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As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Escape Route (Ultimate Combat): An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent to you or within your space.

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As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Coordinated Defense (Advanced Players guide): Whenever you are adjacent to an ally who also has this feat, you receive a +2 competence bonus to your **Combat Maneuver Defense**. This bonus increases to +4 if the creature attempting the maneuver is larger than both you and your ally.

3

As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Coordinated Distraction (Player Companion: Demon Hunter's Handbook):
When you and at least one ally with this feat threaten the same enemy, the enemy treats the DC to cast spells defensively as 2 higher for each threatening character with this feat. If you or your allies are incapable of taking an attack of opportunity against the target for any reason, the effects of this feat do not apply.

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As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Coordinated Maneuvers (Advanced Players Guide): Whenever you are adjacent to an ally who also has this feat, you receive a +2 competence bonus on all combat maneuver checks. This bonus increases to +4 when attempting to break free from a grapple.

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As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Distracting Charge (Advanced Class Guide): When your ally with this feat uses the charge action and hits, you gain a +2 bonus on your next attack roll against the target of that charge. This bonus must be used before your ally's next turn, or it is lost.

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As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Extend the Bulwark (Player Companion: Magical Marketplace): If you are wearing medium or heavy armor and are adjacent to an ally who also has this feat, as a free action, you may give your ally a circumstance bonus to her AC equal to half the armor bonus provided by your armor. This bonus lasts for 1 round. During this round, you gain no bonus to your AC from your armor.

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As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Harder They Fall (Player Companion: Giant Hunter's Handbook): When you use aid another to grant an ally who also has this feat a +2 bonus on the attack roll for a bull rush or trip combat maneuver, the ally can attempt that maneuver even against foes two or more size categories larger than herself.

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As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Intercept Charge (Advanced Class Guide):

When an opponent charges your ally with this feat, as an immediate action you can move up to your speed toward any square in the path of the charge. If you end your movement in the path of the charge, the opponent must stop when it becomes adjacent to you and then attack you instead of your ally. Your movement from using this feat counts toward your movement on your next turn.

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As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Lookout (Advanced Players Guide):

Whenever you are adjacent to an ally who also has this feat, you may act in the surprise round as long as your ally would normally be able to act in the surprise round. If you would normally be denied the ability to act in the surprise round, your initiative is equal to your initiative roll or the roll of your ally -1, whichever is lower. If both you and your ally would be able to act in the surprise round without the aid of this feat, you may take both a standard and a move action (or a full-round action) during the surprise round.

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As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Outflank (Advanced Players Guide):

Whenever you and an ally who also has this feat are flanking the same creature, your flanking bonus on attack rolls increases to +4. In addition, whenever you score a critical hit against the flanked creature, it provokes an attack of opportunity from your ally.

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As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Overwhelm (Player Companion: Dragon Slayer's Handbook): You are considered to be flanking an opponent if at least one ally who also has this feat is threatening that opponent and the opponent is at least two size categories larger than the larger of you or your ally, regardless of your actual positioning.

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As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Pack Attack (Ultimate Combat): When you are adjacent to an ally with this feat, the first time you melee attack an opponent, you can spend an immediate action to take a 5-foot step, even if you have otherwise moved this round.

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As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Paired Opportunists (Advanced Players Guide): Whenever you are adjacent to an ally who also has this feat, you receive a +4 circumstance bonus on attacks of opportunity against creatures that you both threaten. Enemies that provoke attacks of opportunity from your ally also provoke attacks of opportunity from you so long as you threaten them (even if the situation or an ability would normally deny you the attack of opportunity). This does not allow you to take more than one attack of opportunity against a creature for a given action

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As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Precise Strike (Advanced Players Guide):

Whenever you and an ally who also has this feat are flanking the same the creature, you deal an additional 1d6 points of precision damage with each successful melee attack. This bonus damage stacks with other sources of precision damage, such as sneak attack. This bonus damage is not multiplied on a critical hit.

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As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Shield Wall (Advanced Players Guide):

Whenever you are wielding a shield and are adjacent to an ally wielding a shield who also has this feat, the AC bonus from your shield increases, depending on the shield wielded by your ally.

- **If your ally is wielding a buckler or a light shield, your shield bonus increases by +1.**
- **If your ally is wielding a heavy shield or a tower shield, your shield bonus increases by +2.**

You keep these bonuses even if your ally loses his shield bonus due to making a shield bash attack. If an adjacent ally with this feat uses a tower shield to grant total cover, you also benefit if an attack targeting you passes through the edge of the shield.

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As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Suppress Regeneration (Player

Companion: Giant Hunters Handbook):

When you make a successful attack that causes a creature's regeneration ability to cease functioning for at least 1 round (such as by hitting a troll with alchemist's fire), any ally who also has this feat and is currently threatening the creature can make an attack of opportunity against it. This attack of opportunity deals no damage, but instead extends the time that the creature's regeneration is suppressed by 1 additional round. If multiple allies with this feat hit the creature with this attack of opportunity, the additional rounds of suppression stack.

As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Swap Places (Advanced Players guide):

Whenever you are adjacent to an ally who also has this feat, you can move into your ally's square as part of normal movement. At the same time, your ally moves into your previous space as an immediate action. Both you and your ally must be willing and able to move to take advantage of this feat. Your ally must be the same size as you to utilize this feat. Your ally does not provoke an attack of opportunity from this movement, but you provoke as normal. This movement does not count against your ally's movement on his next turn.

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As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Tandem Trip (Ultimate Combat):

Whenever you attempt a trip combat maneuver against an enemy threatened by an ally with this feat, you roll twice and take the better result.

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As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Punch Through (Player Companion: Demon Hunter's Handbook): As a full-round action, you may make a single attack against a target. If the attack hits and deals damage to the target, all of your allies with this feat ignore up to 5 points of damage reduction against the same target for 1 round. This feat does not apply to damage reduction without a type (such as DR 10/—).

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As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Stick Together (Player Companion: Melee Tactics Toolbox): When an adjacent ally with this feat moves, you can move up to your speed as an immediate action, as long as your movement ends adjacent to that ally. If you do so, you are staggered on your next turn. This movement provokes attacks of opportunity as normal.

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Provided he has used **Martial Flexibility** to gain the **Improved Dirty Trick** feat:

As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Underhanded Teamwork (Player Companion: Pathfinder Society Primer):
Whenever an ally who also has this feat performs a dirty trick combat maneuver against a foe you both threaten, you can use an immediate action to increase the inflicted condition's duration by 1 round.

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Provided he has used **Martial Flexibility** to gain the **Dodge** or equivalent feat:

As a standard action, Kerstan uses Battlefield Presense to share the following combat feat with all allies within 30' of him:

Tandem Evasion (Player's Companion: Dragonslayer's Handbook): When adjacent to an ally who also has this feat, you gain evasion against a dragon's breath weapon and tail sweep special attacks. If you already have evasion, you gain improved evasion instead.