



Ploys and Plots:
A Skill and Feat Collection
by David Nicholas Ross



Ploys and Plots Skill and Feat Collection

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Introduction

Ploys and Plots offers ways to spice up games with cinematic flair. Use your skills in new ways and discover new feats that enable you to use clever tricks that grant major advantages, memorable schemes based on reading foes' movements like a book, and words that can strike at an opponent's very core. The feats and new skill uses contained in this collection are designed to reward players for roleplaying, for intelligent tactics and cooperation, for making good use of social and deceptive skills, and for playing characters with high mental ability scores even without casting spells.

New Skill Uses

These new uses for the Bluff, Intimidate, Perception, Sense Motive, and Sleight of Hand skills are available to all characters.

Bluff (Cha)

Below are several additional ways to use Bluff.

Fast-Talk: You can attempt to tell a lie to a target so quickly that it goes unquestioned. Doing so requires half the normal time to convince the target, to a minimum of one standard action, but in doing so you take a –10 penalty on your Bluff check.

Feign Injury: Whenever you are dealt damage, you can make a Bluff check as an immediate action to convince foes you have been injured to a different extent than you truly have been, opposed by a Sense Motive check. You can appear to be uninjured, mildly injured (with more than half your total hit points remaining), significantly injured (reduced to less than half hit points), disabled (at 0 hit points), dying (at negative hit points), or dead. For each step away from your true condition you pretend to be, you suffer a cumulative –2 penalty on your Bluff check. If you pretend to be dying or dead, you must fall prone accordingly (a free action).

Quick Secret Message: You can attempt to deliver a secret message in no more time than it would normally take to deliver openly, but you take a –10 penalty on your Bluff check for doing so.

Intimidate (Cha)

Below is an additional way to use Intimidate.

Quick Coercion: You can use Intimidate to change an opponent's attitude in only 2d4 rounds, but doing so increases the DC by +10. You can instead make the

Rewarding Thoughtful Play

If you find your group has fallen into a pattern of taking the quick and easy way out, focusing on straightforward hack-and-slash tactics with little thought to showing off the personalities of characters or injecting the drama of a well-executed plan, but you and/or others in the group consider such things refreshing and interesting, consider rewarding players who do inject such elements into the game. A well-performed piece of roleplayed dialogue that goes along with a skill check or feat could, for example, apply a +2 bonus to the result or increase any DC involved by 2. A combat plan that is exciting, cinematic, or otherwise brightens up the game session might grant a +2 bonus to an important roll. In-game, these bonuses can be thought of as the gods granting a minor boon to those heroes they favor—and few gods do not appreciate cleverness and dramatic victory! Alternatively, or even in addition, the typical standby of awarding bonus XP for these activities is usually effective. Try awarding a bonus equal to one-eighth the XP from an encounter with a foe of CR equal to the character's level for any significant contribution, half that for basic contributions, and double that for exemplary contributions. If you do so, remember to pay attention to the effect this is having on character advancement, and consider if it creates dramatic divergences in how quickly characters gain levels.

attempt as a full-round action, but doing so increases the DC by +20.

Perception (Wis)

Below are several additional ways to use Perception.

Listen Underwater: The DC to hear a sound at a distance underwater increases more slowly than it does in air because sound travels better underwater, although water conditions can make the rate change from place to place and time to time. Typically, however, the DC is increased by +1/50 feet.

Listen Through Soil: The DC to hear a sound when both the listener and the source of the sound are in direct contact with the earth increases much more slowly

with distance than it does in air. The DC is increased by only +1/400 feet.

Pinpoint Sound: If you exceed the Perception DC to hear a sound by 20, you pinpoint the source of the sound, learning the exact space the sound came from. If you cannot see the sound's source, it still has total concealment against your attacks.

Sense Motive (Wis)

Below are two additional ways to use Sense Motive.

Analyze Prowess: You can read a foe's body language, movements, words, and other cues to guess its prowess and likely abilities. The DC is 10 + target's base attack bonus + target's Charisma modifier or 10 + target's Bluff modifier, whichever is higher. If you succeed, you learn the target's base attack bonus. For every 2 points by which you exceed the DC, you learn of one combat feat the target possesses. Analyzing prowess is a move action. If you fail this Sense Motive check, you can make a guess at your foe's abilities, but are aware that it is unreliable. The GM secretly takes the higher of the foe's base attack bonus or ranks in Bluff, subtracts 4, and adds 1d8. You learn only the result, but know that it may be as much as 4 points different from the true value and could represent either combat training or the ability to fake it well.

Quick Scan: You can make a Sense Motive check to get a hunch or sense an enchantment in one-third to two-thirds the time it would normally take (minimum 2d4 rounds), but the DC is increased by +10. You can attempt to suss out such information with only a full round of observation and conversation, but if you do, the DC is increased by +20.

Sleight of Hand (Dex)

Below are several additional ways to use Sleight of Hand.

Conceal Held Item: You can conceal a drawn weapon or another item held in hand using a Sleight of Hand check. Any onlooker must succeed on a Perception check to notice a drawn weapon or other item you carry in your other hand, opposed by your Sleight of Hand check. Light weapons that are too bulky to conceal on your body, light crossbows, rods, and similarly sized items impose a -4 penalty on this Sleight of Hand check; one-handed weapons, heavy crossbows, shortbows, and similarly sized items impose a -8 penalty; and two-handed weapons, javelins, longbows, staves, and similarly large items (held in one hand)

impose a –12 penalty. You can only attempt the check if you have a piece of clothing, another held item, or body part large enough to hide the item behind, such as a cloak. Foes that do not realize you are armed may move to provoke attacks of opportunity from you without realizing they are taking a risk, (although they are not denied their Dexterity bonus to AC against such unexpected attacks).

Lift Large Item: You can steal objects normally too large to grab with a standard Sleight of Hand check. Against a foe unaware of you (or not attempting to prevent you from touching them), you can loosen a secured item such as a shield or backpack with one DC 20 Sleight of Hand check for each strap or other fastener holding the item in place. Once the item has been loosened, it can be removed with a DC 30 Sleight of Hand check as a full-round action. As normal, you cannot attempt such a Sleight of Hand check against a foe aware of you during combat and a foe can notice your work with a Perception check opposing your

Sleight of Hand check (though a successful Perception check doesn't prevent you from completing that action). A foe that fails to notice you removing an item from his arms gets a new Perception check to realize his item is gone at the start of each of his turns thereafter. The DC for this Perception check is equal to your Sleight of Hand result – 10.

Secret Storage: You can make a Sleight of Hand check opposed by onlookers' Perception checks to store an item or retrieve a stored item from a bag, sheath, or other container without being noticed. Doing so requires at least a standard action, or longer if the action would normally require a standard action or longer. You can store or retrieve an item in the normal amount of time (usually a move action) by taking a –10 penalty on your Sleight of Hand check. If you have the ability to draw a weapon as a free action or as part of a move, you can conceal the attempt with a Sleight of Hand check made as a swift action with a –20 penalty.

New Feats

Most feats in this collection are designed for the use of intelligent warriors, clever schemers, and charismatic characters of any type.

GENERAL FEATS		
Name	Prerequisites	Benefits
Acoustic Wayfinding	Wis 15, Blind-Fight, Perception 1 rank	Pinpoint creatures and objects within 60 feet with sound
Active Avoidance*	Dex 13, Int 13, Combat Expertise, Dodge	Force one opponent to reroll attacks when you use Combat Expertise against them.
Advantageous Ricochet*	Int 13, base attack bonus +6	Bounce ranged attacks off hard objects for a better angle of attack
Unexpected Ricochet*	Int 13, Advantageous Ricochet, base attack bonus +7	Feint to hit flat-footed AC with ricocheted ranged attacks
Analytical Tactician*	Int 13, Combat Expertise, Sense Motive 3 ranks, base attack bonus +2	Gain a bonus on attacks, AC, and many skill checks against foes you have analyzed
Predict Actions*	Int 19, Analytical Tactician, Sense Motive 15 ranks, base attack bonus +11	Interrupt an analyzed foe's action with a standard action as if readied
Perfect Prediction*	Int 21, Analytical Tactician, Predict Actions, Sense Motive 19 ranks, base attack bonus +14	Gain foresight as the spell that applies against all analyzed foes and use Predict Actions without a skill check
Tactical Adviser*	Int 13, Analytical Tactician, Combat Expertise, Sense Motive 3 ranks, base attack bonus +2	Grant one of your Analytical Tactician bonuses to your allies

Belittling Words	Cha 13, Diplomacy or Perform (comedy or oratory) 5 ranks	Demoralize a target and grant allies a +2 bonus on attacks until the target damages an ally
Beyond Reproach	Cha 13	Enemies take –2 penalty on attacks against you unless you attack
Clever Positioning*	Int 13	Increase bonuses from battlefield position by 2
Bait and Switch*	Int 13, Acrobatics 9 ranks, Clever Positioning	Trick an opponent into attacking someone else when they mean to attack you
Secondary Target*	Int 13, Clever Positioning	Your missed attack might hit a secondary target
Combat Legerdemain*	–	Use Sleight of Hand modifier for disarm and steal combat maneuvers, possibly undetected
Equipment Trick*	Base attack bonus +1	Use chosen equipment to perform combat tricks
God-Touched	Cha 13, must not have the domain class feature	Gain a 1st-level spell-like ability usable 1/day.
Glorious Rally*	Aristocrat, cavalier, or paladin level 7th or Perform (oratory) 7 ranks	Grant allies with fewer HD +2 bonus to attacks
Great Offense	Antagonize	Antagonize multiple targets at once
Honeyed Wordplay	Diplomacy 9 ranks	Make <i>suggestions</i> as the spell
Imperious Command	Cha 13, character level 7th	<i>Command</i> multiple targets as the spell
Improved Combat Aid*	Base attack bonus +5	Increase the attack or AC bonus you grant with aid another by 1/5 your base attack bonus
Improved Skill Aid	5 ranks in any skill	Increase the skill bonus you grant with aid another by 1/5 your ranks in that skill
Incite Overconfidence*	Int 13, Combat Expertise, Improved Feint	Inspire foes with foolish pride when they hit you or you miss them
Latent Sorcery	Cha 13, must not have the bloodline class feature	Gain a 1st-level spell-like ability usable 1/day
Luring Retreat*	Int 13, Combat Expertise, Improved Feint	Trick foes into following you when you move passively
Moral Support	Cha 13	Grant an ally a +1 morale bonus on most rolls
Improved Moral Support	Cha 17, Moral Support	Increase bonus granted by Moral Support* by 1
Inspiring Presence	Cha 15, Moral Support, character level 7th	Grant all allies within 30 feet a +1 bonus on most rolls and increase the bonus from Moral Support by 1
Improved Inspiring Presence	Cha 19, Inspiring Presence, Moral Support, character level 11th	Increase the bonuses from Moral Support and Inspiring Presence by 1.
Offer Redemption	Wis 19, character level 11th, good alignment	Temporarily move a target's alignment closer to yours or offer <i>atonement</i> as the spell
Opportunistic Aid*	–	Aid another as an attack of opportunity

Piercing Insight	Wis 13, Diplomacy or Sense Motive 5 ranks	Gain a +2 bonus on some skill checks and mind-affecting ability DCs against a foe whose secret you discover
Stunning Insight	Wis 13, Diplomacy 9 ranks, Sense Motive 5 ranks, Piercing Insight	Reveal a piercing insight to stun a foe
Pithy Brevity	Cha 13	Verbally use skills and activate feats more quickly
Witty Retort	Cha 13, Pithy Brevity, Intimidate 11 ranks	Demoralize foes that fail to harm you
Possum Ploy*	Bluff 1 rank	Half penalties to feign injury and play dead to catch an opponent flat-footed
Quick Coach	3 ranks in any skill	Aid another with a skill check verbally as a move action
Riposte*	Int 13, Combat Expertise, base attack bonus +9	Enemies that miss you by 10 or more while you use Combat Expertise provoke an attack of opportunity
Rousing Levity	Perform (comedy) 7 ranks	Use your comedy to protect allies from language-dependent effects and offer new saves against mind-affecting effects
Seductive Allure	Cha 17	Make a Charisma check to gain a +2 bonus on certain skill checks and mind-affecting effect DCs against a foe
Sidestep Charge*	Dex 13, Dodge, Mobility, Sidestep, Acrobatics 1 rank	Get out of the way of charges from friends and foes alike as an immediate action
Sow Discord	Cha 13, Diplomacy 7 ranks	Briefly convince a foe its allies are false friends
Studied Strike*	—	Gain a weapon damage bonus from your Intelligence and your ranks in certain skills
Tumbling Strike*	Acrobatics 7 ranks	Catch foes flat-footed when you use Acrobatics to move past them
Unassuming Bearing	Bluff 7 ranks	Make yourself an unattractive target for melee attacks
Visionary Strategist	Int 17, Sense Motive 11 ranks, base attack bonus +8	Predict your opponent's location at the start of an encounter before declaring your own
TEAMWORK FEATS		
Name	Prerequisites	Benefits
Flawless Cooperation*	5 ranks in any skill, base attack bonus +3	Gain a +2 bonus on rolls to aid another and increase the bonus you provide by 2
Friendly Fire Dodge*	—	+4 bonus against allied attacks and spells, possibly avoid penalty to ranged attacks for allies against foes you engage
Intimate Bond	Must be taken simultaneously by an ally	Help your ally break free of mind-affecting effects and gain bonuses against foes that incapacitate your ally
* Combat feat.		

In the feat descriptions that follow, new feats introduced in this product are denoted with an asterisk (*).

ACOUSTIC WAYFINDING

You can “see” major features of your surroundings by making clicks or similar sounds.

Prerequisites: Wis 15, Blind-Fight, Perception 1 rank.

Benefit: As a swift action, you can emit a click with your tongue or a rap with a hard object and listen to the echo to pinpoint any objects and creatures within 60 feet as if with blindsense. You can roughly approximate the dimensions to within 50% of an object’s or creature’s actual size and can discern between objects that are soft or sparse (such as bushes or fences), objects that are hard or dense (such as rocks or solid metal), and organic creatures. Creatures can be distinguished only by their rough height and width and their relative hardness or softness with this feat (thick fur and loose clothing makes a creature seem softer, while armor makes it seem harder). If these very vague clues are insufficient to identify a creature, you must rely on other cues such as speech to know who or what a creature is. Creatures you perceive only with this sense still have total concealment against you and still gain the benefits of attacking invisibly. This ability is not impeded by invisibility, darkness, and other purely visual obstacles, but you cannot use it to notice objects or creatures that would have total concealment due to being completely covered by thick clouds of ash, dust, or fog; you merely detect the cloud as a very large and very soft/sparse object.

ACTIVE AVOIDANCE (COMBAT)

You can attempt to avoid an attack as an immediate action.

Prerequisites: Dex 15, Int 15, Combat Expertise, Dodge, base attack bonus +4.

Benefit: As an immediate action, you can double the AC bonus granted by your Combat Expertise feat against the next attack from an opponent of your choice. You must choose to add this bonus before the attack is rolled.

ADVANTAGEOUS RICOCHET (COMBAT)

You can aim ranged attacks such that they hit from unexpected angles.

Prerequisites: Int 13, base attack bonus +6.

Benefit: You can bounce a ranged weapon attack off a hard object (such as a wall or floor) to cause it to hit

your target from the direction of any square occupied by the object. This affects whether the target has cover relative to the attack. Add the distance traveled from you to the object’s square and from that square to your target to get the total distance the shot travels for purposes of range penalty. The attack suffers an additional –1 penalty to both the attack and damage rolls. As normal, if you do not have line of sight to your foe, you cannot use sight to choose which square to target and the foe has total concealment against your attacks.

ANALYTICAL TACTICIAN (COMBAT)

You are brilliant at predicting how foes will execute their attacks.

Prerequisite: Int 13, Combat Expertise, Sense Motive 3 ranks, base attack bonus +2.

Benefit: When you analyze a foe’s prowess with Sense Motive successfully, you gain a +1 insight bonus on attack rolls, AC, and Acrobatics, Bluff, Perception, Sense Motive, Sleight of Hand, Stealth, and Survival checks against that foe until his base attack bonus increases. If you have Int 15, 7 ranks in Sense Motive, and base attack bonus +5, the insight bonus you gain from this feat increases to +2.

BAIT AND SWITCH (COMBAT)

You can trick foes into attacking another target.

Prerequisite: Int 13, Acrobatics 9 ranks, Clever Positioning*.

Benefit: Once per combat as a move action, you can choose an opponent and a different potential target for an attack (such as another enemy, a tougher ally, or a trapped object) that is adjacent to you and your size or larger. You cannot choose the opponent himself as a potential target, nor can you choose a surface you are near or standing on. If that opponent attempts to attack you before the start of your next turn, make an Acrobatics check with DC equal to 5 + opponent’s Combat Maneuver Defense as a free action. If you succeed, that opponent’s attack accidentally aims at the chosen potential target instead of you if that target is a legal one for the attack.

BELITTLING WORDS

You can make a foe seem silly, pathetic, or shameful.

Prerequisite: Cha 13, Diplomacy or Perform (comedy or oratory) 5 ranks.

Benefit: As a standard action, you can deliver a scath-

ing commentary on a subject's flaws to inspire your allies with confidence and degrade the victim. This is similar to an Intimidate check to demoralize the target, except you choose Diplomacy, Perform (comedy), or Perform (oratory) as the skill check. In addition, if you beat the DC (even if the target is unaffected due to immunity or another protection), all allies that can hear you from within 30 feet gain a +2 morale bonus on attack rolls against the target until the target hits an ally with an attack or an ally fails a saving throw against an ability of the target.

BEYOND REPROACH

You are a master at convincing others you are innocent.

Prerequisite: Cha 13.

Benefit: You exude an aura of tranquil serenity that makes others loath to attack you. Any intelligent creature that attempts to attack you suffers a –2 penalty on the attack and damage rolls so long as you do not have any weapons drawn that they can see and you and your

Feats and Improvisation

This section outlines several feats that put rules to ploys and tactics that have been used in the realm of roleplaying and improvisation in many games before now, and should not be taken as an excuse to restrict players from continuing to make these kinds of improvisations without taking a feat beforehand. Instead, the GM is encouraged to use these rules as guidelines for continued improvisation. In general, attempting an action that normally requires a feat should be notably less effective and/or harder to pull off without a feat, but is not by any means necessarily impossible.

For example, using an unsettling secret as outlined in the Piercing Insight feat might only grant a PC without that feat a +1 bonus instead of the feat's +2 bonus, or learning such a secret should require a much more difficult Sense Motive check or a more complicated information-gathering effort. For other feats, a skill check DC might be 5 or 10 higher, an attack might be made with a penalty of –4 to –8 or more, or a benefit might be only half as effective. Of course, some feats (most often advanced combat feats), are all but impossible to replicate without simply taking the feat.

apparent allies have not yet attacked that creature or its allies during the current encounter. This feat offers no protection against anyone you have ever attacked. This is an extraordinary mind-affecting emotion effect.

CLEVER POSITIONING (COMBAT)

You know how to make the most of tactical opportunities.

Prerequisite: Int 13.

Benefit: Whenever you gain a bonus on attack rolls, AC, or Reflex saves due to position on the battlefield such as that provided by cover, flanking, higher ground, or lying prone or sitting while dodging ranged attacks, the bonus increases by 2. You lose this bonus if you are helpless.

COMBAT LEGERDEMAIN (COMBAT)

You can steal an item without being noticed by replacing it with something else.

Benefit: When attacking a foe that is denied his Dexterity bonus to AC (if any) against you, you can use your Sleight of Hand modifier in place of your combat maneuver bonus when you attempt a disarm or steal combat maneuver. If your opponent fails a Perception check to notice your Sleight of Hand check, he does not get an attack of opportunity against you for making the maneuver and does not necessarily notice you have taken anything. If you disarm your opponent, you can substitute another item of a similar size, shape, and weight to prevent them from immediately noticing your action. If you do not make a substitution, your opponent gets a +10 bonus on Perception checks to notice your disarm attempt.

EQUIPMENT TRICK (COMBAT)

Choose one piece of equipment, such as boots, cloak, rope, shield, or heavy blade scabbard. You understand how to use that item in combat.

Prerequisite: Base attack bonus +1.

Benefit: You may use any equipment tricks relating to the item if you meet the appropriate trick requirements. If the item would normally be considered an improvised weapon, you may treat it as a normal weapon or improvised weapon, whichever is more beneficial for you.

Special: You can gain Equipment Trick multiple times. Each time you take the feat, it applies to a new type of equipment.

FLAWLESS COOPERATION (TEAMWORK)

You are well-practiced at helping your allies.

Prerequisite: 5 ranks in any skill, base attack bonus +3.

Benefit: Whenever you use aid another to grant a

bonus to an ally who also has this feat, you gain a +2 bonus on your skill check or attack roll to grant the bonus. Whenever an ally who also has this feat grants you a bonus using aid another, that bonus is increased by 2.

New Equipment Tricks: Cloak

Equipment tricks were first introduced in the source that we are not allowed to mention by name, where tricks for heavy scabbards and shields can be found. Below are tricks for the cloak. In addition to the feat, skill, or other requirements listed for each of these tricks, you must have the Equipment Trick (cloak) feat to use a trick. You may use these tricks with any cloak long enough to reach your knees.

Cloaked Combat (*no prerequisites*): You gain a +2 shield bonus to AC in any round in which you are wearing a cloak. You must use at least one hand to move your cloak to gain this bonus.

Cloaked Draw (*Sleight of Hand 3 ranks*): If you succeed on a Sleight of Hand check as a move action against DC 20 (taking a penalty according to the size of the weapon if it is not a light melee weapon or similar in size as with concealing a held item), you can draw a weapon without alerting foes to the presence of a drawn weapon unless they beat your Sleight of Hand check with a Perception check.

Head Wrap (*Int 13, Combat Expertise, Greater Dirty Trick, Improved Dirty Trick, base attack bonus +6*): When you make a dirty trick attempt to blind an opponent with a cloak you hold in hand and are not wearing, you can wrap the cloak snugly around his head, interfering with his speak and entangling him. Anyone who could normally understand his speech must succeed on a DC 10 Linguistics check to do so while his head is entangled and any spell he attempts to cast with a verbal component has a 20% chance of being ruined even if he succeeds at casting with the penalty for being entangled.

Loose Cloak (*no prerequisites*): You can loosen a cloak you wear and have it in hand as a swift action rather than a move action.

Stab from the Fold (*Sleight of Hand 5 ranks*): The first time in an encounter that you make an attack against a foe who does not realize you are armed because your weapon is concealed by a cloak, that foe is denied his Dexterity bonus to AC (if any) against that attack.

Sword Snare (*Int 13, Combat Expertise, Improved Dirty Trick*): As a dirty trick, you can entangle a foe's weapon in a cloak you are wearing. Make a combat maneuver check as normal. If you succeed, your opponent cannot attack with the weapon or move further away from you with the weapon until he wrests it free with a combat maneuver check. He may treat this check as a dirty trick, disarm, or steal attempt if doing so would be more advantageous to him. You must have a hand free to resist his attempt or the attempt succeeds automatically. If he releases the weapon, it remains stuck in your cloak until the duration ends, after which it falls to the ground. He can attempt to grab it again during that time, but only with a dirty trick, disarm, or steal combat maneuver.

FRIENDLY FIRE DODGE (TEAMWORK)

You have practiced evading the attacks of your allies.

Benefit: You get a +4 dodge bonus to AC against attacks from allies with this feat. You also gain a +4 dodge bonus on your Reflex saves against spells cast by allies with this feat. If you succeed on a Reflex saving throw for half damage from such a spell, you instead take no damage. If you have the evasion ability and fail a saving throw for half damage from such a spell, you nevertheless take half damage.

If you have Int 13 and the Clever Positioning* feat, allies that also have this feat do not take a penalty on ranged attacks against enemies engaged in melee with you.

GLORIOUS RALLY

You can inspire minions and cohorts to victory with your valor and courage.

Prerequisites: Aristocrat, cavalier, or paladin level 7th or Perform (oratory) 7 ranks.

Benefit: When you activate this feat, all allies that can see or hear you from within 50 feet per character level with fewer Hit Dice than you gain a +2 morale bonus on attack rolls for 1 round per point of your Charisma bonus (minimum 1 round). You can activate this ability by speaking as a standard action. Alternatively, you can activate it as a swift action if you charged this turn.

GOD-TOUCHED

You have learned to draw on a bit divine power that was bestowed upon you by the gods of the Porphyra.

Prerequisite: Cha 13, must not have the domain class feature.

Benefit: Choose a clerical domain. You can cast the 1st-level spell from that domain once per day as a spell-like ability. Your caster level for this ability is equal to your character level. You gain no other benefit from that domain.

GREAT OFFENSE

You can antagonize a number of foes.

Prerequisite: Antagonize.

Benefit: You can affect a number of foes with a single use of the Antagonize feat equal to the number of ranks in the skill you are using. Make only a single Diplomacy or Intimidate check and compare it to the DC to affect each target. When affecting multiple targets, you cannot use Sense Motive to make the ability more effective.

HONEYED WORDPLAY

You can make a suggestion seem preternaturally compelling.

Prerequisite: Diplomacy 9 ranks.

Benefit: As a standard action, you can make a suggestion as the spell. The save DC is 10 + 1/2 ranks in Diplomacy + Charisma modifier. Any creature that successfully saves against your suggestion cannot be affected again by your use of this feat for 24 hours. This is an extraordinary mind-affecting compulsion effect.

IMPERIOUS COMMAND

You can apply your own authority or that of an ideal to compel instant compliance.

Prerequisites: Cha 13, character level 7th.

Benefit: As a standard action, you can comport yourself with an air of commanding authority and bark a one-word command. This ability is similar to the spell command. It works on any creature with fewer Hit Dice than you and an Intelligence of 3 or greater that can understand you. The save DC is 10 + 1/2 character level + Charisma modifier. A creature that saves successfully is immune to the effects of this feat for 1 day. You can affect a number of targets with this ability equal to your Charisma bonus (minimum one). This is an extraordinary mind-affecting compulsion effect.

IMPROVED COMBAT AID (COMBAT)

You have become skilled at aiding others.

Prerequisites: Base attack bonus +5.

Benefit: Increase the bonus you grant to AC or attacks when you aid another by 1 for every 5 points of your base attack bonus.

IMPROVED INSPIRING PRESENCE

Your saintly friendship and goodwill lend your allies great strength.

Prerequisites: Cha 19, Inspiring Presence*, Moral Support*, character level 11th.

Benefit: The bonus granted by your Inspiring Presence* feat increases by 1. It is effective at a range of 60 feet. The bonus granted by your Moral Support feat increases by 1 (but does not stack with the bonus granted by Inspiring Presence*).

IMPROVED MORAL SUPPORT

Your friendship and goodwill lend your allies strength.

Prerequisites: Cha 17, Moral Support*.

Benefit: The bonus granted by your Moral Support

feat increases by 1. You can grant the bonus as a move action.

IMPROVED SKILL AID

You are a master of helping others without getting in the way.

Prerequisites: 5 ranks in any skill.

Benefit: When you use aid another to grant an ally a bonus on a skill check for a skill in which you have 5 or more ranks, increase the bonus you grant that ally by 1 for every 5 ranks you have in that skill.

INCITE OVERCONFIDENCE (COMBAT)

You know how to trick foes into underestimating you.

Prerequisite: Int 13, Combat Expertise, Improved Feint.

Benefit: Whenever you miss with an attack or are struck by an attack, you can make a Bluff check to feint as an immediate action against the opponent you missed or who struck you. If you succeed, instead of the usual benefit of feinting, your opponent becomes so distracted by an overblown sense of self-worth that she takes a –2 penalty on attacks and skill checks. However, this feeling also gives the target a +2 morale bonus on saves against charm and compulsion effects. This effect lasts until the start of your next turn. The duration is extended by 1 round for every 5 points by which your Bluff check exceeds the DC. A foe cannot be affected by this feat more than once in the same combat.

INSPIRING PRESENCE

Your friendship and goodwill lend your allies strength.

Prerequisites: Cha 15, Moral Support*, character level 7th.

Benefit: As a standard action, you can inspire all allies within 30 feet that can clearly see and hear you as if with Moral Support. This feat does not function while you are helpless, nauseated, or confused. The bonus granted by your Moral Support feat increases by 1 when you use it to inspire only a single ally.

INTIMATE BOND (TEAMWORK)

Your powerful relationship allows you to aid an ally.

Prerequisite: Must be taken simultaneously by an ally.

Benefit: Choose one ally that also has this feat (your “bond”). You and your bond develop a kinship of spirit founded on deep friendship, true love, or another personal connection. As a standard action, you can appeal to your bond’s true self, allowing him to make a new

saving throw against an ongoing mind-affecting effect. He must be able to clearly hear you from within 30 feet for this ability to work. Whenever you see your bond incapacitated or killed, you gain a +2 morale bonus on attack rolls, damage rolls, and Will saving throws against any foes involved in his incapacitation or death and their allies for 1 minute.

LATENT SORCERY

You have learned to draw on a bit of your otherwise-un-tapped potential to be a sorcerer.

Prerequisite: Cha 13, must not have the bloodline class feature.

Benefit: Choose a sorcerer bloodline. You can cast the 1st-level spell from that bloodline once per day as a spell-like ability. Your caster level for this ability is equal to your character level. You gain no other benefit from that bloodline.

LURING RETREAT (COMBAT)

You know how to make yourself an irresistible target in melee combat.

Prerequisite: Int 13, Combat Expertise, Improved Feint.

Benefit: Whenever you move away from an opponent that threatens you while you are fighting defensively, using the total defense action, using the withdraw action, or using Combat Expertise, you can lure the foe after you with a Bluff check as an immediate action. Use the rules for feinting, but if you succeed, instead of the usual effect, your target must move to threaten you again during his next turn if able. The effect ends if the creature is unable to do so or attempting to do so would harm it.

MORAL SUPPORT

Your friendship and goodwill lend your allies strength.

Prerequisite: Cha 13.

Benefit: As a standard action, you can utter heartfelt words of encouragement to a single ally who can clearly hear you to grant him a +1 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls for the next minute or until he can no longer clearly see or hear you.

OFFER REDEMPTION

Your great wisdom allows you to show another the right path.

Prerequisites: Wis 19, character level 11th, good align-

ment.

Benefit: As a standard action, you can attempt to give a foe the chance to put himself on the right path. You can make a Diplomacy check against DC 10 + target's Hit Dice + target's Wisdom modifier. If you succeed, the target's alignment moves one step closer to yours on both the law-chaos axis and the good-evil axis for one minute. Characters who would lose class abilities for an alignment change also get a Will save to resist (DC 10 + 1/2 your Hit Dice + your Charisma modifier). This is a mind-affecting effect. You can't target a creature again with this feat after you fail to affect it until your Wisdom score increases. Creatures with an alignment subtype get a +8 bonus on the saving throw against this ability.

In addition, once per month, you can engage in dialogue with a totally willing and uncoerced creature for 4 hours in order to allow him to change his alignment to match yours as if with *atonement*.

Adaptation: Evil-aligned characters or creatures can take an equivalent feat to lead opponents down the wrong path. When taken by an evil character the is called Proffer Damnation instead. Similar feats could also be easily created for lawful characters (Glory of Honor) and chaotic characters (Tempt with Liberation).

OPPORTUNISTIC AID (COMBAT)

You know how to seize even the slightest opportunity to aid your allies.

Benefit: Whenever an opponent provokes an attack of opportunity from you, you can make that attack as an aid another action involving that opponent.

PERFECT PREDICTION (COMBAT)

Your tactical brilliance knows no limits.

Prerequisite: Int 21, Analytical Tactician*, Predict Actions*, Sense Motive 19 ranks, base attack bonus +14.

Benefit: You gain benefits similar to a permanent *fore-sight* spell as an extraordinary ability which applies only to the actions of those whose prowess you have analyzed with Sense Motive. This feat grants you a powerful sixth sense in relation to yourself or another; you may change the subject of the feat as a free action once per round on your turn. You can predict impending danger or harm to the subject a few moments before it comes to pass as long as an appropriate creature is directly responsible for that danger or harm. While you are the subject, you are never surprised or flat-footed by

such foes. In addition, you get a general idea of what action you might take to best protect yourself and gain a +2 insight bonus to AC and on Reflex saves against applicable dangers. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the feat, you determine impending threats to that creature. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

In addition, you no longer need to succeed on a skill check to use Predict Actions on an analyzed opponent.

PIERCING INSIGHT

You can read an opponent like a book.

Prerequisites: Wis 13, Diplomacy or Sense Motive 5 ranks.

Benefit: After observing a subject's conversation, body language, and attention for 1d4 x 10 minutes, you can make a Sense Motive check to learn of an important emotional vulnerability that you can later exploit. The DC of this check is 10 + target's Hit Dice + target's Charisma modifier. Unless there are no informants to provide the secret, such a secret can also be uncovered with a Diplomacy check to gather information against the same DC. If you succeed, you can use this secret to gain a +2 insight bonus on Bluff, Diplomacy, Handle Animal, Intimidate, Linguistics, Perception, Perform, and Sense Motive skill checks against that subject and add a +1 insight bonus to the DC of any mind-affecting effects you target the subject with if you speak to the subject in the same round the saving throw is made. After you fail to learn a piercing insight with this feat, you cannot attempt to use this feat on that target again until you gain another rank in Sense Motive. If you succeed on a Diplomacy or Bluff check against the same DC while engaging the target in conversation outside combat, you can complete your observation in 1d4 minutes.

PITHY BREVITY

You know how to impress listeners with a great deal of meaning in a scant few words.

Prerequisites: Cha 13.

Benefit: Whenever you make a Bluff, Diplomacy, or Intimidate check to convince foes to believe or do what

you want, you take only half the normal penalty for accelerating your conversation. In addition, when you make a skill check or activate a feat that requires only words from you and requires only a full-round, standard, or move action (such as demoralizing enemies with Intimidate, making a distraction to hide with Bluff, or using Antagonize, Belittling Words, Glorious Rally, Honeyed Wordplay, Imperious Command, Inspiring Presence, Moral Support, Offer Redemption, Quick Coach, Rousing Levity, Sow Distrust, Stunning Insight, or Tactical Adviser), you can make the attempt more quickly. It lowers one step in brevity: Full-round actions become standard actions, standard actions become move actions, and move actions become swift actions. If the ability requires a skill check, making the check this quickly imposes a –5 penalty. If the ability offers a saving throw, reduce the DC by 2. If the ability grants a bonus as part of its effect, reduce that bonus by half (a +1 bonus is not reduced). No magical abilities can be accelerated this way, including supernatural abilities, magic item activation, or spells.

POSSUM PLOY (COMBAT)

You can convince foes you are more injured than you truly are.

Prerequisite: Bluff 1 rank.

Benefit: Reduce the Bluff penalty you take for feigning injury by half. While prone after pretending to be incapacitated or killed, you can spring back to standing as a swift action that does not provoke attacks of opportunity from anyone fooled by your ruse. If you attack someone fooled by your ruse in the same round you stop pretending to be dead or dying, that foe is denied his Dexterity bonus to AC (if any) for the first attack you make that round.

PREDICT ACTIONS (COMBAT)

When you study your foes, you can read their movements like an open book.

Prerequisite: Int 19, Analytical Tactician*, Sense Motive 15 ranks, base attack bonus +11.

Benefit: You can predict the movements of a foe whose prowess you have already analyzed with Sense Motive. To activate this feat, make a Sense Motive check as a standard action. The DC is 10 + opponent's base attack bonus + Charisma modifier or 10 + opponent's Bluff modifier, whichever is higher. If you succeed, during the chosen opponent's turn, you can interrupt his actions at any point with an extra standard action, even if

your action requires readying (such as counterspelling, distracting a spellcaster, or readying a weapon against a charge). If you take this extra standard action, you do not get another turn in this round even if you normally would and your initiative count changes to match the chosen character's. Your turn then comes immediately before his in future rounds. Using this feat is otherwise similar to readying an action without defining your action or the trigger until they happen. It is difficult to predict the actions of a single opponent multiple times, so any further attempts to do so after the first increases the DC of the check by 5.

QUICK COACH

You know how to size up your ally's weaknesses in a skill and give helpful advice with remarkable clarity and quickness.

Prerequisites: 3 ranks in any skill.

Benefit: You can aid another with a skill check using only words as a move action, so long as you can be heard from within 30 feet and understood by the ally you are aiding and you can clearly see or hear what he is doing (whichever is necessary to track your ally's progress on the skill check). The bonus granted this way is a competence bonus. You must have at least 5 ranks in the skill you are helping your ally use. You cannot use this feat to provide aid on skill checks that would be disrupted by your words (such as certain Stealth or Bluff checks), although you may be able to bypass this limitation by avoiding making sound (such as using telepathy) or by disguising the nature of your words (such as by using Bluff to deliver the advice in a secret message), depending on the nature of the skill check.

Normal: You can make an aid another action only by directly assisting your ally.

RIPOSTE (COMBAT)

When you focus on defense, you can take advantage of small gaps in your opponent's defense created by attempting to hit you despite your dodging.

Prerequisites: Int 13, Combat Expertise, base attack bonus +9.

Benefit: Whenever an opponent makes an attack against you with a total attack roll less than your modified AC by 10 or more while you are using Combat Expertise, that opponent provokes an attack of opportunity from you.

ROUSING LEVITY

Your comedy can lift the spirits of your friends enough to give them renewed energy.

Prerequisite: Perform (comedy) 7 ranks.

Benefit: As a standard action, you can make a Perform (comedy) check to lift the spirits of allies that can clearly see and hear you from within 30 feet. Your allies can use the check result in place of their saving throws for any language-dependent effect that targets them until the start of your next turn. If your check exceeds the save DC of an ongoing mind-affecting effect affecting an ally, that character can make a new save to break free of the effect. If an effect does not normally allow a saving throw, this feat does not grant one.

SECONDARY TARGET (COMBAT)

You can turn a missed attack into a lunge at a secondary target.

Prerequisites: Int 13, Clever Positioning*.

Benefit: Whenever you miss with a melee attack, you can choose another opponent you threaten adjacent to the foe you missed as a secondary target for the attack. Whenever you miss with a ranged attack, you can choose another target within range such that the attack's line of effect between the square you launched your attack from and the secondary target's space passes through the square you aimed at in the original target's space. In either case, make a new attack roll against the secondary target with all the same modifiers as your previous attack and add a -5 penalty. You can only choose one secondary target for each attack.

SEDUCTIVE ALLURE

You have honed your sexual wiles to amazing effectiveness.

Prerequisite: Cha 17.

Benefit: Anyone you wish to affect with this feat must be able to see and hear you clearly from within 30 feet, must be attracted to beings of your gender, and must not find you physically repulsive. To affect the target, make a Charisma check as a move action. The DC is 10 + target's Wisdom modifier. If you succeed, you gain a +2 morale bonus on Bluff, Diplomacy, Intimidate, Perform, and Sense Motive skill checks against an affected creature and add a +1 morale bonus to the DC of any mind-affecting effect you attempt to affect the target with.

SIDESTEP CHARGE (COMBAT)

You are well-practiced in avoiding charges and attacks from reckless opponents.

Prerequisite: Dex 13, Dodge, Mobility, Sidestep, Acrobatics 1 rank.

Benefit: Your allies can attempt to charge through your space, but you must make an Acrobatics check as an immediate action to allow that ally by. If you fail, she must end her movement immediately before entering your space and loses her attack. The DC is 15 + your ally's size modifier to Combat Maneuver Bonus. Your ally still cannot end her movement in your space, even if you succeed on the check, but you can allow her to end her movement in that space if you choose to move as a free action to an adjacent space that she did not pass through during her charge. In addition, whenever an opponent charges you, you can make an Acrobatics check to sidestep the charge as an immediate action. The DC is equal to 5 + opponent's Combat Maneuver Defense. If you succeed, you move to an adjacent space that opponent threatens and the opponent's attack misses automatically. If you use this feat to move, you cannot take a 5-foot step during your next turn and the total distance you can move during your next turn is reduced by 5 feet. You cannot use this ability to sidestep an attack against which you would be denied your Dexterity bonus to AC.

SOW DISTRUST

You can drive wedges between allies with just a few words.

Prerequisite: Cha 13, Diplomacy 7 ranks.

Benefit: By conversing with one or more targets for three rounds (a free action each round), you can sow the seeds of distrust in their minds. You can affect a number of targets equal to your Charisma bonus. This means inventing lies about the motives and intentions of the target's allies (requiring a Bluff check opposed by a Sense Motive check as normal), but if you know of true secrets of suspicious nature about her allies and you reveal them instead of lying, the target does not get a Sense Motive check. If the target failed the Sense Motive check or could not attempt it, you can make a Diplomacy check (DC 10 + target's Hit Dice + target's Wisdom modifier) as a standard action. Success indicates that her attitude toward them becomes unfriendly, or hostile if it was already unfriendly, and she does not treat them as allies for any purpose. Her attitude returns to normal after 1d4 rounds plus 1 round per 5 points by which you exceeded the Diplomacy DC. Her

allies can undo this effect with a Diplomacy check to increase her attitude as a standard action by convincing her these suspicions are false; evidence may grant a bonus of +1 to +5 on this check.

STUDIED STRIKE (COMBAT)

You can use your keen intellect to deliver attacks at points that will deal the most damage.

Benefit: You gain a bonus on weapon damage rolls based on your intellect and your understanding of your foe's biology or structure. The bonus is equal to the lower of your Intelligence bonus and your ranks in a skill appropriate to the opponent. For living foes, the relevant skill is Heal. For undead, the skill is Knowledge (religion). For constructs, the skill is Knowledge (arcana). For objects, the skill is Knowledge (engineering). This bonus damage is multiplied on a critical hit. You never gain this bonus against opponents immune to critical hits.

STUNNING INSIGHT

You can deliver a shocking verbal jab to someone whose secrets you have discovered.

Prerequisite: Wis 13, Diplomacy 9 ranks, Sense Motive 5 ranks, Piercing Insight*.

Benefit: As a move action, you can deliver a verbal jab exploiting a secret discovered with Piercing Insight so long as you can be understood clearly from within 30 feet. The target gets a Will save (DC 10 + 1/2 your Hit Dice + Charisma modifier) to avoid being stunned for 1 round. Success means the target is staggered for 1 round instead. Once a target succeeds on a saving throw against a stunning insight involving a specific secret, you cannot use this feat on the same subject again with that secret; you must learn a new piercing insight about the subject in order to affect him again. This is an extraordinary mind-affecting emotion effect.

TACTICAL ADVISER (COMBAT)

You know how to quickly impart useful tactical insights to your allies.

Prerequisites: Int 13, Analytical Tactician*, Combat Expertise, Sense Motive 3 ranks, base attack bonus +2.

Benefit: After you analyze an opponent's prowess with Sense Motive, you can brief your allies on that opponent's likely strategy as a standard action. Doing so grants your allies an insight bonus equal to the bonus you gain from the Analytical Tactician* feat on your choice of attack rolls, AC, Acrobatics checks, Bluff

checks, Perception checks, Sense Motive checks, Sleight of Hand checks, Stealth checks, or Survival checks against the chosen foe for 1 hour.

TUMBLING STRIKE (COMBAT)

You can move so erratically that you catch your enemies off-guard.

Prerequisite: Acrobatics 7 ranks.

Benefit: Whenever you succeed on an Acrobatics check to avoid an attack of opportunity for moving past an opponent, you gain a +2 bonus on your next attack roll against that opponent as long as you make the attack before the start of that opponent's next turn. If you succeeded on an Acrobatics check to move through that opponent's space and do not provoke attacks of opportunity, that opponent is also denied his Dexterity bonus to AC (if any) on your next attack made before the start of his next turn.

UNASSUMING BEARING

You can seem to be an uninteresting target.

Prerequisite: Bluff 7 ranks.

Benefit: Your unassuming bearing offers you several benefits. First, you gain a +2 bonus on Stealth checks to blend into crowds.

Second, whenever someone attempts to assess your martial prowess, the DC is increased by 4; if the attempt fails, the opponent unwittingly has his guess modified by adding 1d4 instead of adding 1d8.

Third, when an opponent threatens you and at least one ally or mutual enemy, you can make yourself seem like the least dangerous target, causing the opponent to attack another potential target of his choice instead of you if he makes a melee attack before the end of his current turn. To affect the opponent, you must succeed on a Bluff check as an immediate action opposed by his Sense Motive check. Once you have failed to affect an opponent, you cannot affect him again for 1 day.

UNEXPECTED RICOCHET (COMBAT)

You can bounce attacks off walls to surprise foes.

Prerequisites: Advantageous Ricochet, Bluff 7 ranks, base attack bonus +7.

Bonus: When you successfully feint against an opponent, you can treat ranged attacks you make against that foe as melee attacks for the purpose of denying that opponent his Dexterity bonus to AC (if any). The attacks must bounce in such a way that they enter his space through a different side than they would have

entered through if you had fired the weapon straight at him. They always meet this requirement if your opponent has total cover relative to the space you are standing in.

VISIONARY STRATEGIST (COMBAT)

Your strategies are nearly prescient in their application.

Prerequisite: Int 17, Sense Motive 11 ranks, base attack bonus +8.

Benefit: When you begin an encounter in an environment with room for you to choose your placement on the battlefield (most often during random encounters or wilderness encounters, when you lay an ambush, or when you are attacked while making camp), you can make an Intelligence check opposed by the leader of the enemy party or the opponent with the highest Intelligence score. If you succeed, you can choose your placement after knowing the placement of your opponents. Any allies willing and able to take your advice can also wait until after opponents' positions have been declared to name their own location.

WITTY RETORT

You can demoralize a foe when you shrug off an attack.

Prerequisite: Cha 13, Pithy Brevity*, Intimidate 11 ranks.

Benefit: Whenever you are unaffected by a foe's attack, spell, or special attack due to a miss, a successful saving throw, an immunity, or another protection, you can make a witty retort as an immediate action to demoralize the attacker. Make an Intimidate check as an immediate action to demoralize the target as normal (your target must be able to clearly hear and see you from within 30 feet).



PLOYS AND PLOTS IN PLAY

For an example of the sort of play this product is designed to assist, consider this exchange in which an 11th-level party consisting of Nexius the haughty human sorcerer, Maelwyn the thuggish halfling rogue, Errel the swashbuckling half-elf fighter, and Auriana the virtuous dwarf cleric face off with a team of bandits.

GM: The party is surrounded by four bandits. The leader leers at Imperious's fine jewelry in particular as he demands your valuables or your lives.

Maelwyn: Maelwyn draws his +1 frost sling discreetly. Sleight of Hand 23 to avoid them noticing.

GM: They seem too distracted by the bigger folk to notice the halfling's hand movement.

Auriana: Auriana pleads with them not to murder or die for mere gold. I activate my Offer Redemption feat targeting the least charismatic-looking bandit. My Diplomacy result is 24.

GM: The farthest bandit, a wiry man with a thin face, seems to be thinking deeply about Auriana's words. "Maybe we should just let 'em go..." he mumbles in a whiny voice and sheaths his weapon. "Shut up!" the leader shouts as he smacks his companion upside the head.

Nexius: Imperious isn't going to be intimidated. He says, "I can see at least one of you has some sense in his head. The rest of you should know you're out of your league," and casts waves of exhaustion such that it catches all but the bandit that Auriana neutralized.

GM: An arrow strikes Imperious as he begins his spell, dealing 13 damage. Make a concentration check.

Nexius: I get a result of 19. Dang, the spell fizzles. Where did it come from?

GM: You spot a fifth bandit hiding between some boulders in the ditch alongside the road.

Nexius: Then I take my move action to get behind Errel.

Maelwyn: I use Improved Feint on the sniper. It'll be useful at range since I took Unexpected Ricochet this level. My Bluff result is 30.

GM: The sniper is fooled. He gets distracted trying to dodge as if you'd already fired your sling.

Maelwyn: I use a 5-foot step to get within 30 feet for a sneak attack, then use Unexpected Ricochet to bounce my bullet off the rock next to him and catch him flat-footed. The feat inflicts a -1 penalty for bouncing it, and I rolled badly, but it's still a 20 even after the penalty and he doesn't get Dexterity or dodge to his AC against it. I rolled 7 damage from the sling and 29 for sneak attack. 36 total damage if it hits.

GM: You hit! The ice-wreathed sling bullet catches him in the side of the head, making a sickening hollow sound. He seems badly disoriented by the attack as he clutches at his skull. You can tell he's disabled. The leader and the two armed bandits rush forward, flanking Errel while avoiding attacks of opportunity.

Errel: Errel reminds them all that there's still time for them to get away with their skins as he Quick Draws his rapier. Then, with hideous simplicity, he hisses, "Run!" That's my Imperious Command feat I'm using on the two bandit aside from the leader. The DC is 17.

GM: One of the bandits bolts back down the road-side without even thinking, his eyes wide. The leader curses after him, and the thin-faced bandit moves slowly, then more quickly, to follow the fleeing one. Errel is no longer flanked.

Errel: I think we can handle that. Errel moves around to flank the leader with Auriana...



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- Mark Gedak