



The Genius Guide to: FEATS OF BATTLE



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

There are lots of feats for battle in the core rules of the *Pathfinder Roleplaying Game*. In fact, it could be argued that most of the feats in the game are battle-related. This naturally leads to asking if yet more feats based on kicking ass and taking names are really needed. The answer is an emphatic “Yes!” for three reasons. The first is that there are a lot of battle feats for a reason—combat is an important part of most campaigns and feats are an excellent way to differentiate between characters who depend on sword and shield. The more feats there are, the more likely it is that two 9th level human fighters will be mechanically different kinds of characters, making the game more interesting and helping to prevent character overlap.

The second reason is slightly more involved, but related. There are some character concepts, ranging from swashbucklers fighting with a cutlass, a smile and little else to warrior-wizards and powerful martial artists using mind over matter to create nearly magical effects, that simply do not get enough support in the feats of the core rulebook. Of course there are efforts to make options available for many of these different fighting character types, but they are simply less common than heavily armored knights and there is only so much room for feats in one rulebook. This product presents numerous feats balanced for any character, but designed to make a few popular concepts easier to play from an early level. Additionally, as more general feats enter a game, it’s important for more feats that favor rogues and fighters to do so or their “advantage” of having more feats available diminishes.

Finally, among many players there is a perceived imbalance between high-level spellcasting characters, and high-level characters that lack any magic talent. While this point is debatable (and is debated hotly among many fans), it’s safe to say that for some play styles a lack of magic becomes a drawback at mid and

Feat	Prerequisites	Benefit
Acrobatic Dodge*	Dex 15, Acrobatic	Avoid attacks with an Acrobatics check.
Anchor*	Base attack +1	You are difficult to flank or move around.
Arcane Shield*	Ability to cast arcane spells	Gain a bonus to your shield or armor.
Armor Focus, Heavy*	Con 13, Light Armor Proficiency, Medium Armor Proficiency, Heavy Armor Proficiency.	Gain DR 2/- in heavy armor.
Armor Focus, Medium*	Con 13, Light Armor Proficiency, Medium Armor Proficiency.	Gain DR 1/- in medium armor.
Avoid the Arcane*	Dex 13, Lightning Reflexes, no caster level	Make a Ref save in place of a Fort or Will save.
Battle Mage	Caster level 5	Gain spells you can only use if you've been in combat.
Deadly Accuracy*	Dex 15, base attack bonus +6.	Reroll a 1 on ranged weapon damage.
Defensive Shot*	Point-Blank Shot, Precise Shot	Make ranged attacks without provoking attacks of opportunity.
Deflect Spells *	Dex 13, Wis 13, Deflect Arrows, Improved Unarmed Strike, ki pool class ability.	Prevent a spell with a ranged attack roll from hitting you.
Devastating Charge*	Str 13, Power Attack, base attack bonus +1.	Deal +2d4 damage with an unmounted charge.
Exalted Bull Rush*	Str 13, Improved Bull Rush, Power Attack, base attack bonus +1.	Damage your foe with a Bull Rush.
Greater Deadly Accuracy*	Dex 15, Deadly Accuracy, base attack bonus +9.	Reroll a 1 or 2 on ranged weapon damage.
Greater Improved Initiative*	Dex 17, Improved Initiative, uncanny dodge class feature.	Get an initiative check of 20 + Dex bonus.
Grim Determination	Self Sufficient, base attack bonus +2, no caster level	Gain temporary hit points once a day.
Head Butt*	Con 13, Toughness	Gain a natural weapon attack.
Layered Armor*	Con 15; armor training II class feature, proficiency in light, medium, and heavy armor	Wear light armor under your heavy armor.
Mind Over Magic*	Wis 13, Iron Will, no caster level	Make a Will save rather than a Ref or Fort save.
Physical Adept	Athletic, caster level 0	Gain an extra standard action.
Reflect Spells*	Dex 17, Wis 17, Deflect Arrows, Deflect Spells, Improved Unarmed Strike, Snatch Arrow, ki pool class ability.	Redirect a spell at another target.
Resolute	Iron Will	Reduce the level of most fear effects to shaken.
Saddle Warrior*	Dex 13+, Mounted Combat, Ride-by Attack.	Make multiple melee attacks from a moving mount.
Shield Specialization*	Shield Focus, Shield Proficiency	Gain bonuses when fighting defensively.
Smash*	Str 13, Power Attack, base attack +1	Add your armor bonus to Strength checks to break things.
Summon Defenders	Augment Summoning	Conjured creatures gain +2 to AC and saves.
Takedown*	Athletic	Make attacks that can hit multiple targets.
Touché	Dex 13, base attack bonus +1	Take a penalty to damage to gain a bonus to attack rolls.
Tougher Than Thaumaturgy	Con 13, Great Fortitude, no caster level	Make a Fort save rather than a Ref or Will save.
Wall Runner	Wis 13, Acrobatic Steps, Nimble Moves.	Run up along walls.
Web of Steel*	Int 13, Dex 15, Dodge, Combat Expertise, Weapon Focus, base attack +1.	Gain an armor bonus from wielding a weapon.

*Combat feat. A fighter may select this as a fighter bonus feat.

high levels. Thus this product introduces a few feats that draw on a character's resistance to magic and supernatural forces, focusing their efforts in ways that grant them benefits but require them to have no caster level. These "feats of battle" give characters who eschew magic altogether a reward for doing so without resorting to creating a whole new kind of magic under a new name.

NO CASTER LEVEL?!

Several of the feats in this product have "no caster level" as a prerequisite. This means the feat may only be taken by characters with no access to spells of any kind—generally barbarians, fighters and rogues. These feats assume that the study, focus and effort spellcasters put into mastering magic (which is a complex and powerful force) can be focused on physical skills. But it is *not* possible to focus on both the purely mundane world and the magical realm, so taking any of these feats is only possible if the character has access to no

magic. (Campaigns with alternate forms of “magic” such as psionics, psychic powers, pseudo-magic-items-woven-from-soulstuff, or rites and pacts should also disqualify characters with access to them from these feats.) Character who have magic items or supernatural powers that use the character’s level as a “caster level” can still take these feats, but those with spell-like abilities and races with innate spellcasting ability (for example) cannot.

If a gnome, paladin, or ranger wishes to take one of these feats they may do so,

but this requires them to give up their spellcasting abilities. A generous GM may grant the character one bonus feat for every level of spells the character has given up. Indeed, this is an excellent mechanism for creating “nonmagical” paladins and rangers for campaigns that feature such characters,

NEW FEATS IN YOUR CAMPAIGN

Introducing new feats is generally fairly easy. Once a GM has decided to allow feats into his campaign, it’s a simple matter to give players a list of the new feats that they may

select from at future levels. If a large number of new feats are introduced, the GM may allow characters an opportunity to re-write their characters to incorporate feats they would have wanted earlier, but did not know existed.

However, sometimes limiting availability somewhat can actually make new feats significantly more interesting to players. New feats can be used to distinguish various organizations within a campaign by making membership in those groups an additional prerequisite, or stating that they can only be learned from specific instructors. Perhaps only the Sacred Killers of the Bloody Sands Temple can teach a character the Deflect Spell and Reflect Spell feats, or taking an Armor Focus feat requires a special ritual of soaking in natural heated pools and being beaten with wooden switches before a character can qualify for it. If a GM enjoys building campaign-specific prestige classes, new feats may not be generally available at all, instead becoming powers for specific prestige classes. Players aren’t likely to complain if Avoid the Arcane is actually a power in the Mage Hunter of Geyrth prestige class, since the players had no expectation of being able to take the feat anyway.

Another great way to introduce new feats is to make them rewards for players befriending some powerful force or group. If a long plotline had the player characters seeking out and destroying the Slaver Giants of the



Glacial Rift, when they gain their next level the GM can inform them that each has picked up a new trick from constantly fighting the Large foes whose attacks have reach, and offer a choice of Acrobatic Dodge, Defensive Shot, Greater



Bull Rush, or Summon Defenders. The GM may even opt to waive the feats' normal prerequisites, as they were learned in the "school of hard knocks." This allows a GM to reward characters with abilities that can't be stolen by some thief in a crowded bazaar, but doesn't overpower characters to a point of game imbalance. It's also a nice way to get some treasure value to a party (a single bonus feat is worth between 2,500 and 10,000 gp—averaging 5,000 gp each—depending on its prerequisites and how useful it is to a specific character) without describing yet another pile of silver pieces, random potions, and a +1 *merciful whip* no character wants.

ACROBATIC DODGE (COMBAT)

Your nimble moves often allow you to flip away from a foe's attack.

Prerequisites: Dex 15, Acrobatic.

Benefit: As an immediate action when you would normally be hit with a melee or ranged attack roll, you may make an Acrobatics check to avoid being hit. The DC for this check is equal to the attack roll that hit you. You gain a free 5-foot step as part of this Acrobatics check, and must take it. (If you cannot take your 5-foot step, you cannot use this feat. The movement doesn't count against any other movement you are taking, and does not provoke an attack of opportunity.) You may only use this feat when you have an armor check penalty of 0, are carrying no more than a light load, and are not wielding a two-handed weapon or shield. You may use this ability a number of times per day equal to 3 + your Dexterity bonus.

ANCHOR (COMBAT)

You have trained yourself to hold a central point of a battle.

Prerequisites: Base attack +1.

Benefit: If at least one square adjacent to you is impassible to a foe (a wall, a pit, or some other terrain that your foe cannot move into), that foe cannot flank you. Additionally, as a move action, you can harass any foes within your threatened area. Enemies must treat the spaces you threaten as difficult terrain, spending double the normal movement to pass through the area.

ARCANE SHIELD (COMBAT)

You draw upon your arcane power to enhance your shield or armor with magical energy.

Prerequisite: Ability to cast arcane spells.

Benefit: As a swift action, you can imbue either your armor or your shield with a fraction of your power. For 1 round, an imbued shield or set of armor gains a +1 enhancement bonus to its Armor class. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.

ARMOR FOCUS, HEAVY (COMBAT)

You are a master of using heavy armor to avoid damage.

Prerequisites: Con 13, Light Armor Proficiency, Medium Armor Proficiency, Heavy Armor Proficiency.

Benefit: Whenever you are wearing heavy armor, you gain DR 2/-. This stacks with the DR gained from the Armor Mastery fighter

ability and any DR gained from the material your armor is made from, but not with DR from any other source.

ARMOR FOCUS, MEDIUM (COMBAT)

You are a master of using medium armor to avoid damage.

Prerequisites: Con 13, Light Armor Proficiency, Medium Armor Proficiency.

Benefit: Whenever you are wearing medium armor, you gain DR 1/-. This stacks with the DR gained from the Armor Mastery fighter ability and any DR gained from the material your armor is made from, but not with DR from any other source.

AVOID THE ARCANE (COMBAT)

Your fast reaction time often allows you to duck magic effects.

Prerequisite: Dex 13, Lightning Reflexes, no caster level.

Benefit: Once per round, when targeted by a spell or effect that allows a Fortitude save or a Will save, you can instead make a Reflex saving throw. You may use the ability a number of times per day equal to 3 + your Dexterity bonus.

Special: If you have this feat and gain a caster level, you may immediately decide to permanently forgo any spellcasting ability and retain this feat. If you do not make this decision this feat is lost, and cannot be replaced.

BATTLE MAGE

You have learned the magic of sword and blade.

Prerequisites: Str 13, Caster level 5.

Benefit: You may select 6 spells from the following bonus spell list. The spells selected must be of levels you can cast, and become part of your spell list. You may not select more spells from a level than you have selected from each level below it. (You may take this feat more than once in order to eventually gain higher-level spells. See Special, below.)

If you are a spellcaster with limited spells known (bards and sorcerers, for example), you do not automatically know the spells you select from this list. However, you may learn three of these selected spells and count them as only one spell slot toward your maximum spells known. This slot must be of the highest level spell being learned.

Each time you successfully hit a foe in combat with a weapon attack not augmented by a spell (such as *true strike* or *greater magic weapon*) in a situation where you cannot take 10 on skill checks (situations where you are faced with serious threats or distractions), you gain one battle mark. As a free action, you may spend a battle mark. This allows you to cast one of your known battle mage spells by spending a spell slot of the same level or higher. You must meet all the normal requirements and components (including casting time) in order to cast the battle mage spell.

Each day when you rest, recover hit points, and regain uses of your spells, you lose any unused battle marks. Any time you

fail an attack roll of any kind, you lose one battle mark.

Battle Mage Bonus Spell List

0 level: *guidance, stabilize, virtue*

1st level: *command, expeditious retreat, shield, true strike*

2nd level: *align weapon, divine favor, magic weapon, shield other*

3rd level: *haste, heroism, magic vestment, rage, see invisibility*

4th level: *bless weapon, freedom of movement, phantom steed*

5th level: *divine power, greater magic weapon, sending*

6th level: *greater command, righteous might, wall of stone*

7th level: *antilife shell, blade barrier, giant form I*

8th level: *demand, giant form II, moment of prescience*

9th level: *iron body, foresight*

Special: This feat may be selected more than once. Each time it allows you to select 6 more spells from the list.

DEADLY ACCURACY (COMBAT)

Your aim is too good to deal minimum damage.

Prerequisites: Dex 15, base attack bonus +6.

Benefit: You have deadly accuracy with your agility-based weapon attacks. When dealing damage with a weapon to which you add your Dexterity to your attack rolls (all ranged weapon attacks, and melee weapon attacks made with Weapon Finesse), you can reroll any result of 1 on your weapon's damage dice. Only weapon attacks that require an attack roll benefit from this feat. You must keep the result of the reroll, even if it is another 1.

DEFENSIVE SHOT (COMBAT)

You can make a ranged attack without distracting yourself from immediate threats.

Prerequisites: Point-Blank Shot, Precise Shot.

Benefit: You may decide to make a ranged attack defensively, taking a -2 penalty to all ranged attacks you make during the round. Such attacks do not provoke attacks of opportunity. If you take any other actions during the round that does provoke an attack of opportunity (such as casting a spell) you suffer the consequences normally.

Normal: Making a ranged attack normally provokes attacks of opportunity from threatening foes.

DEFLECT SPELLS (COMBAT)

You can knock spells and other projectiles off course, preventing them from hitting you.

Prerequisites: Dex 13, Wis 13, Deflect Arrows, Improved Unarmed Strike, ki pool class ability.

Benefit: 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 attack from a spell, extraordinary natural weapon, spell-like ability, or supernatural ability, you may spend 1 point from your *ki* pool to deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a magic ranged attack doesn't count as an action. Only spells and abilities with ranged attack rolls can be deflected with this feat.

DEVASTATING CHARGE (COMBAT)

You put a lot of power behind your blows when you run into combat.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefits: When you are not mounted and you use the charge action, a successful attack deals an additional 2d4 points of damage. If you are using a 2-handed weapon, or a 1-handed weapon in 2 hands, you instead deal an additional, 3d4 points of damage.

EXALTED BULL RUSH (COMBAT)

You know how to slam into a foe in a way that is both damaging and effective at relocating him.

Prerequisites: Str 13, Improved Bull Rush, Power Attack, base attack bonus +1.

Benefit: You can charge into a foe and use your body to damage him, while simultaneously pushing him backwards. When you make a Bull Rush, you also make a normal melee attack roll. (This is considered a charge.) If your attack roll succeeds, you deal melee damage. The damage is 1d3 if you are unarmored, 1d4 if in light armor, 1d6 in medium armor, and 1d8 in heavy armor. You add 150% of your Strength bonus to this damage.

GREATER DEADLY ACCURACY (COMBAT)

Your aim is nearly preternatural in its effectiveness.

Prerequisite: Dex 15, Deadly Accuracy, base attack bonus +9.

Benefit: As Deadly Accuracy, except you can reroll any natural 1 or 2 on damage for

your Dexterity-based weapons. You must keep the result of the reroll, even if it is another 1 or 2.

GREATER IMPROVED INITIATIVE (COMBAT)

You almost always go first.

Prerequisites: Dex 17, Improved Initiative, uncanny dodge class feature.

Benefit: Whenever you need to make an initiative check to determine initiative order, you automatically get a result of 20 + Dexterity modifier + all bonuses that add to initiative checks. If you make an initiative check for a purpose other than to determine initiative order, you roll normally.

GRIM DETERMINATION

You know you have nothing going for you but your wits and strong sword arm, and you can call upon that knowledge to push yourself past the normal boundary of physical effort.

Prerequisites: Self Sufficient, base attack bonus +2, no caster level.

Benefit: Once per day, as a swift action you can call upon the deep reserve of your independence, unbolstered by prayers or arcane knowledge, to drive yourself onward despite your injuries. You gain 1d6 temporary hit points for every two character levels you possess.

Special: If you have this feat and gain a caster level, you may immediately decide to permanently forgo any spellcasting ability and retain this feat. If you do not make this decision this feat is lost, and cannot be replaced.

HEAD BUTT (COMBAT)

You've learned how to use your cranium to smash your foes.

Prerequisites: Con 13, Toughness.

Benefit: You gain a natural attack that deals 1d3 points of damage (1d2 for Small characters, 1d4 for Large characters). If you have an unarmed attack that deals more damage, you may choose to deal that damage instead when you use this natural attack. If you damage a foe with this natural weapon, you take 1/4 of the damage you inflict (if you have damage reduction, it does not reduce the share of the damage you suffer). You can use this natural attack without penalty even if your hands or feet are bound, or if you are in a grapple (you do not have to make a grapple check to use this natural attack when you are involved in a grapple).

LAYERED ARMOR (COMBAT)

You have learned to access the power of more than one suit or armor.

Prerequisites: Con 15; armor training II class feature; proficiency in light, medium, and heavy armor

Benefit: You may wear both a set of light armor and heavy armor simultaneously (the magic light armor is worn as part of the under-layers for the set of magic heavy armor) and gain the benefit of magic abilities from both.

Wearing both a light and heavy suit of armor has consequences. Your armor bonus is equal to the heavy armor's armor bonus (including magical enhancement) +1. You gain no benefit from the light armor's enhancement bonus. Your armor check

penalty is equal to the worse of the two penalties -1. Your maximum Dexterity bonus to AC is equal to the worse of the two bonuses -1 (minimum 0). For movement and special abilities, you are considered to be wearing a suit of heavy armor (even if the suit of heavy armor is usually counted as medium armor for those purposes).

You get the benefits of all the magic abilities granted by the heavy armor. You may select one magic ability granted by the light armor—this may not be any version of slick or shadow and it may not be the armor's enhancement bonus. You gain the benefit of the selected magic ability. As a standard action, you may change which of the light armor's magic abilities you have selected.

Normal: Normally characters cannot wear two sets of armor and, if they did, would only gain the benefit of one set of magical abilities.

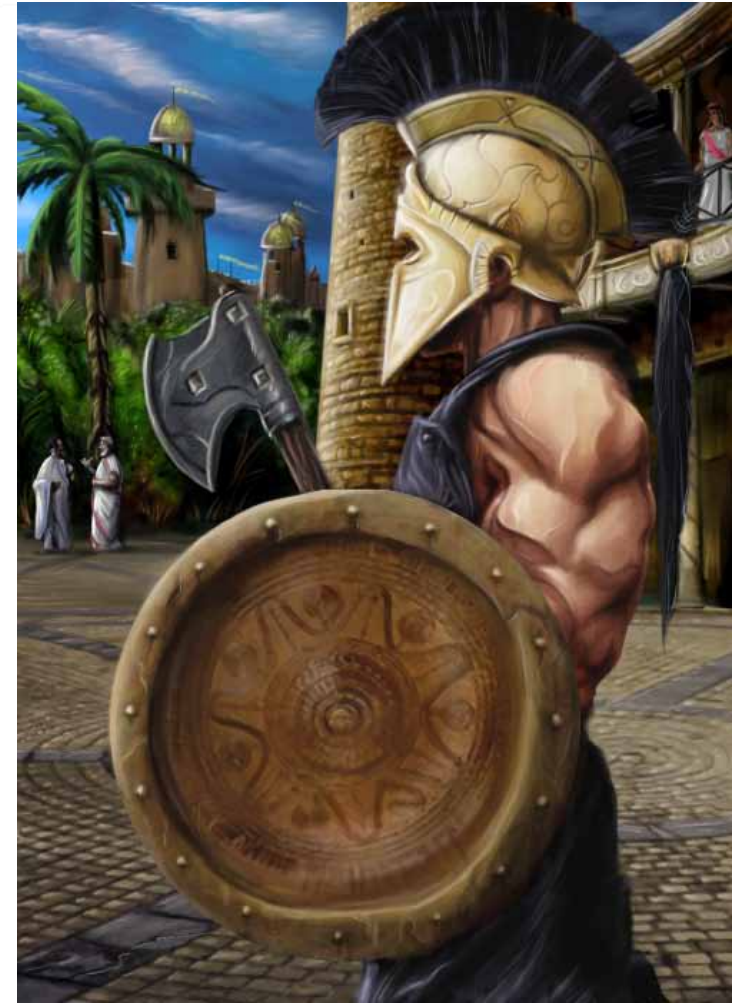
MIND OVER MAGIC (COMBAT)

You can overcome magic effects through pure force of will.

Prerequisite: Wis 13, Iron Will, no caster level.

Benefit: Once per round, when targeted by a spell or effect that allows a Reflex save or a Fortitude save, you can instead make a Will saving throw. You may use the ability a number of times per day equal to 3 + your Wisdom bonus.

Special: If you have this feat and gain a caster level, you may immediately decide to permanently forgo any spellcasting ability and retain this feat. If you do not make this decision this feat is lost, and cannot be replaced.



PHYSICAL ADEPT

You constantly focus on training your body, often while your allies prepare their spells for the day.

Prerequisites: Athletic, no caster level.

Benefit: You can take an extra standard action at the beginning or end of your round. This standard action must be used for a purely physical action such as making an attack, readying an item, moving, or trying to lift or break something. You may do this once per day,

plus once per day for every four full levels you have.

Special: If you have this feat and gain a caster level, you may immediately decide to permanently forgo any spellcasting ability and retain this feat. If you do not make this decision this feat is lost, and cannot be replaced.

REFLECT SPELLS (COMBAT)

Instead of knocking an incoming spell aside, you can redirect it to a new target.

Prerequisites: Dex 17, Wis 17, Deflect Arrows, Deflect Spells, Improved Unarmed Strike, Snatch Arrow, ki pool class ability.

Benefit: When you successfully deflect a spell or ability using the Deflect Spell feat, you may choose to immediately spend a second point from your *ki* pool as a swift action to redirect the spell or ability to a new target, even though it is not your turn. The spell or ability's maximum range must be long enough to go from the original attacker, to you, to the target you redirect it toward or the spell fails to reach the new target. You make any required attack roll to hit the new target, but all other affects are determined by the caster level and abilities of the original attacker.

RESOLUTE

While not fearless, you stand fast in the face of even the most overwhelming mundane and mystic fears.

Prerequisites: Iron Will.

Benefit: Any time you would normally be cowering, frightened, or panicked, you are instead shaken for the same duration. You take only half the penalties from similar effects.

SADDLE WARRIOR (COMBAT)

You are greatly skilled at making melee attacks from the saddle.

Prerequisites: Dex 13+, Mounted Combat, Ride-by Attack.

Benefit: When riding a moving steed, you may make a melee full-attack action as long as your steed moves at least 10 feet between each of your attacks. The steed may move before and after each of your attacks, as long as its total movement does not exceed its speed, but must move at least 10 feet between every melee attack you make.

Normal: Normally, a character riding a moving mount may only make one melee attack each round.

SHIELD SPECIALIZATION (COMBAT)

You are expert in the use of shields to defend yourself.

Prerequisite: Shield Focus, Shield Proficiency.

Benefit: Whenever you fight defensively or take the full defense action and you are using a shield, you double the normal bonus to AC granted by the maneuver. Additionally, you may take the Deflect Arrows feat even if you do not meet its normal prerequisites. However, rather than having one hand free to use the Deflect Arrows feat, you must have a shield.

SMASH (COMBAT)

You hurl yourself into foes and objects with abandon.

Prerequisites: Str 13, Power Attack, base attack +1.

Benefits: If you charge into an object (including doors and walls), you may add your armor bonus and shield bonus to a Strength check to attempt to break it. If you successfully Bull Rush a foe, you can push him back an additional 5 feet for every 5 points of armor bonus you have.

SUMMON DEFENDERS

Your summoned creatures have a knack for surviving combat and helping you do the same.

Prerequisite: Augment Summoning.

Benefit: Each creature you conjure with any *summon* spell gains a +2 enhancement bonus to its armor bonus (increasing the creature's total Armor Class) and saving throws. If you are adjacent to one of your own summoned creatures, you gain a +1 dodge bonus to AC.

TAKEDOWN (COMBAT)

Your combat style includes energetic, powerful attacks that can strike more than one target.

Prerequisites: Athletic.

Benefit: If you make a weapon attack (including natural weapon and unarmed attacks) that deals enough damage to knock the target unconscious or dead, you get an immediate extra attack against another creature. If the initial attack was a melee attack, your second attack must target

another foe within reach, as your weapon continues in a wide arc to catch your second target in the same wing. If the initial attack was a ranged attack, your second attack must be in a line from you to the first target, further from you than the first target but within range of your attack (as your attack continues through your first target into your second target).

You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same base bonus as the attack that dropped the previous creature, though different circumstances may change your total attack modifier. You can use this ability once per round.

TOUCHÉ (COMBAT)

You can make a quick, accurate attack at the expense of hitting power.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: You can choose to take a -1 penalty to all weapon damage and combat maneuver checks (to a minimum of 0) to gain a +1 bonus to all melee weapon attack rolls. This bonus to attack rolls is increased to by an additional +1 if you are fighting with a one-handed or light weapon in one hand, and have nothing in your other hand. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increased by -1 and the bonus to attacks increases by +1.

You must choose to use this feat before making any attack rolls, and its effects last until your next turn. The bonus does not apply to touch attacks or effects that do not deal hit point damage.

TOUGHER THAN THAUMATURGY (COMBAT)

You are tough enough to shrug off magic effects.

Prerequisite: Con 13, Great Fortitude, no caster level or less.

Benefit: Once per round, when targeted by a spell or effect that allows a Reflex save or a Will save, you can instead make a Fortitude saving throw. You may use the ability a number of times per day equal to 3 + your Constitution bonus.

Special: If you have this feat and gain a caster level, you may immediately decide to permanently forgo any spellcasting ability and retain this feat. If you do not make this decision this feat is lost, and cannot be replaced.

WALL RUNNER

You can make part of your move up and along walls.

Prerequisite: Wis 13, Acrobatic Steps, Nimble Moves.

Benefit: As long as you are no more than lightly encumbered and suffering an armor check penalty of no more than -1, you can take part of one move action each round to traverse a wall or other relatively smooth vertical surface if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited only by this movement restriction. If you do not end your move on a horizontal surface, falling prone and taking falling damage as appropriate for your distance above the ground. Treat the wall as a normal floor for the purpose of measuring your movement. Passing from floor to wall or wall to floor costs no

movement; you can change surfaces freely. Opponents on the ground can make attacks of opportunity normally if you leave a threatened space (even if you leave it by running up a wall).

Special: You can take other move actions in conjunction with moving along a wall. For instance, the Spring Attack feat combined with Wall Runner allows you to make an attack from the wall against a foe standing on the ground who is within the area you threaten as you run past on a wall. However, if you are somehow prevented from completing your move, you fall. Likewise, you could make Acrobatics checks while moving along the wall to avoid attacks of opportunity from leaving threatened spaces.

WEB OF STEEL (COMBAT)

You can use your weapons to protect you as well as armor does.

Prerequisites: Int 13, Dex 15, Dodge, Combat Expertise, Weapon Focus, base attack +1.

Benefit: When you are not flat-footed, wearing light armor or no armor, and have a melee weapon you have Weapon Focus for in hand ready for use, you gain an armor bonus to your AC. This bonus is equal to 1/2 your character level +2. Any circumstance that would cause you to lose your dodge bonus also causes you to lose this armor bonus to AC. Like any armor bonus, it does not stack with other sources of armor.

BRING A GENIUS TO THE TABLE!

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