

# Soak It Like a Fighter

By Patric L. Rogers. A treatise for Revised Third Edition d20 rules.

Fighters are classically the heavily armored and armed front-line warriors whose primary functions are soaking damage and dealing damage, in that order. Let's face it, at high levels, spell-casters can do more damage, but with their high armor class and higher hit points, no one can soak damage like a fighter. This is a collection of feats that can help a fighter soak even more damage. Note that I am using the term "soak" to include resisting injury, typically through high armor class, as well as actually suck up hit point damage (barbarians can lose a lot of hit points, but fighters can last longer because their high AC means they do not lose hit points as fast).

The scope of this work is the ability to soak and survive damage, not to dish it out.

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Release 1.0	P. Rogers	First release
Release 2.0	P. Rogers	Added material from <i>Arcana Unearthed</i> , <i>Dragonstar</i> and <i>Rokugan</i> .
Release 2.1	P. Rogers	Added more material from third party sources.

## Dodge Bonuses

Good grief, how many times do authors feel it really needs to be pointing out that any condition that causes a creature to lose its Dexterity bonus to Armor Class also causes it to lose its Dodge bonus? I mean, really, does it need to be repeated in the “Special” section of every damn feat? Likewise, does it need to be repeated every damn time that dodge bonuses stack?

## Feat Categories

### Ceremonial

This kind of feat requires a magical ritual be performed over the character, thus granting extraordinary or supernatural abilities. The ceremony can be performed at any time before the character takes the feat. Access to these feats is definitely restricted to GM permission, and the GM is encouraged to require the character to work to find a teacher, tome describing the ritual, outsider willing to perform it, or something equally exotic to make gaining the feat both challenging and memorable.

### Fighter

A hold-over from 3e that was dropped in 3.5e and replaced by the equivalent, but much more clear “Special: A fighter can take this using one of his fighter bonus feats.” Rather than repeat that special entry again and again, I am reusing the Fighter feat category as a short-hand.

### School

The character belongs to a select group that has access to particular feats and training. In the *Rokugan* book, these are Clan feats. However, I have generalized “clans” into “schools,” as much to avoid using the Product Identity as any other reason.

Schools can be used to add tremendous flavor to a campaign, especially one based around the warrior classes. In the real world, different schools exist and teach different techniques, methods and skills. In a d20 campaign, this can be reflected by choosing a number of feats, especially those with many prerequisites, such as Spring Attack or Whirlwind Attack, and deciding those are only available to certain schools. Loyalty to one's school is generally fierce, and there are frequent challenges to determine which

school is superior, particularly if a school is run by a charismatic or enigmatic headmaster. Cross-training between schools is extremely rare. Any feats can be regrouped or reclassified, and not all School feats belong to one school. Unless a character is already a member of this school or clan, he needs to take the Different School feat. The GM should predetermine which School feats are available to a particular school or clan before allowing players to take these feats.

Schools are completely optional and the GM should treat a School feat as a General feat if schools are not being used in the campaign.

## Talent

Talent represents a natural, inborn trait of the creature. Characters can only take talents at level 1, and can have only one talent.

## Toughness

Toughness as a feat has been around since the invention of feats back in 3<sup>rd</sup> edition. It has become a staple of feat trees and classes that focus on the ability to be durable and soak damage. That is the only reason a lame feat like Toughness makes any sense as a prerequisite for the ultimate damage-soaking prestige class the Dwarven Defender.

With the expansion and addition of many, many feats that simulate the same feature of Toughness, and often do it a little better or at least a little differently, I am introducing the “Toughness” feat category. Any feat in the Toughness category can be used as a substitute for the Toughness feat in any class, feat, or other ability that calls for Toughness. Thus, a Dwarven Defender aspirant could use Toughened, Hit Die Boost or Strength of the Earth to meet the Toughness feat prerequisite.

Use of this category is very much the same as the Fighter feat category above. I am using it as a short-hand instead of repeating again and again “**Special:** A character can substitute this feat for Toughness any time a prerequisite for Toughness exists.”

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## Feats

### Armored Evasion (Heavy) [Fighter, General]

The character has learned the ultimate in advanced evasion techniques.

**Prerequisites:** Dexterity 15+, Wisdom 15+, evasion class ability usable while wearing light or medium armor.

**Benefits:** The character can use her evasion class ability while wearing no armor, light armor, medium armor, or heavy armor.

### Armored Evasion (Light) [Fighter, General]

The character has learned advanced evasion techniques.

**Prerequisites:** Evasion class ability usable while wearing no armor

**Benefits:** The character can use his evasion class ability while wearing no armor, or light armor.

**Special:** The standard evasion class ability includes this feature and this feat is normally not required.

### Armored Evasion (Medium) [Fighter, General]

The character has learned advanced evasion techniques.

**Prerequisites:** Dexterity 13+, Wisdom 13+, evasion class ability usable while wearing light armor

**Benefits:** The character can use his evasion class ability while wearing no armor, light armor or medium armor.

## Armor Concentration [Fighter, General]

You are particularly adept at fighting in certain types of armor, using its protective qualities to your best advantage.

**Prerequisite:** Armor Proficiency with the chosen armor.

**Benefit:** Select one type of armor. You gain an additional +2 dodge bonus to your AC when wearing this armor.

## Armor Focus [Fighter, General]

You move around in a certain type of armor without effort.

**Prerequisite:** Proficient with the chosen armor, base attack bonus +1 or higher.

**Benefit:** Choose one kind of armor such as chain mail or splint mail. When wearing the specified type of armor it inflicts 1 less skill penalty and the maximum Dexterity bonus is raised by one. This cannot reduce the penalties to below zero.

**Special:** You can gain this feat multiple times. The effects does not stack. Each time you take the feat, it applies to a new kind of armor. This feat cannot be applied to shields.

## Armor Specialization [School]

You are particularly adept at fighting in one certain kind of armor, using its protective qualities to your best advantage.

**Prerequisite:** Proficient with the chosen armor, Armor Focus with the chosen armor

**Benefit:** Choose one kind of armor such as chain mail or splint mail. When wearing the specified type of armor you gain an additional +2 dodge bonus to your AC when wearing this armor.

**Special:** You can gain this feat multiple times. The effects does not stack. Each time you take the feat, it applies to a new kind of armor. This feat cannot be applied to shields.

## Combat Expertise [Fighter, General]

**Prerequisite:** Intelligence 13+.

**Benefit:** 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.

**Normal:** A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a –4 penalty on attack rolls and gain a +2 dodge bonus to Armor Class.

## Compensate for Size

You leap up and around when fighting a larger foe, compensating for your small size.

**Prerequisites:** Dexterity 13+, base attack bonus +3.

**Benefit:** The character leaps about when fighting a creature one or more size categories larger than she is, granting her both an additional +1 dodge bonus to Armor Class and a +1 competence bonus to melee attack rolls per size category difference. To use this feat, the character must wear either Light armor, or no armor.

## Defend [Fighter, General]

You are trained to fight shoulder-to-shoulder and share the benefits of a shield with a nearby ally.

**Prerequisites:** Shield Proficiency, base attack bonus +2.

**Benefit:** When you use a shield larger than a buckler, any ally within 5 feet who is not using a shield gains a +1 shield bonus to his AC. Any ally within 5 feet who is using a shield gains a +1 circumstance bonus to AC. This bonus does not stack with itself. You do not lose your shield bonus.

## Defensive [Talent]

You are cautious and careful, always more mindful of incoming attacks than making attacks.

**Prerequisites:** Character level 1<sup>st</sup> only

**Benefit:** The character gains a +1 dodge bonus to Armor Class but suffers an inherent -1 penalty to all attack rolls.

## Defensive Move [Fighter, General]

You are trained at avoiding ranged attacks by moving or ducking.

**Prerequisite:** Dexterity 13+

**Benefit:** The character gains a +4 dodge bonus to Armor Class against all ranged attacks in a round in which she moves at least 10 feet, or in any circumstance when she has cover. The Precise Shot feat can negate this Armor Class bonus, but it cannot negate both this bonus and the -4 penalty for firing into melee in a single attack. Thus, a character with this feat fighting in melee against an attacker with Precise Shot forces the opponent to cope with the +4 dodge bonus but not the -4 penalty.

## Defensive Stance [Fighter, General]

You are trained at avoiding and blocking blows.

**Prerequisite:** Dexterity 13+

**Benefit:** The character gains a +1 dodge bonus to Armor Class against all melee attacks.

## Depths of the Void [School]

Your chi is more focused with the ebb and flow of the Void.

**Prerequisite:** Void Use

**Benefit:** Your maximum Void Points are increased by three.

**Special:** You may gain this technique multiple times.

## Diehard [General]

**Prerequisite:** Endurance.

**Benefit:** When reduced to between -1 and -9 hit points, you automatically become stable. You don't have to roll d% to see if you lose 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach -10 hit points, you immediately die.

**Normal:** A character without this feat who is reduced to between -1 and -9 hit points is unconscious and dying.

## Different School [School]

You have been trained in the techniques of multiple schools.

**Prerequisite:** By GM permission only.

**Benefit:** Choose a school other than your own. If you remain on good terms with this school, you may learn their technique feats as if you were a member of that school.

**Special:** This feat may be chosen multiple times. Each time, it applies to a different school. You cannot take this feat unless you have a significant connection with the appropriate school and a willing teacher.

## Dragonbones [Fighter, General, Toughness]

Thickened bones and bony plates form on critical areas like chest, back, elbows, hands, ankles, and knees.

**Prerequisites:** Hardened Body, Toughness, Toughened, base Fort save +9 or higher

**Benefits:** The character is considered to be armed even when unarmed—that is, she does not provoke attacks or opportunity from armed opponents when she attacks them while unarmed. However, she stills get an attack of opportunity against any opponent who makes an unarmed attack on her.

The character's unarmed strikes can deal lethal or nonlethal damage, at her option. Her unarmed strikes deal +1 point of damage in either case.

The character also gains +5 hit points.

## Elemental Resistance [Talent]

You are naturally resistant to a particular element and suffer less damage from it than others.

**Prerequisite:** Character level 1<sup>st</sup> only.

**Benefit:** The character has a resistance of 5 against any element she chooses (air, earth, fire, water) at the time she takes this feat.

## Endurance [General]

**Benefit:** You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation. Also, you may sleep in light or medium armor without becoming fatigued.

**Normal:** A character without this feat who sleeps in medium or heavier armor is automatically fatigued the next day.

**Special:** A ranger automatically gains Endurance as a bonus feat at 3rd level. He need not select it.

## Energy Resistance [Talent]

You are naturally resistant to a particular type of energy and suffer less damage from it than other types.

**Prerequisite:** Character level 1<sup>st</sup> only.

**Benefit:** The character has resistance 5 against any energy type she chooses (acid, cold, electricity, fire, sonic) at the time she takes the feat.

## Exotic Armor Proficiency [Fighter, General]

You can use exotic armor.

**Benefit:** The character can wear exotic armor without penalty. To use exotic armor, the character must have the appropriate normal proficiency (Heavy, Light, Medium) for that type of armor.

**Normal:** A character wearing armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

## Fast Healer [Talent]

When you rest, you heal faster than others.

**Prerequisite:** Character level 1<sup>st</sup> only.

**Benefit:** The character heals at 1.5 times the normal rate.

## Fast Recovery [General]

The character is so tough, hardy and resilient, he has developed truly exceptional natural healing abilities.

**Prerequisites:** Endurance, Toughness, base Fort save +4 or higher, Constitution 13+.

**Benefits:** The character recovers 1 hit point per hit die it has each hour, even if engaging in strenuous activity.

**Special:** This is the same as the racial ability of the same name. Creatures that have the Fast Recovery extraordinary racial ability and also take this feat gain +3 hit points per hour to their recovery rate.

## Focused Healing [Ceremonial]

After a ceremony held with you and at least five others, you gain the ability to use your powers of concentration for better healing.

**Prerequisite:** Wisdom 11+.

**Benefit:** Once per day, the character can concentrate for a full minute and heal himself of up to 2 hit points damage per character level. In order to succeed, the character must make a Concentration check with a DC equal to 10 + the amount of damage to be healed. Thus, a 5<sup>th</sup>-level character with this feat can heal up to 10 points of damage, but the DC is 20. If the character only needed to heal 8 hit points, he could choose to heal only 8 hit points and thus make the DC 18.

## Giant Power [Ceremonial, General]

The hardened creature has developed phenomenal stamina and power and can carry enormous loads. He can also push his muscles to extraordinary feats of strength.

**Prerequisites:** Endurance, Hardened Body, Toughness, base Fort save +8 or higher, base Will save +5 or higher.

**Benefits:** The character is always considered one size category larger when calculating carrying capacity and load. The character's speed is not reduced by a carrying a medium or heavy load.

Once per day the character can boost her Strength score by +4. This unnamed bonus lasts a number of rounds equal to 3 + Constitution bonus (if any).

**Special:** The character can drop the save requirements by taking this as a Ceremonial feat rather than a General feat.

## Hardened Body [Ceremonial, General]

The creature has developed tremendous pain resistance, thicker tougher skin, and harder stronger bones.

**Prerequisites:** Toughness, base Fort save +4 or higher.

**Benefits:** The creature gains a natural armor bonus of +1, or the creature's existing natural armor class bonus increases by +1. This increase stacks with other permanent sources of natural armor.

**Special:** The character can drop the save requirement by taking this as a Ceremonial feat rather than a General feat.

**Commentary:** For creatures that already have natural armor, this is redundant with Improved Natural Armor. The primary role of this feat is to grant natural armor to creatures that do not typically have it, such as humans. A creature can gain this feat multiple times. Each time the creature takes the feat its natural armor bonus increases by another point.

## Hit Die Boost [General, Toughness]

The character is tougher than normal.

**Prerequisites:** Base Fortitude +1 or better.

**Benefit:** The character's racial and class hit dice are all increased one die size; d4 becomes d6, d6 to d8, d8 to d10, and d10 to d12. A character who would roll 1d12 for hit points (when taking a level in barbarian, for instance) rolls 1d12+1.

If taken at 1st level, the character gains maximum hit points using the new die type. If taken after 1st level, all the character's hit dice are enlarged retroactively, but the character does not get to reroll those dice. Instead, add +1 hit point per hit die the character had before taking this feat (representing the average difference between the original die size and the new die size).

## Improved Natural armor [General]

**Prerequisites:** Natural armor, Constitution 13+.

**Benefit:** The creature's natural armor bonus increases by 1.

**Special:** A creature can gain this feat multiple times. Each time the creature takes the feat its natural armor bonus increases by another point.

## Iron Flesh [Ceremonial]

After a magical ritual in which you spend six hours in close physical contact with a creature with natural armor, you gain natural armor yourself.

**Benefit:** The character's flesh is tougher than normal, giving her a +1 natural armor bonus to Armor Class. This bonus does not stack with existing natural armor or natural armor granted by magic.

**Commentary:** You now have natural armor, go find another feat to make it better.

## Light Armor Mastery [Fighter, General]

You wear leather armor and similar protective gear like a second skin. You move with speed and agility equal to an unarmored figure.

**Prerequisites:** Light Armor Specialization, base attack bonus +9

**Benefit:** While wearing light armor, you increase its maximum Dexterity bonus by 2. In addition, you reduce its armor check penalty by 1. You cannot turn a check penalty into a bonus.

**Special:** You can take this feat only once.

## Light Armor Specialization [Fighter, General]

You rely on speed and agility while wearing light armor. You have trained to dodge blows with skill and speed, improving your defense as long as you wear flexible armor.

**Prerequisites:** Light Armor Proficiency, base attack bonus +3.

**Benefit:** While wearing light armor, you increase the armor bonus it provides by +1. You dodge and move in such a way as to improve your armor's protective abilities.

**Special:** You may take this feat only once.

## Medium Armor Mastery [Fighter, General]

You have learned to wear medium armor with maximum efficiency, to the point that when you shed your armor you feel strangely light and exposed. While chainmail might hamper another warrior's movement, you have learned to move with the armor rather than against it.

**Prerequisites:** Medium Armor Specialization, base attack bonus +9

**Benefit:** You increase the maximum Dexterity bonus while wearing medium armor by 1 and decrease the its armor check penalty by 1. You now treat medium armor as light armor for purposes of class abilities, feats, and skills. For example, a bard with this feat could now cast his spells in medium armor, while a ranger could use his combat style.

**Special:** You may take this feat only once. While you treat medium armor as light, you still suffer the standard movement penalties it incurs (as modified by any feats or abilities you possess).

## Medium Armor Specialization [Fighter, General]

You have learned to adjust your armor so that it does not hinder your motions as much as normal.

**Prerequisites:** Medium Armor Proficiency, base attack bonus +3

**Benefit:** While wearing medium armor, you increase your speed by +5 ft. (up to your maximum base speed).

**Special:** You may take this feat only once.



## Mobile Shot [Fighter, General]

You are adept at dodging attacks while firing a ranged weapon.

**Prerequisites:** Dexterity 13+, Dodge, Mobility

**Benefit:** You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you make a ranged attack within a threatened area.

## Resistance to Disease [General]

Through quirk of birth, magical treatments or too much exposure to infectious agents, the character has begun to develop resistance to disease.

**Benefit:** +2 bonus on saving throws against diseases, including magical and supernatural diseases.

**Special:** This feat can be taken multiple times, each additional time after the first adding +1 more to the save bonus provided by this feat.

## Resistance to Magic [General]

Through quirk of birth, magical treatments or too much exposure to magic, the character has begun to develop resistance to magic.

**Benefit:** +1 bonus on saving throws against spells, spell-like effects and supernatural abilities.

**Special:** This feat can be taken multiple times, each additional time after the first adding +1 more to the save bonus provided by this feat.

## Resistance to Poison [General]

Through quirk of birth, alchemical or magical treatments, or too much exposure to poison, the character has begun to develop a resistance to poison.

**Benefit:** +2 bonus on saving throws against poisons.

**Special:** This feat can be taken multiple times, each additional time after the first adding +1 more to the save bonus provided by this feat.

## Self / No Self [General]

You are able to recover your Void quickly.

**Prerequisite:** Void Use

**Benefit:** Once per day, five minutes of meditation and a Concentration check (DC 15) allow a full recovery of your Void Point reserves.

**Normal:** Recovering Void Points requires a full night's rest or an hour of meditation.

## Shield Specialization [Fighter, General]

You are especially good at using a shield for defense.

**Prerequisites:** Shield Proficiency, base attack bonus +4 or higher.

**Benefit:** The character knows just how to angle a shield against incoming attacks to more easily deflect the force of the blow or to encourage a ranged weapon to slide off the shield rather than strike it directly. She adds +1 to the shield's armor bonus for melee attacks and +2 for ranged attacks. The character must be aware of the incoming attack and not flat-footed.

## Sturdy [General, Toughness]

You are particularly hardy and tough.

**Benefits:** For the level when the character takes this feat, she adds double her Constitution bonus (rather than just her Constitution bonus) to her hit point total. If double her Constitution bonus is less than 4, she gains 4 hp. This effect happens once, not every level.

**Special:** A character may gain this feat multiple times, but never more than once per level.

## Take It Like A Man

You can stave off the effects of pain, magical attacks, and other hindrances for a moment by focusing your concentration to the task at hand.

**Prerequisites:** Endurance.

**Benefit:** When you suffer the ill effects of a poison or any spell, supernatural effect, or spell-like ability that confers an effect or condition other than hit point damage, you can temporarily shrug off the effect. After resolving your saving throw, make a DC 15 Fortitude save regardless of the save type you used to resist the attack. If this save succeeds, you do not suffer the effects until after your next action. Your physical toughness and mental focus allow you to save off the effects for a few, critical seconds. After the duration passes, the spell, poison, or effect takes hold as normal. As with any saving throw, you can opt to automatically fail this check if you wish. For example, you are not forced to delay the effects of *bull's strength* or similar spells.

Note that if a spell hits you during your action and this feat successfully activates, you complete your current action as normal and the effect takes hold at the end of your next action.

## Toughened [Fighter, General, Toughness]

The character is unusually hard to kill.

**Prerequisites:** Base Fortitude +1.

**Benefits:** The character gains a number of hit points equal to 1 + the character's base Fortitude save bonus. Thus, a 6<sup>th</sup>-level fighter who takes this feat gains 1 + 5, or 6 hit points. This bonus to hit points increases retroactively as the character gains levels and his base Fortitude save thus increases, so that when the above fighter reaches 8<sup>th</sup>-level (and his base Fortitude save bonus increases to +6), he gains another bonus hit point from this feat.

## Tough Hide [General]

Your natural armor is thicker than normal.

**Prerequisites:** A natural armor bonus.

**Benefit:** The character's natural hide is thicker than normal, giving her a +1 natural armor bonus to Armor Class. This bonus stacks with her existing natural armor (but not natural armor gained through spells or magic items).

**Special:** This feat can only be taken once.

**Commentary:** This is similar to Improved Natural Armor with the exception that it is easier to meet the prerequisites, but can only be taken once.

## Toughness [General, Toughness]

**Benefit:** You gain +3 hit points.

**Special:** A character may gain this feat multiple times. Its effects stack.

## Tower Shieldman [Fighter, General]

You are skilled at bearing a tower shield in battle, allow you to grant a cover bonus to allies who stand adjacent to you.

**Prerequisites:** Defend, Shield Proficiency, Tower Shield Proficiency

**Benefit:** Using a full attack action, you may grant a +4 cover bonus to the AC of any two allies who stand adjacent to you until your next action. If you or your allies move, they lose this AC bonus. While using a tower shield in this manner, it grants you full cover.

## Tower Shield Focus [School]

**Benefit:** When using a tower shield, the armor check penalty is reduced by 2, but never below zero.

**Special:** A character may gain this feat multiple times. Its effects stack.

## Void Use [School]

You have learned to focus your concentration upon the Void. By drawing upon the power of chi, your inner strength, you are capable of feats others find quite surprising.

**Benefit:** Before making any attack roll, skill check, or saving throw, you may spend a Void Point to gain a +2 Void bonus on your roll. As a free action once per round on your turn, you may spend a Void point to gain a +2 Void bonus to your Armor Class until your next turn. You may not spend more than one Void point on any one attack roll or skill check. (Other feats or abilities may allow you to do so; Void bonuses always stack with other Void bonuses). Certain feats cannot be used without spending Void Points, and thus have this feat as a prerequisite.

Void Use requires a great deal of focus, so a frightened or panicked character may not spend Void Points for any reason.

All Void Points are recovered after a full eight hours of sleep. An hour of meditation and a Concentration check (DC 15) also allows full recovery of a character's Void Point reserves.

All uses of Void Points are considered extraordinary abilities, unless noted otherwise.

**Special Comment:** Generally a character must be a member of a special mystic order to be able to learn this technique, as it rarely occurs in the wild. Alternately, GMs might decide that it can occur naturally, much like sorcery or psionic ability, in which case it becomes a General feat for that character, and all Void Use feats are then also general feats.

## Way of the Ironclad [School]

You are unaffected by the weight of heavy armor.

**Prerequisites:** Con 13+, base attack bonus +1, Armor Proficiency (Medium)

**Benefit:** You are proficient with heavy armor. Your normal speed and maximum running speed are unaffected by armor, unless the weight of the armor causes you to be encumbered. The maximum Dexterity bonus of any heavy armor you wear is increased by one, and check penalties are reduced by one. This feat counts as the Armor Proficiency (Heavy) feat for the purposes of determining prerequisites.

**Commentary:** Barbarians love this for obvious reasons, as it lets them move at full speed when wearing any armor. It does not let rangers use their combat styles, nor let bards cast spells without penalty, as neither of these are movement related. The benefits stack with Armor Specialization and Armor Mastery.

## List of all OGC and source document

All text of this document is Open Game Content. No material is designated Product Identity.

OGC Source	Name	OGC Source Publisher	OGC Source Author
<i>EverQuest: Role-Playing Game Players' Handbook</i>	Toughened	Sony Computer Entertainment America, Inc.	?
<i>EverQuest: Role-Playing Game Players' Handbook</i>	Fast Recovery (racial feature adapted into feat)	Sony Computer Entertainment America, Inc.	?
<i>Netbook of Feats v10</i>	Armor Focus		B. Marcus Lindberg, Scot Metzger
<i>Arcana Unearthed</i>	Compensate for Size, Defensive, Defensive Move, Defensive Stance, Elemental Resistance, Energy Resistance, Exotic Armor Proficiency, Fast	Malhavoc Press	Monte Cook

OGC Source	Name	OGC Source Publisher	OGC Source Author
	Healer, Focused Healing, Iron Flesh, Shield Specialization, Sturdy, Tough Hide		
<i>SRD</i>	Diehard, Endurance, Improved Natural Armor, Toughness	Wizards of the Coast	
<i>World of Warcraft: the Role-Playing Game</i>	Defend	Blizzard Entertainment / Sword & Sorcery Studios	
<i>Wildscape</i>	Light Armor Mastery, Light Armor Specialization, Medium Armor Mastery, Medium Armor Specialization, Take It Like A Man	Fantasy Flight Publishing, Inc (aka Fantasy Flight Games)	Mike Mearls
<i>Rokugan</i>	Armor Focus <sup>1</sup> , Depths of the Void, Different School, Hida Technique, Prepared, Self/No Self, Shield of Honor, Strength of the Earth, The Mountain Does Not Fall, The Mountain Does Not Move, Void Use, Way of the Crab <sup>2</sup>	Alderac Entertainment Group	Rich Wulf, Shawn Carman, and Seth Mason
<i>Dragonstar Starfarer's Handbook</i>	Mobile Shot	Fantasy Flight Publishing, Inc (aka Fantasy Flight Games)	Greg Benage and Matt Forbeck
<i>Monster's Handbook</i>	Tower Shieldman	Fantasy Flight Publishing, Inc (aka Fantasy Flight Games)	Mike Mearls
<i>Completely original and never before seen by the author</i>	Tower Shield Focus		Patric L. Rogers

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1 The *Rokugan* Armor Focus feat was modified to be the root for the Armor Specialization feat that appears in this book.

2 The *Rokugan* Way of the Crab feat was modified to be the root for Way of the Ironclad.

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