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ABANDONED ARTS® PRESENTS:

# FEATS OF HORSEMANSHIP

TEN NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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### CRASH THROUGH [COMBAT]

*You don't just kick in the door – you crash through it on the back of your steed!*

**PREREQUISITES:** Charge Through, Improved Overrun, Mounted Combat

**BENEFIT:** A mount that you control may attempt to charge through a single intervening obstacle, such as a door. Your mount gains a +8 bonus on the Strength check made to break through, and the attempt does not require any additional action. If the attempt fails, the charge is ruined and your mount must end its movement immediately.

### EXPERT TRAINER

*You can train your mount for specialized tasks and varied tactical maneuvers.*

**PREREQUISITES:** expert handler and mount class features, Handle Animal 4 ranks

**BENEFIT:** You may add the following feats to the list of feats that your mount may select as it gains additional feats: Acrobatic Steps, Alertness, Bleeding Critical, Blinding Critical, Bull Rush Strike, Charge Through, Combat Patrol, Crippling Critical, Critical Focus, Deafening Critical, Fleet, Following Steps, Furious Focus, Improved Blind-Fight, Improved Critical, Improved Great Fortitude, Improved Iron Will, Improved Lightning Reflexes, Lightning Stance, Nimble Moves, Sickening Critical, Staggering Critical, Step Up, Step Up and Strike, Strike Back, Stunning Critical, Tiring Critical, and Wind Stance.

### HITCH UP [COMBAT]

*You can hitch a ride on your companion or steed without ever mounting up!*

**PREREQUISITES:** animal companion, divine bond, or mount class feature, Spring Attack

**BENEFIT:** As long as your animal companion or class-granted mount is at least one size category larger than you are, you may clutch onto its fur, saddle, tusks, or similar, as an immediate action whenever it passes through your space on its turn. If you do, you may deposit yourself in a space adjacent to your companion at the end of its move.

### INTUITIVE RIDER

*You have developed an intuitive awareness with your mount.*

**PREREQUISITES:** Wis 13, Ride 1 rank

**BENEFIT:** While you are mounted or within arm's reach of a suitable mount that you have ridden before, both you and your mount may use the highest initiative modifier between the two of you.

### NIMBLE CAVALRY

*With you to guide it, your mount is especially fleet.*

**PREREQUISITES:** Nimble Moves, Handle Animal 3 ranks, Ride 3 ranks

**BENEFIT:** While you are mounted, your mount gains the benefits of your Nimble Moves feat. If you also possess the Acrobatic Steps feat or any other feat which lists Nimble Moves as a prerequisite, your mount gains the benefits of that feat as well.

### MAGNIFICENT BANNER

*The sight of your banner waving from the end of your lance as you charge is glorious.*

**PREREQUISITES:** banner class feature

**BENEFIT:** Your banner's effective radius is increased by 30 ft. for 1 round whenever you charge while mounted.

### SAINTED STEED

*Your divine steed is a sainted and legendary creature.*

**PREREQUISITES:** divine bond class feature

**BENEFIT:** Your class levels stack with your effective paladin levels for the purposes of determining the abilities and statistics of your divinely-bonded mount. Furthermore, your celestial mount can smite evil one additional time per day.

**NORMAL:** A celestial creature can smite evil once per day.

### STEALTHY STEED

*At your direction, your mount is capable of incredible stealth.*

**PREREQUISITES:** Handle Animal 3 ranks, Ride 3 ranks, Stealth 3 ranks

**BENEFIT:** While you are mounted or within arm's reach of a suitable mount that you have ridden before, your mount may halve any size penalty on Stealth skill checks that it suffers from, and may reduce the armor check penalty of any barding that it wears by 1. Additionally, your mount gains a +1 bonus on Stealth skill checks for every 10 feet that its base land speed is above 30.

### SPUR MOUNT

*With a swift gesture, you can spur your mount to greater speed.*

**PREREQUISITES:** Ride 3 ranks

**BENEFIT:** While you are mounted, you can spur your mount as a swift action. A spurred mount gains a +10 ft. bonus to its base land speed for 1 round.

### WARY COMPANION

*You share a cautious connection with your animal companion, familiar, or mount.*

**PREREQUISITES:** animal companion, divine bond, familiar, or mount class feature, Perception 9 ranks, Sense Motive 9 ranks

**BENEFIT:** Whenever your animal companion, familiar, or class-granted mount perceives a potential threat or danger (such as with the scent special ability or with a successful Perception skill check), you may attempt a DC 15 Sense Motive skill check in order to notice the danger as well, provided that you possess the ability to do so.

**SPECIAL:** Your GM should roll your Sense Motive skill check in secret.

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\*: See the *Pathfinder® Roleplaying Game: Advanced Player's Guide™* for details.



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