

New Feats II by Doc1time

Nimble Evasion

Nimble evasion is a movie-esk style of movement and evasion (much like Jackie Chan). This is the rolling over tables, diving through ladders, climbing walls using corners to rapidly ascend and climb.

This is a full round action and the character gains a +4 Dodge modifier to their AC, Movement rate, Climb, Running, Jump, Tumble, and any other type of skill or ability checks. The character may not attack in the same round as using this ability.

While Climbing this way, the character does not loose their DEX modifier to their AC.

Nimble Evasion II (requires Nimble Evasion)

Nimble Evasion II give the character a +4 enhancement to Nimble Evasion, but also includes rolls, and prone movement while Dodging and grabbing anything at hand to use as some sort of shield or something to deflect attacks. Prone movement is not penalized in this form of movement.

Nimble Attacks (requires Nimble Evasion)

Nimble Attacks allows the character to attack while using Nimble Evasion. While this ability does allow attacks, the total number of attacks per round the character normally has is halved (to a minimum of at least 1 attack). No special attack abilities (Full Round actions) are allowed.

Nimble Attacks II (requires Nimble Attacks)

This ability grants the character a +4 Attack bonus to Grappling attacks and Trip attacks while using the Nimble Evasion feat.

This ability may be used with various weapons and non-weapons that the character may find at hand (i.e.: bar towel, belt, cloak, mop/mop-handle, ladder, etc.).