

Other Feats

(Can be taken by everyone)

Breath Channeling Feats (Dragons and creatures of draconic heritage that have breath weapons can choose these feats which channel the destructive energy of a breath weapon into some other magical or supernatural effect. Using a breath channeling feat requires a creature to activate its breath weapon and counts as a use of that breath weapon.

Entangling Exhalation (R. of D.) Pre: Dragonblooded, breath weapon

B: When using your breath weapon you can choose to enmesh all creatures in its area instead of producing its normal effect. Your breath weapon deals only half its normal damage; however any creature that takes damage from your breath weapon becomes entangled and takes an extra 1d6 points of damage of the same energy type s normally dealt by your breath weapon each round at the start of your turn. This effects lasts for 1d4 rounds. If your breath weapon doesn't deal energy damage, creatures damaged by the initial breath are still entangled but don't take additional damage on later rounds.

Exhaled Barrier (R. of D.) Pre: Dragonblooded, breath weapon

B: When you use your breath weapon you can create a 10' by 10' vertical plane of energy instead of producing its normal effect. The opaque wall's near endpoint begins at any corner of your space and extends in a straight line for 10' or until it contacts a solid surface. The wall lasts for 1d4 rounds. Any creature passing through the wall takes damage equal to that normally dealt by your breath weapon. If you create the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Either way a successful Reflex save DC 10+1/2 your HD+ your Con modifier halves this damage. If your breath weapon doesn't deal energy damage the wall deals fire damage. If your breath weapon doesn't deal damage, the wall deals 2d6 points of fire damage.

Exhaled Immunity (R. of D.) Pre: Dragonblooded, breath weapon

B: You using your breath weapon you can use its normal effect or choose to grant 1 willing creature adjacent to you immunity to the energy type of your breath weapon. If your breath weapon doesn't deal energy damage, this feat grants immunity to fire. This immunity lasts for 1d4 rounds. You can't use this feat on yourself

Extra Exhalation (R. of D.) Pre: Dragonblooded, breath weapon with limited uses per day

B: Can use your breath weapon 1 additional time per day. The interval you must wait between breaths is 1d4 rounds. You can take this feat multiple times giving yourself extra uses of your breath weapon.



Furious Inhalation (R. of B.) Pre: Dragonblooded, Con 13, able to rage or frenzy, bite attack, breath weapon
B: When you enter a rage or frenzy, you can channel 1 use of your breath weapon inward to add energy damage to your bite attacks. Activating this ability is a free action; the effects lasts until your rage ends or until you use your breath weapon again. While this feat is effect, your bite attacks deal and extra 2d6 points of energy damage, matching the energy type of your breath weapon. If your breath weapon doesn't deal energy damage, this damage if fire damage

Combat Forms (you must establish a combat focus)

- Combat Awareness (PHB2) Pre: Wis 13, Blind-Fighting, Combat Focus, BAB 12+
B: While maintaining combat focuses you can determine the hit point total of each adjacent foe and ally. If you have 3 or more combat feats you gain Blindsight out to 5'.
- Combat Defense ☆ (PHB2) Pre: Dex 13, Wis 13, Combat Focus, Dodge, BAB 6+
B: While maintaining your combat focus you can change the target of your Dodge feat to a new opponent as an immediate action. If you have 3 or more combat form feats you gain an additional +1 dodge bonus with your Dodge feat.
- Combat Focus ☆ (PHB2) Pre: Wis 13
B: You can maintain your Combat Focus for up to 10 rounds +1 round per combat form feat you have, can only gain combat focus once per encounter, While maintaining your combat focus you gain +2 Will saves, and +4 if you have 3 or more combat form feats.
- Combat Stability ☆ (PHB2) Pre: Wis 13, Combat Focus, BAB 3+
B: +4 to resist bull rush, disarm, grapple, overrun and trip attempts. If you have 3 or more combat feats your bonus increases to +8.
- Combat Strike ☆ (PHB2) Pre: Wis 13, Combat Focus any 2 other Combat Form Feats, BAB15+
B: As a swift action you end your Combat Focus and gain a bonus on attack and damage rolls equal to the number of combat feats you know for 1 turn, but you lose your Combat Focus.
- Combat Vigor ☆ (PHB2) Pre: Wis 13, Combat Focus, BAB 9+
B: You gain Fast Healing 2 for the duration of your combat focus. If you have 3+ Combat Form Feats you gain Fast Healing 4.

Heritage Feats: Feats from a specific background

- Air Heritage (Planar) Increase fly speed by +30' up to a max of 2x your fly speed, this feat is useless if you don't fly.
- Anarchic Heritage (Planar) Pre: Non-Lawful
B: +4 on saving rolls against polymorph or petrification effects. You also gain a +1 on saving rolls against spells or other effects created by Lawful creatures.
- Axiomatic Heritage (Planar) Pre: Nonevil
B: +4 bonus on Will saving rolls and vs. enchantment (charm) spells and effects. You also gain a +1 bonus on saving rolls against spells and effects created by Chaotic creatures.

- Blood Calls to Blood (H. Horror) Pre: Spontaneous arcane caster, must be descended from a fiend
 B: Gain a +2 bonus on saving rolls vs. spells and spell-like abilities of evil outsiders and half-fiends
- Celestial Heritage (Planar) Pre: Not evil
 B: +4 on Fort vs. disease, +1 on saves. You also gain +1 bonus on saving rolls against spells and effects created by Evil creatures.
- Celestial Sorcerer Aura (PHB2) Pre: Celestial Sorcerer Heritage, Sorcerer 1st level
 B: As a standard action you can expend a spell slot to create an aura of menace that affects all hostile creatures in 20' radius around you, forcing them to make a Will save, DC 10+level of spell slot spent +your Cha modifier. On a failed save the creature takes a -2 penalty on all attack rolls, checks and saves for 24 hours or until it successful hits you. A creature that resists or breaks this effect can't be hit with it again for 24 hours.
- Celestial Sorcerer Heritage (PHB2) Pre: Sorcerer 1st level
 B: Gain a bonus on saves vs. electricity and petrification equal to the number equal to the number of celestial sorcerer feats you have. You also add *protection from evil* to your list of 1st level spells.
- Celestial Sorcerer Lance (PHB2) Pre: Celestial Sorcerer Heritage, Sorcerer level 1st
 B: As a standard action you can spend a spell slot that creates a 60' bolt with damage of 1D8 per level of spell used against only evil creatures. A Reflex save, DC 10 +the level of the spell slot used + your Cha modifier, halves the damage; this is a supernatural feat.
- Celestial Sorcerer Lore (PHB2) Pre: Celestial Sorcerer Heritage, any 2 other celestial sorcerer feats, sorcerer level 1st
 B: Gain *Magic Circle against Evil*, *Tongues* and *Teleport* to your spell list.
- Celestial Sorcerer Wings (PHB2) Pre: Celestial Sorcerer Heritage, sorcerer level 1st
 B: Expend a spell slot to fly for 1 round/spell slot used at 2X normal move with good maneuverability; as a supernatural ability.
- Celestial Summoning Spec. (Planar) Pre: Not evil, Knowledge (The Planes) +2, Knowledge (Religion) +2, able to cast *Monster Summoning*
- Debilitating Strike (H. Horror) Pre: Surge of Malevolence, moderate taint
 B: Adds evil to your unarmed or melee attacks for purposes of overcoming DR. You can deal 2 Con if your corruption is higher or 4 Wis if your depravity is higher, can use it 2x day if moderate taint and 4x day if severe taint
- Draconic Breath (C. Arcane) Pre: Draconic Heritage
 B: After casting an arcane spell, as a standard action you can change arcane spell energy into a breath weapon of your draconic heritage. The breath weapon is 30'-cone (fire or cold) or a 60'-line (acid or electricity) that deals 2d4 points of damage per level of the spell that you expend. Any creature in the A.O.E. must make a Reflex save, DC 10 +level of the spell used +your Cha modifier, for 1/2 damage. This is a supernatural ability.

Draconic Claw (C. Arcane) Pre: Draconic Heritage
 B: You gain claws and a natural attack dealing damage based on your size (Small 1d4, Medium 1d6, Large 1d8). In any round when you cast a spell with a casting time of 1 standard action, you can make a single claw attack as a Swift action.

Draconic Flight (C. Arcane) Pre: Draconic Heritage
 B: After you cast an arcane spell with a casting time of 1 standard action, you gain a fly speed of 10'/level of the spell for the rest of your turn

Draconic Heritage (C. Arcane) Pre: Sorcerer 1st level
 B: Can chose Draconic Heritage skill and gain a skill bonus and a bonus against sleep and paralysis, as well as spells with the energy type of your Draconic Heritage equal to 1/Draconic Feat you have.

Dragon Kind	Energy Type	Skill
Black	Acid	Hide
Blue	Electricity	Listen
Green	Acid	Move Silently
Red	Fire	Intimidate
White	Cold	Balance
Brass	Fire	Gather Information
Bronze	Electricity	Survival
Copper	Acid	Hide
Silver	Cold	Disguise

Once chosen you can't change your Draconic Heritage.

Draconic Legacy (C. Arcane) Pre: Any 4 draconic feats
 B: Gain 3 extra spells based on your dragon species, each spell is added at the level that the spellcaster would normally gain it unless otherwise indicated. If any spells you would gain from this feat are spells that you already know, you can pick another spell of the same level that a sorcerer could normally learn.

Black: *charm animal* (snakes and lizards only), *deeper darkness*, *insect plague*

Blue: *major image*, *mirage arcane*, *ventriloquism*

Green: *charm person*, *dominate person*, *plant growth*

Red: *detect secret doors*, *suggestion*, *true seeing*

White: *obscuring mist*, *sleet storm*, *wall of ice* (5th level)

Brass: *control winds*, *endure elements*, *tongues*

Bronze: *control water* (5th level), *speak with animals*, *water breathing*

Copper: *silent image*, *stone shape*, *wall of stone*

Gold: *bless*, *daylight*, *dispel evil*

Silver: *air walk* (5th level), *feather fall*, *wind wall*

Draconic Power (C. Arcane) Pre: Draconic Heritage
 B: Increase caster level by 1 and add 1 to your arcane spell's DC with the same energy that your draconic species uses. If the Energy Substitution feat is used to modify a spell, this feat will work if the new energy type matches that of your draconic heritage.

- Draconic Presence (C. Arcane) Pre: Draconic Heritage
 B: When you cast an arcane spell cause all within 10' with fewer HD than you become shaken for a number of rounds equal to the spell level. The effect is negated by a Will save, DC 10 +level of the spell +your Cha modifier. A successful save indicates that the opponent is immune to your draconic presence for 24 hours. This doesn't work on creatures with an Int of 3 or less, creatures that are already shaken, or dragons.
- Draconic Resistance (C. Arcane) Pre: Draconic Heritage
 B: Gain resistance to the same type of energy as used by your species equal to 3x the number of Draconic Feats you have
- Draconic Skin (C. Arcane) Pre: Draconic Heritage
 B: Increase your natural AC by 1
- Earth Heritage (Planar) +4 on checks to avoid being bull rushed or tripped while standing on the ground (stacks with dwarf's stability). You also gain +1 on damage rolls if both you and your foe touch the ground.
- Elemental Spellcasting (Planar) Pre: Knowledge (The Planes) +2
 B: +1 caster level for spell casting for the type of element you specialize in (air, earth, fire, or water). You can take this feat multiple times; once per each element.
 B: +4 Fort save vs. disease
- Fey Heritage (C. Mage) Pre: Nonlawful
 B: +3 on Will saves vs. enchantments
- Fey Legacy (C. Mage) Pre: Nonlawful, Fey Heritage, 9th level
 B: Can use 1/day; *confusion*, *dimension door* and *summon nature's ally V* as spell-like abilities with a caster level equal to your level.
- Fey Power (C. Mage) Pre: Nonlawful, Fey Heritage
 B: +1 Caster level, save DC and warlock invocations for enchantment spells
- Fey Presence (C. Mage) Pre: Nonlawful, Fey Heritage, 6th level
 B: Can use 1/day; *charm monster*, *deeper slumber* and *disguise self* as spell-like abilities with a caster level equal to your level
- Fey Skin (C. Mage) Pre: Nonlawful, Fey Heritage
 B: Gain DR 1+number of Fey Heritage Feats/Cold Iron can stack with other DR from your type, subtype, race or class, but not from other sources such as spells or magic items.
- Fiendish Heritage (C. Mage & Planar) Pre: Nongood
 B: +4 on Fort saves vs. poison. You also gain +1 bonus on saving rolls or other effects created by Good creatures.
- Fiendish Legacy (C. Mage) Pre: Non-good, Fiendish Heritage, 9th level
 B: Gain *teleport* (self +50 lbs), *summon monster V* (fiends only) and *unholy blight* as spell-like abilities once/day with a caster level equal to your level
- Fiendish Power (C. Mage) Pre: Nongood, Fiendish Heritage
 B: +1 level for save DC's for evil spells and Warlock invocations
- Fiendish Presence (C. Mage) Pre: Nongood, Fiendish Heritage, 6th level
 B: Can cast 1/day; *cause fear*, *detect thoughts* and *suggestion* as spell-like abilities with a caster level equal to your level

- Fiendish Resistance (C. Mage) Pre: Nongood, Fiendish Heritage
 B: Gain Resistance to Acid and Fire equal to 3x the number of Fiendish Heritage Feats you have. These values stack with any Resistance to acid or fire that you get from type, subtype, race, or class, but not from spells or magic items.
- Fiendish Summoning (Planar) Pre: Nongood, Knowledge (the Planes) +2, Knowledge (Religion) +2, able to cast *summon monster* spells.
 B: Add 1 evil creature to the list of creatures you can summon with a *monster summoning* spell.
- Fire Heritage (Planar) +1 on Initiative Checks. Your unarmed Attacks deal 1 extra fire damage.
- Illithid Heritage (C. Psi.) Character has a Mind Flayer ancestor
- Improved Element Heritage (Planar) Pre: Air, Earth, Fire, or Water Heritage
 B: Resistance 5 to the specific element. You also gain +2 save bonus vs. spells with that element descriptor.
- Improved Outer Planar (Planar) Pre: Anarchic, Aximoatic, Celestial or Fiendish Heritage
 B: Unarmed attacks and natural weapons (but not melee or ranged weapons) are aligned as per your heritage; Chaotic (Anarchic), evil (Fiendish), good (Celestial), Lawful (Axiomatic).
- Infernal Sorcerer Eyes (PHB2) Pre: Infernal Sorcerer Heritage, sorcerer level 1st
 B: As a swift action you can expend a spell slot to see in any kind of darkness for 10 min/level of spell slot used.
- Infernal Sorcerer Heritage (PHB2) Pre: Sorcerer 1st level
 B: Gain a bonus on saves vs. fire and poison equal to the number of infernal sorcerer heritage feats you have, gain a +2 to your level when casting conjuration (summoning) spells to summon an evil outsider.
- Infernal Sorcerer Howl (PHB2) Pre: Infernal Sorcerer Heritage, sorcerer level 1st
 B: Expend a spell slot to create 30' cone of sonic attack doing 2D6 per level of spell slot used; save vs. Fortitude for half-damage, DC 10 +level of spell slot used +your Cha modifier, for half damage; as a supernatural ability.
- Infernal Sorcerer Resistance (PHB2) Pre: Infernal Sorcerer Heritage, sorcerer 1st level
 B: Gain resistance to acid and cold equal to the number of heritage feasts you have.
- Natural Heavyweight (Planar) B: 2x carry capacity. On a plane with normal gravity you gain a +2 circumstance bonus on Climb and Jump checks, but you take a -2 on Balance, Ride, Swim and Tumble checks (2x on planes with lighter gravity)
- Neraph Charge (Planar) Pre: Wis 15+, Knowledge (The Planes) +5
 B: You can charge in a way that fools your foe allowing you to catch your foe flat-footed, this effect can only be used once on a foe. If the target is blind it has no effect.
- Neraph Throw (Planar) Pre: Dex 15, Knowledge (The Planes) +5
 B: You can throw a weapon in a manner that fools your foe catching them flat-footed, you can only use this once against a foe. It has no effect on foes who are blind.
- Personal Touchstone (Planar) Planar Touchstone worth 250 gp, Knowledge (The Planes) +8

Planar Familiar (Planar)	Able to acquire new familiar, Knowledge (The Planes) +5, Arcane Spellcaster																														
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	* New Template; (Planar 107)																														
	1 Apply the anarchic, axiomatic, celestial or fiendish template to any animal from the standard familiar list. Unlike other improved familiars, these creatures grant their masters the standard benefits for having an animal familiar of that type.																														
	2 Air, Earth, Fire, or Water Elemental only																														
	3 Standard, or Filth Imp (Fiend Folio)																														
Planar Touchstone (Planar)	Portable object native to plane of 250 gp value, Knowledge (The Planes) +8, gain touchstone power																														
Shadow Heritage (Planar)	+3 to Hide and Move Silently checks in darkness or shadowy area																														
Stalwart Planar Ally (Planar)	Cha 13, Spellcraft +5, Planar Touchstone; gain summoning of planar ally ability which has +4 AC and saves																														
Water Heritage (Planar)	+20' to your Swim Speed, +4 on Con checks to hold your breath. A creature with swim speed also gain a +8 racial bonus on Swim checks made to perform some special action or avoid a hazard, and can take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.																														
Ki and Kiai Feats																															
Ascetic Stalker (C. Sc.)	Pre: Ki power, Ki strike (magic) B: Monk and ninja levels stack for determining the size of you ki pool. Your monk and ninja levels also stack for purposes of determining your unarmed strike damage, as well as you ki strike feature. In addition you can multiclass freely between monk and ninja.																														
Axiomatic Strike	Pre: Ki Strike (Lawful), Stunning Fist B: +2d6 damage on unarmed strike vs. chaotic foe, must declare this feat prior to using it, each attempt counts as a use of your Stunning Fist attack, creatures immune to stunning are immune to this feat.																														
Enduring Ki (C. Sc.)	Pre: Ki power B: Gain 1 extra use of Ki power and by spending an extra use of your Ki power you can extend its duration by 1 round.																														

- Expanded Ki Pool (C. Sc.) Pre: Ki power
B: Gain 3 extra uses of your Ki power each day
- Fiery Ki Defense ★ (PHB2) Pre: Dex 13, Wis 13, Fiery Fist, Improved Unarmed Strike, Stunning Fist, BAB 8+
B: As a swift action you can expend a Stunning Fist attack to cloak yourself in flame. Any creature that strikes you with a melee attack takes 1d6 points of fire damage. This benefit last until the start of your next turn.
- Greater Kiai Shout (C. War.) Pre: Cha 13, Kiai Shout, BAB 9+
B: Can panic foes for 2d6 rnds with Kiai Shout unless they make a Will save, DC 10 +1/2 your level +your Cha modifier. Only affects foes with fewer HD than you have.
- Holy Ki Strike (B. of ED.) Pre: Cha 15, Improved Unarmed Strike, Ki Strike (holy), Sanctify Ki Strike
B: Deal extra 2d6 holy damage with your unarmed strike
- Ki Blast ★ (PHB2) Pre: Dex 13, Wis 13, Fiery Fist, Improved Unarmed Strike, Stunning Fist, BAB 8+
B: You can expend 2 uses of Stunning Fist as a move action to create an orb of raw Ki energy. You can then throw the seething orb as a standard action with a range of 60'. This ranged touch attack deals damage equal to 3d6 +your Wis modifier. The Ki orb is a force effect. If you fail to throw the orb before the end of your turn, it dissipates harmlessly. When you take this feat, you gain an additional daily use of Stunning Fist.
- Kiai Short (C. War.) Pre: Cha 13, BAB 1+
B: As a standard action make a kiai shout which cause foes in 30' to be shaken for 1d6 rounds with your Kiai, affects only foes with fewer HD than you. They can resist with a Will save, DC 10 +1/2 your level +you Cha modifier. Can use this feat 3/day.
- Martial Stalker (C. Sc.) Pre: Proficiency with all Martial Weapons
B: Fighter and Ninja levels stack for determining the size of your Ki pool, as well as your AC bonus. Your ninja and fighter levels also stack for the purpose of qualifying for feats that require a minimum fighter level.
- Sanctify Ki Strike (B. of ED.) Pre: Improved Unarmed Strike, Ki Strike (Lawful), Cha 15
B: Unarmed strikes deal 1 extra point of damage vs. evil, 1d4 to evil undead and outsiders, your weapon is considered good aligned
- Rattlesnake Strike ★(Sand.) Pre: Wis 15, Improved Initiative, Improved Unarmed Strike, Stunning Fist
B: You must declare the use of this feat prior to rolling the attack die. By using 1 of your Stunning Fist attacks for the day you imbue your next unarmed attack with disruptive *ki* that mimics the effects of mild viper venom. If the attack hits, it deals normal damage and forces the target to make a Fort save, DC 10 +1/2 your level +your Wis modifier. A creature that fails the saving roll takes 1d3 points of Con damage. and must make a saving roll 1 minute later or lose another 1d3 Con. This feat can only be used once per round.
- Vile Ki Strike (V. Dark.) Pre: Cha 15, Improved Unarmed Strike
B: Their Unarmed Strikes deal 1 additional points of vile damage

Tactical Feats

- Awesome Smite (C. Champ.)** Pre: Power Attack BAB +6, Smite ability
B: Each tactical ability requires the use of Power Attack and your Smite attack, you must declare the use of this feat prior to using it.
Demolishing Smite; able to ignore DR equal to twice your Cha bonus, except for Epic DR.
Overwhelming Smite: If the attack hits and does damage you get a free trip; make a Str check opposed by the defender's Str or Dex, with the normal trip modifiers. A foe that resists is not able to make a trip attack against you. You can use this feat 1/round.
Seeking Smite; Can ignore any miss chance your foe has, though your weapon must be able to strike your target. Thus you are able to strike an incorporeal creature unerringly with a magic weapon, it doesn't allow you to strike it with a nonmagical weapon.
- Blood Spiked Charger★ (PHB2)** Pre: Str 13, Proficiency with Spiked Armor and Spiked Shield, Power Attack, Weapon Focus (Spiked Armor), Weapon Focus (Spiked Shield), BAB 6+
Spiked Avalanche; Charge, throwing yourself into the air a successful attack with either your armor or shield deals 2x your Str bonus
Spiked Rebuke; Able to use your spiked shield to open an attack
Spiked Slam; Deal an attack that does twice your Str bonus
- Cavalry Charger★ (C. War.)** Pre: Mounted Combat, Spirited Charge, Trample, BAB 6+
B: *Unhorse;* a free bull rush with successful attack, if successful your foe moves normally, but their mount remains where it is.
Leaping Charge; Must be mounted and charging a foe that is 1 at least size smaller than your mount. Make a Ride check, DC 10 to deal 2 extra points of damage or DC 20 to deal 4 extra points of damage. If you fail this Ride check you fail to hit your foe, if you fail by 5 or more, you miss and fall off your mount in a square adjacent to your mount's space.
Fell Trample; Make mounted overrun attempt against more than 1 foe, getting a hoof attack against each foe you overrun.
- Combat Brute★ (C. War.)** Pre: Improved Sunder, Power Attack, BAB 6+
B: *Advancing Blows;* gain +1 on attack and damage in Bull Rush for each square moved.
Sundering Cleave; Gain an additional immediate attack if you sunder foe's weapon or shield, at the same BAB you destroyed the weapon or shield.
Momentum Swing; Charge foe in the 1st round then use Power Attack in the 2nd round, with a -5 or worse penalty. You gain a bonus equal to your attack roll penalty x 1.5 (x3 if using a two-handed weapon or wielding a one-hand weapon in 2 hands).
- Combat Cloak Expert★ (PHB2)** Pre: Dex 15, Int 13, Combat Expertise, Dodge, BAB 6+
Cloak Defense; While fighting defensively you can hold the cloak like a curtain making it difficult for foes to see your defensive moves, granting you a +1 shield bonus to AC. If you use the total defense action you can improve the bonus to +2.
Cloaked Strike; Use your cloak to hide a light weapon, you must start with a move toward your foe without a weapon in your hand. On the 2nd round you make a Bluff check opposed by your foe's

Sense Motive check as a move action to draw your weapon. If this check succeeds, your foe loses either his Dex bonus to AC or his shield bonus to AC (your choice) until the end of your current turn. *Whirling Cloak*; Use your cloak to confuse your enemy, as a move action after successfully striking an opponent in melee, make a melee touch attack against that foe. If this attack hits, you whirl your cloak around them, temporarily ruining their defense. You foe can't make attacks of opportunity against a particular ally of your choice until the start of his next turn.

Combat Panache ★ (PHB2)

Pre: Bluff 8+, Intimidate 8+, Perform 8+

B: *Fortuitous Tumble*; For a moment you appear to let your defenses down, you slip out of the way of their attack and by positioning yourself properly you dupe your foe into a critical error. You must first successfully attack you foe, on your next turn you can take a move action to make a Bluff check opposed by your foe's Sense Motive check; if you succeed on the check as an immediate action at the start of your foe's next turn you can designate a target of your choice (your foe must still threaten this target).

Play Dead; Crumple to the ground, as an immediate action, after you are hit for 10+ points of damage you can play dead. Drop prone and make a Bluff Check opposed to foe's Sense Motive check, if you succeed the observer thinks you are dead. If you rise and attack your foe in the same round, they lose any attack of opportunity they might be entitled to against you, and they lose their Dex bonus to AC against the first attack that you make.

Sneering Glower; After dealing at least 1 point of damage you make an Intimidate Check as a move action. If you succeed on this check, your foe takes a penalty on their attack rolls against you equal to your Cha bonus. You can gain this bonus against only 1 foe at a time and it lasts for the duration of the encounter or until you switch targets. If you designate a new target (and force them to face an Intimidate roll from you) the previous target no longer takes the penalty to their attack rolls. Foes that are immune to the effects of the Intimidate skill, such as mindless creatures and those immune to fear, are immune to this maneuver.

Confound the Big Folk (R. of Wild) Pre: Small or smaller size, Tumble +10, Underfoot Combat

B: Allows you to perform any of the following 3 maneuvers:

Knee Striker: You must first move into a square occupied by a foe at least 2 size categories larger than you. On the next round, the foe is automatically considered flat-footed against your attacks, and you gain a +4 bonus on any roll you make to confirm a critical hit.

Underfoot Defense: You must first move into a square occupied by a foe at least 2 size categories larger than you. On any succeeding round in which you remain in the foe's square and fight defensively, use total defense, or use Combat Expertise (minimum -1 penalty on attack rolls), any melee or ranged attack made against you has a 50% chance to strike the foe whose square you occupy instead. This chance doesn't apply to attacks made by the

creature whose square you occupy.

Unsteady Footing: You must first move into a square occupied by a foe at least 2 size categories larger than you. On the next round, you can use a standard action to attempt to trip your foe without provoking attacks of opportunity. If your touch attack to initiate the trip attack succeeds you can attempt a Str or Dex check (your choice) opposed by your foe's Str or Dex check (as normal) to trip your foe. Your foe must not add any bonus on his Str or Dex check to avoid the trip that he would gain from his size. If your trip check fails, your opponent may not attempt to trip you. If you have Improved Trip, you can follow a successful trip attempt with an immediate melee attack.

Crowd Tactics (R. of Destiny) Pre: Hide +5, Dodge

B: This feat enables the use of 3 tactical maneuvers. You gain these benefits if the crowd is indifferent or friendly.

Moving with the Flow: Entering a square with a crowd in it doesn't cost you extra movement

One with the Crowd: Gain +4 bonus on Hide checks made in square with a crowd.

Master of the Mob: Gain +4 bonus on Diplomacy or Intimidate checks when attempting to direct a crowd

Einhander★ (PHB2)

Pre: Tumble 6+, BAB 6+, you must be fighting with a one-handed weapon or a light weapon. and carrying nothing in your off-hand.

B: *Narrow Profile:* Tuck your arm behind your back and offer a narrower profile when you concentrate on defense granting you a +2 Dodge bonus to AC when fighting defensively or using the total defense action.

Off-Hand Balance; Use your off-hand to balance yourself, after you successfully strike a foe you gain a +2 bonus on Tumble checks to avoid their attacks of opportunity until the start of your next turn.

Off-Hand Swap: Flip your weapon into the air and catch it in your off-hand pressing your attack. You must first take a full attack action to strike an opponent at least twice. On your next turn, you can make a special feint as a free action, using your Sleight of Hand rather than Bluff. Your opponent uses the standard rules for resisting a feint. Once you use this maneuver against a particular opponent, whether it succeeds or fails, you can't use it against them again.

Elusive Target (C. War.)

Pre: Dodge, Mobility, BAB 6+

B: *Negate Power Attack;* negate foe's Power Attack if you use your Dodge against them.

Diverting Defense: Dodge one flanking foe and their 1st attack automatically misses you and hits their ally instead (a normal attack roll is made, but the foe is considered flat-footed).

Subsequent attacks are made against you as normal.

Cause Overreach; Move out of a threatened square allowing your foe an attack of opportunity, if they miss you get a free trip attack against that foe and if you fail they don't get to try and trip you.

Formation Expert ★ (C. War.) Pre: BAB 6+

B: *Lock Shields*; gain +1 to AC with other shields when you are an ally both lock shields.

Step into the Breach; take an immediate move action to cover a fallen ally by stepping into their square. You are only able to take 1 5' step and an ally must occupy each square between you and the fallen ally.

Wall of Polearms; Gain +2 bonus on attack when using Polearms, you must have adjacent allies wielding identical weapons.

Giantbane (C. War.)

Pre: Medium or smaller size, Tumble 5+ BAB 6+

B: *Duck Underneath*; Use total defense against a foe at least 2 size categories larger than you and gain +4 dodge bonus, which stacks with your total defense. If foe misses you may make a DC 15 Tumble check to move immediately to any unoccupied square on the opposite side of the foe. If you fail your Tumble check or there is no open square on the opposite side of your foe you remain in the same square.

Death from Below; use the Duck Underneath feat and make an immediate attack catching foe flat-footed and gaining a +4 to hit.

Climb Aboard; make a DC 10 Climb check as a Free action to climb on the back of foe that is at least two size categories larger than you. The foe takes a -4 to hit you.

Mad Alchemist (PHB2)

Pre: Craft (Alchemy) 6+, Grenadier

B: *Distracting Blast*; If you ready an action to throw a thunderstone at the square an opponent occupies you can spoil a foe's attack or spell. If they were casting a spell they must make a Concentration Check opposed by your Craft (Alchemy) check, if you succeed the spell is ruined. If the opponent was not casting a spell they must make a Will save opposed by your Craft (Alchemy) check or take a -2 penalty to their attack rolls until the beginning of their next turn.

Fiery Blaze; Strike a foe with container of oil or alchemist's fire. On your next turn you must strike the creature with a spell or weapon that deals fire damage. If you do so the foe takes an extra 1d6 points of fire damage and catches on fire.

Tanglefoot Defense; Tear open a tanglefoot bag and spread its contents across an area. As a standard action you transform a single square of clear terrain into difficult terrain for 10 minutes.

Raptor School (C. War.)

Pre: Wis 13, Jump 5+, BAB 6+

B: *Eagle's Swoop*; Charge or Jump at least 10', prior to making the attack make a DC 15 Jump check to deal an extra 2 points of damage, or DC 25 to deal an extra 4 points of damage. If you fail your Jump by 5 or more you fall prone.

Falcon's Feather; As a standard action use your cloak to distract a foe using your BAB instead of your Bluff, if successful your foe is flat-footed.

Hawk's Eye; Gain extra damage on a foe you observe 1 round

- Roofwalker (R. of Destiny) Pre: Balance +5, Jump +5, Dodge, Mobility
 B: You can use each of these 3 tactical maneuvers
Fleet of Feet: You can walk across a precarious surface more quickly than normal. You can move at your full speed without taking a -5 penalty on your Balance check
Graceful Drop: If you intentionally jump from a height, you take less damage than you would if you fell. If you succeed on a Jump check when jumping down (PHB 77), you take falling damage as if you had dropped 20 fewer feet than you actually did.
Master of the Roof: You know how to use the slopes to your advantage. Gain +1 dodge bonus to AC against any opponent who is at a different elevation from you.
- Shadow Striker★ (PHB2) Pre: Hide 12+, Move Silently 12+
 B: *Evade Notice;* If both you and an ally threaten a target you can attempt to slip beneath their notice. On your turn, if you take no hostile actions, you can make a Hide check opposed by the threatened Spot check. If you succeed your foe can't attack you on his next turn as long as he threatens another active opponent. If you attack your foe you lose the benefit of this feat.
Fade Away: First you must attack a foe as a standard action then move away and attempt a Hide check as part of your move action for that turn. If your attack hits, it creates a momentary diversion, granting you a +5 bonus on the Hide check.
Ghost Strike; Use an ally's distraction and your talent to slip out of a foe's field of vision. Both you and an ally must threaten a single foe, as a standard action you make a Move Silently check opposed by your foe's Listen check. If you succeed on this check on the next round your target loses their Dex bonus to AC against your first attack of that round, as long as your ally still threatens them.
- Shock Trooper★ (C. War.) Pre: Improved Bull Rush, Power Attack, BAB 6+
 B: *Direct Bull Rush;* may push foes back with a Bull Rush, as part of a charge, for every square you push your foe back, you may also push that foe 1 square to the left or right.
Domino Rush; Make a Bull Rush and push the target into another foe's square giving you a free trip attack against both, and if you fail neither foe gets to make a trip attack against you.
Heedless Charge; with a charge you can use Power Attack at -5 or worse You suffer a -2 to AC and gain +2 bonus on the attack roll. You can assign any portion of the attack roll penalty from Power Attack to your AC instead up to a max of your BAB.
- Spell Rehearsal (R. of D.) Pre: Caster level 1st
 B: Enables the use of 3 tactical maneuvers. You can only apply 1 maneuver at a time to a single spell.
Persistence: You must cast a specific spell 2+ times in succession and the spell must be one that allows affected creatures or objects a saving throw. You can take a move action after casting the spell once before casting it again, but you can't take any other standard actions between successive castings. On the second and subsequent times you cast the spell, you add a cumulative +1 to the spell's save DC. If you cast any other spell after starting to use this feat or take any other standard action, the persistence chain breaks

and you must begin anew.

Refined Targeting: You must cast a specific spell 2 or more times in succession and the spell must be one that requires an attack roll to affect a target. You can make a move action after casting the spell once before casting it again, but you can't take any other standard actions between successive castings. ON the second and subsequent times you cast the spell at the same target, you gain a cumulative +2 enhancement bonus on the attack roll to deliver the spell. If you cast any spell that doesn't require an attack roll or take any other standard action, the persistent targeting chain breaks and you must begin anew.

Persistent Targeting: You must cast a specific spell 2 or more times in succession, and the spell must be one that allows a target to apply spell resistance to the effect. You can take a move action after casting the spell once before casting it again, but you can't take any other standard actions between successive castings. On the second and subsequent times you cast the spell at the same target, you gain a +2 bonus on caster level checks to overcome the target's spell resistance. If you cast any other spell or take any other standard action, the persistent targeting chain breaks and you must begin anew.

Sun School (C. War.)

Pre: Flurry of Blows ability, BAB +4

B: *Inexorable Progress of Dawn;* Hit foe with 2 Unarmed Attacks from your Flurry of Blows attack and push foe back 5', you may step into their square without provoking attacks of opportunity.

Blinding Sun of Noon; If stun foe two rounds in a row the foe is confused for 1d4 rounds.

Flash of Sunset; When move next to a foe instantaneously (with D-Door or Abundant Step) immediately make an attack against the foe with your highest BAB.

Undermountain Tactics ☆ (Dungeon.) Pre: Dwarf of Gnome, or BAB +6 and Knowledge (Dungeoneering) +2

Stair King: If you have the high ground on your opponent and hit your foe with 2 or more melee attacks, during your turn, he must make a Balance check, DC 10+your Str modifier, or be knocked prone. Your foe can opt to succeed automatically on their Balance check, but he will lose his move action on his next turn. Your foe must make this choice before seeing the result of his Balance check. You can target a particular creature with this feat once per round.

Tunnel Fighter: You must be the target of 1 foe's melee attack while standing with walls adjacent to you on 2 or more sides, you gain a +2 cover bonus to AC (doesn't stack with other cover bonuses). You also block line of sight for any spells or attacks made by your opponents, though your allies can fire through your space as normal.

Door Sentinel: You must be fighting defensively while adjacent to or standing in a doorway, a gate or similar opening in a wall and you must be adjacent to or standing in each square across the doorway's width. For 1 round after you fight defensively, you gain a +4 bonus on Str or Dex checks to resist bull rush or trip attacks.

Wing Expert (R. of D.)

Any creature attempting a Tumble check to avoid your attack of opportunity takes a -5 penalty on the check.

Pre: Flyby Attack, wings and a glide or fly speed.

B: This feat enables the use of 3 tactical maneuvers

Wing Buffet: You must charge a foe. On the round after the charge, you can flutter your wings in a distracting manner while you make a melee attack or attacks against the same foe you charged. If that opponent fails a DC 20 Reflex save you gain a +2 bonus for your turn on your melee attack rolls against the distracted opponent. You can't make a wing buffet again until after you make another charge.

Wing Defense: You must have taken the total defense action. On the round after doing so if you do not use your wings to fly, you can flutter your wings in such a way as to gain concealment for the round.

Wing Fan: You must have used at least 1 move action in the previous round to fly or glide at least 30'. As a full-round action in the next round, you can use your wings to produce an effect identical to a *gust of wind* spell with a range of 30'. Using this maneuver make you fatigued. You can't use this maneuver if you are exhausted.

Winged Warrior★ (R. of Wild) Pre: Hover, must have wings, BAB +4

B: You can use each of these three maneuvers:

Dustup: You must be standing in, or flying no more than 10' above, an area with a lot of loose debris. If you flap your wings hard as a move action, the draft creates a hemispherical cloud with a radius of 20'. Clear vision within the cloud is limited to 10'. Creatures 11'-20' away have concealment. At over 20', creatures have total concealment. Those caught in the cloud must succeed on a Concentration check, DC 10 +1/2 your character level, to cast a spell.

Flying Leap: You must move a distance greater than your base land speed, during the round. If you do, you gain a +4 bonus on Jump, Balance and Climb checks because your wings give you lift and stabilize you.

Shroud of Feathers: You must spend a move action to pull your wings around your body. You can't be flying during this maneuver. You can then attempt to feint in combat (see Bluff in PHB) as part of your attack, suddenly spreading your wings to reveal your weapon just as it's about to land a blow. The shroud of feathers maneuver works on a given foe only once per combat. The Hover feat grants creatures of Large size or larger a bigger dust cloud than that granted with the dustup maneuver.



Wolfpack (R. of Wild)

Pre: Dex 15, Dodge, Mobility, Spring Attack, BAB +6

You can use the following maneuvers:

Distract Foe: You begin this maneuver when you and at least 1 ally flank a foe. On the first round, you and your allies gain normal flanking bonuses (+2 on attack rolls). Starting in the second round that you and at least 1 ally flank a foe, you can make a ferocious attack that forces the foe to concentrate on you and largely ignore your allies. You make a melee attack as a full-round action. If you hit, you may make a special Bluff check as a free action; the damage your attack dealt applies as a bonus on your check. The foe you attack opposes your attack with a special Sense Motive check, adding her base attack bonus to the check. If you win the opposed check, your foe turns her attention to you, and each of your allies who are in position to give you a flanking bonus can make an attack of opportunity against that foe.

Drive Back: You and at least 1 ally must threaten the same foe, and at least 1 of these allies must use the aid another action to assist your attack roll. You make a melee attack as a full-round action. If you hit, you make a free bull rush attempt without moving into the defender's space or provoking attacks of opportunity. Resolve the bull rush normally, except that you add the damage your attack dealt as a bonus on the Str check you make to resolve the bull rush. You can't push an opponent back more than 5' with this maneuver.

Gang Dodge: This maneuver allows you to use the aid another action to assist all allies who threaten the same foe you target with the action. You use a standard action as normal to aid an ally's defense. If you succeed all your allies who threaten your foe gain +2 bonus to AC against that foe's attacks until the beginning of your next turn, provided that you continue to threaten that foe for that time.

Woodland Archer★ (R. of Wild) Pre: Point Blank Shot, BAB +6

B: You can use these 3 tactical maneuvers:

Adjust for Range: You must shoot a projectile weapon against a foe and miss. Subsequent shots you take against that foe this round gain a +4 bonus, because you're able to quickly adjust your aim to compensate.

Pierce the Foliage: You must hit a foe with a ranged attack despite the miss chance caused by concealment. Shots you take against that foe in the next round don't incur the miss chance by concealment. Shots you take against that foe in the next round don't incur the miss chance because you're able to exactly duplicate your draw and aim.

Moving Sniper: To use this maneuver, you must succeed on a sniping attack, both hitting your intended target and successfully hiding thereafter. If no one sees you, you can make a sniping attack again in the following round, taking a single move after your attack and before you hide. As long as you continue to hit the target and avoid detection from an enemy you can make a sniping attack on the move each round.

Team Feats (The leader takes one of these feats and all party members take a skill so the whole party can use the feat.)

Awareness (PHB2)	+2 on Listen & Spot Checks if other team members are within 30'
Camp Routine (PHB2)	+2 bonus on Listen and Spots Checks in camp, +4 on Listen Check for sleepers
Circle of Blades (?)	+2 on damage rolls if attack same foe
Crowded Charge (PHB2)	Team members don't block movement of each other, but a charging character must end move in an empty square
Cunning Ambush (PHB2)	Team leader prepares the ambush sight using his Hide Skill
Cunning Ambush, Improved (PHB2)	Unsurprised team members take 1 full round action
Expert Mountaineers (PHB2)	If a team member succeeds on a Climb check each adjacent team member gains a +2 on their check to climb the same surface, able to make accelerated climb
Group Trance (PHB2)	Team members learn the Elven Trance State needing only 4 hours
Indirect Fire (PHB2)	1/2 cover bonus vs. the teams ranged attacks
Like a Rock (PHB2)	Leader spreads his stability vs. bull rush or trips to his team
Massed Charge (PHB2)	Special simultaneous charge with +1/team member
Missile Volley (PHB2)	Bonus to hit same target all at once
Steadfast Resolve (PHB2)	+2 save vs. fear if they can see at least 1 team member
Superior Team Effort (PHB2)	Aiding another requires a DC 5 instead of a DC 10 check
Team Melee Tactics (PHB2)	+1 attack bonus through Aid another move
Team Rush (PHB2)	All can move overland at teamleader's speed
Team Shield Maneuver (PHB2)	If a team member drops to below 0 HP then the injured team member moves off 10' before collapsing
Wall of Steel (PHB2)	Pass shield bonus to another character

Team Training Feats (The leader takes the feat, they and the ones they want to train must both have the proper prerequisites. From the Heroes of Battle). At least 2 weeks must be spent training together. The team members must have Int 3+, creatures with 1-2 Int can be trained with the teamwork skill from Animal Handling (creatures with 0 Int can never become team members). To maintain the benefit the team must train again for at least one four-week period per year (the training time doesn't have to be consecutive). Adding a team member requires another 2 week training period with the new team. A character can be a member of the party and not a team member, there is no penalty for them, but they don't get the teamwork benefit.

The following feats are all found in Heroes of Battle.

Fearsome Roster	Pre: Intimidate +8, members must have Intimidate +1 and Cha 13+. B: Enemies who see at least 2 members of the team take a penalty on morale equal to 1 + 1/4 HD of the lowest member of the team.
Friendly Fire Evasion	Pre: Spellcraft +4, evasion ability, members must have a Base Reflex save of +2, and Spellcraft +1. B: Members gain the Evasion ability, but only for spells cast by a fellow team member.

Heavy Cavalry	<p>Pre: Handle Animal +4, Ride +8, Mounted Combat, Trample, members must have Ride +1, their mounts don't have to be team members.</p> <p>B: The team has 1/2 the normal front facing size. They must act on the same initiative count, foes can't avoid overruns by the team, they must attempt to block the overrun attack. The team doesn't take a -4 to hit penalty in combat for squeezing. The team member's mounts count as one size larger. For purposes of spells each Medium character on a Larger mount is considered to be occupying a space 5' wide and 10' long.</p>
Infiltration	<p>Pre: Hide +8, Move Silently, +8, members must have Hide +1 or Move Silently +1</p> <p>B: The team can move at full speed without taking the normal -5 penalty on Hide and Move Silently Checks. Other penalties still apply. You must be in contact with your team members (mentally, or visually etc.) for the feat to work.</p>
Invisibility Sweep	<p>Pre: Team leader must have Blind-Fight</p> <p>B: each member can check for the presence of an invisible enemy by groping into 4 adjacent 5' squares, as a standard action. If one member finds an invisible creature all members know their location, but they still have the -50% concealment.</p>
Joint Grapple Escape	<p>Pre: BAB +4</p> <p>B: All members perform a joint bull rush, on the turn of the person with the slowest initiative, using the Str bonus of the strongest member; each additional team member applies their Str modifier. Team members must end their movement adjacent to one another, and they all provoke attacks of opportunity from the defender, although unless the defender has Combat Reflexes they may only make one attack.</p>
Joint Ram	<p>Pre: Improved Sunder</p> <p>B: When employing a ram to knock down a barrier or destroy an object, the ram deals +2 damage for each member of the team. If the team is trying to perform a feat of Strength they gain a +4 for each team member; the DM sets the limit to the size of the team.</p>
Long-Rang Archery	<p>Pre: Far Shot, each team member must have a BAB of +1.</p> <p>B: When a team member misses with a ranged attack that is greater than 1 range increment, subsequent ranged attacks any team member makes against that same foe takes only 1/2 the penalty for range (-1 per range increment). If the foe moves more than 20' the benefit doesn't apply until a team member shoots at and misses the foe again.</p>
Ranged Precision	<p>Pre: BAB +4, Precise Shot, team members must have BAB +2</p> <p>B: Reduce the penalty for firing a ranged weapon into melee by 50%, if every ally on your team is so trained. The AC benefit your foe gets from cover is likewise cut in half if that cover is solely team members.</p>

- Scouting**
 Pre: Listen +8, Spot +8 members must have Listen +1, and Spot +1 or Alertness (note this feat is free if you have a familiar).
 B: The team as a whole can make a free Spot check and a free Listen check at the end of each round regardless of whether any members of the team have already made one or not; apply the lowest check modifier of the team for this check, with a +1 for each team member beyond the first. In the middle of combat this feat gives detailed information about the environment that they otherwise wouldn't get.
- Spellcaster Guardian**
 Pre: Combat Reflexes, Spellcraft +4, team members must have Dex 13 or Spellcraft +1.
 B: If a spellcaster on your team provokes attacks of opportunity by casting a spell, a team member adjacent to them can interpose themselves at the last moment taking upon themselves any attacks of opportunity meant for the spellcaster. They are able to intercept 1 attack per point of Dex bonus. Resolve the attack normally, against the character who stepped in, but this doesn't distract the spellcaster.
- Superior Flank**
 Pre: Sneak Attack +d4d6, team members must have BAB +3
 B: When 2 members of your team flank the same enemy all members that can make melee attacks on that foe enjoy the flanking bonus (creatures that, like oozes, can't be flanked are still not flanked). Further more if at least two of your team members are flanking a foe with Uncanny Dodge add together the Rogue levels of all team members that are in melee for purposes of overcoming the Uncanny Dodge, if the sum of Rogue levels is 4 higher than the foe's HD then his Uncanny Dodge doesn't help them.
- Team Rally**
 Pre: Cha 13, Commander Rating 2+, team members must have at least a Commander Rating of 1.
 B: Whenever a team member makes a rally check they gain a +1 bonus on the Rally Check for each team member that can be seen by the demoralized troops. If a team member successfully rallies another team member the rallied team member's morale improves by two ranks.

Weapon Style Feats

- Anvil of Thunder (C. War.)**
 Pre: Str 13, Improved Sunder, Power Attack, two-weapon fighting, Weapon Focus (Warhammer or Light Hammer), Weapon Focus (Battleaxe, Handaxe or Dwarven Waraxe).
 B: If hit with both axe and hammer, in the same round, force foe to make a Fort save, DC 10+ 1/2 your level +your Str modifier, or be stunned for 1 round.

- Bear Fang (C. War.) Pre: Str 15, Power Attack 2-Weapon Fighting, Weapon Focus (Dagger), Weapon Focus (battleaxe, hand axe or dwarven waraxe)
B: If hit with both weapons in the same round you can choose to start a grapple as a free action without provoking an attack of opportunity, as if you had the Improved Grab ability. If successful gain an additional attack against the grapple foe with your Dagger at your highest BAB -4. In subsequent rounds you can use the dagger to attack while grappling at the normal penalty.
- Crescent Moon (C. War.) Pre: Improved Disarm, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (Dagger), Weapon Focus (Bastard Sword, Longsword, Scimitar, or Short Sword)
B: Can make an immediate disarm attempt as a free action if you hit with both weapons.
- Hammer's Edge (C. War.) Pre: Str 15, Improved Bull Rush, Two-Weapon Fighting, Weapon Focus (Bastard Sword, Longsword, or Scimitar), Weapon Focus (Warhammer, or Light Hammer)
B: If you hit with both sword and hammer in the same round, force your foe to make a Fort save, DC 10 +1/2 your level +your Str modifier, or fall prone.
- High Sword Low Axe (C. War.) Pre: Improved Trip, Two-Weapon Fighting, Weapon Focus (Bastard Sword, Longsword, Scimitar, or Shortsword), Weapon Focus (Battleaxe, Handaxe or Dwarven Waraxe)
B: If you hit one foe with both weapons in the same round you may make a free trip attempt against that foe. If you succeed you may immediately use your Improved Trip feat to gain an additional attack against your foe.
- Lightning Mace (C. War.) Pre: Combat Reflexes, 2-Weapon Fighting, Weapon Focus (Light Mace)
B: If you roll a threat for a critical while fighting with a mace in each hand you gain an additional attack at that same attack bonus.
- Net and Trident (C. War.) Pre: Dex 15, Exotic Weapon Proficiency (Net), Two-Weapon Fighting, Weapon Focus (Trident)
B: As a full-round action you can make a combined attack with both weapons, throwing the net first, if you hit you successfully control your foe by winning an opposed Str check, you may immediately take a 5' step toward your foe and make a full attack with your trident.
- Quick Staff (C. War.) Pre: Combat Expertise, Dodge, Two-Weapon Fighting, Weapon Focus (Quarterstaff)
B: When using Combat Expertise you gain a +2 dodge bonus, higher than the penalty of your attack rolls.
- Spinning Halbred (C. War.) Pre: Combat Reflexes, Two-Weapon Fighting, Weapon Focus (Halbred)
B: When making a full attack you gain +1 dodge bonus to AC as well as additional attack at -5 that deals bludgeoning damage equal to 1d6 +1/2 your Str modifier.
- Three Mountains (C. War.) Pre: Str 13, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (Heavy Mace, Morningstar or Greatclub)
B: If hit with both weapons in the same round force foe to make a Fort save, DC 10 +1/2 your level +your Str modifier, or be nauseated by the pain for 1 round.

Notes:

- (B. of ED) = Book of Exalted Deeds
- (C. Adv.) = The Complete Adventurer
- (C. Arcane) = Complete Arcane
- (C. Divine) = Complete Divine
- (C. Psi.) = Complete Psionic
- (C. Sc.) = Complete Scoundrel
- (C. War.) = Complete Warrior
- (Draco.) = Draconomicon
- (Drow) = Drow of the Underdark
- (Ex. of E.) = Exemplars of Evil
- (Frost.) = Frostburn
- (H. of Horror) = Heroes of Horror
- (H. of Abyss) = Hordes of the Abyss
- (L. Mortis) = Libris of Mortis
- (M. of W.) = Masters of Wild
- (PHB2) = Player's Handbook 2
- (R. of Destiny) = Races of Destiny
- (R. of S.) = Races of Stone
- (R. of Wild) = Races of the Wild
- (Sand.) = Sandstorm
- (S. Species) = Savage Species
- (S. & F.) = Sword and Fist
- (S. & S.) = Song and Silence
- (T 9 Hells) = Tyrants of the 9 Hells
- (V. Dark.) = Book of Vile Darkness
- ★ = A fighter can take this as one of their bonus feats.

