

New Feats

Armor Affinity

Prerequisite: Con 12, Dex 12, BAB +1

Benefit: You've spent so many hours in armor, it's like a second skin to you. When wearing any armor, your maximum Dexterity bonus is increased by 1. You are not Fatigued after sleeping in Medium armor. Fighters may select Armor Affinity as a bonus feat.

Armor Affinity, Improved

Prerequisite: Con 14, Dex 14, Armor Affinity

Benefit: You've learned to move more easily in your armor. When wearing any armor, your maximum Dexterity bonus is increased by 1. Your armor no longer reduces your Movement speed, and you are not Fatigued after sleeping in Light or Medium armor. Fighters may select Improved Armor Affinity as a bonus feat.

Armor Affinity, Greater

Prerequisite: Con 14, Dex 14, Armor Affinity, Improved Armor Affinity

Benefit: Your armor is now like your only skin. When wearing any armor, your maximum Dexterity bonus is increased by 2. You are so comfortable in armor that, when not wearing it, your Dexterity bonus is decreased by 1. Your armor does not reduce your base Movement speed, and you are not Fatigued after sleeping in Light, Medium, or Heavy armor. Fighters may select Greater Armor Affinity as a bonus feat.

Precise Attack (revised Called Shot from Ultimate Feats)

Prerequisite: Dexterity 13+

Benefit: On your action, before making Dexterity-based* attack rolls for the round, you may choose to subtract a number from all attack rolls for the round and add the same number to all rolls for weapon damage dealt with your primary hand. This number may not

exceed your base attack bonus. If you attack with a light weapon, instead add 1.5 times the number subtracted from the attack rolls. You can not use Precise Attack with two-handed weapons. The penalty on attacks and bonus on damage apply until your next turn. Creatures lacking anatomy and thus immune to critical hits are immune to extra damage. Precise Attack may not be used in conjunction with Flurry of Blows, Rapid Shot, or any other Feat that provides extra attacks other than those allowed in two-weapon or double-weapon fighting.

* Dexterity-based attacks are melee attacks made with the Weapon Finesse feat, and ranged attacks. Precise Attack may be used with ranged weapons at ranges up to 30 ft, but not with ranged touch attacks.

Crushing Strike (revised from PHB II)

Prerequisite: Proficiency, Weapon Focus, and Weapon Specialization with a bludgeoning weapon; Power Attack; Base Attack Bonus +12

Benefit: When you use a full attack action while fighting with any bludgeoning weapon, each attack that connects beats down your foe's defenses, granting a cumulative +1 bonus on attack rolls until the end of your current turn.

Death of a Thousand Cuts (modeled on Crushing Strike)

Prerequisite: Proficiency, Weapon Focus, and Weapon Specialization with a slashing weapon; Precise Attack; Base Attack Bonus +12

Benefit: When you use a full attack action while fighting with any slashing weapon, each attack that connects slices your foe painfully, granting a cumulative +1 bonus on attack rolls until the end of your current turn.