


 Illus. by D. Brehm

**W**hile some scoundrels use spells or psionic powers to overcome challenges, the average scoundrel relies on more mundane methods to succeed. The right feat can make the difference between success and failure, and this chapter presents a wide range of new feat options for scoundrels looking for new tricks.

Speaking of tricks—this chapter also provides a new avenue for characters to use their skill points to gain an edge. The skill trick subsystem opens up a broad variety of exciting stunts and useful knacks that lets any character display the panache and style of the quintessential scoundrel.

## NEW FEATS

Feats define a scoundrel's abilities in the taverns, back alleys, and other places where he must work his trade, and they can keep him alive when the job turns against him and he has to fight to survive. The feats in this section build on the talents of those classes that most typically become scoundrels, as well as on skill tricks. They include ambush feats for rogues and ninjas and some new bardic music feats.

This section also introduces luck feats, a new category of options that allow a character to call on the power of good fortune to aid his endeavors.

## AMBUSH FEATS

Ambush feats allow you to use your sneak attack ability to inflict an additional harmful or hindering effect upon an opponent, at the cost of one or more of the extra damage dice you normally deal with a successful hit. You must declare your intent to use an ambush feat before making your attack roll, and your sneak attack must deal at least one extra die of damage (that is, you can't reduce the number of extra damage dice to zero). You can apply multiple ambush feats to the same attack as long as you still deal at least one extra die of damage with the attack.

The sudden strike class feature of a ninja (*Complete Adventurer*) is the equivalent of sneak attack for the purpose of qualifying for ambush feats.

Creatures immune to extra damage from sneak attacks are also immune to the secondary effects created by ambush feats. Even if a creature is vulnerable to sneak attacks, if your attack deals no damage to the creature (for example, if it is negated by the creature's damage reduction), the secondary effect doesn't occur.

Although the skirmish class feature of a scout (*Complete Adventurer*) doesn't count as sneak attack for the purpose of qualifying for feats, a scout with the Swift Ambusher feat (page 81) can combine



sneak attack and skirmish extra damage for the purpose of qualifying for ambush feats. Even with this feat, a scout can't sacrifice skirmish bonus damage to gain the benefit of an ambush feat.

Two feats that should retroactively be considered ambush feats appeared in the *Complete Warrior* supplement: Arterial Strike and Hamstring. The feats require no change, except to note the requirements given above.

## BARDIC MUSIC FEATS

Bardic music feats, as the name suggests, require the bardic music ability, and they cost daily uses of the bardic music ability to activate. All bardic music feats require that the character be able to produce music to use the feat, even those that require only a free action and those that require no action at all.

Despite the names of the various bardic music feats, they work equally well with any variety of the Perform skill.

Class features that resemble bardic music, such as the war chanter's chanter music (*Complete Warrior*) or a seeker of the song's seeker music abilities (*Complete Arcane*), can be substituted for the bardic music prerequisite of this feat, and uses of those class features can be spent in place of bardic music uses to gain the benefit of the feat.

In general, bardic music feats do not function in an area of magical silence.

## LUCK FEATS

Most scoundrels think themselves to be clever, surviving by their wits and escaping capture or injury with their masterful skills and abilities. Often, though, scoundrels survive simply out of dumb luck. The luck feats presented here put the power of luck (good and bad) into the hands of characters.

Luck feats don't directly improve your abilities or add new features to your repertoire. By selecting a luck feat, you gain access to a specific lucky effect (usually a reroll) that helps keep you alive or ensures that you succeed. Each additional luck feat grants you another specific lucky effect that can help you win even when the dice say you should lose, in addition to another daily luck reroll.

Though you as a player decide when to use a luck feat, in the game world a lucky result almost never occurs consciously. Instead, a luck reroll represents a fortuitous event, such as a fire giant inexplicably losing his grip on his weapon, a puddle on the floor causing you to slip and be missed by an arrow, or a bit of rust on a lock preventing it from fully closing—making it easier to pick than normal.

## The Mechanics of Luck

When you select a luck feat, you gain access to a luck reroll similar to the power granted by the Luck domain. Unlike with that granted power, each luck feat specifies what kind of roll can be rerolled. For example, Magical Fortune allows you to reroll the damage from a single arcane spell you have just cast.

Typically, a luck feat grants one luck reroll per day, but luck rerolls can be used for any luck feat you have. For example, if you have Magical Fortune and Lucky Start, you gain two luck rerolls per day. You can use each of them either to reroll damage from an arcane spell or to reroll an initiative check.

Expending a luck reroll to use a luck feat is either a swift or immediate action, as noted in the feat description. Even if you somehow have the ability



*A little bit of luck goes a long way*



to take more than one swift action or immediate action per round, you can't expend luck rerolls more than once to affect the same event.

Unless otherwise noted, you must decide whether to make a luck reroll after you have made the original roll, but before the success or failure of that roll has been announced. You must take the result of the reroll, even if it's worse than the original result.

Some luck feats allow you to expend luck rerolls to change fate in ways other than simply rerolling dice.

## FEAT DESCRIPTIONS

The new feats in this chapter are described below in alphabetical order. For a summary of prerequisites and benefits, see Table 3–1 on pages 74 and 75.

### ADVANTAGEOUS AVOIDANCE [LUCK]

You have a knack for ducking at just the right moment.

**Prerequisite:** Character level 3rd, any luck feat.

**Benefit:** You can expend one luck reroll as an immediate action to force a foe to reroll a critical hit confirmation roll made when attacking you.

You can expend two luck rerolls as an immediate action to force a foe to reroll an attack roll made against you.

You gain one luck reroll per day.

**Special:** Unlike other luck feats, you can use this feat after seeing the success of the roll to be affected.

### ASCETIC STALKER

You have practiced a secret technique that combines your considerable talents in unarmed combat with a greater understanding of your inner *ki*.

**Prerequisite:** *Ki* power, *ki* strike (magic).

**Benefit:** Your monk and ninja levels stack for the purpose of determining the size of your *ki* pool. For example, a 4th-level monk/2nd-level ninja with this feat could use her *ki* powers a number of times equal to 3 (half the sum of her monk and ninja levels) + her Wisdom bonus (if any).

Your monk and ninja levels also stack for the purpose of determining your unarmed strike damage, as well as your *ki* strike class feature. For example, a 4th-level monk/6th-level ninja would deal 1d10 points of damage with her unarmed strike, and her unarmed strike would overcome damage reduction as a lawful magic weapon (as if she were a 10th-level monk).

In addition, you can multiclass freely between the monk and ninja classes. You must still remain lawful in order to continue advancing as a monk. You still face the normal XP penalties for having multiple classes more than one level apart.



*A practitioner  
of the Ascetic Stalker style  
knows many secrets*

### LUCK FEATS AND THE LUCKSTEALER

The luckstealer prestige class (*Races of the Wild*) provides another method of maximizing your own luck while simultaneously minimizing the luck of your opponent. The luckstealer has a pool of luck points stolen from other characters, which

he uses for various purposes. In addition to the options described in the prestige class, a luckstealer with one or more luck feats can spend 3 points from his luck pool as though making a luck reroll, following all the normal rules for luck feats and luck rerolls.

**TABLE 3–1: NEW FEATS**

General Feats	Prerequisites	Benefit
Ascetic Stalker <sup>1</sup>	Ki power, ki strike (magic)	Monk and ninja levels stack for unarmed strike damage and ki pool
Cool Head	Any two mental skill tricks	Learn two mental skill tricks and increase skill trick limit by one
Daredevil Athlete	—	Gain +5 competence bonus on physical skill check 3/day
Daring Outlaw	Grace +1, sneak attack +2d6	Rogue and swashbuckler levels stack for grace, dodge bonus, and sneak attack
Daring Warrior <sup>2</sup>	Grace +1, Weapon Specialization	Fighter and swashbuckler levels stack for grace, dodge bonus, and feats
Deadly Defense <sup>2</sup>	—	+1d6 damage with light weapons when fighting defensively
Expanded Ki Pool	Ki power	Gain three extra uses of your ki power
Enduring Ki	Ki power	Spend extra use of ki to add 1 round to duration
Freerunner	Any two movement skill tricks	Learn two movement skill tricks, increase skill trick limit by one
Improved Familiar	Ability to acquire a new familiar, compatible alignment, sufficiently high arcane spellcaster level	Gain better familiar
Improved Skirmish <sup>3</sup>	Skirmish +2d6/+1 AC	Move 20 feet to gain +2d6 points of damage, +2 AC
Martial Stalker <sup>2</sup>	Proficiency with all martial weapons, ki power	Fighter and ninja levels stack for ki pool, AC bonus, and feats
Master Spellthief	Ability to cast 2nd-level arcane spells, steal spell	Spellthief and arcane spellcaster levels stack for steal spell and arcane caster level; cast arcane spells in light armor
Poison Expert	Poison use, Craft (poisonmaking) 8 ranks	Your poisons' save DC is 1 higher
Poison Master	Poison use, Craft (poisonmaking) 8 ranks, Poison Expert	Your poisons deal +1 damage/die
Psithief	Manifester level 1st, steal spell	Steal power points instead of spells; gain new class skills
Savvy Rogue	Rogue level 10th	Your rogue special abilities improve
Sure Hand	Any two manipulation skill tricks	Learn two manipulation skill tricks and increase skill trick limit by one
Sweet Talker	Any two interaction skill tricks	Learn two interaction skill tricks, increase skill trick limit by one
Swift Ambusher <sup>3</sup>	Skirmish +1d6/+1 AC, sneak attack +1d6	Rogue and scout levels stack for skirmish bonuses
Swift Hunter <sup>3</sup>	Favored enemy, skirmish +1d6/+1 AC	Ranger and scout levels stack for skirmish bonuses, favored enemies
Ambush Feats	Prerequisites	Benefit
Concussion Attack	Sneak attack +3d6	Trade 2d6 sneak attack damage to apply –2 penalty to opponent's Int checks and Wis checks
Deafening Strike	Sneak attack +4d6	Trade 3d6 sneak attack damage to deafen target for 3 rounds
Disemboweling Strike	Sneak attack +5d6, Weapon Focus (any slashing)	Trade 4d6 sneak attack damage to deal 1d4 Con damage
Eldritch Erosion	Sneak attack +4d6, Knowledge (arcana) 1 rank	Trade 3d6 sneak attack damage to reduce SR/PR by 5
Head Shot	Sneak attack +6d6, Weapon Focus (any bludgeoning)	Trade 5d6 sneak attack damage to confuse target for 1 round
Impeding Attack	Sneak attack +4d6	Trade 3d6 sneak attack damage to apply –2 penalty to opponent's Str checks and Dex checks
Merciful Strike	Sneak attack +2d6	Trade 1d6 sneak attack damage to deal nonlethal damage
Mind Drain	Power point reserve, sneak attack +2d6	Trade 1d6 sneak attack damage to drain power points
Persistent Attacker	Sneak attack +5d6	Trade 4d6 sneak attack damage to allow sneak attack in next round
Throat Punch	Improved Unarmed Strike, sneak attack +3d6	Trade 2d6 sneak attack damage to hinder target's speech for 3 rounds

**Special:** A monk can select Ascetic Stalker as a bonus feat at 1st, 2nd, or 6th level instead of one of the other feats indicated for those levels (PH 41).

You can use this feat once per day.  
You gain one luck reroll per day.

## BETTER LUCKY THAN GOOD [LUCK]

You can succeed where others would surely fail.

**Prerequisite:** Character level 6th, any two luck feats.

**Benefit:** If you roll a natural 1 when making an attack roll, you can expend one luck reroll as a swift action to instead treat the roll as a natural 20.

## CHANT OF THE LONG ROAD [BARDIC MUSIC]

You can channel the power of your bardic music to encourage your allies to pick up the pace on a long walk.

**Prerequisite:** Bardic music, Perform 6 ranks.

**Benefit:** As a standard action, you can expend one daily use of your bardic music ability to allow yourself and all



Bardic Music Feats	Prerequisites	Benefit
Chant of the Long Road	Bardic music, Perform 6 ranks	Bardic music allows allies to move overland more quickly
Chord of Distraction	Bardic music, Perform 9 ranks	Bardic music renders target flat-footed against one ally
Epic of the Lost King	Bardic music, Perform 6 ranks	Bardic music removes fatigue and exhaustion
Sound of Silence	Bardic music, Perform 9 ranks	Bardic music deafens a target
Warning Shout	Bardic music, Perform 9 ranks, evasion	Bardic music grants evasion, +5 morale bonus on next Reflex save

Luck Feats	Prerequisites	Benefit
Advantageous Avoidance	Character level 3rd, any luck feat	Expend luck reroll to force foe to reroll critical threat confirmation, or three luck rerolls to force foe to reroll attack
Better Lucky than Good	Character level 6th, any two luck feats	Expend luck reroll to treat natural 1 on attack as natural 20 instead
Dumb Luck	Character level 6th, any two luck feats	Expend luck reroll to treat natural 1 on save as natural 20 instead
Fortuitous Strike	Character level 6th, any luck feat	Expend luck reroll to reroll attack, or two luck rerolls to reroll damage
Good Karma	Character level 3rd	Expend luck reroll to redirect attack against ally to you
Healer's Luck	—	Reroll amount cured by healing spell
Lucky Break	—	Reroll Strength check to break item or burst door
Lucky Catch	—	Reroll Balance, Climb, or Jump check
Lucky Fingers	—	Reroll Disable Device, Open Lock, or Sleight of Hand check
Lucky Start	—	Reroll initiative check
Magical Fortune	Caster level 3rd, any luck feat	Expend luck reroll to reroll damage dealt by spell, or two luck rerolls to reroll caster level check
Make Your Own Luck	Character level 6th, any luck feat	Reroll a skill check
Miser's Fortune	—	Your items get +5 bonus on saves; expend luck reroll to force foe to reroll a sunder attack or Str check to damage nearby object
Psychic Luck	Manifester level 3rd, any luck feat	Expend luck reroll to reroll damage dealt by power, or two luck rerolls to reroll manifest level check
Sly Fortune	—	Reroll Hide, Move Silently, or Tumble check
Survivor's Luck	Character level 9th, any luck feat	Reroll a saving throw
Tempting Fate	Character level 6th, any luck feat	Reroll stabilization check, expend luck reroll to avoid being killed
Third Time's the Charm	Character level 3rd, any luck feat, Luck domain	Reroll again with Luck domain granted power
Unbelievable Luck	Any luck feat	Gain two luck rerolls and +2 luck bonus on worst save
Victor's Luck	—	Reroll critical threat confirmation

1 A fighter can select this feat as one of his fighter bonus feats (PH 38).

2 A monk can select this feat as one of her monk bonus feats (PH 41).

3 A scout can select this feat as one of her scout bonus feats (Complete Adventurer 13).

allies within 60 feet to avoid taking nonlethal damage for hustling (PH 164). This requires 1 minute of performance, and the effect lasts for 1 hour.

## CHORD OF DISTRACTION [BARDIC MUSIC]

You can channel the power of your bardic music to make a sudden sound or gesture that momentarily distracts an opponent.

**Prerequisite:** Bardic music, Perform 9 ranks.

**Benefit:** As an immediate action, you can expend three daily uses of your bardic music ability to distract an opponent. The target must be within 30 feet of you and able to hear or see you. Make a Perform check, opposed by the target's Sense Motive check (modified as if you were using Bluff to feint in combat). If you succeed, that opponent is rendered flat-footed against an ally of your choice.

The effect lasts until that opponent is attacked or until the start of your next turn, whichever comes first.

## CONCUSSION ATTACK [AMBUSH]

Your attacks can damage your opponent's ability to think clearly.

**Prerequisite:** Sneak attack +3d6.

**Benefit:** Your successful sneak attack imposes a –2 penalty on the target's Intelligence and Wisdom checks, as well as on any Intelligence- and Wisdom-based skill checks, for 10 rounds. If you use this feat a second time on a target before 10 rounds have elapsed, the effect of the first use expires.

Using this feat reduces your sneak attack damage by 2d6.

## COOL HEAD

Your mental acuity serves you better than most.

**Prerequisite:** Any two mental skill tricks.

**Benefit:** You immediately learn up to two mental skill tricks at no cost, and your limit on skill tricks known increases by one. See page 82 for details on mental skill tricks.

**Normal:** You are limited to a maximum number of skill tricks equal to one-half your character level.

## DAREDEVIL ATHLETE

You are capable of pulling off amazing stunts.

**Benefit:** Three times per day, you can use an immediate action to gain a +5 competence bonus on a single Balance, Climb, Escape Artist, Jump, Ride, Swim, or Tumble check.



*Deadly Defense makes defensive fighting more dangerous for enemies*

## DARING OUTLAW

You combine grace and stealth to deadly effect.

**Prerequisite:** Grace +1, sneak attack +2d6.

**Benefit:** Your rogue and swashbuckler levels stack for the purpose of determining your competence bonus on Reflex saves from the grace class feature and the swashbuckler's dodge bonus to AC. For example, a 7th-level rogue/4th-level swashbuckler has grace +2 and gains a +2 dodge bonus to AC, as if she were an 11th-level swashbuckler.

Your rogue and swashbuckler levels also stack for the purpose of determining your sneak attack bonus damage. For example, a 7th-level rogue/4th-level swashbuckler would deal an extra 6d6 points of damage with her sneak attack, as if she were an 11th-level rogue.

## DARING WARRIOR

You combine agility and extraordinary combat prowess to great effect.

**Prerequisite:** Weapon Specialization, grace +1.

**Benefit:** Your fighter and swashbuckler levels stack for the purpose of determining your competence bonus on Reflex saves from the grace class feature and the swashbuckler's dodge bonus to AC. For example, a 6th-level fighter/5th-level swashbuckler has grace +2 and gains a +2 dodge bonus to AC, as if she were an 11th-level swashbuckler.

Your fighter and swashbuckler levels also stack for the purpose of qualifying for feats that require a minimum fighter level, such as Greater Weapon Focus.

**Special:** A fighter can select Daring Warrior as one of his fighter bonus feats (PH 38).

## DEADLY DEFENSE

You are at your most dangerous when forced to protect yourself.

**Benefit:** When fighting defensively, you deal an extra 1d6 points of damage with any light weapon or with any weapon to which the Weapon Finesse feat applies (such as a rapier, spiked chain, or whip).

This feat's benefit applies only when you are unarmored or wearing light armor and not using a shield.

**Special:** If you have the Combat Expertise feat, you also gain the benefit of Deadly Defense when taking a penalty of at least -2 on your attack roll from that feat.

A fighter can select Deadly Defense as one of his fighter bonus feats (PH 38).

## DEAFENING STRIKE [AMBUSH]

Your stealthy attack leaves your foe's head ringing.

**Prerequisite:** Sneak attack +4d6.

**Benefit:** Your successful sneak attack causes the target to be deafened for 3 rounds. If you use this feat a second time on a target before 3 rounds have elapsed, the effect of the first use expires.

Using this feat reduces your sneak attack damage by 3d6.

## DISEMBOWELING STRIKE [AMBUSH]

You can slash open your opponent to devastating effect.

**Prerequisite:** Sneak attack +5d6, Weapon Focus (any slashing weapon).

**Benefit:** Your successful sneak attack with a slashing weapon for which you have selected Weapon Focus deals 1d4 points of Constitution damage in addition to its normal damage.

You can't use this feat against the same target more than once per day.

Using this feat reduces your sneak attack damage by 4d6.



## DUMB LUCK [LUCK]

You can survive situations that should kill you.

**Prerequisite:** Character level 6th, any two luck feats.

**Benefit:** If you roll a natural 1 when making a saving throw, you can expend one luck reroll as an immediate action to instead treat the roll as a natural 20.

You can use this feat once per day.

You gain one luck reroll per day.

## ELDRITCH EROSION [AMBUSH]

Your attack can weaken your foe's resistance to magic.

**Prerequisite:** Sneak attack +4d6, Knowledge (arcana) 1 rank.

**Benefit:** Your successful sneak attack reduces the target's spell resistance and power resistance by 5 (minimum 0) for 10 rounds. If you use this feat a second time on a target before 10 rounds have elapsed, the effect of the first use expires.

Using this feat reduces your sneak attack damage by 4d6.

## EXPANDED KI POOL

You know the secret mantras that grant you greater understanding of your *ki*.

**Prerequisite:** *Ki* power.

**Benefit:** You gain three extra daily uses of your *ki* power (*ki* power is a class feature of the ninja; see the sidebar for details).

## ENDURING KI

You can channel inner energy to make your *ki* powers last longer.

**Prerequisite:** *Ki* power.

**Benefit:** By spending an extra daily use of your *ki* power when you activate it, the chosen effect lasts for an additional round (*ki* power is a class feature of the ninja; see the sidebar for details).

You also gain one extra daily use of your *ki* power.

## EPIC OF THE LOST KING [BARDIC MUSIC]

You can channel the power of your bardic music to reinvigorate your allies.

**Prerequisite:** Bardic music, Perform 6 ranks.

**Benefit:** As a move action, you can expend one daily use of your bardic music ability to remove fatigue from up

to three allies (including yourself) within 30 feet. If you spend three daily uses of bardic music, you can remove exhaustion from your allies instead.

## FORTUITOUS STRIKE [LUCK]

You can hit a foe in just the right place.

**Prerequisite:** Character level 6th, any luck feat.

**Benefit:** You can expend one luck reroll as a swift action to reroll a weapon damage roll.

You can expend two luck rerolls as a swift action to reroll an attack roll.

You gain one luck reroll per day.

## FREERUNNER

You can move in more baffling ways than others.

**Prerequisite:** Any two movement skill tricks.

**Benefit:** You immediately learn up to two movement skill tricks at no cost, and your limit on skill tricks known increases by one. See page 82 for details on movement skill tricks.

**Normal:** You are limited to a maximum number of skill tricks equal to one-half your character level.

## GOOD KARMA [LUCK]

You can use your luck to aid an ally—at the risk of your own neck.

**Prerequisite:** Character level 3rd.

**Benefit:** You can expend one luck reroll as an immediate action to redirect an attack made against an adjacent ally so that it is made against you instead. You must be within reach of the attacker (if a melee attack) or within range of the attack (if a ranged attack) in order to use this ability.

The attack roll result remains the same, but it is against your AC, rather than that of your ally. If the redirected attack hits you, you take an extra 50% damage from it.

You gain one luck reroll per day.

## HEAD SHOT [AMBUSH]

By striking at your opponent's head, you can temporarily disrupt his thought processes.

**Prerequisite:** Sneak attack +6d6, Weapon Focus (any bludgeoning weapon).

**Benefit:** Your successful sneak attack with a bludgeoning weapon for which you have selected Weapon Focus leaves your foe *confused* for 1 round. A successful Will save (DC 10 + the number of extra damage dice normally dealt

## KI POWER (SU)

A ninja can channel her *ki* to manifest special powers of stealth and mobility. She can use her *ki* powers a number of times per day equal to one-half her class level (minimum 1) + her Wisdom bonus (if any). *Ki* powers can be used only if a ninja is wearing no armor and is unencumbered.

As long as a ninja's *ki* pool isn't empty (that is, as long as she has at least one daily use remaining), she gains a +2 bonus on her Will saves.

A ninja's *ki* powers are ghost step, *ki* dodge, ghost strike, greater *ki* dodge, and ghost walk. (*Complete Adventurer* 5)

by your sneak attack + your Dex modifier) negates this effect. If you use this feat a second time on a target before 1 round has elapsed, the effect of the first use expires.

Using this feat reduces your sneak attack damage by 5d6.

**Special:** You must be able to reach your foe's head to use this feat with a melee attack.

## HEALER'S LUCK [LUCK]

Your spells can heal more damage.

**Benefit:** You can expend one luck reroll as a swift action to reroll the number of points of damage healed by a conjuration (healing) spell you have just cast on your current turn.

You gain one luck reroll per day.

## IMPEDING ATTACK [AMBUSH]

Your strikes render your target temporarily clumsy and awkward.

**Prerequisite:** Sneak attack +4d6.

**Benefit:** Your successful sneak attack imposes a -2 penalty on the target's Strength and Dexterity checks, as well as on any Strength- and Dexterity-based skill checks, for 10 rounds. If you use this feat a second time on a target before 10 rounds have elapsed, the effect of the first use expires.

Using this feat reduces your sneak attack damage by 3d6.

## IMPROVED FAMILIAR

You can acquire a new familiar from a nonstandard list of creatures.

**Prerequisite:** Ability to acquire a new familiar, compatible alignment, sufficiently high arcane spellcaster level.

**Benefit:** When you choose a familiar, the creatures on the table below are also available. You can choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic,

good through evil). For example, a chaotic good spellcaster could acquire a neutral familiar. A lawful neutral spellcaster could acquire a neutral good familiar.

Except as noted here, improved familiars otherwise use the normal rules for familiars (PH 52).

Familiar	Alignment	Arcane Caster Level
Monstrous centipede, Small	N	2nd
Badger	N	3rd
Monstrous scorpion, Small	N	3rd
Viper, Medium	N	3rd
Monstrous spider, Small	N	4th
Vargouille*	NE	6th
Mephit, any	N	7th

\*Vargouilles summoned as familiars do not possess the kiss supernatural ability.

**Special:** This feat was originally presented on page 200 of the DMG; the description here provides new alternatives for arcane spellcasters who want familiars stealthy and versatile enough to follow them anywhere.

## IMPROVED SKIRMISH

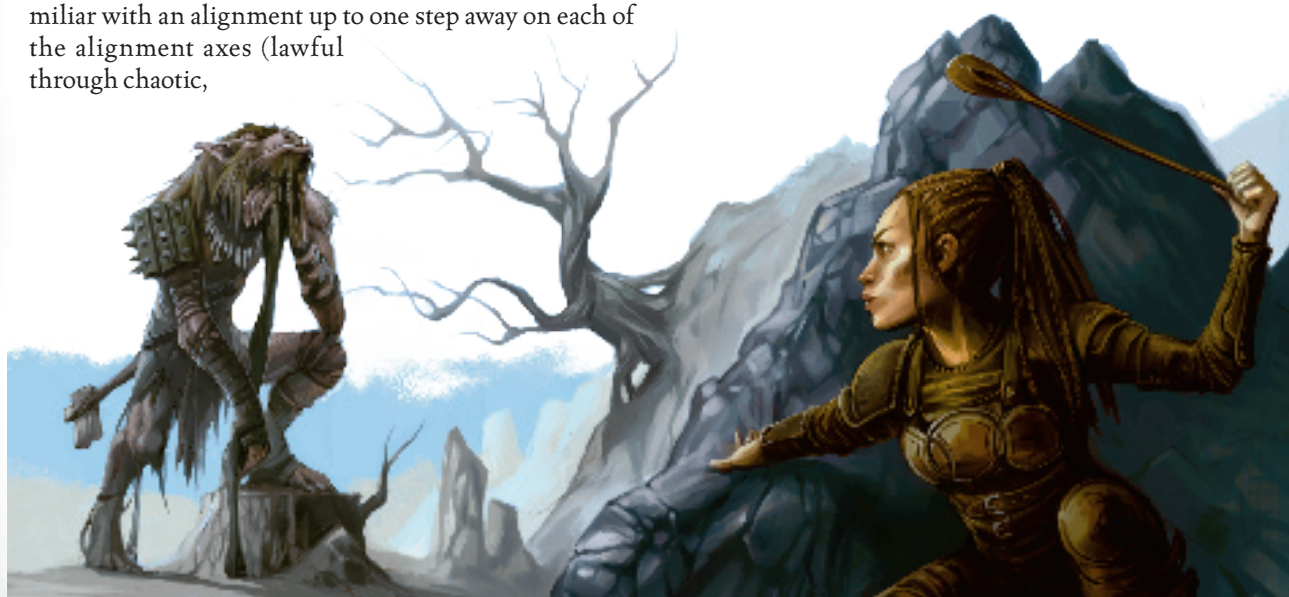
With a few extra steps, you gain even greater benefits from your skirmishing combat style.

**Prerequisite:** Skirmish +2d6/+1 AC.

**Benefit:** If you move at least 20 feet away from where you were at the start of your turn, your skirmish damage increases by 2d6 and your competence bonus to AC from skirmish improves by 2.

**Normal:** A scout's bonus damage and AC bonus apply if she moves at least 10 feet away from where she was at the start of her turn (see the skirmish class feature in the sidebar on page 25).

**Special:** A scout can select Improved Skirmish as one of her scout bonus feats (Complete Adventurer 13).



*With a timely Head Shot, a foe literally won't know what hit him*



## LUCKY BREAK [LUCK]

You can hit an object in just the right place.

**Benefit:** You can expend one luck reroll as a swift action to reroll a Strength check made to break an item or burst open a door.

You gain one luck reroll per day.

## LUCKY CATCH [LUCK]

Your good fortune can help prevent you from falling to your doom.

**Benefit:** You can expend one luck reroll as an immediate action to reroll a Balance, Climb, or Jump check.

You gain one luck reroll per day.

## LUCKY FINGERS [LUCK]

The winds of fortune guide your hands when you most need luck.

**Benefit:** You can expend one luck reroll as an immediate action to reroll a Disable Device, Open Lock, or Sleight of Hand check.

You gain one luck reroll per day.

## LUCKY START [LUCK]

Sometimes your luck overcomes a slow natural reaction.

**Benefit:** You can expend one luck reroll to reroll an initiative check.

You gain one luck reroll per day.

**Special:** Unlike most other luck feats, using Lucky Start requires no action.

## MAGICAL FORTUNE [LUCK]

Even you are sometimes surprised by how well your spells work.

**Prerequisite:** Caster level 3rd, any luck feat.

**Benefit:** You can expend one luck reroll as a swift action to reroll the damage dealt by a spell you have just cast.

You can expend two luck rerolls as a swift action to reroll a caster level check.

You gain one luck reroll per day.

## MAKE YOUR OWN LUCK [LUCK]

Your hard work lets you exploit minor loopholes.

**Prerequisite:** Character level 6th, any luck feat.

**Benefit:** You can expend one luck reroll as an immediate action to reroll a skill check, as long as you have at least 1 rank in that skill.

You gain one luck reroll per day.

## MARTIAL STALKER

You practice a powerful fighting style that focuses equally on martial skill and mystical dedication.

**Prerequisite:** Proficiency with all martial weapons, *ki* power.

**Benefit:** Your fighter and ninja levels stack for the purpose of determining the size of your *ki* pool, as well as your AC bonus. For example, a 5th-level fighter/1st-level

ninja with this feat could use his *ki* powers a number of times equal to 3 (one-half his ninja and fighter levels) + his Wisdom bonus (if any), and would have a +1 bonus to AC (as if he were a 6th-level ninja).

Your fighter and ninja levels also stack for the purpose of qualifying for feats that require a minimum fighter level, such as Greater Weapon Focus.

**Special:** A fighter can select Martial Stalker as one of his fighter bonus feats (PH 38).

## MASTER SPELLTHIEF

Your arcane studies allow you to mingle arcane magic of different flavors for great effect.

**Prerequisite:** Ability to cast 2nd-level arcane spells, steal spell.

**Benefit:** Your spellthief levels stack with levels of other arcane spellcaster classes (that is, levels of any class that grants arcane spellcasting other than the spellthief) for the purpose of determining what level of spell you can steal. For example, a 4th-level spellthief/4th-level wizard could steal spells of up to 4th level, as if he were an 8th-level spellthief.

Your spellthief and arcane spellcaster levels also stack when determining your caster level for all arcane spells. The character described above would have a caster level of 8th for both his spellthief spells and his wizard spells.

In addition, you do not incur a chance of arcane spell failure for arcane spells cast or stolen from other classes, but only if you are wearing light armor. You incur the normal arcane spell failure chance when wearing medium or heavy armor or when using a shield.

**Normal:** A spellthief does not incur a chance of arcane spell failure when casting spellthief spells in light armor. He incurs the normal arcane spell failure chance for other arcane spells he casts, including those stolen from arcane casters (*Complete Adventurer* 15).

## MERCIFUL STRIKE [AMBUSH]

You can strike a creature's vital areas without killing it.

**Prerequisite:** Sneak attack +2d6.

**Benefit:** Your successful sneak attack deals nonlethal damage. When using this feat, you can ignore the usual -4 penalty on attack rolls for attempting to deal nonlethal damage with a lethal weapon.

Using this feat reduces your sneak attack damage by 1d6.

## MIND DRAIN [AMBUSH]

Your attack can weaken your opponent's mental powers.

**Prerequisite:** Power point reserve, sneak attack +2d6.

**Benefit:** Your successful sneak attack drains power points from your target equal to its manifester level (minimum 1). If this attack reduces your target to 0 power points, the opponent also loses any psionic focus. A target that has no power points when you make the sneak attack is not affected by this feat. You can't use this feat on the same target more than once per round.

Using this feat reduces your sneak attack damage by 1d6.



## MISER'S FORTUNE [LUCK]

Items belonging to you and your allies are abnormally resistant to damage.

**Benefit:** Whenever an opponent makes a sunder attack or Strength check to damage an object within 30 feet of you, you can expend one luck reroll as an immediate action to force that opponent to reroll.

In addition, as long as you still have one luck reroll remaining for the day, items in your possession receive a +5 luck bonus on saving throws.

You gain one luck reroll per day.

## PERSISTENT ATTACKER [AMBUSH]

Once you find a target's weak point, you can easily strike it again.

**Prerequisite:** Sneak attack +5d6.

**Benefit:** If your sneak attack hits, your first attack against that creature on your next turn is also considered a sneak attack even if it wouldn't normally qualify.

Using this feat reduces your first sneak attack's damage by 4d6. The resulting second sneak attack deals its full extra damage.

## POISON EXPERT

Your skill at crafting and delivering toxins has made you a more deadly poisoner.

**Prerequisite:** Craft (poisonmaking) 4 ranks, poison use.

**Benefit:** Choose a type of poison (contact, ingested, inhaled, or injury). The DC to resist both the initial and secondary damage of poisons of this type that you create and use increases by 1.

This feat has no effect on poisons used by other creatures, even if you craft those poisons. It also has no effect on natural poisons (those exuded from a creature's body).

**Special:** You can gain this feat multiple times. Its effect does not stack. Each time you take the feat, it applies to a new type of poison.

## POISON MASTER

The toxins you create and use are particularly virulent.

**Prerequisite:** Poison Expert, Craft (poisonmaking) 8 ranks, poison use.

**Benefit:** Choose a type of poison (contact, ingested, inhaled, or injury) for which you have selected the Poison Expert feat. The initial and secondary damage dealt by poisons of this type that you create and use increases by 1 point per die of damage (or by 1 point, if it deals a fixed amount of damage). For example, lich dust used by a character with Poison Master (ingested) would deal initial damage of 2d6+2 Str and secondary damage of 1d6+1 Con plus 1d6+1 Str. If a poison doesn't deal damage, this feat has no effect.

This feat has no effect on poisons used by other creatures, even if you craft those poisons. It also has no effect on natural poisons (those exuded from a creature's body).

**Special:** You can gain this feat multiple times. Its effect does not stack. Each time you take the feat, it applies

to a new type of poison for which you have selected Poison Expert.

## PSITHIEF

You can drain psychic energy and use it against others.

**Prerequisite:** Manifestor level 1st, steal spell.

**Benefit:** You can use your steal spell ability to siphon psionic energy instead of spell energy. Instead of stealing a spell, you can choose to steal a number of power points equal twice to the maximum level of spell you can steal minus 1 (up to a maximum value equal to the manifestor level of the creature struck). For example, a 4th-level spellthief/1st-level psychic warrior could steal up to 3 power points; if he used this ability against a 2nd-level psion he could steal only 2 power points, since that is the target's manifestor level.

You can use the stolen power points only to manifest a psionic power you already know. You must use these power points within 1 hour of stealing them; otherwise, the extra psionic energy fades harmlessly away. This feat otherwise follows the rules for the steal spell class feature (*Complete Adventurer* 16).

In addition, Knowledge (psionics) and Psicraft are spellthief class skills for you. These skills appear on page 38 of *Expanded Psionics Handbook*.

## PSYCHIC LUCK [LUCK]

Some psions claim that luck doesn't exist. You know better.

**Prerequisite:** Manifestor level 3rd, any luck feat.

**Benefit:** You can expend one luck reroll as a swift action to reroll the damage dealt by a psionic power you have just manifested.

You can expend two luck rerolls as a swift action to reroll a manifestor level check.

You gain one luck reroll per day.

## SAVVY ROGUE

You have mastered one or more of your rogue special abilities.

**Prerequisite:** Rogue level 10th.

**Benefit:** Based on the rogue special abilities you have (PH 50), you gain one or more additional special benefits as described below. You gain the benefits for all the special abilities you have, even those you gain after selecting this feat.

**Crippling Strike:** You can deal Strength damage even to a target that is immune to extra damage from sneak attacks.

**Defensive Roll:** You can use this ability three times per day, rather than once per day.

**Improved Evasion:** You gain a +2 competence bonus on Reflex saves.

**Opportunist:** You can use the opportunist ability as many times per round as you can make attacks of opportunity, but no more than once per creature per round. Each use of the opportunist ability counts as an attack of opportunity.



**Skill Mastery:** When taking 10 with a skill to which you have assigned skill mastery, you can treat the die roll as a 12 instead of as a 10. (In effect, you're "taking 12.")

**Slippery Mind:** You gain a +2 competence bonus on the extra save granted by slippery mind.

## SLY FORTUNE [LUCK]

Your luck helps you find the right place to move to.

**Benefit:** You can expend one luck reroll as an immediate action to reroll a Hide, Move Silently, or Tumble check.

You gain one luck reroll per day.

## SOUND OF SILENCE [BARDIC MUSIC]

You can channel the power of your bardic music to deafen your foes.

**Prerequisite:** Bardic music, Perform 9 ranks.

**Benefit:** As a standard action, you can expend two daily uses of your bardic music ability to deafen a single target for 3 rounds. A successful Will save (using your Perform check result as the DC) negates the effect. The target must be within 30 feet of you and be able to hear you.

## SURE HAND

You can perform more amazing displays of legerdemain than normal.

**Prerequisite:** Any two manipulation skill tricks.

**Benefit:** You immediately learn up to two manipulation skill tricks at no cost, and your limit on skill tricks known increases by one. See page 82 for details on manipulation skill tricks.

**Normal:** You are limited to a maximum number of skill tricks equal to one-half your character level.

## SURVIVOR'S LUCK [LUCK]

You can avoid situations that would surely affect others.

**Prerequisite:** Character level 9th, any luck feat.

**Benefit:** You can expend one luck reroll as an immediate action to reroll a saving throw you just failed.

You gain one luck reroll per day.

## SWEET TALKER

Your social expertise is more pronounced than that of most others.

**Prerequisite:** Any two interaction skill tricks.

**Benefit:** You immediately learn up to two interaction skill tricks at no cost, and your limit on skill tricks known increases by one. See page 82 for details on interaction skill tricks.

**Normal:** You are limited to a maximum number of skill tricks equal to one-half your character level.

## SWIFT AMBUSER

You combine your scout training with the stealth of a rogue to open up new methods of ambushing enemies.

**Prerequisite:** Skirmish +1d6/+1 AC, sneak attack +1d6.

**Benefit:** Your rogue and scout levels stack for the purpose of determining the extra damage and bonus to Armor Class granted when skirmishing. For example, a 4th-level scout/7th-level rogue would deal an extra 3d6 points of damage and gain a +3 competence bonus to AC when skirmishing, as if she were an 11th-level scout.

In addition, you can qualify for ambush feats (see page 71) as if your sneak attack bonus damage were the sum of your skirmish damage and sneak attack bonus damage. You cannot sacrifice skirmish extra damage to use those feats, however.

**Special:** A scout can select Swift Ambusher as one of her scout bonus feats (*Complete Adventurer* 13).

## SWIFT HUNTER

You have applied the hit-and-run tactics learned from scouting to your strong hunting abilities.

**Prerequisite:** Favored enemy, skirmish +1d6/+1 AC.

**Benefit:** Your ranger and scout levels stack for the purpose of determining the extra damage and bonus to Armor Class granted when skirmishing. For example, a 4th-level scout/1st-level ranger would deal an extra 2d6 points of damage and gain a +1 competence bonus to AC when skirmishing, as if she were a 5th-level scout.

Your ranger and scout levels also stack for the purpose of determining when you select additional favored enemies, as well as the total bonus granted against your favored enemies. For example, a 4th-level scout/1st-level ranger would have two favored enemies and could allocate an extra +2 bonus against one of those favored enemies, as if she were a 5th-level ranger.

In addition, your skirmish extra damage applies against any creature you have selected as a favored enemy, even if it is normally immune to extra damage from critical hits or skirmish attacks.

**Special:** A scout can select Swift Hunter as one of her scout bonus feats (*Complete Adventurer* 13).

## TEMPTING FATE [LUCK]

You are very hard to kill.

**Prerequisite:** Character level 6th, any luck feat.

**Benefit:** You can expend a luck reroll to reroll a stabilization check.

In addition, once per day, whenever you have at least 1 hit point remaining and would be dealt enough damage to kill you, you can expend one luck reroll as an immediate action to take only enough damage to reduce you to -9 hit points. You automatically stabilize.

You gain one luck reroll per day.

**Special:** Unlike most other luck feats, using Tempting Fate requires no action.

## THIRD TIME'S THE CHARM [LUCK]

Your deity smiles upon you.

**Prerequisite:** Character level 3rd, any luck feat, access to the Luck domain.



**Benefit:** You can expend one luck reroll as an immediate action to use the granted power of the Luck domain an additional time per day. You can only use this benefit immediately after using the Luck domain's granted power (in effect, this feat gives you a third chance to succeed on the roll).

You gain one luck reroll per day.

## THROAT PUNCH [AMBUSH]

By making a precise punch to the throat, you can render a target unable to speak effectively.

**Prerequisite:** Improved Unarmed Strike, sneak attack +3d6.

**Benefit:** Your successful sneak attack delivered with an unarmed strike temporarily hinders the target's ability to speak. For the next 3 rounds, the target takes a –5 penalty on any skill check requiring speech and has a 50% chance of failure when casting a spell with a verbal component or activating a magic item with a command word. Multiple uses of this feat don't increase the duration beyond 3 rounds.

Using this feat reduces your sneak attack damage by 2d6.

**Special:** You must be able to reach your foe's neck to use this feat.

## UNBELIEVABLE LUCK [LUCK]

The powers of fortune truly smile on you more than most mortals.

**Prerequisite:** Any luck feat.

**Benefit:** As long as you have at least one luck reroll remaining for the day, you gain a +2 luck bonus on whichever of your saves has the lowest base bonus. If two or more of your saves tie for the lowest base bonus, choose when you select this feat which save it applies to.

If your base save bonuses later change so that the chosen save no longer has the lowest base bonus, the luck bonus from this feat immediately applies to the save that now has the lowest base bonus.

You gain two luck rerolls per day.

## VICTOR'S LUCK [LUCK]

You strike with devastating accuracy more often.

**Benefit:** You can expend one luck reroll as a swift action to reroll a critical threat confirmation roll.

You gain one luck reroll per day.

## WARNING SHOUT [BARDIC MUSIC]

The force of your performance is so potent that it can guide an ally to safety.

**Prerequisite:** Bardic music, Perform 9 ranks, evasion.

**Benefit:** As an immediate action, you can expend two daily uses of your bardic music ability to grant a single ally (other than yourself) a +5 morale bonus on her next Reflex save and evasion (see the monk class feature, PH 41). The ally must be within 30 feet of you and able to see or hear you. The effect lasts until the target rolls a Reflex save or until the start of your turn, whichever comes first.

## SKILL TRICKS

Skill tricks are an exciting new way of customizing your scoundrel, allowing her to perform such cinematic effects as swinging across a chasm hanging from a whip, leaping off a warhorse while swinging a sword, jumping and running up a wall, and other similar actions popular in movies but until now unsupported in the D&D rules. Because they require the expenditure of skill points, skill tricks appeal most strongly to members of those character classes that focus on skills.

The four types of skill tricks are interaction, manipulation, mental, and movement. Each type focuses on a different subset of skills. While any character can learn tricks of any type, members of certain classes favor particular types of tricks (whether due to the class's skill list, the character's areas of expertise, or both).

**Interaction:** These skill tricks influence social interaction between PCs and NPCs. They typically rely on skills used in those situations, such as Bluff, Diplomacy, and Sense Motive. Bards are the most common masters of these skill tricks, but anyone who relies on social interaction to achieve their goals—from bold paladins to boisterous sorcerers—can benefit from them.

**Manipulation:** A manipulation skill trick depends on the character's manual dexterity to perform some act of legerdemain. Such tricks use skills that employ similar talents, including Disable Device, Open Lock, and Sleight of Hand. Rogues and ninjas often boast a few manipulation tricks in their repertoire.

**Mental:** These tricks pit the mind and senses of the character against an opponent. Mental tricks focus on skills such as Concentration, Knowledge, and Spot. Since this category includes a wide range of skills, many different characters dabble in such tricks.

**Movement:** As the name suggests, movement tricks typically involve the character physically moving from one location to another. They use skills that come into play during movement, such as Balance, Jump, Move Silently, and Tumble. Monks, barbarians, and scouts are most likely to learn such tricks, but anyone looking for an edge on the battlefield has something to gain from them.

## LEARNING SKILL TRICKS

Learning a skill trick costs 2 skill points. Whenever you acquire skill points, you can choose to spend skill points to acquire a skill trick instead of purchasing ranks in skills.

You can learn any skill trick, as long as you meet the prerequisite and can afford to expend 2 skill points. If you later no longer meet the prerequisite for a skill trick, you can't use it again until you once more qualify.

You can't learn more than one skill trick at any given level, and your total skill tricks cannot exceed one-half your character level (rounded up). Certain feats and



TABLE 3–2: SKILL TRICKS

Interaction	Prerequisites	Benefit
Assume Quirk	Disguise 5 ranks	Familiar viewers get no bonus to see through your disguise
Group Fake-Out	Bluff 8 ranks	Feint against multiple foes simultaneously
Never Outnumbered	Intimidate 8 ranks	Demoralize multiple foes in combat simultaneously
Second Impression	Bluff 5 ranks, Disguise 5 ranks	Make Bluff check to reestablish blown disguise
Social Recovery	Bluff 8 ranks, Diplomacy 5 ranks	Make Bluff check to replace a failed Diplomacy check
Timely Misdirection	Bluff 8 ranks	Successful feint allows you to avoid attacks of opportunity
Manipulation	Prerequisites	Benefit
Clever Improviser	Disable Device 5 ranks, Open Lock 5 ranks	Ignore penalty for Disable Device and Open Lock checks made without tools
Conceal Spellcasting	Concentration 1 rank, Sleight of Hand 5 ranks, Spellcraft 1 rank	Conceal your spellcasting from onlookers
Easy Escape	Medium or smaller size, Escape Artist 8 ranks	Gain bonus on check to escape grapple or pin
False Theurgy	Bluff or Sleight of Hand 8 ranks, Spellcraft 8 ranks	Your spell appears to be another spell of the same level
Healing Hands	Heal 5 ranks	Heal 1d6 damage when you stabilize a dying character
Hidden Blade	Sleight of Hand 5 ranks, Quick Draw	Draw hidden weapon as move action; treat foe as flat-footed
Mosquito's Bite	Sleight of Hand 12 ranks	Flat-footed target does not notice damage you deal with a light weapon
Opening Tap	Open Lock 12 ranks	Open a lock as a swift action
Quick Escape	Escape Artist 12 ranks	Escape from grapple or restraints more quickly than normal
Shrouded Dance	Hide 8 ranks, Perform (dance) 5 ranks	Use move action to gain concealment for 1 round
Sudden Draw	Sleight of Hand 8 ranks, Quick Draw	Draw hidden weapon as part of attack of opportunity
Whip Climber	Use Rope 5 ranks, proficiency with whip	Use a whip as a grappling hook
Mental	Prerequisites	Benefit
Clarity of Vision	Spot 12 ranks	Notice invisible enemies for 1 round
Collector of Stories	Knowledge (any) 5 ranks	Gain +5 bonus on Knowledge checks to identify monsters
Listen to This	Listen 5 ranks	Perfectly repeat what you've recently heard
Magical Appraisal	Appraise 5 ranks, Knowledge (arcana) 5 ranks, Spellcraft 12 ranks	Determine properties of magic items
Point it Out	Spot 8 ranks	Grant ally a free Spot check to see something you've spotted
Spot the Weak Point	Spot 12 ranks	Make your next attack a touch attack
Swift Concentration	Concentration 12 ranks	Maintain concentration on spell as swift action
Movement	Prerequisites	Benefit
Acrobatic Backstab	Tumble 12 ranks	Move through foe's space to render it flat-footed
Back on Your Feet	Tumble 12 ranks	React immediately to stand up from prone
Corner Perch	Climb 8 ranks	Perch in chimney or corner to leave hands free
Dismount Attack	Ride 5 ranks	Make a fast dismount from moving mount to charge a foe
Escape Attack	Escape Artist 8 ranks	Make an attack the same round you escape a grapple
Extreme Leap	Jump 5 ranks	Horizontal jump of at least 10 feet allows 10 extra feet of movement that round
Leaping Climber	Climb 5 ranks, Jump 5 ranks	Add jump distance to start of climb
Nimble Charge	Balance 5 ranks	Run or charge across difficult surface without Balance check
Nimble Stand	Tumble 8 ranks	Stand from prone safely
Quick Swimmer	Swim 5 ranks	Swim 10 additional feet with successful check
Slipping Past	Escape Artist 5 ranks, Tumble 5 ranks	Move into tight space without penalties
Speedy Ascent	Climb 5 ranks	Climb 10 additional feet with successful check
Tumbling Crawl	Tumble 5 ranks	Crawl 5 feet without provoking attacks of opportunity
Twisted Charge	Balance 5 ranks, Tumble 5 ranks	Make one direction change during a charge
Up the Hill	Balance 5 ranks, Jump 5 ranks	Move up slope or stairs at normal speed
Walk the Walls	Climb 12 ranks, Tumble 5 ranks	Run straight up wall for 1 round
Wall Jumper	Climb 5 ranks, Jump 5 ranks	Leap from wall as if making a running jump

prestige class features allow a character to exceed these limits. If you use the retraining rules in *Player's Handbook II*, you can choose to unlearn any one skill trick when you attain a new level, assigning the reclaimed skill points as

you wish (either to buy skill ranks or to learn a different skill trick).

You can learn a skill trick only once; you either know it or you don't.





*A combat against  
tricky rogues turns bad  
for the city guard*

## USING SKILL TRICKS

Skill tricks are special maneuvers, so you can't just use them as often as you want. Unless otherwise noted, a skill trick can be performed only once per encounter (or once per minute, for scenes that don't involve combat or other conflict). This restriction sets skill tricks apart from feats and class features, which are often repeatable.

Typically, performing a skill trick is either part of another action or an action in itself. Each skill trick's description specifies what sort of action, if any, is required.

A skill trick usually either requires a successful skill check to pull off, or it "piggybacks" on a skill check you're already making. For example, the Extreme Leap trick functions only if you've already succeeded on a DC 20 Jump check (or DC 10 with a running start) to make a horizontal jump; it doesn't require a separate Jump check. Exceptions to this general rule are noted in the skill trick descriptions.

Using a skill trick does not provoke attacks of opportunity unless its description specifically states that it does (or it involves an action that would normally provoke attacks of opportunity, such as moving out of a threatened square).

## TRICK DESCRIPTIONS

The skill tricks your character can learn are presented alphabetically and follow the format presented below.

### SKILL TRICK NAME [TYPE OF TRICK]

Description of what the trick lets you do, in plain language.

**Prerequisite:** A minimum ability score, a feat or feats, a minimum number of ranks in one or more skills, or any other attribute required to learn the skill trick.

**Benefit:** What the skill trick enables the character ("you" in the trick description) to do. Learning the same skill trick more than once gives you no extra benefit, nor does it let you use that skill trick more often than normal.

### ACROBATIC BACKSTAB [MOVEMENT]

You dart past your opponent's attacks, ending up perfectly positioned for a devastating counterattack.

**Prerequisite:** Tumble 12 ranks.

**Benefit:** If you succeed on a Tumble check to move through an enemy's space, you can treat that enemy as flat-footed against the next melee attack you make against it on your current turn.

Your enemy must be standing on the ground or floor in order for you to use this trick.



## ASSUME QUIRK [INTERACTION]

You can perfectly imitate a small habit or idiosyncrasy of a person you impersonate in order to throw off suspicion.

**Prerequisite:** Disguise 5 ranks.

**Benefit:** When impersonating a particular individual, you can eliminate the normal Spot bonus granted to a viewer familiar with that individual (PH 73). The effect extends to all viewers.

Using this trick requires no special action, but you can maintain the deception for only 1 hour per day.

## BACK ON YOUR FEET [MOVEMENT]

You can hop back to your feet instantly if you fall.

**Prerequisite:** Tumble 12 ranks.

**Benefit:** If you fall prone for any reason, you can stand up as an immediate action without provoking attacks of opportunity.

## CLARITY OF VISION [MENTAL]

You can briefly see invisible opponents.

**Prerequisite:** Spot 12 ranks.

**Benefit:** As a swift action, you can attempt a DC 20 Spot check. If successful, you focus your vision so clearly that you can pinpoint the location of invisible creatures within 30 feet. This clarity lasts until the end of your turn.

## CLEVER IMPROVISER [MANIPULATION]

Tools? Why would you need tools? It's just a combination lock with a poison needle trap, after all.

**Prerequisite:** Disable Device 5 ranks, Open Lock 5 ranks.

**Benefit:** When making a Disable Device or Open Lock check without using thieves' tools, you ignore the normal -2 penalty.

You can use this trick any number of times per day until you fail a Disable Device or Open Lock check made without using thieves' tools. After a failure, you can't use Clever Improviser again until after you have rested for 8 hours.

## COLLECTOR OF STORIES [MENTAL]

You've heard so many tales of legendary monsters that you remember all sorts of gory details.

**Prerequisite:** Knowledge (any) 5 ranks.

**Benefit:** When you attempt a trained Knowledge check to identify a creature or to learn its special powers or vulnerabilities, you gain a +5 competence bonus on the check.

## CONCEAL SPELLCASTING [MANIPULATION]

You can cast spells without others noticing.

**Prerequisite:** Concentration 1 rank, Sleight of Hand 5 ranks, Spellcraft 1 rank.

**Benefit:** You can cast a spell without revealing that you are doing so. Make a Sleight of Hand check as part of the action used to cast the spell, opposed by the Spot checks of onlookers. If you are successful, an observer can't tell that you're casting a spell. That observer cannot make an attack of opportunity against you for casting, nor can it attempt to counter your spell.

## CORNER PERCH [MOVEMENT]

You can brace yourself against walls to leave your hands free.

**Prerequisite:** Climb 8 ranks.

**Benefit:** If you succeed on a Climb check to ascend or descend either a "chimney," where you can brace against opposite walls, or a corner where you can brace against perpendicular walls (PH 69), you can suspend yourself momentarily. Until the end of your next turn, you can use your hands freely for any other purpose (including attacking) without risk of falling. At the end of your next turn, you fall from the wall unless you succeed on a Climb check against the normal DC + 5 (made as a move action) or you have succeeded on another Climb check to move up or down the wall as normal.

*Example:* Ember the monk succeeds on a DC 15 Climb check to scramble up 10 feet (one-quarter of her speed) into a corner formed by two typical dungeon walls. Using Corner Perch, she then braces her legs against the walls and uses her remaining standard action to draw and throw a shuriken at a bugbear on the ground below her.

## BEHIND THE CURTAIN: SKILL TRICKS AND FEATS

At first glance, skill tricks resemble feats both in their presentation and their effects. So, what makes a skill trick different from a feat? Three factors help set skill tricks apart.

**Scope of Effect:** Most skill tricks allow a character to perform an action that, while interesting and useful, doesn't equal the power level of a typical feat. Acrobatic Backstab is a potent trick, but in the long run it's not nearly as significant as Rapid Shot, Cleave, or Spring Attack. A skill trick should never provide a benefit as good as that of a feat.

**Limited Use:** Because a character usually can use a skill trick only once per encounter, a trick never becomes as important in a character's arsenal as a feat (which usually functions as often as needed).

**All about Skills:** Skill tricks have a skill rank prerequisite, a skill point cost, and (in most cases) a skill check requirement. These conditions place tricks firmly in the hands of a specific subset of characters—those with plenty of skill points to meet prerequisites, buy tricks, and succeed on the skill checks necessary to pull off the tricks. In addition, skill tricks allow characters a different application for their skill points, a resource that until now has had only one outlet.





Ember uses Corner Perch to stay out of an opponent's reach

On her next turn, still braced in the corner, she draws her quarterstaff and attacks an ogre that has moved next to her, gaining a +1 bonus on the attack roll for higher ground. At the end of that turn, she drops from the wall rather than attempting to hold her position. Since she has the slow fall class feature, Ember takes no damage from the drop.

### DISMOUNT ATTACK [MOVEMENT]

You can leap out of the saddle onto a foe.

**Prerequisite:** Ride 5 ranks.

**Benefit:** If your mount has moved at least 10 feet in this round and you succeed on a fast dismount (Ride, PH 80), you can use a standard action to attack an adjacent opponent as if you had charged that opponent.

### EASY ESCAPE [MANIPULATION]

You can slip free from the grasp of a larger enemy with ease.

**Prerequisite:** Medium or smaller size, Escape Artist 8 ranks.

**Benefit:** If your opponent is larger than Medium, you gain a circumstance bonus on your Escape Artist check to escape a grapple or pin. The size of the bonus depends on your opponent's size, according to the following table.

Opponent Size	Escape Artist Bonus
Large	+4
Huge	+8
Gargantuan	+12
Colossal	+16

### ESCAPE ATTACK [MOVEMENT]

You can follow a successful escape with a swift attack.

**Prerequisite:** Escape Artist 8 ranks.

**Benefit:** When you escape a grapple, you can make a single melee attack with a light weapon as a swift action against the opponent that was grappling you. The opponent is considered flat-footed against this attack. You must have the weapon in hand at the beginning of your turn in order to use this trick.

### EXTREME LEAP [MOVEMENT]

Your extraordinary leaping ability carries you over great distances.

**Prerequisite:** Jump 5 ranks.

**Benefit:** If you make a horizontal jump of at least 10 feet during your turn, you can spend a swift action to move an additional 10 feet on that turn.

### FALSE THEURGY [MANIPULATION]

"How's that *magic missile* feel? I'm sorry—did you think I was casting *sleep*?"

**Prerequisite:** Bluff or Sleight of Hand 8 ranks, Spellcraft 8 ranks.

**Benefit:** As a swift action when casting a spell, you can adjust the spell's verbal and somatic components to



mimic those of another spell of your choice of the same level. Any creature using Spellcraft or any other means to identify the spell you're casting believes it to be the other spell instead.

This trick renders your spell immune to the normal method of counterspelling, though *dispel magic* or a similar effect still works normally. Of course, once the spell takes effect, it can be identified and dealt with normally (a *fireball* still looks and feels like a *fireball* once you've cast it).

## GROUP FAKE-OUT [INTERACTION]

You lean left, go right, and leave a whole group of enemies holding the bag.

**Prerequisite:** Bluff 8 ranks.

**Benefit:** You can use Bluff to feint in combat (PH 68) against more than one opponent. Make one Bluff check opposed by separate Sense Motive checks for each opponent. For each opponent after the first that you wish to affect, you take a cumulative -2 penalty on your Bluff check.

**Example:** Lidda wants to feint against a group of three orcs, so she rolls a Bluff check with a -4 penalty. Each orc rolls a separate Sense Motive check opposed by Lidda's adjusted Bluff check result.

## HEALING HANDS [MANIPULATION]

You can bring someone back from the brink of death.

**Prerequisite:** Heal 5 ranks.

**Benefit:** If you succeed on a Heal check made to stabilize a dying character, that character also heals 1d6 points of damage.

## HIDDEN BLADE [MANIPULATION]

You can quickly draw a hidden weapon to make a deadly strike.

**Prerequisite:** Sleight of Hand 5 ranks, Quick Draw.

**Benefit:** After you have used the Sleight of Hand skill to successfully conceal a weapon (PH 81), you can draw that weapon as a move action instead of a standard action. An opponent that was unaware of the concealed weapon is treated as flat-footed against the first attack you make in that turn.

## LEAPING CLIMBER [MOVEMENT]

There's no better way to start a tough climb than by leaping up the wall.

**Prerequisite:** Climb 5 ranks, Jump 5 ranks.

**Benefit:** If you begin a climb by making a Jump check as a swift action, you can add the vertical distance of your jump to the distance climbed in that round. Treat the Jump check as being made with a running start even if you didn't move at least 20 feet.

**Example:** Ember the monk is standing at the base of a craggy cliff and wants to scale the cliff as quickly as possible. She spends a swift action to make a Jump check and gets a result of 24. Thus, she adds 6 feet to the distance she climbs in that round.

## LISTEN TO THIS [MENTAL]

You can perfectly repeat to others what you hear.

**Prerequisite:** Listen 5 ranks.

**Benefit:** Whenever you make a successful Listen check to hear a noise, you can describe that sound any time up to 1 hour later with such clarity that any individuals hearing the description are treated as if they had heard the sound themselves.

This trick is particularly useful if you overhear a conversation but don't understand the language spoken, since it allows you to repeat it verbatim to an ally who might be able to translate.

## MAGICAL APPRAISAL [MENTAL]

You can judge the usefulness of magic items.

**Prerequisite:** Appraise 5 ranks, Knowledge (arcana) 5 ranks, Spellcraft 12 ranks.

**Benefit:** When you succeed by 5 or more on a Spellcraft check to determine the school of magic of the aura surrounding a magic item (by casting *detect magic*), you can then spend 1 minute concentrating to also learn the properties of the item, as if you had cast *identify*.

You can use this skill trick once per day.

## MOSQUITO'S BITE [MANIPULATION]

You can deliver a vicious strike without your target feeling a thing.

**Prerequisite:** Sleight of Hand 12 ranks.

**Benefit:** If you use a light weapon to hit a flat-footed opponent, you can choose to have the opponent not realize that it has been hit until the start of your next turn. Instead, that opponent reacts as if you had attacked and missed.

Using this skill trick doesn't require an action on your part.

This trick doesn't allow the opponent to ignore any of the other effects of your attack, such as ability damage from poison on your blade or falling unconscious when reduced to fewer than 0 hit points.

## NEVER OUTNUMBERED [INTERACTION]

You can demoralize multiple enemies.

**Prerequisite:** Intimidate 8 ranks.

**Benefit:** When you use Intimidate to demoralize an opponent (PH 76), you can affect all enemies within 10 feet that can see you, rather than only a single enemy you threaten. Each enemy rolls a separate modified level check to oppose your Intimidate check, but the skill check otherwise works as normal.

## NIMBLE CHARGE [MOVEMENT]

You can run across treacherous surfaces with ease.

**Prerequisite:** Balance 5 ranks.

**Benefit:** You can run or charge across a difficult surface without needing to make a Balance check (PH 67).





*Devis uses Mosquito's Bite to skewer an unsuspecting hobgoblin*

### NIMBLE STAND [MOVEMENT]

You can rely on your acrobatic talent to stand up from prone safely.

**Prerequisite:** Tumble 8 ranks.

**Benefit:** You can stand up from prone without provoking attacks of opportunity.

### OPENING TAP [MANIPULATION]

"No time to waste on tools—a sharp tap should pop that lock!"

**Prerequisite:** Open Lock 12 ranks.

**Benefit:** As a swift action, you can make an Open Lock check with a –10 penalty by tapping a lock with a hard, blunt object such as the pommel of a weapon. You don't take any additional penalty for making the check without thieves' tools.

You can use this trick any number of times per day until you fail an Open Lock check made in this way. After a failure, you can't use Opening Tap again until after you have rested for 8 hours.

### POINT IT OUT [MENTAL]

You can show others what you see.

**Prerequisite:** Spot 8 ranks.

**Benefit:** When you make a successful Spot check, you can spend an immediate action to grant a single ally a free Spot check to see the same thing (with a +2 circumstance bonus). Your ally must be within 30 feet of you and able to see or hear you to benefit from this effect.

### QUICK ESCAPE [MANIPULATION]

In the blink of an eye, you can escape nearly any tight spot.

**Prerequisite:** Escape Artist 12 ranks.

**Benefit:** This trick has two options, either of which can be used once per encounter.

You can make an Escape Artist check to escape from a grapple or pin as a swift action. You can use this trick even if you have already used a standard action on your current turn to attempt the same escape.

Alternatively, you can make any Escape Artist check that would normally require a full-round action as a move action. You can't use this option more than once per day against the same kind of restraint.

### QUICK SWIMMER [MOVEMENT]

You can push yourself to swim faster.

**Prerequisite:** Swim 5 ranks.

**Benefit:** If you succeed on a Swim check to move at least 10 feet, you can move an extra 10 feet as part of that action.

### SECOND IMPRESSION [INTERACTION]

You can convince someone of your false identity even after your disguise fails.

**Prerequisite:** Bluff 5 ranks, Disguise 5 ranks.

**Benefit:** If an observer sees through your disguise with a successful Spot check, you can (as an immediate action) attempt a Bluff check to convince him that he's mistaken. Use the observer's Spot check result as the DC for your Bluff check; if you succeed, the observer ignores the



evidence of his own senses in favor of what your disguise attempts to show.

You must be aware of the observer's discovery in order to use this trick; for example, you can't use it against someone viewing you secretly, nor can you use it against someone who sees through your disguise but keeps that information secret. When in doubt, the DM should allow a character to use this trick if she has any reason to fear that her cover has been blown.

You can use this trick only once per day, but its effect extends to all viewers within 30 feet of you. For example, you could attempt it against an entire patrol of guards confronting you just as effectively as against a single person.

This trick doesn't let you maintain a disguise that has been defeated by other means; for example, if your *disguise self* spell is penetrated by a *true seeing* spell, Second Impression won't help.

### SHROUDED DANCE [MANIPULATION]

You can seem to be where you aren't.

**Prerequisite:** Hide 8 ranks, Perform (dance) 5 ranks.

**Benefit:** As a move action, you can attempt a DC 20 Hide check. If you succeed, you have concealment until the start of your next turn.

### SOCIAL RECOVERY [INTERACTION]

You can talk your way out of a problem you talked yourself into.

**Prerequisite:** Bluff 8 ranks, Diplomacy 5 ranks.

**Benefit:** If your Diplomacy check to influence an NPC's attitude fails, you can spend another full round talking to the NPC, then make a Bluff check with a -10 penalty. Use the result of this check in place of the Diplomacy check result, except that it can't improve the NPC's attitude by more than one step.

Once you use this skill trick (successfully or not), you cannot use it against the same target again for 24 hours.

### SLIPPING PAST [MOVEMENT]

You can slip through a tight space without breaking stride.

**Prerequisite:**

Escape Artist 5 ranks,  
Tumble 5 ranks.

**Benefit:** As a swift action, you can ignore the additional move-

ment cost and penalty on attack rolls and to AC when squeezing through a narrow space (PH 148). The benefit lasts until the start of your next turn.

### SPEEDY ASCENT [MOVEMENT]

You can produce a burst of speed when climbing.

**Prerequisite:** Climb 5 ranks.

**Benefit:** If you succeed on a Climb check to move at least 10 feet, you can move an extra 10 feet as part of that action.

### SPOT THE WEAK POINT [MENTAL]

Your keen eyes allow you to place attacks where they'll do the most good.

**Prerequisite:** Spot 12 ranks.

**Benefit:** As a standard action, you can attempt a Spot check to find a weakness in your opponent's defenses. The DC of this check equals the opponent's AC. If the check succeeds, your next attack against that opponent (which must be made no later than your next turn) is treated as a touch attack.

If you use a ranged weapon to deliver the attack, your opponent must be within 30 feet of you in order for you to benefit from the trick.

### SUDDEN DRAW [MANIPULATION]

You can quickly draw a hidden weapon to make a deadly strike.

**Prerequisite:** Sleight of Hand 8 ranks, Quick Draw.



*Her Sudden Draw trick puts Lidda on the offensive*



**Benefit:** If an opponent provokes an attack of opportunity from you, you can draw a weapon that you have successfully concealed using Sleight of Hand (PH 81) as an immediate action to deliver the attack of opportunity with that weapon. That opponent is treated as flat-footed against the attack with the concealed weapon.

## SWIFT CONCENTRATION [MENTAL]

You can maintain your mental focus while attending to another task.

**Prerequisite:** Concentration 12 ranks.

**Benefit:** You can maintain concentration on a spell or similar effect as a swift action.

## TIMELY MISDIRECTION [INTERACTION]

You can divert an opponent's attention to avoid its attacks.

**Prerequisite:** Bluff 8 ranks.

**Benefit:** If you succeed on a Bluff check to feint in combat (PH 68), your opponent can't make any attacks of opportunity against you until the start of its next turn. This effect is in addition to the normal benefits of a successful feint.

## TUMBLING CRAWL [MOVEMENT]

You can safely roll away from danger.

**Prerequisite:** Tumble 5 ranks.

**Benefit:** By succeeding on a DC 15 Tumble check, you can crawl 5 feet as a move action without provoking attacks of opportunity. Crawling normally provokes attacks of opportunity from any attackers who threaten you at any point during your crawl (PH 142).

## TWISTED CHARGE [MOVEMENT]

You can charge in a crooked line.

**Prerequisite:** Balance 5 ranks, Tumble 5 ranks.

**Benefit:** When you charge, you can make one turn of up to 90 degrees during your movement. You can't move more than your speed as part of this charge. All other restrictions on charges still apply, and you must have line of sight to the opponent at the start of your turn.

## UP THE HILL [MOVEMENT]

You can move quickly up a slope.

**Prerequisite:** Balance 5 ranks, Jump 5 ranks.

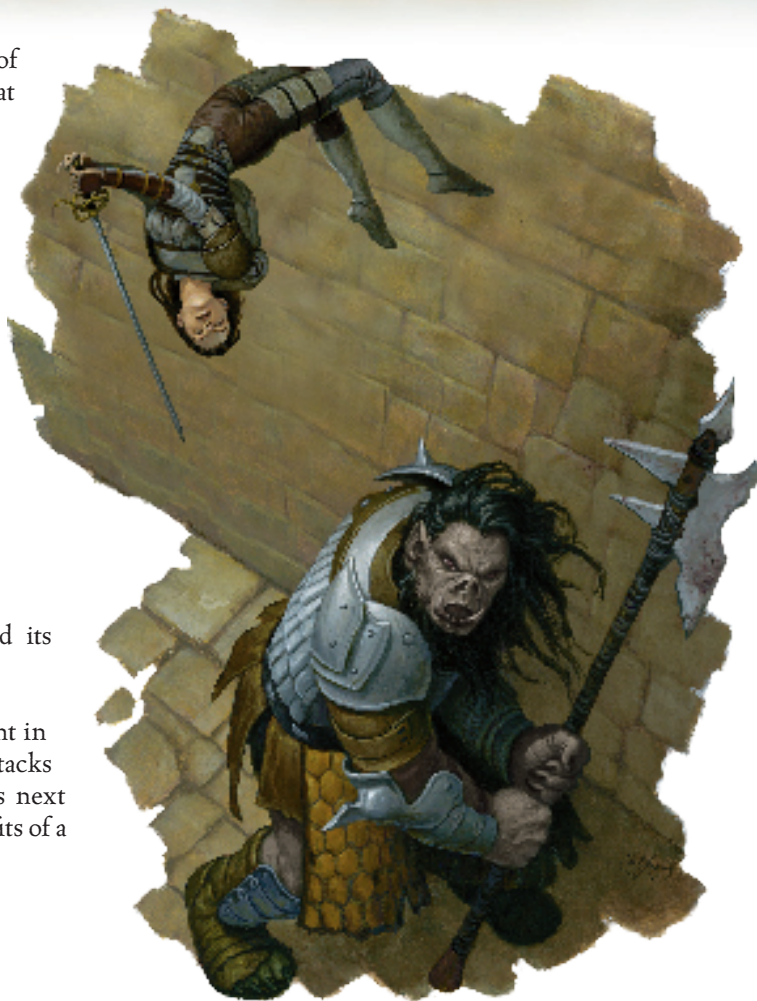
**Benefit:** You can move up a steep slope or stairs at your normal speed instead of at half speed. This effect lasts for 1 round.

## WALK THE WALLS [MOVEMENT]

You can run straight up a wall for a few seconds.

**Prerequisite:** Climb 12 ranks, Tumble 5 ranks.

**Benefit:** You can move up a wall without making a



*Lidda hurls herself from a wall to surprise an enemy*

Climb check. Each 5 feet of vertical movement costs you 4 squares of movement, and you must begin and end your turn on a horizontal surface.

## WALL JUMPER [MOVEMENT]

There's no better way to end a tough climb than by leaping from the wall.

**Prerequisite:** Climb 5 ranks, Jump 5 ranks.

**Benefit:** If you have succeeded on a Climb check to ascend or descend a wall during this or your previous turn, you can leap horizontally from that wall as if you had a running start.

## WHIP CLIMBER [MANIPULATION]

You can use a whip as a grappling hook.

**Prerequisite:** Use Rope 5 ranks, proficiency with the whip.

**Benefit:** You can use a whip as a makeshift grappling hook, lashing it around a protrusion or other firm, weight-bearing object in order to climb a wall or swing across a chasm. You make Climb checks using the whip as if it were a normal rope. Using this feat requires a Use Rope check as normal for securing a grappling hook (PH 86) but takes only a move action.