OGL Combat Feats

Chart Key

- General
- Unarmed
- Proficiencies
- Mounted
- Defense
- Melee
- Ranged

Feats in large, bold text have no other feat prerequisites.

Italics denote non-feat prerequisites

Descriptions are sometimes shortened.

Point Blank Shot

You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot

You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Improved Precise Shot
Dex 19, Base Attack Bonus +11
Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

Rapid Shot
Dex 13
You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty. You must use the full attack action to use this feat.

Many Shot
Dex 17, Base Attack Bonus +6
As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a -4 penalty) to determine success and deal damage normally (but see Special).
More...

Far Shot

When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1½). When you use a thrown weapon, its range increment is doubled.

Shot On The Run
Dex 13, DODGE, MOBILITY, Base Attack Bonus+4
When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Rapid Reload

Weapon Proficiency (crossbow type chosen).
The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity.
More...

Dodge
Dex 13
During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action.
More...

Mobility
Dex 13
You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.
More...

Spring Attack
Dex 13, Base Attack Bonus +4
When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor.
More...

Power Attack

Str 13
On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.

Improved Bull Rush
Str 13
When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.

Improved Overrun
Str 13
When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

Improved Sunder
Str 13
When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity.

Cleave
Str 13
If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

Great Cleave
Str 13, Base Attack Bonus +4
This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

Weapon Focus

Proficiency with selected weapon, base attack bonus +1.
You gain a +1 bonus on all attack rolls you make using the selected weapon.

Greater Weapon Focus
Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 8th.
You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus.
More...

Weapon Finesse

Base Attack Bonus +1
With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Specialization
Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.
You gain a +2 bonus on all damage rolls you make using the selected weapon.

Greater Weapon Specialization
Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, fighter level 12th.
You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization (see below).

Combat Expertise

Int 13
When you use the attack action or the full attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Armor Class. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until your next action.

Improved Feint
Int 13
You can make a Bluff check to feint in combat as a move action.

Improved Trip
Int 13
You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent.
If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

Improved Disarm
Int 13
You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.

Whirlwind Attack
Dex 13, Int 13, Base Attack Bonus +4
When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

Combat Reflexes

You may make a number of additional attacks of opportunity equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Two Weapon Fighting

Dex 15
Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See the Two-Weapon Fighting special attack.

Two Weapon Defense
Dex 15
When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. See the Two-Weapon Fighting special attack.
When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Improved Two Weapon Fighting
Dex 17, Base Attack Bonus +6
In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty. See the Two-Weapon Fighting special attack.

Greater Two Weapon Fighting
Dex 19, Base Attack Bonus +11
You get a third attack with your off-hand weapon, albeit at a -10 penalty. See the Two-Weapon Fighting special attack.

Armor Proficiency Light

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Armor Proficiency Medium

Armor Proficiency Heavy

Shield Proficiency

You can use a shield and take only the standard penalties.

Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

Improved Shield Bash

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

Improved Unarmed Strike

You are considered to be armed even when unarmed —that is, you do not provoke attacks or opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you.
In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.

Improved Grapple
Dex 13
You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Stunning Fist
Dex 13, Wis 13, Base Attack Bonus +8
You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + ½ your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next action).
More...

Deflect Arrows
Dex 13
You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with 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.
More...

Snatch Arrows
Dex 15
When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.
You must have at least one hand free (holding nothing) to use this feat.

Mounted Combat

Ride 1 rank
Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll. (Essentially, the Ride check result becomes the mount's Armor Class if it's higher than the mount's regular AC.)

Mounted Archery
Ride 1 rank
The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

Ride-By Attack
Ride 1 rank
When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Spirited Charge
Ride 1 rank
When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Trample
Ride 1 rank
When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

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