you have any remaining for the round.

Special: A fighter may select Ward Off as one of his fighter bonus feats.

Credits

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