

Martial Flexibility feats:

Blind Fight:

In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You do not need to make Acrobatics skill checks to move at full speed while blinded.

Bloody Assault:

You can choose to take a –5 penalty on all melee attack rolls and combat maneuver checks to inflict 1d4 points of bleed damage with your weapon melee attacks, in addition to the normal damage dealt by the weapon. A creature continues to take bleed damage every round at the start of its turn. Bleed damage can be stopped by a DC 15 Heal check or through any magical healing. Bleed damage from this feat does not stack with itself. You must choose to use this feat before making the attack roll, and its effects last until your next turn (although the bleeding lasts until healed, as normal).

Bludgeoner:

You take no penalty on attack rolls for using a lethal bludgeoning weapon to deal nonlethal damage.

11 Boar Style:

You can deal bludgeoning damage or slashing damage with your unarmed strikes—changing damage type is a free action. While using this style, once per round when you hit a single foe with two or more unarmed strikes, you can tear flesh. When you do, you deal 2d6 bleed damage with the attack.

11 Boar Ferocity:

You add piercing damage to the damage types you can deal with your unarmed strikes. Further, you gain a +2 bonus on Intimidate checks to demoralize opponents. While using Boar Style, whenever you tear an opponent's flesh, you can spend a free action to make an Intimidate check to demoralize that opponent.

Catch Off-Guard:

You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised melee weapon.

11 Improvised Weapon Mastery:

You do not suffer any penalties for using an improvised weapon. Increase the amount of damage dealt by the improvised weapon by one step (for example, 1d4 becomes 1d6) to a maximum of 1d8 (2d6 if the improvised weapon is two-handed). The improvised weapon has a critical threat range of 19–20, with a critical multiplier of ×2.

Cleave:

As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

11 Great Cleave:

As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

9 Critical Focus:

You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

11 Bleeding Critical:

Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.

11 Dazing Assault:

You can choose to take a –5 penalty on all melee attack rolls and combat maneuver checks to daze opponents you hit with your melee attacks for 1 round, in addition to the normal damage dealt by the attack.

A successful Fortitude save negates the effect. The DC of this save is 10 + your base attack bonus. You must choose to use this feat before making the attack roll, and its effects last until your next turn.

Deadly Aim:

You can choose to take a –1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls.

11 Deadly Finish:

When you hit with a melee attack and reduce your opponent to –1 or fewer hit points, you can force that opponent to succeed at a Fortitude save (DC 15 + the damage your attack dealt) or die.

Death or Glory:

Against a creature of size Large or larger, you can make a single melee attack as a full-round action, gaining a +4 bonus on the attack roll, damage roll, and critical confirmation roll. You gain an additional +1 on this bonus at base attack bonus +11, +16, and +20 (for a maximum of +7 at base attack +20). After you resolve your attack, the opponent you attack can spend an immediate action to make a single melee attack against you with the same bonuses.

11 Deflect Arrows:

You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

11 Snatch Arrows:

When using the Deflect Arrows feat you may choose to catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back as an attack against the original attacker (even though it isn't your turn) or kept for later use.

11 Dragon Style:

While using this style, you gain a +2 bonus on saving throws against sleep effects, paralysis effects, and stunning effects. You ignore difficult terrain when you charge, run, or withdraw. You can also charge through squares that contain allies. Further, you can add 1-1/2 times your Strength bonus on the damage roll for your first unarmed strike on a given round.

Enforcer:

Whenever you deal nonlethal damage with a melee weapon, you can make an Intimidate check to demoralize your target as a free action. If you are successful, the target is shaken for a number of rounds equal to the damage dealt. If your attack was a critical hit, your target is frightened for 1 round with a successful Intimidate check, as well as being shaken for a number of rounds equal to the damage dealt.

Exotic Weapon Proficiency

Flanking Foil:

Whenever you hit an adjacent opponent with a melee attack, until the start of your next turn, that opponent does not gain any flanking bonus on attack rolls while it is flanking you and cannot deal sneak attack damage to you. It can still provide a flank for its allies.

Furious Focus:

When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Gang Up:

You are considered to be flanking an opponent if at least two of your allies are threatening that opponent, regardless of your actual positioning.

10 Improved Blind Fight:

Your melee attacks ignore the miss chance for less than total concealment. You may still reroll your miss chance percentile roll for total concealment. If you successfully pinpoint an invisible or hidden attacker within 30 feet, that attacker gets no advantages related to hitting you with ranged attacks. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible.

Improved Bull Rush:

You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

11 Greater Bull Rush:

You receive a +2 bonus on checks made to bull rush a foe. This bonus stacks with the bonus granted by Improved Bull Rush. Whenever you bull rush an opponent, his movement provokes attacks of

opportunity from all of your allies (but not you).

8 Improved Critical:

When using the weapon you selected, your threat range is doubled. This effect doesn't stack with any other effect that expands the threat range of a weapon.

Improved Dirty Trick:

You do not provoke an attack of opportunity when performing a dirty trick combat maneuver. In addition, you receive a +2 bonus on checks made to attempt a dirty trick. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries a dirty trick on you.

Improved Disarm:

You do not provoke an attack of opportunity when performing a disarm combat maneuver. In addition, you receive a +2 bonus on checks made to disarm a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to disarm you.

Improved Drag:

You do not provoke an attack of opportunity when performing a drag combat maneuver. In addition, you receive a +2 bonus on checks made to drag a foe. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries to drag you.

11 Greater Drag:

You receive a +2 bonus on checks made to drag a foe. This bonus stacks with the bonus granted by Improved Drag. Whenever you drag a foe, his movement provokes attacks of opportunity from all of your allies (but not you).

Improved Feint:

You can make a Bluff check to feint in combat as a move action.

11 Improved Grapple:

You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.

11 Body Shield:

As an immediate action while you are grappling an adjacent creature, you can make a grapple combat maneuver check against that creature to gain cover against a single attack. If you are successful and the attack misses you, that attack targets the creature you used as cover, using the same attack roll. You cannot use this feat against a creature grappling you, and the cover you gain ends after the attack you gained cover against is resolved.

11 Chokehold:

While you have an opponent up to one size category larger than you grappled, you can attempt a grapple combat maneuver with a -5 penalty on the check. If you succeed, you have pinned your opponent and hold the opponent in a chokehold. When you maintain the grapple, you also maintain the chokehold. A creature in a chokehold cannot breathe or speak, and thus cannot cast spells that have a verbal component. An opponent you have in a chokehold has to hold his breath or begin suffocating. Any creature that does not breathe, is immune to bleed damage, or is immune to critical hits is immune to the effects of your chokehold. When the grapple is ended, so is the chokehold.

11 Greater Grapple:

You receive a +2 bonus on checks made to grapple a foe. This bonus stacks with the bonus granted by Improved Grapple. Once you have grappled a creature, maintaining the grapple is a move action. This feat allows you to make two grapple checks each round (to move, harm, or pin your opponent), but you are not required to make two checks. You only need to succeed at one of these checks to maintain the grapple.

Improved Overrun:

You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not choose to avoid you.

11 Charge Through:

When making a charge, you can attempt to overrun one creature in the path of the charge as a free action. If you successfully overrun that creature, you can complete the charge. If the overrun is unsuccessful, the charge ends in the space directly in front of that creature.

11 Greater Overrun:

You receive a +2 bonus on checks made to overrun a foe. This bonus stacks with the bonus granted

by Improved Overrun. Whenever you overrun opponents, they provoke attacks of opportunity if they are knocked prone by your overrun.

Improved Reposition:

You do not provoke an attack of opportunity when performing a reposition combat maneuver. In addition, you receive a +2 bonus on checks made to reposition a foe. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries to reposition you.

11 Greater Reposition:

You receive a +2 bonus on checks made to reposition a foe. This bonus stacks with the bonus granted by Improved Reposition. Whenever you reposition a foe, his movement provokes attacks of opportunity from all of your allies (but not you).

Improved Shield Bash:

When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

11 Shield Slam:

Any opponents hit by your shield bash are also hit with a free bull rush attack, substituting your attack roll for the combat maneuver check (see Combat). This bull rush does not provoke an attack of opportunity. Opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance. You may choose to move with your target if you are able to take a 5-foot step or to spend an action to move this turn.

Improved Sunder:

You do not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, you receive a +2 bonus on checks made to sunder an item. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to sunder your gear.

11 Greater Sunder:

You receive a +2 bonus on checks made to sunder an item. This bonus stacks with the bonus granted by Improved Sunder. Whenever you sunder to destroy a weapon, shield, or suit of armor, any excess damage is applied to the item's wielder. No damage is transferred if you decide to leave the item with 1 hit point.

Improved Trip:

You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to trip you.

Improved Unarmed Strike:

You are considered to be armed even when unarmed—you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Intimidating Prowess:

Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Lunge:

You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

10 Moonlight Stalker:

While you have concealment from an opponent, you gain a +2 bonus on attack and damage rolls against that opponent.

Second Chance:

When making a full attack, if you miss on your first attack, you can forgo making any other attacks for the rest of your turn to reroll that attack at your highest base attack bonus.

11 Improved Second Chance:

When you reroll a missed attack using the Second Chance feat, you can still make the rest of your attacks that turn, albeit at a –5 penalty to each attack.

Seething Hatred:

Select a creature type from the Ranger Favored Enemies table. When you designate a creature of this type as your studied target and hit it with a melee or ranged weapon attack, your bonus on damage rolls against it is doubled.

11 Snake Style:

You gain a +2 bonus on Sense Motive checks, and you can deal piercing damage with your unarmed strikes. While using the Snake Style feat, when an opponent targets you with a melee or ranged attack, you can spend an immediate action to make a Sense Motive check. You can use the result as your AC or touch AC against that attack. You must be aware of the attack and not flat-footed.

11 Snake Sidewind:

You gain a +4 bonus to CMD against trip combat maneuvers and on Acrobatics checks and saving throws to avoid being knocked prone. While using the Snake Style feat, whenever you score a critical threat with your unarmed strike, you can make a Sense Motive check in place of the attack roll to confirm the critical hit. Whenever you score a critical hit with your unarmed strike, you can spend an immediate action to take a 5-foot step even if you have otherwise moved this round.

Stand Still:

When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.

Step Up:

Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

11 Following Step:

When using the Step Up feat to follow an adjacent foe, you may move up to 10 feet. You may still take a 5-foot step during your next turn, and any movement you make using this feat does not subtract any distance from your movement during your next turn.

11 Strike Back:

You can ready an action to make a melee attack against any foe that attacks you in melee, even if the foe is outside of your reach.

6 Swift Aid:

As a swift action, you can attempt the aid another action, granting your ally either a +1 bonus on his next attack roll or a +1 bonus to his AC.

6 Vital Strike:

When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

11 Improved Vital Strike:

When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack three times and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Martial Flexibility teamwork feats:**Broken Wing Gambit:**

Whenever you make a melee attack and hit your opponent, you can use a free action to grant that opponent a +2 bonus on attack and damage rolls against you until the end of your next turn or until your opponent attacks you, whichever happens first. If that opponent attacks you with this bonus, it provokes attacks of opportunity from your allies who have this feat.

Coordinated Defense:

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.

Distracting Charge:

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.

Outflank:

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.

Pack Attack:

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.

Shield Wall:

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.

Tandem Trip:

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.