undefeatable-

Written By Simon Rocquette And Louis Porter Jr.

NEW FEATS

ARCHER'S COUP DE GRACE IGENERALI

You're an accomplished master of the bow capable of delivering killing shots from a distance.

Prerequisites: Point Blank Shot, Far Shot, Precise Shot.

Benefit: You may use a bow or crossbow to make coup de grace attempts against helpless opponents within 30 feet.

ARMOR PIERCING SHOT IGENERALI

You've studied the armor of man long enough to have a remarkable understanding of its construction – and weaknesses – and use this knowledge to your advantage.

Prerequisites: Precise Shot, Craft (armor) 6 ranks

Benefit: As a full-round action you may study a distant foe's armor, searching closely for a weak spot. On your next turn, if you are uninterrupted, you may make a Perception check (*DC 15 + the armor bonus of your target's worn armor*); you gain a synergy bonus to this roll equal to one-half (*round up*) the number of ranks you possess in Craft (*armor*). If this Perception check is successful the armor bonus of your target's worn arget's worn armor is reduced by one-half (round down) for a single attack with a bow or crossbow. Additionally, if the attack is successful, you gain a bonus to damage equal to the number of ranks you possess in Craft (*armor*).

The effects of this feat are limited to targets within 60-feet of your position.

LPJ9596

RANGE

ARROW STAB IGENERALI

You're experienced at turning an arrow of crossbow bolt into an effective melee weapon.

Prerequisite: Proficiency with any bow or crossbow.

Benefit: When pressed into melee combat you may fight with an arrow or crossbow bolt, treating the arrow or bolt as a Tiny weapon that inflicts 1d4 points of damage and has a x2 critical multiplier.

With a successful Bluff check ($DC \ 10 + oppo$ *nent's Perception rank*) against an opponent that is within melee range you may feint firing the arrow or bolt and then at the last second attack with the arrow or bolt, gaining a +2 surprise bonus to your attack and damage rolls.

ARROW/TRIP/IGENERALI

You are a master with the bow, capable of tripping opponents from a distance by firing arrows in front of them as they move.

Prerequisites: Precise Shot, base attack bonus +6

Benefit: You may make a trip attack with a bow or crossbow, as an immediate action, against any opponent that is moving. Your attack roll is treated as your Strength check for purposes of this maneuver – your opponent's Dexterity check (*Strength checks cannot resist a trip attempt made with this feat*) must exceed your attack roll or your opponent is tripped by the arrow attack.

This counts as an attack of opportunity attempt for you.

BALANCED BLADES IFIGHTER, GENERALI

You have learned to balance two weapons more precisely in your hands.

Prerequisites: Improved Two-Weapon Fighting, base attack bonus +9.

Benefit: Any one-handed weapon of your size category or smaller is treated as a light weapon for purposes of determining your penalties for fighting with two weapons. This means, for example, that you could fight with a longsword, a scimitar, or a rapier in each hand and only suffer the penalties for having a light weapon in your off hand.



ROLEPLAYING GAME COMPATIBLE

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

This greater balance does come at a price in terms of your ability to strike hard; you may not use the Power Attack feat when you are fighting in this fashion.

Normal: You suffer greater penalties when fighting with two weapons and wielding anything other than a light weapon in your off hand.

CHARM ARROW IGENERALI

You are able to enhance arrows with mind affecting magic.

Prerequisite: Enhance Arrow as a class feature.

Benefit: When enhancing arrows you may choose to imbue charm magic into the arrow instead of an enhancement bonus. In place of your normal enhancement bonus the arrow casts charm person (*or charm monster, if appropriate*) on the target, after it suffers the arrow's regular damage. The charm person effect functions as if cast by a spellcaster of a level equal to your Intelligence modifier +3.

CLOSE FIGHTING IGENERALI

You've trained long and hard with allies, mastering your combat techniques when shoulder-to-shoulder with your allies.

Benefit: When adjacent to an ally that possesses the Close Fighting feat you gain a bonus to attack and damage rolls equal to one-half your ally's base attack bonus (*round down*).

DEAD SHOT IFIGHTER, GENERALI

You are a skilled marksman and have learned to hit targets who are hiding behind cover.

Prerequisites: Point Blank Shot, Precise Shot, Dexterity 13+, Base Attack Bonus +4 or higher

Benefit: When using a ranged weapon against a target taking advantage of cover, the target is considered not to have cover and gains no AC bonus because of cover.

Special: This feat does not stack with other feats or abilities that lend modifiers to hit targets behind cover.

DEADLY/AIM [FIGHTER GENERAL]

You have become an expert marksman, enabling you to strike vulnerable spots with ruthless efficiency.

Prerequisites: Proficiency with a ranged weapon, Improved Critical, Weapon Focus, and Weapon Specialization with that ranged weapon, base attack bonus +11. **Benefit:** When firing your chosen weapon, your critical multiplier is increased by one (*for example, a x3 critical multiplier becomes x4*).

Special: This feat may only be chosen with a ranged weapon. You may gain this feat more than once, choosing a different weapon for which you meet the prerequisites each time.

This effect does not stack with any other effect that increases the critical multiplier of a given weapon, but it does stack with the Improved Critical feat and other effects that increase a weapon's threat range (*though such effects still do not stack with each other*).

DEATH BLOW IGENERALI

Choose one type of weapon, once per day you're able to pierce an enemy's defenses, inflicting mortal damage.

Prerequisite: Improved Critical (*identical weapon type*), Base attack bonus +12

Benefit: When using the weapon you selected, any critical strike deals a number of points of damage equal to two times your Strength bonus. This damage is in addition to any other damage the strike inflicts.

Special: You can gain Death Blow multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

DOUBLE NOCK [| FIGHTER, GENERAL]

You have practiced nocking and firing two arrows at once, without either shooting yourself in the hand or sending both arrows flying wild with each shot.

Prerequisites: Dexterity 15+, Point Blank Shot, Rapid Shot

Benefit: As a move equivalent action you can nock two arrows to your bow instead of one. In this way, your next attack with your bow will fire both arrows at your target. You make an attack roll with each of these arrows, with each attack suffering from a -5 circumstance penalty on the attack roll.

EARITO THE GROUND IGENERALI

By lying down and placing your ear to the ground you are able to identify the location and distance of creatures in contact with the ground.

Benefit: As a full-round action you may lie down on the ground and by then placing your ear on the ground automatically detect the location of any creature in contact with the ground to a range of 30 ft.

2

Special: Wearing a helmet or anything that covers your ears automatically negates this ability. You may take this feat multiple times, each time after the first adding 10 ft. to its range to a maximum range of 60 ft.

ENCHANT/ARROW/IGENERALI

You may transfer spell energy to an arrow or bolt, creating a temporary magical weapon.

Prerequisite: Ability to cast arcane or divine spells

Benefit: As a swift action you may enchant a readied arrow or loaded crossbow bolt. One prepared spell is immediately lost and the arrow or bolt gains an enchantment bonus equal to the level of the lost spell +1 (*limit* +5). The arrow or bolt is treated as magical ammunition for all intents and purposes.

EXECUTIONER'S BLOW [GENERAL]

You lash out during battle, slashing your opponent's neck, stabbing through the eye, or striking another vital area.

Prerequisites: Improved Coup de Grace, Power Attack

Benefit: Once per day, with any melee weapon and as a full-round action, you may make a coup de grace attempt on an opponent as if that opponent was helpless.

IMMEDIATE COUP DE GRACE IGENERALI

You are fast to take advantage of a situation, attacking a helpless opponent swiftly and decisively, without hesitation.

Prerequisites: Lightning Reflexes, Base attack bonus +6

Benefit: You may make a coup de grace attack as an immediate action.

Normal: Making a coup de grace attack is a full-round action.

IMPROVED COUP DE GRACE IGENERALI

Your combat experience and knowledge of opponent's weak points enables you to deliver faster, more effective coup de grace attacks.

Prerequisites: Combat Expertise, Heal 8 ranks

Benefit: Attempting a coup de grace attack does not provoke an attack of opportunity. If your target survives your coup de grace attack he must make a Fortitude save (*DC 15 plus damage dealt*) or die.

Normal: Attempting a coup de grace attack provokes an attack of opportunity. If your target survives the attack he must make a Fortitude save (*DC 10 plus damage dealt*) or die.

IMPROVED THREATENED ZONE IGENERALI

You consummate skill with ranged weapons allows you to threaten a larger area.

Prerequisites: Base Attack Bonus +15 or higher, Dexterity 19+, Threaten Zone

Benefit: This feat increases the range you can threaten with ranged weapons using the Threaten Zone feat by 10 feet.

INSTINCTIVE SHOT I FIGHTER, GENERALI

You are one with your bow, enabling you to make difficult shots as if they were routine.

Prerequisites: Base attack bonus +6, Point-Blank Shot, Weapon Focus with chosen bow

Benefit: Choose a ranged weapon. When using that type of ranged weapon, you can apply double your Wisdom bonus (*if any*) to negate attack penalties due to range. You do not gain an actual bonus to hit; if the doubled Wisdom modifier is greater than the range penalty, the excess is discarded.

Special: You may gain this feat multiple times. Its effects do not stack; each time you gain this feat, it affects a different ranged weapon.

KILLING SHOT IGENERALI

You aim and concentrate on the perfect shot. One arrow, one kill.

Prerequisite: Base Attack Bonus +12 or higher, Perfect Shot

Benefit: When you make an attack using the Pinpoint Accuracy ability or feat, the critical threat range on the weapon you are using is increased by 2.

KNOW/TERRAIN IGENERALI

You know how best to use the terrain to your advantage during combat.

Prerequisites: Int 15, Survival 4 ranks.

Benefit: You gain an understanding of the terrain features on any battlefield, provided they are not hidden from your view or magically obscured. You do not gain any special ability to detect illusionary terrain, concealed pits, or other non-obvious hazards.

You can automatically identify squares that will cost extra movement to pass through, evaluate the degree of cover provided by any object or natural obstacle, and determine the shortest path between any two points on the battlefield. Furthermore, your refined understanding of the use of

3

terrain and positioning in combat grants you an additional +1 circumstance bonus on melee attacks you make from higher ground, giving you a total bonus of +2 on such attacks.

You gain a +2 insight bonus on Acrobatics checks that have been made more difficult because of rubble, wet or icy surfaces, and similar natural obstructions. This does not apply to temporary hazards created by spells; for example, you do not gain the bonus when moving through an area under the effect of a grease spell, because that effect has nothing to do with the terrain.

LASTIDITCH LIFIGHTER, GENERAL'I

You can pull off one last shot as your enemies rush in to fight you.

Prerequisites: Point Blank Shot, Rapid Shot, Combat Reflexes, Fast Draw

Benefit: You can take a single attack with your in-hand ranged or thrown weapon against a charging opponent when he comes within ten feet of you. If you take this attack, it counts against you normal number of attacks of opportunity that round, and you lose your Dexterity bonus to AC for the rest of the round.

LIGHT STEP IGENERALI

You walk gently on the ground and leave little evidence of your passage.

Benefit: You are treated as two size categories smaller for the purposes of determining the DC of Survival checks made to track you. Thus, a Medium creature is treated as Tiny, increasing the DC to +2, while a Huge creature is treated as Medium, with no penalty or bonus to the check. In addition, you gain a +2 bonus to Stealth checks.

OVERPENETRATE (FIGHTER) GENERAL'I

Your arrows and bolts can cleave through your target and strike a second foe.

Prerequisites: Base Attack Bonus +6 or higher, Point Blank Shot, Power Attack

Benefit: If you cause a creature to drop with a missile attack from a piercing weapon (*crossbow, or bow for example*), such as by reducing it to 0 or fewer hit points, the arrow penetrates through your target and potentially strikes a second target. You may immediately make another ranged attack at the same attack bonus as your killing shot at an enemy directly behind the dropped target. The new target must be directly behind the original target relative to your position, and must be directly adjacent to the initial target. You may use this ability once per round.

PINPOINT/ACCURACY/IFIGHTER, GENERALI

You have learned to take your time with the most important ranged attacks to make sure that you hit your intended target.

Prerequisites: Point Blank Shot, Precise Shot, Dexterity 13+

Benefit: You may spend a full-round action, during which you do nothing but aim at a target with a ranged weapon, and receive a +2 bonus to your attack roll on that target the next round with the ranged weapon. (*You may aim for up to three consecutive rounds, or your Wisdom bonus in rounds, whichever is less, gaining a maximum of* +6 *to the attack roll on the fourth round.*)

Firing after aiming requires use of the full attack action, in which you gain all benefits at your highest attack bonus, but only make a single attack. If you are threatened or attacked while aiming, all modifiers from this feat are lost until you are able to start over.

PERFECT/SHOT/LFIGHTER, GENERALI

Your mastery of ranged weapons allows you to take that extra moment needed in the thick of combat to make each and every shot count to the utmost.

Prerequisites: Base Attack Bonus +6 or higher, Pinpoint Accuracy, Point Blank Shot, Weapon Focus (*ranged weapon*)

Benefit: When making a full attack action, you may sacrifice your additional attacks in order to make a single attack with your full attack bonus. If this attack hits, it deals an additional 1d4 damage per iterative attack you would normally be allowed. For example, an ranger with a +13 Base Attack Bonus hits using this feat. Normally she could make three attacks in a round (at +13, +8 and +3), and therefore she deals +2d4 damage using her deadly shot.

Special: This feat may be taken a second time, increasing the additional damage to +1d6 instead of +1d4.

RANGED TRIP IGENERALI

You shoot for the knees, taking down or at least stumbling your targets.

Prerequisites: Base Attack Bonus +8 or higher, Dexterity 17+, Precise Shot

Benefit: You may make a trip attack using a ranged weapon by targeting the opponent's knees, ankles or other critical points on his legs. This attack is resolved as a standard missile attack with a -4 circumstance penalty on the attack roll, and deals normal damage for the attack, in addi-

tion it initiates a trip attack, as if the tripping attacker was a small-sized creature for the purpose of resolving the attack.

REFLEXIVE SHOT IGENERALI

You react quickly to danger, firing an arrow before anyone involved in an encounter can react.

Prerequisites: Improved Initiative, Lightning Reflexes, Base attack bonus +4.

Benefit: If you have a missile weapon drawn and ready when you encounter a foe you may make a single attack before rolling for initiative. If your target is flat-footed you gain a circumstance bonus to damage equal to your base attack bonus.

RETURN ARROW IGENERALI

When you grab an opponent's arrow from the air – and if you have a bow in hand – you may immediately fire it.

Prerequisite: Dexterity 18+, Snatch Arrow

Benefit: As long as you have a bow in hand, you may immediately fire a snatched arrow back at the attacker at a -2 attack penalty. This is a free action.

RUNNING STRIKE IGENERALI

You attack opponents as you run past them.

Prerequisites: Dexterity 17+

Benefit: When running in a straight line you may make a single melee attack against any opponent that you move past during your run – you may move both before and after this attack. Attempting a Running Strike during your turn reduces your running speed to three times your speed (*two times your speed if you're in heavy armor*).

SUPERIOR CRITICAL IFIGHTER, GENERALI

You have learned how to strike at vital areas, increasing the power of your critical hits.

Prerequisites: Greater Weapon Focus, Improved Critical, and Weapon Specialization with the chosen weapon.

Benefit: On a confirmed critical hit with your chosen weapon, you deal an extra +1d10 points of damage for each point of the weapon's critical multiplier.

For example, a weapon with a x2 critical multiplier deals +2d10 points of damage, a weapon with a x3 critical multiplier deals +3d10 points of damage, and so forth. As extra dice of damage, these bonus dice are not themselves multiplied by the critical hit.

Special: This feat may only be chosen with a melee weapon. You may gain this feat more than once, choosing a

different weapon for which you meet the prerequisites each time.

SWORDS AS A SHIELD IGENERALI

You are adept at using your swords as a shield during combat.

Prerequisites: Weapon Focus (*any sword*), Two-Weapon Fighting

Benefit: When wielding a sword in each hand you gain a +2 shield bonus to AC, as you employ the swords to defend yourself. Your combat abilities are unaffected.

THREATEN ZONE LIFIGHTER, GENERAL'I

Your speed and accuracy with a ranged weapon is great enough to threaten an area around you.

Prerequisites: Base Attack Bonus +9 or higher, Last Ditch

Benefit: When wielding a ranged weapon, you threaten an area up to 20 feet away as if you had reach, being able to flank and deal attacks of opportunity to opponents within that area with a ranged weapon.

TRIPLE NOCKINFIGHTER, GENERALI

You have mastered the double nock to the point that you can (*almost accurately*) nock and fire three arrows at once.

Prerequisites: Base Attack Bonus +15 or higher, Dexterity 19+, Bow Mastery, Double Nock

Benefit: As a move-equivalent action you can nock three arrows to your bow instead of one. In this way, your next attack with your bow will fire all three arrows at your target. You make an attack roll with each of these arrows, with each attack suffering from a -5 circumstance penalty on the attack roll.

WALKWITHOUT RHYTHM IGENERALI

You can disguise your footfalls so that they are harder to detect.

Prerequisite: Light Step

Benefit: The special quality tremorsense does not work against you. Thus, a purple worm cannot detect you simply because you are moving within 60 ft. of it. The creature must instead detect you through normal means. In addition, you gain a +2 bonus to your Stealth checks. This bonus stacks with that from the feat Light Step and any other feat that grants a similar bonus (*such as Stealthy*).

5

Louis Porter Jr. Design, NeoExodus: A House Divided & logos are a trademark owned by Louis Porter Jr. Inc. All rights reserved. All other content is copyright 2007 Louis Porter Jr. Design Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. This book is compatible with 3rd Edition and Revised 3rd Edition rules. This edition of adventure planner is produced under version 1.0a and/or draft versions of the Open Game License and the System. Reference Document by permission of Wizards of the Coast. Subsequent versions of this product will incorporate later versions of the license and document.

Designation of Open Game Content: All Text

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

101 Feats Copyright 2005 Philip Reed. Published by Ronin Arts.

Another 101 Feats Copyright 2006 Philip Reed. Published by Ronin Arts.

Three Arrows for the King Copyright 2003 Ambient Inc.Undefeated 5, Copyright 2009, Louis Porter Jr. Design, Inc.

The Player's Guide to Arcanis, Copyright 2004 Paradigm Concepts, Inc.

Undefeated 6, Copyright 2009, Louis Porter Jr. Design, Inc.