

Echelon

Iron Heroes Talents

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1 Introduction

Be aware that “balance” is a nebulous thing. I aim for “balance of awesome. You can’t pick between two talents because they’re both so awesome?”

That is the balance I aim for.

I want any *obvious* talent choices to be driven by how the talent fits the character, not by perceived power. I want players to go “ooh, I want to be able to do *that!*”, not “hmm, this gives me a little better Armor Class and doesn’t cost me much...”.

2 Iron Heroes Mastery Feats

Iron Heroes (originally from Malhavoc Press, now from *Fiery Dragon Press*) has 'mastery feats', groups of related feats that can only be accessed by characters with particular 'mastery levels' of a sort suitable for the feats.

Classes provide different progression rates in the different masteries. Some might focus on "Power mastery" (feats that depend on strength and large weapons and striking hard), others on "Finesse mastery" (feats that depend on precision and quickness and cause multiple minor wounds or small but vicious wounds). A character's 'best mastery' will likely be equal to about one-half his level, 'secondary masteries' might be a third, and others a quarter or less.

Each mastery feat set has a specific gateway feat that must be taken, then others can be taken freely when feat slots are available as long as the relevant mastery is high enough.

Each mastery typically has one or two feats that could reasonably be put in a single tier. Where a mastery has only one feat it is pretty simple, just create a talent that has one feat per tier. Where a mastery has two feats I could go with paired talents, each providing one of the feats per tier, and possibly have a prerequisite between them, but I think for now I will simply have each tier provide all feats that would fit the level of the tier.

That is, Expert tier will have any Mastery 1 and Mastery 2 feats, Heroic will have any Mastery 3 and Mastery 4 feats, Master will have any Mastery 5 and Mastery 6 feats, Champion will have any Master 7 and Mastery 8 feats, and Legendary will have any Mastery 9 and Mastery 10 feats.

It is possible there will be gaps or tiers that need improvement and adjustment. That will come later, for now I will be satisfied with creating something to improve and adjust.

Iron Heroes class abilities will be in another section (or another document; this one has 45 talents in it already!) to come later.

2.1 Armor Mastery [Armor]

Tier	Effect
Basic	
Expert	Improved DR +1, Light Fortification
Heroic	Improved DR +2, Improved Mobility
Master	Improved DR +3, Lightened Load
Champion	Improved DR +4, Medium Fortification
Legendary	Improved DR +5, Perfect Fortification

You have trained for endless hours to make the most of wear-ing your armor. Others simply expect it to absorb attacks. You know that you must move with your protective gear to maximize its effectiveness.

2.1.1 Armor Mastery 1: Improved DR +1

When rolling to determine your damage reduction against an attack, you gain a +1 bonus to the result.

2.1.2 Armor Mastery 2: Light Fortification

You excel at protecting your vitals. When an opponent scores a critical threat or precision-based damage (such as sneak attack) against you, there is a flat 25 percent chance that the attack is not a critical hit. Make this check before rolling to confirm or applying any rules that affect the critical threat.

2.1.3 Armor Mastery 3: Improved DR +2

You gain an additional +1 bonus to all rolls for your armor's damage reduction.

2.1.4 Armor Mastery 4: Improved Mobility

You feel comfortable wearing armor, to the point where a suit that restricts someone else's agility has little effect on yours. You reduce your armor's check penalty by 2 and increase its maximum Dexterity by 1. These benefits stack with those granted by the armiger's armor mastery class ability.

2.1.5 Armor Mastery 5: Improved DR +3

You gain an additional +1 bonus to all rolls for your armor's damage reduction.

2.1.6 Armor Mastery 6: Lightened Load

You can move with surprising speed while wearing armor. Treat your armor as one category lighter than its actual weight when determining your speed. These benefits stack with those granted by the armiger's armor mastery class ability.

2.1.7 Armor Mastery 7: Improved DR +4

You gain an additional +1 bonus to all rolls for your armor's damage reduction.

2.1.8 Armor Mastery 8: Medium Fortification

If an opponent lands a critical threat or precision-based damage (such as sneak attack) against you, there is a flat 50 percent chance that the attack is not a critical hit. Make this check before rolling to confirm or applying any rules that affect the critical threat.

2.1.9 Armor Mastery 9: Improved DR +5

You gain an additional +1 bonus to all rolls for your armor's damage reduction.

2.1.10 Armor Mastery 10: Perfect Fortification

While wearing armor of any sort, you are immune to critical hits and precision-based damage.

2.2 Beast Lore [Lore]

Tier	Effect
Basic	
Expert	Beast Lore 1, Beast Lore 2
Heroic	Beast Lore 3, Beast Lore 4
Master	Beast Lore 5
Champion	
Legendary	

You have studied a wide variety of beasts and monsters. Even when you encounter a creature you have never seen before, your knowledge helps you guess at its strengths and weaknesses.

2.2.1 Beast Lore 1

In combat, you can use a move action to make an Intelligence check to study a single nonhumanoid monster. Divide your check by 5, rounding down. You gain lore tokens equal to the result.

You can spend 1 lore token to grant you and all allies who can see and hear you a +1 bonus to attacks and damage against the creature for 1 round. This benefit reflects your insights into the creature's tactics, biology, and movement. Using your tokens in this manner is a free action. You may spend only one token on this ability per round.

If the result of your Intelligence check is less than 5, you lose 1 token. If you have no tokens, you and all your allies suffer a –1 penalty to attacks and damage against the creature for 1 round as you offer them faulty or incorrect advice. Allies must be within 60 feet and able to see and hear you.

The benefits you grant with this feat apply to the targeted creature and all other monsters of the same species. For example, if you target a Huge spider, the bonuses you grant with your lore tokens apply to any or all Huge spiders.

You can build up tokens against one type of opponent at a time. If you switch targets, you lose the tokens that you have already built up for this ability, unless the new target is the same species as the original one. You can build up a lore token pool equal to your level + 10. Tokens beyond this maximum go to waste. The tokens last only until the end of the encounter.

2.2.2 Beast Lore 2

You watch the monster's tactics and attack forms, using the information you gather to grant you or an ally advice for defending against it. You can spend 1 lore token to grant a single ally a +1 active bonus to defense against the creature for 1 round. Using your tokens this way is a free action. You can spend a number of tokens equal to your Intelligence bonus in this manner each round.

2.2.3 Beast Lore 3

You watch the monster's special attacks, gaining an insight into how they work that could save your life. You can spend 1 lore token to grant you or a single ally a +1 bonus to all saves against the creature's special attacks for 1 round. Using tokens this way is a free action. You can spend a number of tokens equal to your Intelligence bonus in this manner each round.

2.2.4 Beast Lore 4

You study the monster's anatomy, seeking a weakness you can exploit. If you spend 4 lore tokens, you can double the threat range of your weapon or the weapon of an ally who can see or hear you. This benefit applies against the target of your lore pool and lasts for 1 round.

2.2.5 Beast Lore 5

Your knowledge of the monster's anatomy allows you to direct your allies to make deadly attacks against it. For every 2 tokens you spend, you grant yourself or an ally +1d6 points of sneak attack damage against it. This damage is in addition to any sneak attack damage the recipient may already have. It lasts for 1 round. You can grant a maximum number of sneak attack dice equal to your Intelligence bonus (so, someone with an Intelligence bonus of +3 could grant +3d6 points of sneak attack damage)

2.3 Blind-Fight [Tactics]

Tier	Effect
Basic	
Expert	Blind Fight 1
Heroic	Blind Fight 3, Blind Fight 4
Master	Blind Fight 6
Champion	Blind Fight 8
Legendary	Blind Fight 10

Through a combination of your keen senses and awareness of your tactical environment, you can strike enemies hidden in thick fog or other obscuring conditions with greater accuracy than most.

2.3.1 Blind Fight 1

In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll once to see whether you actually hit.

In addition, an invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your active bonus to defense, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses still apply for ranged attacks, however.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.

2.3.2 Blind Fight 3

You gain the benefits of this feat on ranged attacks made against opponents within 30 feet of you. This includes benefits you gain from expanded mastery abilities.

2.3.3 Blind Fight 4

You can use Listen as a free action each round to locate an invisible opponent. In addition, you automatically locate an invisible person within 5 feet of you. Finally, you may reroll any Spot checks made to notice an opponent, but you must choose to reroll before you learn whether your check succeeded.

Normal: Invisible attackers incur their regular attack roll modifiers when trying to hit you in melee, and you lose your active bonus to defense. The speed reduction for darkness and poor visibility also applies.

2.3.4 Blind Fight 6

Your senses are so keen that you ignore any concealment of 20 percent or less. Concealment with a higher miss chance functions without change.

2.3.5 Blind Fight 8

If you spend a full-round action doing nothing but watching an area and listening for signs of an opponent or a hidden object, you may take 20 on both a Listen and Spot check. You gain the benefits of these checks immediately

2.3.6 Blind Fight 10

Your senses of position and tactical movement are so precise that you can doggedly follow an opponent. Once you hit an enemy who gains concealment, he loses all concealment miss chance against your melee attacks. You anticipate your foe's every move and relentlessly attack him, even if the concealment blocks line of sight. However, you gain no special knowledge of the terrain. For example, if a foe with concealment moves behind a wall that you cannot see, you may waste arrows trying to shoot him through the full cover.

2.4 Cleave [Power]

Tier	Effect
Basic	
Expert	Cleave 1, Cleave 2
Heroic	Cleave 3, Cleave 4
Master	Cleave 5, Cleave 6
Champion	Cleave 7, Cleave 8
Legendary	Cleave 9, Cleave 10

You make vicious, lethal attacks that use the weight of your weapon to cleave through the enemy's ranks. As foes fall before you, your weapon slams into additional opponents.

2.4.1 Cleave 1

If you deal a creature enough damage to make it fall (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack, and you must make it with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

2.4.2 Cleave 2

You gain a +2 bonus to your Cleave attack rolls.

2.4.3 Cleave 3

There is no limit to the number of Cleave attacks you can make in a round.

2.4.4 Cleave 4

You gain Cleave attacks when you score a critical hit in addition to when you drop an opponent. You can use this Cleave attack against any foe in range (including but not limited to the one you critically hit). If you score a critical hit and drop a foe, however, you gain only one Cleave attack.

2.4.5 Cleave 5

Each time you make a Cleave attack, you can move 5 feet as a free action. You cannot move more than your normal speed in this manner. This movement does

not provoke attacks of opportunity, as the flying bodies and gore you leave in your wake prove too distracting

2.4.6 Cleave 6

You thrive on the destruction you wreak, and your blood thirst reaches a boil as you chop through the enemy ranks. Each time you make a Cleave attack, whether or not it hits, you gain 2 fury tokens. Normally, only characters with levels in the berserker class can spend these tokens; nonberserkers gain no benefit from these tokens. (See the description of the fury token pool under the berserker's Class Features in Chapter Three.)

I'll be including talents derived from *Iron Heroes* class abilities too, and will update this reference to accommodate.

2.4.7 Cleave 7

You slam into your enemies with enough force to send their corpses hurtling through the air. Whenever you gain a Cleave attack, all opponents adjacent to the enemy you dropped to gain the attack suffer a –1 penalty to defense as the corpse of their fallen ally slams into them. Apply this penalty before resolving your Cleave attack.

2.4.8 Cleave 8

Each time you make a Cleave attack, you gain 1 cleave token that you may spend to gain a +2 bonus to damage on a melee attack. You must spend these tokens before the end of your current action. If you gain them when attacking during someone else's action, such as due to an attack of opportunity, you must spend them before the end of your attacks. Spend the tokens before resolving your attack; you can put as many of them as you wish into the attack. Should your attack miss, you lose any tokens spent.

2.4.9 Cleave 9

You gain a Cleave attack when you score a critical threat (but not necessarily a critical hit) in addition to when you drop an opponent. You may make this Cleave attack against any foe in range (including but not limited to the one you critically threatened). If you score a critical threat *and* drop a foe, you gain only one Cleave attack.

2.4.10 Cleave 10

Every time you inflict at least 15 points of damage with a melee attack, you gain one cleave token. You can spend 3 such tokens in order to gain an additional melee attack. You make this additional attack at the same attack bonus as the last attack you made before spending the tokens. You may attack any creature in range (not just the one you attacked). You lose all accumulated tokens at the end of your action.

Note: if you also have Cleave Expanded Mastery 8, the tokens you earn from that feat can also be spent to generate more cleave attacks. Likewise, the tokens gained from this feat can be spent to gain additional damage.

2.5 Combat Expertise [Finesse]

Tier	Effect
Basic	
Expert	Combat Expertise 1, Combat Expertise 2
Heroic	Combat Expertise 3, Combat Expertise 4
Master	Combat Expertise 5, Combat Expertise 6
Champion	Combat Expertise 7, Combat Expertise 8
Legendary	Combat Expertise 9, Combat Expertise 10

You handle your weapon with the elegant speed, agility, and skill of a true master. You can step back and bat aside your foe's attacks with ease or press forward on the attack.

2.5.1 Combat Expertise 1

When you use the attack action or the full attack action in melee, you can take a penalty of as much as –5 on your attack roll and add the same number (+5 or less) as an active bonus to your defense. This number may not exceed your base attack bonus. The changes to attack rolls and defense last until your next action.

2.5.2 Combat Expertise 2

When you use the attack action or the full attack action in melee, you can take a penalty of up to –5 on your defense and add the same number (+5 or less) to your attacks. This number may not exceed your base defense bonus. The changes to attack rolls and defense last until your next action.

2.5.3 Combat Expertise 3

You earn a parry token pool as described in the sidebar on this page. You may spend 1 parry token to gain a +1 bonus on melee attacks against the target of your pool. You enjoy this bonus until the end of your current turn. You may only spend tokens in this manner when it is your turn.

2.5.4 Combat Expertise 4

You earn a parry token pool as described in the sidebar on this page. You can spend 1 parry token to grant you or an ally within your threatened area a +1 bonus to defense against attacks made by the target of your pool. This benefit lasts until the start of your next action. You can spend these tokens as a free action.

Prerequisite: You cannot use this talent with a power weapon.

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a –4 penalty on attack rolls and gain a +2 dodge bonus to defense.

2.5.5 Combat Expertise 5

When using Combat Expertise, you may take a penalty to attacks of up to your base attack bonus and gain the same number as a bonus to defense. Otherwise, the feat functions as normal.

2.5.6 Combat Expertise 6

You earn a parry token pool as described in the sidebar on this page. You may spend 2 parry tokens to make an attack of opportunity against the pool's target if he attacks you in melee and misses.

2.5.7 Combat Expertise 7

You earn a parry token pool as described in the sidebar on this page. If you increase your defense using Combat Expertise, you may spend 4 tokens at the start of your pool target's action. Should your opponent attack you and miss, he loses his active bonus to defense against any attacks you make during his action.

2.5.8 Combat Expertise 8

You earn a parry token pool as described in the sidebar on this page. As a foe attacks, you use a stinging, painful parry to slash back. Every time the target of your parry pool attacks you, you may spend 1 parry token to inflict your weapon's base, unmodified damage upon him whether he hits or misses. Spending a token in this fashion is not considered an action (you can do it on another's turn).

2.5.9 Combat Expertise 9

If you have a parry token pool, you may spend parry tokens on special effects against any foe, not just your chosen target. You keep the parry tokens you have built up when you change pool targets (until combat ends).

2.5.10 Combat Expertise 10

If you have a parry token pool, you gain tokens when anyone—not just the target of your pool—attacks you and misses while you use Combat Expertise.

2.6 Combat Reflexes [Tactics]

Tier	Effect
Basic	
Expert	Combat Reflexes 1, Combat Reflexes 2
Heroic	Combat Reflexes 3, Combat Reflexes 4
Master	Combat Reflexes 5, Combat Reflexes 6
Champion	Combat Reflexes 7, Combat Reflexes 8
Legendary	Combat Reflexes 9, Combat Reflexes 10

You keep a sharp eye out for the opportunity to skewer an opponent at the first sign of a gap in his defenses. Your feel for the tactical situation and the battlefield allows you to take advantage of an enemy's mistakes.

2.6.1 Combat Reflexes 1

You may make a number of additional attacks of opportunity each round equal to your Dexterity bonus or your Intelligence bonus. Choose one of these abilities when you gain this feat; you may not change your selection afterward. You also may make attacks of opportunity while flat footed.

2.6.2 Combat Reflexes 2

When you make an attack of opportunity, you can expend more than one attack to gain a +2 bonus to your attack. There is no limit to the number of attacks of opportunity you may expend in this way, though obviously you cannot spend more attacks than you can normally make.

2.6.3 Combat Reflexes 3

Opponents provoke an attack of opportunity if they attempt to exit a square you threaten, even if their movement does not normally provoke such an attack.

2.6.4 Combat Reflexes 4

As a move action, you can grant an ally within 30 feet of you one of your extra attacks of opportunity. Your ally must be able to see and hear you as you order to him to attack at the appropriate moment. Your ally retains this additional attack of opportunity until the start of his next action.

Normal: A character without this feat can make only one attack of opportunity per round and can't make any while flat footed.

2.6.5 Combat Reflexes 5

Any space you threaten counts as difficult terrain for opponents. They can attempt to move through them as if such spaces were not difficult, but in that case they suffer a –4 penalty to their Tumble checks and you gain a +4 bonus on attacks of opportunity against them.

2.6.6 Combat Reflexes 6

When you provoke an attack of opportunity, you can spend one of your own attacks of opportunity to gain a +8 bonus to defense against it. If you suffer multiple attacks, you must select one to benefit from this bonus. You can spend multiple attacks against different attackers, but you cannot spend more than one against a single attack.

2.6.7 Combat Reflexes 7

If an opponent takes multiple actions that provoke attacks of opportunity, you can attack him for each one. You are no longer restricted to one attack of opportunity per round against a given foe.

2.6.8 Combat Reflexes 8

If you make an attack of opportunity against an opponent and your attack hits, you reduce his speed by 10. You slash at his legs, tripping him up and forcing him to slow down. This penalty lasts until the start of the target's next action.

2.6.9 Combat Reflexes 9

When your foe provokes an attack of opportunity from you, you may make an attack of opportunity yourself, using your full spread of attacks (normally considered a full attack action) if you have not yet made your attack of opportunity. You lose all of your attacks of opportunity until the start of your next action.

2.6.10 Combat Reflexes 10

If an opponent provokes an attack of opportunity, he cannot complete his action after you hit him with your attack. The target's action is not wasted, unless receiving damage somehow disrupts it (such as if he were trying to begin a grapple). He can attempt the action again (if your attack does not waste it) unless his action was an attempt to move. In that case, he spends part of his movement allowance as if he entered the square but does not actually move.

For example, an opponent attempts to leave a square you threaten, provoking an attack of opportunity. Before he leaves the square, you make an attack of opportunity. If you hit, he cannot leave the square, but he still spends the appropriate amount of movement.

If you can attack the same target with more than one attack of opportunity, you may continue to strike him until you run out of attacks of opportunity or until you miss and he completes his action.

2.7 Deflect Missiles [Defense]

Tier	Effect
Basic	
Expert	Deflect Missiles 2
Heroic	Deflect Missiles 4
Master	Deflect Missiles 6
Champion	Deflect Missiles 8
Legendary	

You can parry ranged attacks with the same skill and agility that you use to turn aside melee attacks.

2.7.1 Deflect Missiles 2

You must have at least one hand free (holding nothing) to use this feat. Once per round, when you would normally be hit with a ranged weapon, you may deflect it so as to take no damage from it. You must be aware of the attack and not flat footed.

Attempting to deflect a ranged weapon doesn't count as an action. You cannot deflect unusually massive ranged weapons and ranged attacks generated by spell effects

2.7.2 Deflect Missiles 4

You can use your Deflect Missiles feat one additional time per round. As with all expanded masteries, you can take this ability only once, to gain the ability to deflect two ranged attacks per round.

2.7.3 Deflect Missiles 6

You can catch a thrown weapon you just deflected and immediately use it to attack the foe who threw it at you. This attack uses one of your attacks of opportunity for the round. Resolve it as a normal ranged attack against your opponent.

2.7.4 Deflect Missiles 8

You can deflect an additional number of missiles per round equal to 1 + your Dexterity bonus (minimum 1).

I would be open to allowing this with weapons and shields.

2.8 Devious Manipulator [Social]

Tier	Effect
Basic	
Expert	Devious Manipulator 1, Devious Manipulator 2
Heroic	Devious Manipulator 3, Devious Manipulator 4
Master	Devious Manipulator 6
Champion	
Legendary	

You excel at deceiving others. You craft your lies with such expert attention to detail that even the sharpest minds have trouble telling your deceptions from truth. Whether in combat or in a refined social situation, your talent for lies serves you well.

2.8.1 Devious Manipulator 1

You gain access to deception tokens you can use to force others to take actions based on your lies. You gain 1 deception token against a specific target by making a successful Bluff check opposed by his Sense Motive. You may have a total number of unspent tokens equal to your level +10, but you must accumulate tokens against only one target at a time. If you switch to a different target, you lose your built-up tokens.

You can accept a skill challenge (see Chapter Four) to increase the tokens you gain. For every –5 penalty you take on the check, you gain 1 additional deception token on a success.

In combat, you can spend deception tokens to interfere with your target's efforts. You use your Bluff skill to trick him into misreading your attacks and defense. On your action, you can spend 1 token to gain a +1 bonus to attacks against your target or impose a –1 penalty to his attacks against you. These benefits apply only to attacks from or against your chosen target. They last until the start of your next turn, and you can choose a mixture of bonuses and penalties. You may spend up to 5 tokens per round in this manner.

Outside of combat, you can spend deception tokens to enhance a Bluff check. For each token you spend, you gain a +2 bonus to a single Bluff check. You can also increase the amount of time a target believes your lies by 1 round per token spent. You may spend up to 5 tokens as part of a single Bluff check.

Prerequisite: This feat relies on the Bluff skill. You do not need ranks in Bluff to use Devious Manipulator, but it is far more effective with them.

Or I just make it a replacement talent for the Bluff skill

2.8.2 Devious Manipulator 2

In noncombat situations you can craft lies so compelling and plausible that others have trouble discerning the truth behind them. If you succeed in a Bluff check against a single person, you can spend 1 deception token per round to force him to continue believing your bluff. You can keep spending tokens as long as you remain in the target's presence and can speak to him. If the target finds compelling evidence to contradict your story, you can attempt another Bluff check as a standard action to prevent him from believing it.

2.8.3 Devious Manipulator 3

In combat you can use your Bluff skill to confuse an opponent. When you use Bluff to feint, you may force a foe to lose his active bonus to defense against an ally of your choice. In this case, your target retains his active bonus against you.

2.8.4 Devious Manipulator 4

You can plant lies and cover stories in a target's mind, to the advantage of you and your allies. You create a seemingly trusting relationship built on lies and deception. When you succeed at a Bluff check against an opponent, you can invest the deception tokens you would normally gain from him in a special fund linked to that target. This fund remains available for future use even if you change the target of your deception pool. When you or an ally attempts a Bluff check against the target, you or your ally can spend the invested tokens. Each token spent causes a -1 penalty to the target's Sense Motive check. A single target's fund can include a number of invested tokens equal to your level. When you first use this ability, you must designate a maximum number of allies equal to $1 +$ your Charisma modifier who can take advantage of it—these allies are the ones you work into your lies, giving them an easy cover story to draw upon

2.8.5 Devious Manipulator 6

In a noncombat situation you can use Bluff to gain temporary control of a target's actions. Make a Bluff check as normal. As part of this bluff, give the target an order of one sentence (no more than 20 words). This command cannot be dangerous, suicidal, or harmful to the target or his allies. Should your Bluff check succeed, the target obeys this command for a number of rounds equal to your Charisma bonus + 1. You can increase this duration by 1 round per 2 deception tokens spent. If the target encounters any violent resistance to his actions, your control over him immediately ends.

2.9 Dodge [Defense]

Tier	Effect
Basic	
Expert	Dodge 1, Dodge 2
Heroic	Dodge 3, Dodge 4
Master	Dodge 5, Dodge 6
Champion	Dodge 7, Dodge 8
Legendary	Dodge 9, Dodge 10

You are quick on your feet, allowing you to evade attacks as long as you are aware of them. While other warriors hide behind armor, you duck and weave around attacks.

2.9.1 Dodge 1

During your action, you designate an opponent and receive a +1 active bonus to defense against attacks from him. You can select a new opponent on any action.

Each time your designated opponent attacks you and misses, you gain 1 dodge token you may use to evade his attacks. Each time your chosen target attacks you, you can immediately spend 1 dodge token to increase the defense bonus you gain from this feat by +1. Such an expenditure is not considered an action. This increase to your bonus applies only to one attack made by your target.

You can maintain a total number of unspent dodge tokens in your token pool equal to your character level + 10. Tokens beyond this maximum go to waste. Your pool lasts until the end of the encounter. You can build up tokens against one opponent at a time. If you switch targets, you lose the tokens that you have already built up for this ability.

2.9.2 Dodge 2

The Dodge feat now grants you a +2 bonus to defense instead of just +1. You still gain a +1 increase to this bonus when you spend a dodge token against your foe.

2.9.3 Dodge 3

You may select two opponents, rather than one, against whom you gain your defense bonus. You also build up dodge tokens against both targets and can spend tokens against either or both of them as you wish. If you change one of

your pool's two targets, you retain all your tokens. If you change both at the same time, you lose your tokens. You use one pool of tokens against both foes

2.9.4 Dodge 4

Should one of your dodge pool targets attack you while he flanks you, you may be able to turn the attack against his flanking partner. If his attack against you misses, you can spend 4 tokens to dodge out of the way successfully. This tactic causes him to skewer the ally who helps him create the flank, imposing its result against the ally who creates the flank. You gain no bonus to defense for the 4 dodge tokens spent for this ability, but you can pay additional tokens to increase your defense as normal.

Your foe does not reroll his attack. Use the result of his attack against the flanking target. Note that you decide to spend the tokens after seeing the attack's results, allowing you to gauge whether the strike has a chance to hit your enemy.

If the two opponents who create the flank are both targets of your dodge pool, you only have to spend 2 tokens to use this ability.

2.9.5 Dodge 5

You may select three opponents against whom you gain your defense bonus from this feat. You also build up dodge tokens against all three targets and can spend tokens against any or all of them as you wish.

2.9.6 Dodge 6

When you make a Tumble check opposed by a target of your dodge pool, you gain a +2 bonus to your Tumble check for every token you spend. You can spend as many dodge tokens as you wish in this manner.

2.9.7 Dodge 7

When a target of your dodge pool attacks and misses you, you may spend 4 dodge tokens on an immediate one-square move. You can use this ability only once per round. If you move out of an opponent's threatened area, he must either move to keep up with you or choose a different target for the rest of his attacks.

2.9.8 Dodge 8

As you weave around your opponent's clumsy attacks, you set him up for your own devastating counter; dodge to the right to induce him to expose his side, then roll back to the left to score a decisive hit. You may spend dodge tokens to gain a bonus to one attack you make against a target of your dodge pool—you gain a +1 bonus for every token spent. Spend these tokens immediately before

resolving your attack, but they count toward only that one strike, not toward others you may have as part of your action. You can spend tokens on other attacks separately if you wish to gain a bonus to each attack.

2.9.9 Dodge 9

As you leap and tumble to avoid your opponent's attacks, you intentionally time your moves to let him come close to hitting. Then, at the last moment, you duck away from harm. If a target of your dodge pool attacks and misses you during his action, he suffers a –2 penalty to the rest of the attacks he makes against you till the end of his current action. These bonuses stack with each missed attack. (No tokens are needed for this ability.)

2.9.10 Dodge 10

You gain the benefits of your Dodge feat and the dodge pool against all enemies that you are aware of and can react to.

2.10 Far Shot [Projectile]

Tier	Effect
Basic	
Expert	Far Shot 2
Heroic	Far Shot 4
Master	Far Shot 6
Champion	Far Shot 8
Legendary	Far Shot 10

You are an expert at hitting targets at long range. You can take aim at a distant target and strike it with unerring accuracy.

2.10.1 Far Shot 2

When you use a projectile weapon such as a bow, its range increment increases by one-half (multiply by 1.5). When you use a thrown weapon such as a throwing axe, its range increment doubles.

2.10.2 Far Shot 4

Your steady hand and pinpoint ranged accuracy allow you to hit an opponent at almost any range. You suffer half the penalty to attacks due to range, -1 rather than -2 per range increment.

2.10.3 Far Shot 6

If you have the sneak attack ability or access to other precision-based bonuses to attacks or damage, you gain them with ranged weapons at double the normal range. For example, you now gain the benefits of Point Blank Shot on targets up to 60 feet away.

2.10.4 Far Shot 8

You ignore the range penalty for the first range increment.

2.10.5 Far Shot 10

You ignore the range penalty for the first, second, and third range increments.

Prerequisite: Projectile or thrown weapon.

This entire talent is likely to be rewritten, consider the changes I am making to ranges.

2.11 Foe Hammer [Power]

Tier	Effect
Basic	
Expert	Foe Hammer 1, Foe Hammer 2
Heroic	Foe Hammer 4
Master	Foe Hammer 6
Champion	Foe Hammer 8
Legendary	

In your hands, a bludgeoning weapon is far more than a simple, brutish tool used to pound foes into submission. You know how to deliver attacks that maximize the raw force a bludgeon delivers.

2.11.1 Foe Hammer 1

While you rely on brute force to maximize the sheer power of a cudgel—such as a mace, warhammer, or club—your skill allows you to deliver that force with surprising precision. You may slam a foe in the gut or crack his skull to impair his fighting ability.

You may use a full-round action to make a single attack with a cudgel at your best base attack bonus. If you hit and inflict damage, your foe must succeed at a Fortitude save (DC 10 + half damage inflicted) or suffer a –2 injury penalty to attacks until the end of his next turn. This ability does not affect creatures immune to pain.

2.11.2 Foe Hammer 2

You land a crushing blow to your foe’s legs or knees, immobilizing him for a brief moment. As a full-round action, you may make a single attack with a cudgel at your best base attack bonus. If you hit and inflict damage, your opponent must succeed at a Fortitude save (DC 10 + half damage inflicted) or move at half speed on his next action. This ability does not affect creatures immune to critical hits.

2.11.3 Foe Hammer 4

Your leaden mace or steel war-hammer slams through your foe’s shield, splintering bones despite the protection. If you miss your opponent but would have hit him if he did not carry a shield, you inflict half your normal damage

Prerequisite: You gain the benefits of this feat only when fighting with a weapon that has the cudgel identifying descriptor and that you are proficient with.

with the attack (determine damage as normal, then divide by two). You cannot combine this ability with the others granted by this feat.

2.11.4 Foe Hammer 6

You hammer your opponent in the gut, leaving him wracked with terrible pain. When you score a critical hit with a cudgel, you may choose to give up your bonus (critical) damage to cause him instead to be sickened for a number of rounds equal to your Strength bonus. This ability does not affect creatures immune to critical hits.

2.11.5 Foe Hammer 8

You may use any of the special attacks granted as part of this feat once per round with a single attack you make as part of a standard or full attack action.

2.12 Hafted Weapon Master [Power]

Tier	Effect
Basic	
Expert	Hafted Weapon Mastery 1, Hafted Weapon Mastery 2
Heroic	Hafted Weapon Mastery 3, Hafted Weapon Mastery 4
Master	Hafted Weapon Mastery 6
Champion	
Legendary	

In your capable hands, a spear or polearm becomes the instrument of a maestro of battle. You use your weapon's long haft to deflect attacks, reach out and strike an opponent before he can close with you, or defend yourself against a foe who steps within your reach.

2.12.1 Hafted Weapon Mastery 1

Select a single square adjacent to the area you normally threaten with your spear or polearm: You now threaten that square. You must have line of sight and line of effect to the square you choose. You can pick a square or change your current square to a new target once per round as a free action.

Prerequisite: Spear or polearm proficiency

2.12.2 Hafted Weapon Mastery 2

You can use your two-handed spear or polearm as a double weapon. You lose the benefits and drawbacks of the weapon's reach, and the spear or polearm's second head inflicts damage as a club of the same size. You gain the benefits of the Two-Weapon Fighting feat's base benefit with your weapon when you use it this way. You can spend feat selections to gain Two-Weapon Fighting's expanded mastery abilities for this use of your spear or polearm. You can change to wield your spear or polearm as a double weapon or go back to using it normally as a free action once per round.

2.12.3 Hafted Weapon Mastery 3

If you wear light or no armor, you can vault forward using your spear or polearm, gaining a +4 bonus to Jump checks on stable ground.

In addition, as a full attack action you can make a single unarmed strike that does not provoke an opportunity. To do so, plant your spear in the ground and vault forward to deliver a driving kick. There must be one square (and only one square) between you and your target; when you end this attack, you land in that

empty square. You inflict damage equal to twice your unarmed damage, with double all the normal bonuses you gain to unarmed attacks.

2.12.4 Hafted Weapon Mastery 4

You can extend your spear's reach by making a powerful, lunging attack at your opponent. When you use a full attack action with a spear or polearm, you gain a +1 square (5-foot) bonus to your reach. If your spear or polearm has the reach descriptor, apply this bonus after doubling your normal reach, not before.

You keep this extra reach until the end of your current turn.

2.12.5 Hafted Weapon Mastery 6

With a punishing flurry of jabs, you attempt to force a foe backward. If you hit him with more than one attack during your action, you can force him to make a Fortitude save (DC 10 + half your level + your Strength modifier). If this save fails, he moves one square away from you. You choose the square your opponent enters; however, he never enters a space that would inflict damage to him due to obvious environmental effects, such as a raging fire or a deep pit. The chosen square must land your foe farther away from you than he was when he started.

2.13 Healing Lore [Lore]

Tier	Effect
Basic	
Expert	Healing Lore 1, Healing Lore 2
Heroic	Healing Lore 3, Healing Lore 4
Master	Healing Lore 5, Healing Lore 6
Champion	Healing Lore 7, Healing Lore 8
Legendary	Healing Lore 9, Healing Lore 10

You are a trained healer, capable of setting broken bones, binding injuries, and preparing herbal remedies that help your allies recover their strength after a difficult battle.

Replacement for the Heal skill, possibly.

2.13.1 Healing Lore 1

You can treat injuries with greater than normal efficiency and speed. You enjoy a +4 bonus on Heal checks. In addition, when you restore a character's reserve points, you grant a +2 bonus to the total points restored.

2.13.2 Healing Lore 2

You can use the Heal skill to restore temporary ability score damage. You administer herbs and other drugs to help your patient, set an injured limb, or bind a wound in such a way that the injury no longer inhibits motion.

Make a Heal check (DC 20) that takes one hour to complete. On a success, you heal 1 point of ability score damage, regardless of how the damage was inflicted. A patient can receive only one Heal check per day to treat ability score damage. This healing is in addition to the patient's natural healing.

2.13.3 Healing Lore 3

When you restore a patient's reserve points with your Heal skill, you restore an additional +4 points. This stacks with any other bonuses to the total amount healed, including bonuses from this feat.

2.13.4 Healing Lore 4

You can try to purge the venom from a creature's system to immediately heal any damage the creature has suffered. You must attempt to treat the victim within 3 rounds after he suffered damage from the poison. Make a Heal check as full-round action (DC 5 + poison's save DC). Your patient suffers 1d4 points of

damage as you open up a vein to draw out the poison. If your check succeeds, you eliminate the damage she has suffered from one successful poisoning attempt. In addition, the victim avoids the poison's secondary effects; she need not attempt a save against them

2.13.5 Healing Lore 5

When you restore a patient's reserve points with your Heal skill, you restore an additional +4 points. This stacks with any other bonuses to the total healed, including bonuses from this feat.

2.13.6 Healing Lore 6

You can use the Heal skill to repair ability score damage as described for the expanded mastery 2 ability. In addition, you can increase the Difficulty Class of the skill check by 5 to heal 1 additional point of ability score damage. You can also now cure ability drain or permanent loss using your Heal skill. There is no limit to the maximum DC you can set for yourself, but a patient still can only receive one attempt per day. If you heal multiple points of damage, you can distribute them among the six ability scores as you wish.

2.13.7 Healing Lore 7

When you restore a patient's reserve points with your Heal skill, you restore an additional +4 points. This stacks with any other bonuses to the total healed, including bonuses from this feat.

2.13.8 Healing Lore 8

You can try to resuscitate a dead ally if you make a Heal check within 2 rounds of her death. You may attempt this procedure only if your patient died after entering the dying state and subsequently failing a Fortitude save to survive the loss of 1 hit point per round (see "Damage, Injuries, and Death" in Chapter Eight: Combat). Allies slain in any other manner are beyond your help.

You must make a Heal check (DC 20 + character's negative hit point total [treat the negative value as positive when adding]) to bring your patient back from the brink. A success means you increase her hit points to -9 and stabilize her. Using Heal in this manner is a full-round action.

2.13.9 Healing Lore 9

When you restore a patient's reserve points with your Heal skill, you restore an additional +4 points. This stacks with any other bonuses to the total healed, including bonuses from this feat.

2.13.10 Healing Lore 10

When you use your Heal skill to restore a patient's reserve points, you can instead choose to heal hit points of damage. You restore the same number of hit points as you would reserve points. Your mastery of the healing arts allows you to bind wounds and soothe your patient's ills in a much shorter time than normal.

2.14 Improved Bull Rush [Power]

Tier	Effect
Basic	
Expert	Improved Bull Rush 1
Heroic	Improved Bull Rush 3
Master	Improved Bull Rush 5
Champion	Improved Bull Rush 7
Legendary	

You are adept at using your bulk and strength to drive an opponent backward.

2.14.1 Improved Bull Rush 1

When you perform a bull rush, you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push him back.

2.14.2 Improved Bull Rush 3

When you make a bull rush attack, you can choose to accept a –4 penalty to the opposed Strength check—in most cases, this merely negates the bonus provided by this feat’s base benefit. In return, the target of your bull rush falls prone after you successfully move him.

2.14.3 Improved Bull Rush 5

When you attempt a bull rush, you can make a single attack at your best base attack bonus in addition to the normal benefits of a bull rush and this feat. You can use either your Strength bonus and the bonus from the base Improved Bull Rush feat or the damage you inflict with your attack as a modifier to the opposed Strength check.

2.14.4 Improved Bull Rush 7

You slam into your opponent with such tremendous force that, regardless of the result of the bull rush, he must succeed at a Fortitude save (DC 10 + half your level + your Strength modifier) or drop whatever he is holding in the square he occupied before you made your rush. If the target holds a two-handed weapon or an item in both hands, he gains a +4 bonus to this save. Items he has strapped or secured to his arm, such as a shield, go unaffected by this ability.

2.15 Improved Critical [Finesse, Power, Projectile]

Tier	Effect
Basic	
Expert	
Heroic	Improved Critical 4
Master	Improved Critical 6
Champion	Improved Critical 8
Legendary	Improved Critical 10

You are adept at scoring deadly blows with a specific weapon. You inflict critical hits with it more often than other warriors do.

2.15.1 Improved Critical 4

When using the weapon you selected, double its threat range.

2.15.2 Improved Critical 6

When you attempt to confirm a critical threat with your chosen weapon, you gain a +4 bonus to the attack. When you have the opportunity to strike an opponent in a vulnerable area, you seize the chance with deadly accuracy.

2.15.3 Improved Critical 8

You are a master of your chosen weapon and wield it with the deadly majesty of a true expert. You now triple, rather than double, its threat range.

2.15.4 Improved Critical 10

You no longer need to roll to confirm critical threats. If your attack has any chance of piercing a vital area, you infallibly drive it home

Prerequisite: When you choose this feat, your selected weapon must be tagged as either a finesse, power, or projectile weapon, depending on the mastery rating you use to gain access to this feat. Otherwise, it must lack any of those three descriptors. For example, let's say you have mastery 4 in Power feats. The weapon you choose for Improved Critical could have the power descriptor. If it doesn't, it can't have the finesse or projectile descriptors, either.

For this feat you choose a specific weapon, such as a longsword, rather than an identifying or style descriptor, such as "sword" or "reach."

This doesn't apply so much in Echelon.

Special: You can gain Improved Critical multiple times. The effects do not stack, however. Each time you take the feat, it applies to a new weapon.

This is likely to get folded into a combat style rather than as a standalone talent; including for now for completeness.

2.16 Improved Disarm [Finesse]

Tier	Effect
Basic	
Expert	Improved Disarm 2
Heroic	Improved Disarm 3, Improved Disarm 4
Master	Improved Disarm 6
Champion	Improved Disarm 8
Legendary	

As a master fencer, you can take advantage of small gaps in an opponent's defense or turn a slightly off-balance attack into a deadly advantage. Rather than target your foe, you have learned to slice at his hands and weapon to leave him unarmed.

2.16.1 Improved Disarm 2

You provoke no attack of opportunity when you attempt to disarm an opponent, nor does he have a chance to disarm you.

2.16.2 Improved Disarm 3

You enjoy a +2 bonus to opposed attack rolls to disarm opponents.

2.16.3 Improved Disarm 4

When attempting to disarm an opponent larger than you, he counts as one size category smaller than normal. You use your foe's size against him to cut between his fingers or otherwise loosen his grip.

2.16.4 Improved Disarm 6

You gain an additional +2 bonus to the opposed attack roll made to disarm a foe. If you have the expanded mastery 3 ability, you now have a +4 bonus total

2.16.5 Improved Disarm 8

If you disarm an opponent, you send his weapon flying through the air with a quick flick of your wrist. You can place his weapon in any square within 10 feet of you. If you have a hand free and can use his weapon in one hand, you may flip it to yourself. You can use the weapon as normal at the end of your current turn.

Prerequisite: Finesse or Disarm weapon.

2.17 Improved Feint [Finesse]

Tier	Effect
Basic	
Expert	Improved Feint 2
Heroic	
Master	Improved Feint 5
Champion	
Legendary	Improved Feint 9

You are a master at using misdirection to wreck an opponent's defenses. Your jabs and fakes leave him blocking a false attack while your real strike hits home.

2.17.1 Improved Feint 2

You can make a Bluff check to feint in combat as a move action without suffering the challenge penalty for using a skill faster than normal.

Prerequisite: Finesse weapon.

2.17.2 Improved Feint 5

You can confer the benefits of a successful feint upon an ally of your choice. This ally must also threaten the target of your feint when you attempt the action. This benefit lasts until the start of your next action or the end of your ally's next action, whichever comes first.

2.17.3 Improved Feint 9

You can make a Bluff check to feint as a free action without penalty once per round.

2.18 Improved Overrun [Power]

Tier	Effect
Basic	
Expert	
Heroic	Improved Overrun 3
Master	Improved Overrun 5
Champion	Improved Overrun 7
Legendary	

You smash through the enemy's ranks, knocking aside your foes as you drive toward your target in an implacable wave of steel.

2.18.1 Improved Overrun 3

When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

2.18.2 Improved Overrun 5

When you knock someone prone as part of an overrun, you gain an immediate attack of opportunity against him. As you charge forward, you use your weapon to batter aside your enemies.

2.18.3 Improved Overrun 7

You crush your enemies beneath your feet, stomping on them as you move past. If you knock an opponent prone as part of an overrun, you automatically inflict damage upon him based on your size. You gain your Strength modifier to the listed damage.

Size	Damage
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	3d6

2.19 Improved Shield Bash [Armor]

Tier	Effect
Basic	
Expert	Improved Shield Bash 1
Heroic	Improved Shield Bash 3
Master	Improved Shield Bash 5
Champion	Improved Shield Bash 7
Legendary	Improved Shield Bash 9

You can use your shield as a weapon without losing its protective benefits. Even as you slam the shield into a foe, you keep it positioned to deflect attacks.

2.19.1 Improved Shield Bash 1

When you perform a shield bash, you may still apply the shield's passive bonus to your defense. You must be proficient with the shield you carry to gain this benefit.

2.19.2 Improved Shield Bash 3

When an opponent attempts to strike you, you can push your shield forward as his attack hits to knock him off balance and ruin his attacks. Note your total defense with and without your shield. If an attack misses you but would have hit your shieldless defense, you catch the strike on your shield. You may use one of your attacks of opportunity to grant your opponent a –2 penalty on all attacks he makes against you until the start of your next action.

2.19.3 Improved Shield Bash 5

You may carry two shields in battle. You gain the defense benefits from both and may use this feat to attack with them as normal. You can wield both shields as you would two weapons or fight with one and defend with the other. Your skill and agility allows you to carry your shields in the same way that other warriors might wield a pair of swords

2.19.4 Improved Shield Bash 7

You can use your shield to actively aid your attacks. You feint at your opponent with your shield or use it to hide your weapon as you ready an attack. You can reduce the total defense bonus you gain from your shield, including bonuses granted by the Shield Mastery feat (page 141), to improve your attacks. For

Normal: Without this feat, a character who performs a shield bash loses the shield's shield bonus to defense until her next turn.

every point by which you reduce your shield bonus, you gain a +1 bonus to all attacks until the start of your next action. The reduction in your shield bonus also lasts until that time.

2.19.5 Improved Shield Bash 9

When you use the full attack action, you may gain a second attack with your shield at a –5 penalty. This penalty applies only to the shield’s second attack.

2.20 Improved Sunder [Power]

Tier	Effect
Basic	
Expert	Improved Sunder 2
Heroic	Improved Sunder 3
Master	Improved Sunder 5
Champion	Improved Sunder 7
Legendary	Improved Sunder 9

While others aim for the enemy, you have learned that destroying a foe's weapons leaves him at your mercy. You excel at finding weak spots in a blade and exploiting them for your benefit

2.20.1 Improved Sunder 2

When you strike at an object held or carried by an opponent (such as a weapon or shield), you provoke no attack of opportunity

2.20.2 Improved Sunder 3

Your attempts to sunder a weapon strike with superior accuracy, as you can judge how your opponent attempts to defend against this attack. You gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

2.20.3 Improved Sunder 5

You can attempt to destroy an opponent's armor by smashing its plates, severing straps, and cutting apart leather padding. Make a sunder attempt as normal. If you cause 10 points of damage after accounting for the armor's hardness, you inflict a -1 penalty to its damage reduction. You can inflict this penalty again on your next attack, and the penalties stack. To remove this penalty, the foe must succeed at a relevant Craft check to do work with a gold-piece value equal to 10 percent of the armor's cost per penalty point.

2.20.4 Improved Sunder 7

When attempting to sunder an item, you can cleave through large objects with relative ease due to your expertise in spotting manufacturing flaws. Your opponent does not receive the normal bonus for wielding a weapon that is larger than yours.

Normal: Without this feat, you provoke an attack of opportunity when you strike at an object that another character holds or carries.

2.20.5 Improved Sunder 9

When you try to sunder a weapon, you strike a spot you recognize as particularly brittle, weak, or perhaps already damaged. You gain double your Strength bonus to damage when using a one-handed weapon and triple your bonus when using a two-handed one. You cannot use this ability with Tactics of the Mind, Weapon Finesse, or other feats that allow you to use key abilities other than Strength in melee attacks.

2.21 Improved Trip [Finesse, Power]

Tier	Effect
Basic	
Expert	Improved Trip 2
Heroic	Improved Trip 3, Improved Trip 4
Master	Improved Trip 6
Champion	Improved Trip 8
Legendary	

You slam your foes with such strength and power that you knock them from their feet, or you make a subtle, dexterous attack that leaves them sprawling. Your approach to this ability depends on whether you take it as a Finesse or Power feat.

2.21.1 Improved Trip 2

You do not provoke an attack of opportunity when you attempt to trip an opponent. If your trip attack fails, your opponent does not have the chance to trip you in return.

2.21.2 Improved Trip 2 [Finesse]

Rather than use a Strength check to topple an opponent, you can opt to make a Dexterity check.

2.21.3 Improved Trip 2 [Power]

You gain a +4 bonus to your ability check to trip an opponent when you use a two-handed weapon to make the trip attempt. This stacks with the normal +4 bonus for using a two-handed weapon to make a trip attempt.

2.21.4 Improved Trip 3

You gain a +4 bonus on your ability check to trip your opponent.

2.21.5 Improved Trip 4

If you trip an opponent in melee combat, you immediately get a melee attack against that foe as if you hadn't used your attack for the trip attempt.

Prerequisite: If you take Improved Trip as a Power feat, you can use it with trip weapons, power weapons and weapons that lack the finesse keyword. If you take it as a Finesse feat, you can use it with trip weapons, finesse weapons and weapons that lack the power keyword.

Normal: Without this feat, you can only make trip attacks with an unarmed attack, in which case you provoke an attack of opportunity, or with a trip weapon.

This entire talent will need to be rewritten; I suspect parts will become elements of combat styles.

2.21.6 Improved Trip 6

When you trip an opponent, you send him hurtling backward with the force of your attack or by masterfully redirecting his momentum. You may force him to fall prone in a square adjacent to his current position—in essence moving him one square.

If he enters an occupied square, the targets within it must make Reflex saves (DC 10 + tripping character's special size modifier; see the table below) or also be knocked prone. Creatures who must make this save also apply the size modifiers from the table to their Reflex save results. Your target then moves back to his initial position.

If the squares are unoccupied, the tripped creature comes to a stop where you placed him. You must resolve this movement before gaining any additional attacks against him. See the table below for size modifiers to trip saves:

Size	DC/Save Modifier
Fine	-12
Tiny	-8
Small	-4
Medium	+0
Large	+4
Huge	+8
Gargantuan	+12
Colossal	+16

2.21.7 Improved Trip 8

You trip your opponent with such savage force that he must make a Fortitude save (DC 10 + half your level + Dexterity modifier [Finesse] or Strength modifier [Power]). On a failure he hits the ground, stunned for 1 round, with the wind knocked out of him.

2.22 Manyshot [Projectile]

Tier	Effect
Basic	
Expert	
Heroic	Manyshot 4
Master	Manyshot 6
Champion	Manyshot 8
Legendary	Manyshot 10

You can nock two arrows together, throw a pair of axes at once, or otherwise combine multiple ranged weapons into one attack.

2.22.1 Manyshot 4

As a standard action, you may fire two projectiles at a single opponent within 30 feet. Both weapons or missiles use the same attack roll (with a -4 penalty) to determine success, but each inflicts damage separately (see “Special”).

Damage reduction and other resistances apply separately against each arrow fired.

2.22.2 Manyshot 6

You may fire an additional arrow or throw an extra weapon as part of a Manyshot attack. However, you suffer an additional -4 penalty to your attack for each one beyond the first.

2.22.3 Manyshot 8

You may fire an additional arrow or throw an extra weapon as part of a Manyshot attack. However, you suffer an additional -4 penalty to your attack for each one beyond the first.

2.22.4 Manyshot 10

You gain precision-based damage with all the missiles you fire or throw. On a critical threat, you check to confirm the critical separately for each projectile, perhaps allowing you to inflict more than one critical hit.

Prerequisite: You cannot use a slow-loading projectile weapon with this feat.

Special: Regardless of the number of projectiles you fire or throw, apply precision-based damage, such as sneak attacks, only once. If you score a critical hit, only the first shot deals critical damage, while all others deal regular damage

Might use FantasyCraft's version, actually —spend the ammunition, result on the die determines how many hit.

2.23 Mobility [Defense]

Tier	Effect
Basic	
Expert	Mobility 1, Mobility 2
Heroic	Mobility 3, Mobility 4
Master	Mobility 5, Mobility 6
Champion	Mobility 7, Mobility 8
Legendary	Mobility 9, Mobility 10

You prove difficult to hit while moving.

2.23.1 Mobility 1

You get a +4 active bonus to defense against attacks of opportunity caused when you move out of or within a threatened area.

2.23.2 Mobility 2

At the start of your action, you may select one opponent as your Mobility target. You gain a +6, rather than +4, bonus to defense against his attacks of opportunity this round.

2.23.3 Mobility 3

As a full attack action, you can make a single attack with a melee weapon at your best base attack bonus and move.

You can move both before and after the attack, provided that your total distance does not exceed your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke them from other creatures. You can't use this feat while wearing heavy armor.

To utilize the benefits of this ability, you must move at least one square (5 feet) both before and after you attack.

2.23.4 Mobility 4

If an opponent makes an attack of opportunity against you because of your movement and misses, you gain an additional +2 bonus to defense against any subsequent attacks of opportunity you provoke for moving through that square. You swerve between your enemies, causing their attacks to interfere with each other.

2.23.5 Mobility 5

If you provoke an attack of opportunity due to movement from an opponent at least one size category larger than you, you may attempt to weave between his feet to throw him off balance.

If the attack misses and you use Tumble to enter the attacker's square at any point during the rest of your movement, he must make a Reflex save (DC 10 + half your level + your Dexterity modifier) or fall prone in his current space. You can use this ability against one opponent per round.

2.23.6 Mobility 6

When using the charge action, you can make your charge attack at any point along the distance you move; further, you do not have to move directly at your target. After you attack, you may continue moving as normal. Your target must be within your threatened area at some point during your movement.

2.23.7 Mobility 7

If you provoke an attack of opportunity for moving and your foe misses, you immediately gain an attack of opportunity against him—you dart around him and cause him to expose his defenses as he makes a clumsy attack against you.

2.23.8 Mobility 8

If you provoke an attack of opportunity for moving and your opponent misses, you can make a trip attack against him as an attack of opportunity. You lure him off balance as you move, setting yourself up to make a trip attack that takes advantage of his defensive lapse.

If your attack fails and you fall prone, your movement ends in your current space.

2.23.9 Mobility 9

If you provoke an attack of opportunity because of your movement, you may make a Tumble check (DC = total result of each attempted attack of opportunity).

If your Tumble check succeeds, that attack automatically misses and your foe cannot make another attack of opportunity for 1 round—your agile maneuver causes him to lose his balance. While he recovers, he cannot take advantage of any other gaps in his opponents' defenses.

2.23.10 Mobility 10

You never provoke attacks of opportunity for moving unless you explicitly choose to. Even then, you may pick and choose which opponents may attempt to attack you.

2.24 Mounted Archery [Mounted, Projectile]

Tier	Effect
Basic	
Expert	Mounted Archery 1, Mounted Archery 2
Heroic	Mounted Archery 4
Master	Mounted Archery 6
Champion	Mounted Archery 8
Legendary	

You skillfully wield ranged weapons while in the saddle. You have learned to anticipate your mount's movements, allowing you to make accurate shots while on the move.

2.24.1 Mounted Archery 1

Halve your penalty for using a ranged weapon while mounted: -2 instead of -4 if your mount takes a double move, and -4 instead of -8 while your mount runs.

2.24.2 Mounted Archery 2

You suffer no penalty when using a ranged weapon if your mount takes a double move; a -2 penalty applies when your mount runs.

2.24.3 Mounted Archery 4

While mounted, you can use a full-round action to make a full attack with a ranged weapon while completing a move action to control your mount.

2.24.4 Mounted Archery 6

If you make a full attack while mounted, you can make each of your attacks at any point along your mount's movement: either all together, all in different squares, or a combination of the two.

2.24.5 Mounted Archery 8

You can use your mount's speed to confuse your opponent's defenses—you force your foe to pivot to defend himself. You gain a $+2$ bonus to ranged attacks if your mount double moves. If your mount runs you gain a $+4$ bonus. If you suffer any penalties for using a ranged attack while mounted, apply those as normal in addition to these bonuses.

2.25 Mounted Combat [Mounted; Finesse or Power]

Tier	Effect
Basic	
Expert	Mounted Combat 1, Mounted Combat 2
Heroic	Mounted Combat 3, Mounted Combat 4
Master	
Champion	
Legendary	

You excel at fighting from horseback or when astride any other sort of mount. You and your mount form a potent combat team when you combine your efforts.

2.25.1 Mounted Combat 1

Once per round when your mount is hit in combat, you may attempt a Ride check to negate the hit. You negate it if your Ride check result exceeds the opponent's attack roll.

When you attempt to overrun a foe while mounted, he may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

2.25.2 Mounted Combat 2

While mounted, you can guide your horse to better evade enemy attacks. You and your mount enjoy a +2 bonus to defense when your mount double moves and a +4 bonus when it runs.

2.25.3 Mounted Combat 3

When charging while mounted, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the foe you attack.

2.25.4 Mounted Combat 4

When charging while mounted, you deal double damage with a melee weapon (or triple damage with a lance).

2.26 Overwhelming Presence [Social]

Tier	Effect
Basic	
Expert	Overwhelming Presence 1, Overwhelming Presence 2
Heroic	Overwhelming Presence 3
Master	Overwhelming Presence 5
Champion	Overwhelming Presence 7, Overwhelming Presence 8
Legendary	Overwhelming Presence 10

With a single glare, you strike terror into others. Your mere presence is enough to make the timid recoil. While others use gilded words and clever stratagems to manipulate others, your personality strikes with the raw force of an avalanche.

2.26.1 Overwhelming Presence 1

At the start of an encounter, you may use a move action to adopt a menacing demeanor. Doing so grants you your Charisma bonus as an active bonus to defense. You do not gain this bonus against creatures that are immune to fear. The bonus stops at the end of the encounter.

2.26.2 Overwhelming Presence 2

You can use the “browbeat target” form of Intimidate as a free action against one opponent. However, the effects of a successful use of Intimidate last only until the end of your next action. You cannot attempt to use Intimidate in this manner against the same target more than once per encounter. (This applies whether your check succeeds or fails.)

2.26.3 Overwhelming Presence 3

Your mere presence strikes terror into your foes. You can use the Intimidate skill as a move action whenever you could normally do so as a standard action. Other aspects of the skill remain unchanged. For example, if an ability requires you to use Intimidate as a full-round action, it still takes that long to use

2.26.4 Overwhelming Presence 5

Your intimidating presence causes others to grow tentative and nervous when they face you in battle. Any opponent in your threatened area must attempt a Will save (DC 10 + half your level + your Charisma modifier). Those who fail

Prerequisite: Overwhelming Presence relies on the Intimidate skill. You do not need ranks in Intimidate to use it, but the feat proves far more effective with them.

Possible replacement for Intimidate skill, obviously.

suffer a penalty to attacks against you equal to your Charisma bonus. A foe must save against this ability only once per combat. Its effects last until the end of the encounter. To keep the game flowing, it's usually best to make a save before the creature attacks.

2.26.5 Overwhelming Presence 7

Your terrifying presence can strike stark fear into your enemies. Make an Intimidate check against a shaken opponent with fewer Hit Dice or levels than you. The target opposes this check with a Will save, base attack check, or Intimidate check. If he fails, he becomes frightened.

2.26.6 Overwhelming Presence 8

You can use the Intimidate skill as a free action once per round rather than as a move or standard action. Other aspects of the skill remain unchanged.

2.26.7 Overwhelming Presence 10

Your terrifying presence terrorizes your foes. You may make an Intimidate check against a shaken opponent with fewer Hit Dice or levels than you. The target opposes this check with a Will save, base attack check, or Intimidate check. If he fails, he becomes panicked.

2.27 Point Blank Shot [Projectile]

Tier	Effect
Basic	
Expert	Point Blank Shot 1, Point Blank Shot 2
Heroic	Point Blank Shot 3, Point Blank Shot 4
Master	
Champion	
Legendary	

You excel at using ranged weapons in close-quarters situations. You can make deadly shots at close range, as long as you have a clear view of your opponent. You also learn to handle your weapon even when pressed from all sides.

2.27.1 Point Blank Shot 1

You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

2.27.2 Point Blank Shot 2

As a free action once per round, you can treat your ranged weapon as a melee weapon or go back to treating it as a ranged weapon. When you use your ranged weapon as a melee one, you reduce the range of your weapon to your normal reach. However, you now threaten spaces within this area and may make attacks of opportunity or flank opponents as if using a melee weapon, and you do not provoke attacks of opportunity with your attacks. Your weapon itself remains a ranged weapon, and retains its normal descriptors. You're still able to use your ranged feats (such as rapid shot) with it. You can't use melee-specific feats.

2.27.3 Point Blank Shot 3

You gain your Dexterity bonus to damage on all ranged attacks you make against targets within 30 feet. Your shots hit with deadly precision, as your steady hands and nerves allow you to take aim at vital points on a foe's body. This benefit stacks with Point Blank Shot's base bonus damage.

2.27.4 Point Blank Shot 4

At close quarters you can make a quick feint that causes your opponent to rear back in fear. When you pull back an arrow and aim at your foe's face, you cause him to flinch, throw up his shield in defense, or dive for cover. As a free action once per round, you can make a Bluff check to feint against each foe from whom you would provoke an attack of opportunity for making a ranged attack. If your check succeeds, your foe cannot make an attack of opportunity against you.

2.28 Political Mastermind [Social]

Tier	Effect
Basic	
Expert	Political Mastermind 1, Political Mastermind 2
Heroic	Political Mastermind 3, Political Mastermind 4
Master	
Champion	Political Mastermind 7
Legendary	Political Mastermind 10

Prerequisite: Political Mastermind relies on the Diplomacy skill. You do not need ranks in Diplomacy to use it, but the feat proves far more effective with them.

Special: You can build up token pools against different targets at the same time with this feat. Track your available tokens against each target. Someone attempting to counter one of your manipulations must make an opposed Diplomacy check against you to succeed. For example, say you convince the warlord to fund your treasure-seeking expedition by spending manipulation tokens. His wife opposes your plans by spending an equal number of tokens. To succeed, she must make a Diplomacy check opposed by one from you.

Needless to say, almost every politician and aristocrat of any political acumen chooses this feat

Possible replacement for Diplomacy skill, obviously. And I think should be considered for heavy rewriting.

With your personality and cunning, you can manipulate others to your will. Not only can you win their favor, you can dictate their actions, influence their attitudes and beliefs, and slowly turn them into your puppets

2.28.1 Political Mastermind 1

When making a Diplomacy check to influence a creature, you gain 2 manipulation tokens if you improve the creature's attitude to friendly or helpful. Thereafter, you gain 2 additional manipulation tokens against him for each day that you interact with the target for more than an hour and succeed at a Diplomacy check (DC 10 + creature's Will save modifier). Spending 1 manipulation token decreases this Difficulty Class by 5. You can spend more than one token, though obviously spending 2 tokens to gain 2 tokens makes little sense.

If the target of this ability changes his attitude for any reason, you can immediately spend manipulation tokens to improve it by one category per token spent. The target's attitude might drop again if you take further actions. You do not have to be present to spend these tokens. For example, you can designate a standing effort to immediately improve the target's attitude to friendly if he should ever drop below it. In this case, you work to buffer your influence with the target through promises and flattery. Otherwise, you must be able to see and speak with the target to improve his attitude.

You can spend manipulation tokens to force the target of this ability to take certain actions. The token cost depends on the nature of the action.

1 token: A favor or action that requires some effort on the target's part but does not go against his nature, interests, or goals. For example, asking a warlord to give you shelter and food in his fortress.

3 tokens: A favor or action that demands intense focus, work, and resources, but one that does not violate his nature, interests, or goals. For example, asking the warlord to fund an expedition to the unexplored forests to the north.

5 tokens: A minor favor or action that works against the target's ideals, interests, or goals. For example, asking the warlord to fund an expedition while his realm teeters on the edge of bankruptcy.

10 tokens: An important and critical decision or favor that directly opposes the target's morals, goals, or ideals. For example, convincing the warlord to do nothing while his hated enemy launches attacks into his land.

As with any token pool, you can accumulate a maximum number of unspent tokens equal to your level + 10. These tokens do not expire, allowing you to build up your influence with another over a long period.

2.28.2 Political Mastermind 2

You can designate an entire city or district as the target of this feat. In this case, you work to create a broad range of contacts among common folk, merchants, and so forth. Each day you may attempt a Diplomacy check after spending four hours of work. The Difficulty Class derives from the city's size. Reduce the Difficulty Class by 5 if you target only one district in town. See the table below for Diplomacy DC by city size:

Size	DC
Tiny (Village)	15
Small (Town)	20
Medium (City)	25
Large (Metropolis)	30

Each day that your check succeeds, you gain 1 popularity token. While you remain within the city or district, you can spend 1 popularity token to change an indifferent person to helpful. This benefit lasts for one hour and conveys the idea that the subject is someone you met at a bar, an old friend from your childhood, or someone else that you interacted with and won over while canvassing the city.

2.28.3 Political Mastermind 3

You can control large groups of people with a carefully composed oration. You might incite fear, anger, or calm. You may make a Diplomacy check as a full-

round action, provided that the crowd is not hostile to you. The Difficulty Class of this check equals the number of people in the crowd divided by 5. On a success you alter the group's attitude toward you by one category. If the members of the group become helpful, you can coax them into one of the states described below.

Anger: The crowd grows ugly. They may attack a single person or group of your choice, though they stop attacking if the target slays or drops more than 10 percent of the crowd. In this case, the crowd reacts according to the fear response below. Otherwise, they riot and smash windows, loot, start fires, and otherwise spread destruction. Once a crowd is angry, you can only attempt to calm it.

Calm: The crowd peacefully disperses. Once calmed, all Diplomacy attempts to incite it to further action face a +10 modifier to the Difficulty Class.

Fear: The crowd panics and flees. It is now impossible to use Diplomacy to change the crowd's attitude unless escape is impossible. In that case, the people in the crowd try to find cover and hide. Otherwise, the crowd disperses.

Motivated: The crowd takes a course of action of your choice. You could motivate the group to help repair a leaky dam, douse a fire, man the walls against attackers, and so forth. The crowd takes any action you request, provided that it is not obviously suicidal.

Anyone in the crowd with Hit Dice that exceed half your level proves immune to this effect.

2.28.4 Political Mastermind 4

You can now spend manipulation tokens to gain virtual control of someone. For every 5 tokens you spend, you dictate a basic course of action or an attitude toward a subject or person. This attitude persists for a number of weeks equal to 1 + your Charisma modifier. It may last longer if you spend 2 manipulation tokens against the target each additional week. You must be present with the target to extend the duration, and can do so only within two days of the end of this effect's duration.

You cannot impart suicidal, obviously ruinous, or foolish attitudes to your target. The idea must be reasonable given his position, attitude, and goals.

A person you control in this way is considered a puppet. This is a special state that other Political Mastermind abilities utilize (see below).

2.28.5 Political Mastermind 7

You exercise increasing control on a person over whom you have slowly gained a powerful social and emotional hold. Against a target who has become your

puppet (see above), you may spend 5 manipulation tokens and make a Diplomacy check opposed by your target's Will save. A success causes your target to develop a single attitude that violates his normal beliefs and goals. For example, you could turn a warlord against one of his allies.

This belief lasts one week, though its consequences could linger far longer. You can spend another 2 tokens each week and make another Diplomacy check opposed by the target's Will save. If you manage this for 5 weeks in a row, the idea you implanted becomes permanent, and you can try to introduce another. In addition, the target is now considered your thrall. This state opens up additional options to you with a higher mastery ability.

2.28.6 Political Mastermind 10

You can exercise greater control over a single person. You may spend 5 manipulation tokens per week to direct the actions of a target who has become your thrall. You must spend at least two hours per day with the target. There are no limits to the control you exercise—it is near complete. However, your target may attempt a Will save once per week, opposed by your Diplomacy check. If this save succeeds, the target regains his own mind but remains subject to your other abilities. In addition, he does not become suspicious or angry toward you unless you give him an obvious reason to do so. Your attempts at control are not enough to rouse his ire.

Others can attempt to break your control once per week with an opposed Diplomacy check. You cannot have more than one thrall at any given time.

2.29 Power Attack [Power]

Tier	Effect
Basic	
Expert	Power Attack 1, Power Attack 2
Heroic	Power Attack 3, Power Attack 4
Master	Power Attack 5, Power Attack 6
Champion	Power Attack 7, Power Attack 8
Legendary	Power Attack 9, Power Attack 10

You know how to trade accuracy for raw, devastating power. Your weapon draws a savage path of blood and destruction across the battlefield, but your attacks are sometimes rushed, telegraphed, or otherwise easy to avoid

2.29.1 Power Attack 1

On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. Once you set the penalty to attacks and bonus on damage, you may not change it until your next action.

2.29.2 Power Attack 2

If you embrace at least a -3 penalty to increase your damage via this feat's base benefit, any opponent you hit must succeed at a Fortitude save (DC 10 + half your level + your Strength modifier) or suffer a -1 injury penalty to attacks for 1 round. Your powerful attack leaves your foe in terrible, distracting pain. A specific target need make only one Fortitude saving throw per round to ignore this effect, even if you hit him more than once.

2.29.3 Power Attack 3

If you take a -5 or worse penalty to increase your damage via this feat's base benefit, any opponent you hit must succeed at a Reflex save (DC 10 + half your level + your Strength modifier) or be knocked prone. A specific target need make only one Reflex saving throw per round to ignore this effect, even if you hit him more than once.

Prerequisite: Power weapon.

Special: If you attack with a two-handed weapon or with a one-handed weapon wielded in two hands you may add twice the number subtracted from your attack rolls to damage.

Note: When using the Power Attack expanded mastery abilities, you can only gain the benefits of one ability derived from taking a high Power Attack penalty at a time. You cannot use the expanded mastery 2, 3, 5, 6, or 9 abilities at the same time. You can use only one of them on a given strike.

2.29.4 Power Attack 4

Using Power Attack, you inflict double your attack penalty as bonus damage when you fight with a one-handed or light weapon. If you fight with a two-handed weapon, you inflict bonus damage equal to 2.5 times the penalty.

2.29.5 Power Attack 5

If you take at least a -9 penalty to increase your damage via this feat's base benefit, any opponent you hit must succeed at a Will save (DC 10 + half your level + your Strength modifier) or be dazed for 1 round. The savage impact of your attack knocks your opponent senseless. A specific target need make only one Will saving throw per round to ignore this effect, even if you hit him more than once.

2.29.6 Power Attack 6

If you take a -11 or worse penalty to increase your damage via this feat's base benefit, any opponent you hit must succeed at a Fortitude save (DC 10 + half your level + your Strength modifier) or be stunned for 1 round. You slam your foe with a vicious, overpowering attack that almost knocks him out. A specific target need make only one Fortitude saving throw per round to ignore this effect, even if you hit him more than once.

2.29.7 Power Attack 7

You make wide, deadly attacks with the Power Attack feat. Even if you miss, you may hit another target. When an attack misses, compare the attack result to the defense of a randomly selected person (either friend or foe) within your threatened area. If your attack result bests the random target's defense, resolve the damage against him. Choose whether or not to use this ability before resolving your attack. You also should make it clear to the DM whether you default to using it or not. If the attack against the second target misses, you do not check to see if you hit anyone else

2.29.8 Power Attack 8

Once per round, you can choose to adjust the penalty you take due to this feat's base benefit by up to $+/-3$ (but it still may not exceed your base attack bonus). You can reduce your penalty (and thus the bonus damage you gain) or increase it for a deadlier, if wilder, attack. Once you change your penalty, the new value remains in place until the start of your next action.

2.29.9 Power Attack 9

If you choose to take a –15 or worse penalty to your attack in exchange for bonus damage via this feat's base benefit, anyone you hit must make a Fortitude save (DC 15) or immediately die

2.29.10 Power Attack 10

Should you force an opponent to make a massive damage save due to your attack that gained bonus damage from Power Attack, the target's save DC equals $10 + \text{half your level} + \text{your Strength modifier}$ (rather than the standard DC of 15).

2.30 Precise Shot [Projectile]

Tier	Effect
Basic	
Expert	Precise Shot 2
Heroic	Precise Shot 3, Precise Shot 4
Master	Precise Shot 5, Precise Shot 6
Champion	Precise Shot 7, Precise Shot 8
Legendary	Precise Shot 9, Precise Shot 10

With your steady hand and pinpoint aim, you can send a shot into melee that hits only the target you want to injure. The scuffle and chaos of melee has no effect on your aim.

2.30.1 Precise Shot 2

You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

2.30.2 Precise Shot 3

Your precision with ranged attacks allows you to inflict additional damage by targeting vulnerable areas. You gain $+1d6$ points of sneak attack damage to ranged attacks (per the executioner and thief class abilities; see Chapter Three). If you already have sneak attack, increase the damage you inflict by one die.

2.30.3 Precise Shot 4

Your accurate aim allows you to hit a target in the most sensitive areas. When using a projectile or thrown weapon, you increase its critical damage multiplier by 1.

2.30.4 Precise Shot 5

Your precision with ranged attacks allows you to inflict additional damage by targeting vulnerable areas. You gain $+1d6$ points of sneak attack damage to ranged attacks (per the executioner and thief class abilities; see Chapter Three). If you already have sneak attack, increase the damage you inflict by one die.

This damage stacks with any other bonus sneak attack damage you gain from the Precise Shot feat

Special: Note that the benefits for expanded mastery levels 3, 5, 7, and 9 are all identical, listed as separate mastery abilities because you can't take the same ability more than once. However, their effects all stack.

2.30.5 Precise Shot 6

Your ranged attacks ignore the defense bonus granted to targets by anything less than total cover and the miss chance granted to targets by anything less than total concealment.

In addition, when you shoot or throw ranged weapons at a grappling opponent and hit, you automatically strike at the opponent you have chosen (you have no chance of hitting another grappler).

2.30.6 Precise Shot 7

Your precision with ranged attacks allows you to inflict additional damage by targeting vulnerable areas. You gain +1d6 points of sneak attack damage to ranged attacks (per the executioner and thief class abilities; see Chapter Three). If you already have sneak attack, increase the damage you inflict by one die. This damage stacks with any other bonus sneak attack damage you gain from the Precise Shot feat.

2.30.7 Precise Shot 8

You make unerringly deadly strikes with your ranged weapons. When your shot threatens a critical hit, you automatically confirm it thanks to this expanded mastery ability.

2.30.8 Precise Shot 9

Your precision with ranged attacks allows you to inflict additional damage by targeting vulnerable areas. You gain +1d6 points of sneak attack damage to ranged attacks (per the executioner and thief class abilities; see Chapter Three). If you already have sneak attack, increase the damage you inflict by one die. This damage stacks with any other bonus sneak attack damage you gain from the Precise Shot feat.

2.30.9 Precise Shot 10

Your unsurpassed accuracy allows you to take careful aim at vulnerable targets to slay them in a single shot. You may use a projectile or thrown weapon to make a *coup de grace* attack on any helpless target in range.

2.31 Rapid Reload [Projectile]

Tier	Effect
Basic	
Expert	Rapid Reload 1
Heroic	Rapid Reload 3
Master	Rapid Reload 5
Champion	
Legendary	

You are adept at reloading weapons that normally take precious moments to ready.

2.31.1 Rapid Reload 1

Reduce the time required to reload a slow-loading projectile weapon to a free action. While you use the weapon, it loses the slow-loading descriptor, allowing you to take advantage of special abilities and feats normally disallowed for slow-loading weapons.

2.31.2 Rapid Reload 3

If you are surprised while have a ready-loading projectile weapon loaded and readied, you can attack with it during the surprise round. You roll your initiative as if you had not been surprised and fire when your turn comes up. You cannot take any other action during the surprise round (not even free actions).

2.31.3 Rapid Reload 5

You can make attacks of opportunity with a ready-loading projectile weapon. You threaten an area covered by your natural reach while you have the weapon out and ready to fire.

Normal: Characters without this feat spend at least a move action to reload slow-loading projectile weapons.

2.32 Rapid Shot [Projectile]

Tier	Effect
Basic	
Expert	Rapid Shot 2
Heroic	Rapid Shot 4
Master	Rapid Shot 6
Champion	Rapid Shot 8
Legendary	Rapid Shot 10

In battle, you are a blur as you pump a furious volley of thrown weapons, bolts, or arrows into your opponent.

2.32.1 Rapid Shot 2

You get one extra attack per round with a ranged weapon. Make the attack at your highest base attack bonus. However, each attack you make that round (the extra one and the normal ones) takes a –2 penalty. You must use the full attack action to use this feat.

2.32.2 Rapid Shot 4

You fire a volley of projectiles at a foe in such a way that he has little chance to dodge them all. When you make all your ranged attacks against a single target in a full attack action, your target must attempt a Reflex save (DC 10 + half your level + your Dexterity modifier + shots fired). Failure means he suffers a –2 penalty to defense against your attacks until the end of his action. Resolve this save before taking any attacks. You must commit to a full attack action and resolve it against that target regardless of the save's result. If the target drops before you finish your attacks, you still must continue to fire at him.

2.32.3 Rapid Shot 6

You gain two extra attacks per round with a ranged weapon when you use the full attack action. These shots, and all others you make until the start of your next action, suffer a –6 penalty.

You cannot use this ability and Rapid Shot's base benefit to gain three extra attacks. You either gain extra one attack for a –2 penalty or two extra attacks for a –6 penalty.

Prerequisite: You can use this feat only while armed with a projectile weapon that lacks the slow-loading descriptor. You can use it with thrown weapons if you have Quick Draw.

2.32.4 Rapid Shot 8

You gain three extra attacks per round with a ranged weapon when you use the full attack action. These shots, and all others you make until the start of your next action, suffer a –10 penalty.

You cannot use this ability and Rapid Shot's base benefit to gain four extra attacks. You either gain extra one attack for a –2 penalty, two extra attacks for –6 (see above), or three extra attacks at –10.

2.32.5 Rapid Shot 10

When you take extra attacks using this feat, divide the penalty you suffer to your attacks in half.

2.33 Razor Fiend [Finesse]

Tier	Effect
Basic	
Expert	Razor Fiend 1
Heroic	Razor Fiend 4
Master	Razor Fiend 6
Champion	Razor Fiend 8
Legendary	

You wield daggers with lethal speed and precision. You deliver a storm of metal with your throwing daggers, while in close combat you slash your opponents into bloody ribbons.

2.33.1 Razor Fiend 1

In your hands, a dagger becomes a blur of lethal metal. You gain the benefits of the Quick Draw general feat (see page 117) with all daggers.

In combat, you may take an additional attack when you use a full attack action while armed only with one or two daggers. You gain this benefit when using a dagger in a ranged or melee attack. However, these attacks trade speed for hitting power. You make the bonus attack at your highest base attack bonus, but all of your attacks (including the bonus attack) suffer a –2 penalty. You gain only half your Strength bonus to damage when you fight in this manner. These penalties last until the beginning of your next action.

2.33.2 Razor Fiend 4

As the Razor Fiend feat's base ability, save that you may now take two additional attacks at your highest base attack bonus in exchange for a –4 penalty to all attacks until the start of your next action. In addition, you gain only half your Strength bonus to damage

2.33.3 Razor Fiend 6

Each cut you inflict upon an opponent builds upon previous ones. After you slash into a foe's flesh with one attack, you widen the injury with your next. During your action, you gain a +1 bonus to damage with each dagger attack for every previous dagger attack that hit your opponent. You gain this bonus damage based only on attacks that hit during your current action.

Prerequisite: Dagger. To gain this feat's benefits, you must be proficient with the dagger you wield.

Special: When using Razor Fiend to gain additional attacks, you receive only half the normal bonus damage from any Power feats you use.

2.33.4 Razor Fiend 8

You gain an additional dagger attack when you use the full attack action, as described in this feat's base benefit. You suffer a –2 penalty to this attack and all other attacks you make until the start of your next action. Add this penalty to any other penalties you take for making multiple dagger attacks. For example, if you have the expanded mastery 4 ability you can make three additional dagger attacks in return for a –6 penalty, two additional attacks for a –4 penalty, or one additional attack for a –2 penalty. In addition, you gain only half your Strength bonus to damage.

2.34 Shield Mastery [Armor]

Tier	Effect
Basic	
Expert	Shield Mastery 1, Shield Mastery 2
Heroic	Shield Mastery 3, Shield Mastery 4
Master	Shield Mastery 5, Shield Mastery 6
Champion	Shield Mastery 7, Shield Mastery 8
Legendary	Shield Mastery 9, Shield Mastery 10

While others use a shield simply as a hunk of metal or wood to deflect attacks, you have mastered advanced techniques to actively deflect attacks.

2.34.1 Shield Mastery 1

You gain a +1 active bonus to defense when you gain a defense bonus from a shield.

2.34.2 Shield Mastery 2

Determine your defense with and without your shield. If an opponent attacks and misses you but would have hit your shieldless defense, he strikes your shield. When this happens, you can deflect his attack to the side, leaving him vulnerable to your next attack. You gain a +1 bonus to attacks against this opponent until the end of your next action.

2.34.3 Shield Mastery 3

The active bonus you gain from the Shield Mastery base feat increases by +1.

2.34.4 Shield Mastery 4

Determine your defense with and without your shield. If an opponent attacks and misses you but would have hit your shieldless defense, he strikes your shield. Each time this happens, your opponent provokes an attack of opportunity from you.

2.34.5 Shield Mastery 5

The active bonus you gain from the Shield Mastery feat increases by +1.

Prerequisite: You must be proficient with your shield.

Special: Note that the benefits for expanded mastery levels 3, 5, 7, and 9 are all identical. They are listed as separate mastery abilities because you can't take the same ability more than once. However, their effects all stack.

2.34.6 Shield Mastery 6

If you use a standard action to defend yourself with your shield, you gain a +4 active bonus to defense in addition to the benefits you gain from this feat.

2.34.7 Shield Mastery 7

The active bonus you gain from the Shield Mastery feat increases by +1.

2.34.8 Shield Mastery 8

If you use a move action to defend yourself with your shield, you gain a +2 active bonus to defense in addition to the benefits you gain from this feat.

2.34.9 Shield Mastery 9

The active bonus you gain from the Shield Mastery feat increases by +1.

2.34.10 Shield Mastery 10

Determine your defense with and without your shield. If an opponent attacks and misses you but would have hit your shieldless defense, he strikes your shield. When this happens, you can catch your foe's weapon and pin it to the ground. He must defeat you in an opposed Strength check or immediately drop his weapon in his square.

2.35 Shot on the Run

Tier	Effect
Basic	
Expert	
Heroic	Shot on the Run 4
Master	Shot on the Run 6
Champion	Shot on the Run 8
Legendary	Shot on the Run 10

You have the training and accuracy needed to hit the target even while moving. As you scramble and dodge, you can still take aim and fire with full skill.

2.35.1 Shot on the Run 4

You can use a full attack action to take a single shot with a ranged weapon while moving. You can move both before and after the attack, provided that your total distance moved is not greater than your speed.

2.35.2 Shot on the Run 6

If you make a ranged attack from hiding and then move, you can immediately attempt another Hide check with a –5 penalty to stay hidden from your enemies.

2.35.3 Shot on the Run 8

If you enter an opponent's square and make your ranged attack, attempt a Tumble check opposed by your foe's base attack check. If you succeed, he loses his active bonus to defense against your attack—you dodge and weave past him to deliver a deadly shot at close range.

2.35.4 Shot on the Run 10

If you move at half your speed or slower, take a full attack with a ranged weapon as a standard action. You cannot move between individual attacks that you resolve as part of the full attack action.

2.36 Stunning Strike [Power]

Tier	Effect
Basic	
Expert	
Heroic	
Master	Stunning Strike 6
Champion	Stunning Strike 8
Legendary	Stunning Strike 10

You strike your opponent with such force that you leave him reeling and unable to defend himself. With your training and brute strength, you wear away at his mental focus and batter him into insensibility.

2.36.1 Stunning Strike 6

You gain access to a pool of stun tokens. Select a single opponent as the target of this pool. Each time you hit that opponent for 10 or more points of damage with a power weapon, you gain 1 stun token. When you hit a foe, you can immediately spend 2 stun tokens in an attempt to stun him.

Stunning Strike forces a foe damaged by your attack to make a Fortitude saving throw (DC 10 + half your level + your Strength modifier) in addition to taking damage normally. A defender who fails this saving throw is stunned for 1 round.

You can build up a maximum number of stun tokens equal to your level + 10. You can change the target of your stun pool, but in doing so you lose all tokens that you built up against the previous target.

2.36.2 Stunning Strike 8

You can spend 2 stun tokens to increase the save DC of your stunning attack by 1. There is no limit to the total number of tokens you can spend in this manner.

2.36.3 Stunning Strike 10

If the target of your stunning attack makes his save, he still suffers a –2 injury penalty to attacks and defense until the end of his next action.

Prerequisite: You must be proficient with your shield.

Special: Note that the benefits for expanded mastery levels 3, 5, 7, and 9 are all identical. They are listed as separate mastery abilities because you can't take the same ability more than once. However, their effects all stack.

2.37 Tactics of the Mind [Tactics]

Tier	Effect
Basic	
Expert	Tactics of the Mind 1, Tactics of the Mind 2
Heroic	Tactics of the Mind 3, Tactics of the Mind 4
Master	Tactics of the Mind 5, Tactics of the Mind 6
Champion	Tactics of the Mind 7, Tactics of the Mind 8
Legendary	Tactics of the Mind 9

While others rely on brawn and speed to defeat their foes, you know that a clever plan or an intelligent use of power can overcome almost anyone. You use your mind to win battles by picking out weaknesses in an enemy's defenses or turning his own plans against him.

2.37.1 Tactics of the Mind 1

You may use Intelligence instead of your key ability for attack rolls with ranged (Dexterity) and melee weapons (Strength). You apply your tactical mastery and cunning rather than raw physical talent to land telling blows.

2.37.2 Tactics of the Mind 2

You earn a strategy token pool as described in the sidebar on this page. You can spend strategy tokens with the delay action. When you delay, you can use your action during an opponent's turn by spending 1 strategy token. Your opponent announces his move, standard, or full-round action, as appropriate. You may then choose to act either before or after he completes that action. He then takes his remaining action, if applicable, as normal. From this point on, you go immediately after him in the initiative order. You can always choose to continue to delay.

2.37.3 Tactics of the Mind 3

You earn a strategy token pool as described in the sidebar on this page. Your deceptions are so cunning that your enemies fall for them regardless of their level of alertness. As you move, you can spend 1 strategy token to make the square you are about to enter non-threatened by any foe. Spending a token in this manner is a free action. The effects last until the end of your turn.

If during your turn you use this ability to move at least 10 feet through an individual foe's threatened area without provoking any attacks of opportunity

from him, that foe must make a base attack check opposed by your own. Should you succeed, he loses his active bonus to defense against you. You outmaneuver your enemy, slipping beneath his defenses or making a move just as his attack pulls him off balance.

2.37.4 Tactics of the Mind 4

You earn a strategy token pool as described in the sidebar on this page. You may spend these tokens to lure your opponents into making poor decisions in battle—either leave yourself open to attack or draw on your opponent’s grasp of the tactical situation to manipulate his actions. As a standard action, you can spend 4 strategy tokens against a single foe to whom you have line of sight. Your opponent must also be able to see you. Your foe attempts a Will save (DC 10 + half your level + your Intelligence modifier). If this save fails, choose one of the following effects:

- Your opponent must charge you on his next action if there is a clear path to you.
- Pick which of your allies the opponent targets with his next attack. Your foe may have to move in order to attack the designated ally. The ally you choose must be either the closest ally or within 30 feet of the opponent.
- Your foe suffers a –5 penalty to all Spot and Listen checks against a single ally of your choice.
- You can force an enemy to suffer attacks of opportunity, but otherwise you can never compel him to move into damaging or deadly terrain.

2.37.5 Tactics of the Mind 5

Your knowledge of combat conditions and the current tactical situation allow you to better defend yourself. You gain your Intelligence bonus as an active bonus to defense. This applies in addition to your Dexterity and other active bonuses to defense.

2.37.6 Tactics of the Mind 6

You earn a strategy token pool as described in the sidebar on this page; however, your Intelligence check to gain strategy tokens counts as a move action rather than a standard one.

2.37.7 Tactics of the Mind 7

You may now use your intellect and physical skills in equal measure when fighting. Apply your Intelligence modifier and your Strength or Dexterity modifier, as appropriate, to melee and ranged attack rolls.

2.37.8 Tactics of the Mind 8

Your keen wit allows you to spot the best places to aim an attack, and your sword-strikes invariably land at points your foe cannot defend. You may apply your Intelligence modifier as a bonus to damage with melee and ranged attacks. You gain the bonus to ranged attacks even if your weapon does not normally grant a Strength bonus to damage.

2.37.9 Tactics of the Mind 9

You earn a strategy token pool as described in the sidebar above; however, your Intelligence check to gain the tokens counts as a free action you may use once per round rather than a move or standard one, as appropriate.

2.38 Trident Mastery [Power]

Tier	Effect
Basic	
Expert	Trident Mastery 1, Trident Mastery 2
Heroic	Trident Mastery 3, Trident Mastery 4
Master	Trident Mastery 6
Champion	Trident Mastery 7, Trident Mastery 8
Legendary	

You are a master of the trident, an unusual weapon normally utilized by warriors who hail from coastal areas. In your hands, this three-pronged weapon achieves its true potential.

2.38.1 Trident Mastery 1

When you fight with a trident, you can catch an opponent on the vicious barbed tines. As a full attack action, make an attack at your best base attack bonus. If you hit, you may attempt to catch your foe on your weapon. The barbs dig into his flesh, holding him fast. On the start of your foe's next turn, he must make a Strength check opposed by your Strength check as a move action. If you and your opponent are different sizes, the larger character gains a +4 bonus to this check for each size category difference.

If your foe succeeds, he may act as normal but suffers 1d4 points of damage as the trident tears loose. Should he fail, he may not move from his current space—you hold him in place with your trident. To keep him pinned, you must remain in place and hold onto your trident without using it to attack. If you drop the trident or take any action that prevents you from holding it fast, your foe breaks free. You may twist the trident in place, inflicting 1d4 points of damage (plus your normal damage modifiers with the trident) in place of an attack.

If you continue to hold him in place each round, he may attempt another opposed Strength check as a move action to break free.

An opponent held immobile on your trident suffers a –2 penalty to attacks, defense, and Reflex saves.

2.38.2 Trident Mastery 2

If you fight with a trident in one hand and a net in the other, ignore the penalties for fighting with two weapons and gain a +2 bonus on your attack

Prerequisite: You must be proficient with the trident.

when you throw the net at an opponent held immobile on your trident. When you use your net against such a target, you provoke no attack of opportunity from him.

2.38.3 Trident Mastery 3

An opponent held immobile on your trident now suffers a –4 penalty to attacks, defense, and Reflex saves. As a standard action, you can make an opposed Strength check to deny him his active bonus to defense until the start of your next turn or he gets free of your trident, whichever comes first. If you and your victim differ in size, the larger character gains a +4 bonus for each size category difference.

2.38.4 Trident Mastery 4

You have learned to disarm your opponents with a well-timed twist of the trident. If you ready an action to disarm an opponent when he attacks you, you immediately attempt your disarm attack before he completes his own strike. You gain a +4 bonus to the opposed attack roll and provoke no attack of opportunity. You still suffer a chance that your opponent might disarm you on a failed check.

2.38.5 Trident Mastery 6

When you make an opposed Strength check against a foe caught on your trident, you count as one category larger than your actual size.

2.38.6 Trident Mastery 7

When you set your trident against an opponent's charge, you twist it as he slams into you. With just the right amount of force, you can send him toppling to the ground as the trident digs into him, catches his flesh on its wicked barbs, and twists him over. When you set your trident against a charge, make an opposed Strength check to trip your foe if you hit and inflict damage. Resolve this as a standard trip attack as if your touch attack hit, but you provoke no attack of opportunity. Your opponent may attempt to trip you on a failed check.

A tripped opponent falls immediately and loses the attack he normally would gain as part of a charge.

2.38.7 Trident Mastery 8

You can now catch and hold an opponent in place as part of an attack made with a standard action or full attack action. Once you decide to catch a foe on your trident's barbs, you must stop using the trident to attack.

2.39 Two-Weapon Fighting [Finesse, Power]

Tier	Effect
Basic	
Expert	Two-Weapon Fighting 1, Two-Weapon Fighting 2
Heroic	Two-Weapon Fighting 3, Two-Weapon Fighting 4
Master	Two-Weapon Fighting 5, Two-Weapon Fighting 6
Champion	Two-Weapon Fighting 7, Two-Weapon Fighting 8
Legendary	Two-Weapon Fighting 9, Two-Weapon Fighting 10

You can fight with a weapon in each hand, making one extra attack each round with the second weapon.

2.39.1 Two-Weapon Fighting 1

You reduce your penalties to attack rolls for fighting with two weapons; the penalty for your primary hand lessens by 2, and the one for your off hand lessens by 6.

2.39.2 Two-Weapon Fighting 2

When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you enjoy a +1 shield (passive) bonus to your defense.

When you are using the fight defensively or improved fight defensively challenges, using combat expertise, or using the standard defense or full defense action, this shield bonus increases to +2.

2.39.3 Two-Weapon Fighting 3

You can distract an opponent with your off-hand weapon or one end of your double weapon. If you use a full attack action but do not use that weapon or end of your double weapon to attack, you gain a +2 bonus to attacks against one opponent you threaten. You gain this benefit until the end of your current action.

2.39.4 Two-Weapon Fighting 4

In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a –5 penalty.

Prerequisite: If you take Two-Weapon Fighting as a Power feat, you can use it with power weapons and weapons that lack the finesse keyword. If you take it as a Finesse feat, you can use it with finesse weapons and weapons that lack the power keyword.

Normal: If you wield a second weapon in your off hand, you get one extra attack per round with that weapon. When fighting this way, you suffer a –6 penalty to your regular attack(s) with your primary hand and a –10 penalty to the attack with your off hand. Using a light off-hand weapon reduces the penalties by 2 each; an unarmed strike is always considered light

I think I like my version better.

2.39.5 Two-Weapon Fighting 5

If you score a critical hit with one of your weapons, you increase the critical threat range for your other weapon by 1. As your first attack drives into your foe, you use the leverage of the impact to yank him into a precarious position.

2.39.6 Two-Weapon Fighting 6

When you fight with two weapons or with a double weapon, you cannot be flanked. You use both ends of your weapon, or your two weapons, to ward off attacks from multiple directions.

2.39.7 Two-Weapon Fighting 7

You get a third attack with your off-hand weapon, albeit at a –10 penalty. You must also have the expanded mastery 4 ability to select this expanded feat option.

2.39.8 Two-Weapon Fighting 8

You can make a special rend attack with your two weapons. If you strike an opponent at least once with both weapons, or with both ends of a double weapon, you inflict additional rending damage equal to your primary weapon's damage plus double your Strength bonus. When you hit your opponent with both attacks, you rip him apart with both weapons at once.

2.39.9 Two-Weapon Fighting 9

When you use the charge action or a standard attack, you gain all of your off-hand attacks with your second weapon or the second end of your double weapon.

2.39.10 Two-Weapon Fighting 10

When you use a full attack action, you confuse your opponent with a flurry of attacks from your weapon. For each one that hits, you gain a +1 bonus to your remaining attacks. This bonus, which stacks with each successful hit, lasts until the end of your current action.

2.40 Venom Mastery [Lore]

Tier	Effect
Basic	
Expert	Venom Mastery 1, Venom Mastery 2
Heroic	Venom Mastery 3, Venom Mastery 4
Master	Venom Mastery 5, Venom Mastery 6
Champion	Venom Mastery 7, Venom Mastery 8
Legendary	Venom Mastery 9, Venom Mastery 10

You are a trained expert in poison use. Given enough time and the proper ingredients, you can brew poisons and apply them to weapons without risk of exposing yourself to toxins.

2.40.1 Venom Mastery 1

You do not risk poisoning yourself when applying a poison to a weapon or using a poisoned weapon.

You also gain access to a venom token pool. This pool represents your ability to make poisons in your free time during or between adventures. If you spend four hours during a day seeking out ingredients for a poison and working to create a toxin, you gain 1 venom token. In addition, when you slay a creature that has a poison special attack, you gain 1 venom token after you make a successful Heal check (DC 15) to extract the poison from it. You can gain only 1 token from a creature in this manner, and you must collect it within one hour of its death.

You can spend one hour and 2 venom tokens to create a poison that inflicts 1d2 points of temporary Strength, Dexterity, Intelligence, Wisdom, or Charisma damage (pick one) as its initial and secondary damage. The Fortitude DC for this poison is 10 + your Intelligence modifier. You can apply the toxin to a weapon or place it in a victim's food.

Creating poisons carries no gold-piece cost; the tokens reflect the time you've spent gathering raw materials for your brews.

You must use a standard action to apply poison to a weapon or piece of ammunition. It remains fresh and usable for one hour. After that time, it dries out and loses all effectiveness.

Normal: You have a 5 percent chance of exposing yourself to a poison whenever you apply it to a weapon or otherwise ready it for use. Additionally, if you roll a natural 1 on an attack roll with a poisoned weapon, you must succeed at a Reflex save (DC 15) or accidentally poison yourself with the weapon.

You need to have vials or other containers for your poisons. A newly created venom remains fresh for a number of days equal to 1 + half your level. After that, it spoils and loses all effectiveness.

You can have a total number of venom tokens equal to your level + 10. Once you reach this limit, you cannot gain additional venom tokens for one day.

As you gain levels, you can spend feat selections on the expanded mastery abilities below to create a wider variety of stronger poisons.

2.40.2 Venom Mastery 2

When you create a poison, you can spend additional venom tokens to make it more potent than normal. For each token you spend in this manner, you increase the poison's save DC by 1.

2.40.3 Venom Mastery 3

Your poisons not only wear down a creature's physical and mental abilities but some cause severe injuries and agonizing pain. In place of causing temporary ability score damage, your poison can inflict hit point damage. For every venom token spent, to a maximum equal to your level, the poison inflicts 1d6 points of damage. On a successful save, the victim of your poison suffers half damage. This form of poison has no secondary effect.

2.40.4 Venom Mastery 4

If you spend 1 additional venom token when creating a poison, you increase its temporary ability score damage to 1d4.

2.40.5 Venom Mastery 5

When you spend an additional 2 venom tokens in its creation, your poison causes paralysis for 1d10 rounds instead of causing ability score damage. This poison has no secondary effect.

2.40.6 Venom Mastery 6

You can now create poisons that damage a target's Constitution.

2.40.7 Venom Mastery 7

Spending 2 additional venom tokens when creating a poison increases its temporary ability score damage to 1d6 points.

2.40.8 Venom Mastery 8

You become more efficient at increasing your poison's strength. For every venom token you spend, you now increase its save DC by 2 rather than 1. You

must have the expanded mastery 2 ability already to take this one, and their benefits do not stack.

2.40.9 Venom Mastery 9

For every 2 additional venom tokens you spend in a poison's creation, you grant it a +1 bonus to its ability score damage. You can spend up to 4 tokens to gain a +2 bonus.

2.40.10 Venom Mastery 10

Spending 4 additional venom tokens when creating a poison increases its ability score damage to 2d6.

2.41 Vorpals Hurricane [Power]

Tier	Effect
Basic	
Expert	
Heroic	Vorpals Hurricane 3
Master	Vorpals Hurricane 6
Champion	
Legendary	Vorpals Hurricane 9

You swing your mighty weapon in a deadly pattern, surrounding yourself with flashing steel. Anyone who draws close to you shall feel the bitter sting of your weapon.

2.41.1 Vorpals Hurricane 3

As a full-round action, you whirl your heavy weapon about you in a deadly pattern that lasts until the beginning of your next turn. If an opponent begins or ends his turn in an area you threaten or in a square adjacent to you, you gain an immediate attack against him at your highest base attack bonus. You may attack a given opponent in this manner only once per round. Resolve these attacks at the beginning or end of your foe's turn, as appropriate.

Note that if you do not threaten a foe, you can still attack him with this feat, but you do not gain the normal benefits for flanking a foe. You do gain these benefits if you threaten your enemy as normal.

2.41.2 Vorpals Hurricane 6

You may now activate this ability as a standard action, allowing you to move before or after you use it. Remember that you resolve your attacks on your foes' turns, not during your own.

2.41.3 Vorpals Hurricane 9

You may now activate this ability as a free action. While others rely on armor and shields to ward off attacks, you use your maul, greatsword, or other power weapon to hack down foes before they can strike.

2.42 War Leader [Tactics]

Tier	Effect
Basic	
Expert	War Leader 1, War Leader 2
Heroic	War Leader 3, War Leader 4
Master	War Leader 5, War Leader 6
Champion	War Leader 7, War Leader 8
Legendary	War Leader 9, War Leader 10

You have an uncanny grasp for coordinating your allies' efforts in battle. As the enemy surges around you, you bark orders, organize your friends, and forge order from the chaos of war.

2.42.1 War Leader 1

You gain access to a pool of strategy tokens (see sidebar, page 143). Each round as a standard action, you may make an Intelligence check. On a result of 10 or less, you gain 0 tokens; a result of 10 or more grants you 1 token; and 20 or higher yields 2 tokens. You can accumulate a maximum number of strategy tokens equal to 10 + your level. These tokens reflect the advantage you gain by scanning the battlefield and watching your enemies as you formulate a viable plan of attack.

If you already have access to strategy tokens, you gain a +5 bonus on the Intelligence check to earn them. You gain this +5 bonus only if you gained strategy tokens from a different feat, such as Tactics of the Mind.

You can spend 1 strategy token to grant two allies who flank an opponent a +4 bonus to attacks rather than the normal +2 flanking bonus. The two allies you select must, on their own, form a flank. They also need to be within 30 feet of you, and you must see and speak to them. They do not gain this bonus on flanks that they form with other allies. The benefit lasts until the start of your next turn.

2.42.2 War Leader 2

You may spend 1 strategy token to grant an ally an immediate extra attack of opportunity against a foe that provoked one from him. Your ally must threaten the target as normal. He gains this attack in addition to any he normally makes. Your ally can make another attack of opportunity against the target, but that

attack must be provoked by a different action, not the one that provoked the attack that you granted. You can use this ability as often as you wish during a round, as long as you have enough tokens, but a given ally can only receive its benefits once per round

2.42.3 War Leader 3

You may make an Intelligence check to earn strategy tokens as a move action rather than as a standard action.

2.42.4 War Leader 4

You keep your allies alert and ready to fight. As a free action during a surprise round, you may allow an ally to lose the flat-footed condition by spending 1 strategy token. Normally, you must use a standard action to gain strategy tokens. Thus, on the surprise round you make an Intelligence check to earn tokens, then spend them to help your allies. Your allies do not get to act on the surprise round; they simply lose their flat-footed state. They may make attacks of opportunity, enjoy their active bonuses to defense, and so forth.

2.42.5 War Leader 5

As a standard action, you can spend 2 strategy tokens to coordinate your allies' attacks against a particular opponent. Until the start of your next action, each ally gains a separate +2 bonus to attacks against your chosen foe for each ally that attacked him since you activated this ability. For example, after you use this ability, the next ally to attack your chosen target gains +0, the second one gains +2, the third gains +4, and so forth. This bonus disappears at the start of your next action.

2.42.6 War Leader 6

You coordinate your allies' defenses, allowing them to deflect attacks meant for their comrades or shout warnings that give them time to dodge. Spending 2 strategy tokens as a free action grants each ally within 60 feet of you a separate +1 active bonus to defense for each adjacent ally. This bonus lasts until the start of your next action.

2.42.7 War Leader 7

You may make an Intelligence check to earn strategy tokens as a free action rather than as a move or standard action, as appropriate.

2.42.8 War Leader 8

You coordinate your allies to strike at a specific point on an opponent. With each hit, you widen or deepen an existing injury. You may spend 2 strategy tokens against a single foe. You and your allies gain a +1d6 bonus to damage

against this foe. This benefit lasts until the end of the encounter. You cannot increase this damage above 1d6 by using this ability multiple times, even if others with this ability attempt to use it.

2.42.9 War Leader 9

On your action, you may spend 4 strategy tokens as a full-round action to grant a single ally within 60 feet an immediate standard action. You shout instructions and orders or otherwise spur your ally into action.

2.42.10 War Leader 10

Under your direction, your allies fight together as a deadly machine. If you spend 4 strategy tokens on this ability at any time during a battle, your allies gain a bonus to attacks equal to the number of active allies taking part in the battle within 60 feet of their locations. The maximum bonus they can gain equals double your Intelligence modifier.

For example, if there are four allies fighting within 60 feet of you (including yourself), and you have an Intelligence of 15 (+2 bonus), each ally gains a +4 bonus to attacks.

This bonus affects allies within 60 feet of you who can see or hear you. It lasts for a number of rounds equal to your Intelligence bonus.

2.43 Weapon Finesse

Tier	Effect
Basic	
Expert	Weapon Finesse 1, Weapon Finesse 2
Heroic	Weapon Finesse 3, Weapon Finesse 4
Master	Weapon Finesse 5, Weapon Finesse 6
Champion	Weapon Finesse 7, Weapon Finesse 8
Legendary	Weapon Finesse 9, Weapon Finesse 10

You use speed and agility rather than brute force when handling your weapon.

2.43.1 Weapon Finesse 1

You may apply your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Natural weapons are always considered light weapons.

2.43.2 Weapon Finesse 2

You learn to handle a finesse weapon and a shield at the same time. You no longer suffer the armor check penalty to attacks when wielding a shield that is smaller than you.

2.43.3 Weapon Finesse 3

Your exacting precision, accuracy, and control allow you to make deadly attacks against foes who are not ready for you. You gain +1d6 points of sneak attack damage when using a light or finesse weapon in melee. If you already have sneak attack damage, this damage stacks with it.

2.43.4 Weapon Finesse 4

Wielding your weapon like a scalpel, you use your elegance and speed to make exacting, deadly cuts on your opponents. Apply your Dexterity modifier to damage, rather than your Strength modifier.

2.43.5 Weapon Finesse 5

Your exacting precision, accuracy, and control allow you to make deadly attacks against foes who are not ready for you. You gain +1d6 points of sneak attack

Prerequisite: Finesse or light weapon.

Special: Note that the benefits for expanded mastery levels 3, 5, 7, and 9 are all identical. They are listed as separate mastery abilities because you can't take the same ability more than once. However, their effects all stack.

damage when using a light or finesse weapon in melee. If you already have sneak attack damage, this damage stacks with it.

2.43.6 Weapon Finesse 6

Your speed, precision, and agility allow you to find the gaps in an opponent's armor. In combat, your foe suffers a –1 penalty to damage reduction derived from armor against your attacks.

2.43.7 Weapon Finesse 7

Your exacting precision, accuracy, and control allow you to make deadly attacks against foes who are not ready for you. You gain +1d6 points of sneak attack damage when using a light or finesse weapon in melee. If you already have sneak attack damage, this damage stacks with it.

2.43.8 Weapon Finesse 8

When you gain a critical threat against an opponent, you can either attempt to confirm or gain an additional attack at the same base attack bonus you used to score your threat. You gain the benefits of precision-based damage, such as sneak attack, on this attack. You can use this ability once per round.

2.43.9 Weapon Finesse 9

Your exacting precision, accuracy, and control allow you to make deadly attacks against foes who are not ready for you. You gain +1d6 points of sneak attack damage when using a light or finesse weapon in melee. If you already have sneak attack damage, this damage stacks with it.

2.43.10 Weapon Finesse 10

Once per round, you can make an attack that ignores all your opponent's active bonuses to defense. You clear your mind, take aim, and match your phenomenal speed against your opponent's. You gain sneak attack damage against your foe if he is not immune to it or does not have a special ability that cancels it

2.44 Weapon Focus [Finesse, Power, or Projectile]

Tier	Effect
Basic	
Expert	Weapon Focus 1, Weapon Focus 2
Heroic	Weapon Focus 4
Master	
Champion	Weapon Focus 7, Weapon Focus 8
Legendary	Weapon Focus 9, Weapon Focus 10

You study a single weapon with intense focus, allowing you to achieve a higher level of talent and ability with it than other warriors.

2.44.1 Weapon Focus 1

You gain a +1 bonus on all attack rolls you make using the selected weapon.

2.44.2 Weapon Focus 2

You gain a +2 bonus on all damage rolls you make using the selected weapon.

2.44.3 Weapon Focus 4

You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses to attack rolls, including the one from Weapon Focus' base benefit.

2.44.4 Weapon Focus 7

You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Focus' expanded mastery 2 ability.

2.44.5 Weapon Focus 8

You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the ones from Weapon Focus' base benefit and its expanded mastery 4 ability.

2.44.6 Weapon Focus 9

You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the ones from Weapon Focus' expanded mastery 2 and 7 abilities.

Prerequisite: Choose one specific weapon, such as long-spear or sling. For the purposes of this feat you can also choose unarmed strike or grapple (or ray, if you are an arcanist) as your weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take Weapon Focus, it applies to a new weapon.

I prefer FantasyCraft's take on this idea, where each weapon has different benefits when focusing, and I expect combat style talents to work in a similar way.

2.44.7 Weapon Focus 10

You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus' base benefit and its expanded mastery 4 and 8 abilities.

2.45 Whirlwind Attack [Finesse]

Tier	Effect
Basic	
Expert	
Heroic	Whirlwind Attack 3
Master	Whirlwind Attack 5
Champion	
Legendary	Whirlwind Attack 10

You attack in a deadly arc, slashing through the horde of enemies that surround you.

2.45.1 Whirlwind Attack 3

On a full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

When you use Whirlwind Attack, you forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

2.45.2 Whirlwind Attack 5

You generate a tremendous amount of power as you swing. Should you miss with one whirlwind attack, you gain a +1 bonus to attack rolls on the rest of them. This benefit stacks with each miss. You lose this benefit after you have resolved all the attacks you gain from this feat.

2.45.3 Whirlwind Attack 10

You may use Whirlwind Attack as a full attack action to make your full spread of attacks against each opponent in reach; rather than making simply one melee attack against each foe, you may attempt each attack normally available to you on a full attack action (due to a high base attack bonus, feats, and special abilities). You transform into a hurricane of steel, tearing into the enemies' ranks with deadly abandon.

With a name like this, I really want it to involve swirling wind cutting into the targets, and possibly picking them up and throwing them.

This talent is pretty sparse, there's room to include that.

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4 Templates

4.1 Template

Tier	Effect
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Basic	
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Expert	
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Heroic	
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Master	
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Champion	
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Legendary	
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