



Rite Publishing Presents:

101 Bard Feats

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Dedication: To Will McCardell
—For making this book better.

Special thanks to Doug “Saint Bernard” Ervin

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Feat Name	Prerequisites	Benefits
Abjuration Dweomercraft	Bardic performance (dweomercraft) class feature	You and your allies gain a bonus to your saving throws and touch AC
Accelerate Performance	Bardic performance class feature, Perform (any one) 4 ranks	You start a bardic performance as a move, swift or immediate action
Alluring Ardor	Bardic performance (suggestion) class feature, Diplomacy 8 ranks, Perform 8 ranks, Cha 13	You compel a creature within 30 ft to attempt to please you
Analyze Site	Eye for detail class feature, Int or Wis 13	You obtain information about the perpetrator of a crime
Anchor Performance	Bardic performance, Perform (any one) 3 ranks, Cha 13	You establish the center of a performance to be any point up to 30 feet from your actual position
Arcane Duelist Assimilation	Arcane bond, arcane strike, bardic performance (bladethirst) class features	Your bonded weapon can absorb power from magical weapons and you can use this power to enchant that weapon
Arcane Duelist Style	Arcane bond, arcane strike, bardic performance (bladethirst) class features	Your melee attacks deal +2d6 damage to any opponent that is currently under the effects of one of your spells that allowed a saving throw to negate its effects
Archaeologist's Escape	Archaeologist's luck and clever explorer class features	You gain a chance to avoid any confirmed critical hit or any attack that would reduce you to 0 hit points or fewer
Daring Escape	Archaeologist's luck, clever explorer, evasion and trap sense (+2) class features, Archaeologist's Escape, Disable Device 7 ranks	You delay a trap immediately after triggering it
Archaeologist's Poise	Archaeologist's luck and clever explorer class features	You move through difficult terrain at your normal speed
Archaeologist's Weal	Archaeologist's luck class feature	You cause a reroll of one attack roll, combat maneuver check, or skill check that occurs within 100 ft
Attract Beasts	Animal friend and bardic performance (attract rats) class features, Cha 13	You summon any animal or magical beast
Beast Friend	Animal friend class feature	Your animal friend class feature affects all animals and magical beasts
Beast Speaker	Animal friend and nature's speaker class features	You use your animal speaker class feature to speak with any animal or magical beast
Beautiful Esteem	Bardic performance (fascinate) class feature	You thwart a melee or ranged attack that targets you
Brutal Derision	Bardic performance (mockery) class feature, Cha 13	You insult an opponent with exceeding wit, causing 1d6 points of nonlethal damage per 2 levels
Buccaneer's Familiar	Bardic performance and hilt bash class features	You acquire an exotic pet that gains abilities as a wizard's familiar
Buried Suggestion	Bardic performance (suggestion) class feature, Perform (act) 11 ranks, Bluff 11 ranks, Cha 15	You telepathically implant a <i>suggestion</i> into a subject which will take effect later
Capture, Not Kill	Bardic performance and hilt bash class features	Your weapon deals maximum nonlethal damage
Celebrated Maneuver (Combat)	Bardic performance and famous class features	You have a particular combination of moves that you have used time and again, and which your adoring fans have come to expect from you
Charming Touch	Bardic performance (fascinate) class feature, Perform (act) 6 ranks, Bluff 6 ranks, Cha 13	You charm someone as per <i>charm person</i> or <i>charm monster</i>

Feat Name	Prerequisites	Benefits
Counter Turning	Bardic performance (spell suppression) class feature, Improved Counterspell	You turn a spell back upon the original caster
Create Sleeper	Bardic performance (mass suggestion) class feature, Cha 19	Your suggestion effect does not discharge on one target and that one target need not understand you, further, you can continue to issue new suggestions
Crescendo Performance	Bardic performance (countersong), Cha 15	Your bard spells and bardic performances are not suppressed by silence, blindness, or deafness for the next 6 rounds
Dance of the Wind	Battle dance (rain of blows) and fleet class features	All of your modes of movement are increased by your fleet class feature when you are battle dancing and your speed bonus granted by your fleet class feature is increased by 15 ft
Dance with Alacrity	Battle dance class feature, Perform (dance) 5 ranks	You start a battle dance as a swift or immediate action
Death's Attendant	Haunted eyes and secrets of the grave class features	You suffer only half the ability damage, ability drain, or energy drain dealt by an undead creature
Defy Enchantment	Bardic performance (counter song), Improved Iron Will, Iron Will	You gain a second saving throw against a failed save versus a charm or compulsion effect
Defy Tyranny (Combat)	Bardic performance (inspire courage) class feature, Perform (any one) 8 ranks, Cha 12	You emit a 30-foot aura of freedom protecting allies from the confused, grappled, frightened, panicked, paralyzed, pinned, and shaken conditions
Denudate	Bardic performance (dirge of doom) class feature, Perform (dance) 11 ranks, Cha 15	Any creature within 5 feet loses all equipment-based bonuses and protections (armor, shield, magic rings, magic cloaks, etc)
Destructive Resonance	Bardic performance (dirge of doom) class feature, Perform (any instrument or singing) 18 ranks, Cha 19	You create a sound so shrill and powerful that you virtually disintegrate a single creature or object within 75 ft
Discord of the Spheres	Bardic performance (dirge of doom) class feature, Knowledge (planes) 8 ranks, Perform (any instrument or singing) 8 ranks, Cha 13	Your dirge of doom functions as a <i>dismissal</i> or <i>banishment</i> spell
Dissonance	Bardic performance (dirge of doom) class feature	You stagger your foes with a single discordant performance
Divine Music	Bardic performance class feature, perform (any one) 5 ranks, Cha 13	You choose one cleric/oracle spell to use as a spell-like ability once per day as a standard action
Eloquent Speaker (Combat)	Bardic performance (inspire greatness) class feature, Diplomacy 8 ranks, Perform (any one) 8 ranks, Cha 13	When you make a Diplomacy or Intimidate check, you can expend 3 rounds of bardic performance as a free action, then roll twice and take the higher result
Engrossing Performance	Bardic performance (distraction) class feature, Perform (act, comedy, dance, or oratory) 5 ranks	A single creature within 30 feet (including yourself) that is affected by a detrimental condition, affliction, charm, or compulsion, gains a single second saving throw against the effect
Enlarge Performance	Bardic performance class feature, Perform 3 ranks, Cha 13	You double the range of a bardic performance

Feat Name	Prerequisites	Benefits
Eschew Performance	Bardic performance, Perform (act) 13 ranks, Cha 17	You are able to use one bardic performance ability as a spell-like ability without needing music, poetics or other type of performance to activate it
Fall of the Albatross	Bardic performance (whistle the wind) class feature	You cause a downdraft to damage a single target flying creature, perhaps knocking it down
Flair of Warfare (Combat)	Bardic performance and versatile performance (acting, comedy, or singing), Perform (acting, comedy, or singing) 5 ranks, Cha 13	You move without provoking an attack of opportunity, inflict a penalty on another's attack, or redirect an opponent's attack
Flowing Fury (Combat)	Dance of fury class feature, Dodge, Mobility	You do not provoke attacks of opportunity from your movement when performing a dance of fury
Follow The Evidence	Eye for detail class feature, Int or Wis 13	You use evidence to form theories about where further evidence can be gained, even when you cannot yet solve a mystery
Graceful Motion	Bardic performance class feature, Perform (dance) 5 ranks, Cha 13	You take a free additional move action immediately after you perform a move action
Grand Gathering	Bardic performance (gather crowd) and famous class features	Your fame adds a multiplier to the number of people who arrive to see your performance
Grant Quarter	Bardic performance (songs of surrender) and hilt bash class features	You imprison a touched willing or helpless foe in stasis
Guard's Anathema (Combat)	Archaeologist's Luck, clever explorer, and trap sense (+1) class features, base attack bonus +3	You make a single attack that is luckier than normal; if the attack hits, you also gain a bonus to damage equal to your Charisma modifier
Healing Arts	Bardic performance and enhance healing class features, Heal 5 ranks	You lay on hands as a paladin with an effective class level equal to your bard class level -3
Heraldic Deacon	Heraldic expertise class feature	You may select the nobility domain or one of its subdomains
Imbue Vibration	Bardic performance class feature, Discordant Voice, Perform (any one) 7 ranks, Cha 13	You imbue one of your weapons with the harmonic and thundering weapon abilities
Improved Canny Foe (Combat)	Bardic performance and canny foe class features	You do not provoke attacks of opportunity when performing a combat maneuver
Inciting Wrath	Bardic performance (incite rage) class feature	You grant any single rage power that a barbarian with an effective class level equal to your bard class level -3 could select
Infuriate Foe (Combat)	Bardic performance (suggestion) class feature, Perform (act, comedy, or oratory) 6 ranks, Cha 13	You force a target creature to immediately attack another target creature you designate
Inspiring Performance	Bardic performance class feature, Perform (any one) 6 ranks, Cha13	When you use inspire courage, inspire competence, inspire greatness, or inspire heroics, any bonus granted by your music increases by +1
Item Lore	Magic lore class feature, Disable Device 2 ranks, Spellcraft 2 ranks	You learn all of an item's abilities and you gain a +4 insight bonus to all saves vs effects generated by it
Jack of All Spells (Metamagic)	Bardic knowledge and lore master class features, Knowledge (arcana) 5 ranks, ability to cast arcane bard spells, Cha13	You can use two arcane bard spell slots of the same level to cast an arcane bard spell you know that is one level higher

Feat Name	Prerequisites	Benefits
Kneel Before Me	Bardic performance (song of surrender), Perform (any one) 9 ranks, Cha 15	Increase the DC and duration of your song of surrender
Know thy Enemy	Bardic knowledge class feature, Cha13, base attack bonus +1	Your knowledge of your foes grants you a +2 insight bonus on attack rolls and damage rolls against creatures of that foe's type
Lore Strike (Combat)	Bardic knowledge and lore master class features, ability to cast arcane bard divination spells, Cha 13, base attack bonus +4	Whenever you score a critical hit against a target, or a target fails a saving throw against a bard spell you cast, you gain information about the target
Metamagic Performance (Metamagic)	Bardic performance class feature	You reduce the spell slot level increase of a metamagic feat by 1
Music to Magic	Bardic performance class feature, Perform (any one) 4 ranks, Cha 13	You regain a spell slot you have already cast
Nereid's Kiss	Bardic performance (still water) class feature, Knowledge (planes) 9 ranks	You summon a nereid that seems to kiss a living target, filling its lungs with water
Nonlethal Maneuvers (Combat)	Bardic performance (song of surrender), hilt bash, and knockout class features	You perform any combat maneuver that does not deal lethal damage as part of a melee attack and gain a bonus.
Nourishing Talent	Bardic performance class feature, Perform (any one) 5 ranks, Cha 13	You do not need to eat or drink for a day and you can sustain other creatures as well
Obsessive Attraction	Bardic performance (fascinate) class feature, Cha 17	You cause any creature who could potentially be attracted to your gender and your race to reroll a successful save against your charms
Once More into the Breach	Arcane strike and bardic performance (rallying cry) class features	You can use your rallying cry to allow you or an ally affected by it to reroll a failed saving throw
Perform Spell (Metamagic)	Ability to cast arcane bard spells	You cast an arcane bard spell as a move action
Persistent Ceremony	Tea ceremony class feature	Your tea ceremony's effects now last 12 hours rather than 10 minutes
Precise Plans (Combat)	Bardic performance (careful teamwork) and eye for detail class features	You are able to analyze a situation and form a set of tactics specifically designed to address it
Predict Path	Probable path class feature, Int 15	If you fail an attempt on any action, you may abort your actions for that round and perform a different set of actions for that round
Quickened Thirst	Arcane strike and bardic performance (bladethirst) class features	You start a bardic performance (bladethirst) as a move, swift or immediate action
Rapturous Performance	Bardic performance (inspire greatness) class feature, Perform (any one) 11 ranks, Cha 15	You cure those within 30 ft of ability damage and the following conditions: bleed, blinded, cowering, dazed, dazzled, deafened, fatigued, fascinated, frightened, nauseated, panicked, shaken, sickened, and stunned
Sagacious Skald	Bardic knowledge, Int 17, you can only take this feat as a 1st level bard	Your bard class features and feats that are modified by Intelligence and you gain a bonus spells. Lose the ability to know and cast arcane bard enchantment spells lose all Perform skills as class skills except oratory

Feat Name	Prerequisites	Benefits
Secret Keeper	Bardic knowledge class feature	If you make your saving throw against a spell or effect used to determine if you are telling the truth or to read your thoughts, the spell or effect reacts as though you have failed your save
Secrets of the Spheres	Bardic knowledge and lore master (3/day) class features, Knowledge (any three) 18 ranks, Sagacious Skald, Secret Keeper, Int 19	You learn a potentially game-breaking secret which you cannot disclose to anyone
Siren Song of the Spheres	Bardic performance (fascinate) class feature, Knowledge (planes) 5 ranks, Perform (any instrument or singing) 5 ranks, Cha 13	You choose one conjuration (summon) spell to use as a spell-like ability once per day as a standard action
Solo Accompaniment	Bardic performance class feature, ability to start a bardic performance as a move, swift, or immediate action, Perform (any two) 10 ranks	You can have two bardic performances in effect at one time
Sonic Accord	Bardic performance (counter song) class feature	You gain sonic resistance equal to your bard class level
Sonic Lace	Bardic performance class feature, Cha 13	Any spell you cast with a single target, or ray, also inflicts +1d6 points of sonic damage per spell level to that target if the spell takes effect
Sonic Sting	Bardic performance class feature, Perform (any instrument, oratory, or singing) 3 ranks, Cha 13	You create a tiny missile of sonic energy that deals 2d6 points of sonic damage
Soothe the Savage Beast	Animal friend and bardic performance (soothing) performance class features	You can use your soothing performance to influence magical beasts regardless of the creature's intelligence and you do not take the normal -4 penalty on the check
Speaker of the Word	Bardic performance (word strike) class feature, Knowledge (arcana) 3 ranks, Perform (oratory) 3 ranks	You can add a power word spell to your known bard spells
Speaker's Companion	Animal friend and summon nature's ally class features, ability to cast <i>summon nature's ally II</i>	You gain the service of an animal companion of the same type you have chosen for your animal friend class feature
Spell thief	Bardic performance (stealspell) class feature, Ability Focus (bardic performance)	The target of your bardic performance (stealspell) loses the prepared spell or spell known and you add it to your list of spells known for 24 hours
Stirring Shanty	Bardic performance (sea shanty) class feature	You grant a new saving throw (to yourself or allies) to negate the effects of a detrimental condition, affliction, charm, or compulsion effect due to a failed saving throw
Stirring Strike	Bardic performance (inspiring blow) class feature	When you perform an inspiring blow, you and your allies gain additional temporary hit points, a +1 morale bonus on attack rolls and Will saves and a +4 morale bonus on saving throws against poison and fear effects
Storybook Tactics	Bardic performance (inspire competence) class feature	You grant yourself or one of your allies the benefits of a feat.
Subliminal Performance	Bardic performance (suggestion) class feature, Perform (any one) 6 ranks, Bluff 6 ranks, Cha 13	You can use your suggestion ability not only through a previous use of fascinate, but through any other bardic performance.

Feat Name	Prerequisites	Benefits
Sudden Arcane Duel	Arcane bond, arcane strike, bardic performance (bladethirst) class features	Three times per day you can cast a bard spell from your known bard spells as a swift action
Superstar	Bardic performance (gather crowd) and shining star class features	You increase the range of your fascinate performance to 400 ft +40 ft for every bard class level you possess
Tactical Naturalist (Combat)	Bardic knowledge and bardic performance (naturalist) class features	You gain bonuses against a specific monster
Discern Weakness	Bardic knowledge, bardic performance (naturalist), and probable path class features, Tactical Naturalist, Knowledge (any one) 13 ranks, Int 15	You learn one vulnerability special quality (chosen by the GM) that a creature possesses
The Devil's Own Luck	Bardic performance and scoundrel's fortune class features	When a purely random reroll is made or card is drawn in relation to you, you roll twice or draw two cards, selecting the roll or card of your choice that actually affects you
Uncanny Suppleness	Bardic performance and agile class features	You may reroll a failed Acrobatics, Bluff, Climb, or Escape Artist check; you must take the second roll, even if it is worse
Universal Performance	Bardic performance class feature, the ability to cast <i>tongues</i> as an arcane bard spell	Targets of your bardic performance abilities understand your performances as if you were speaking a language the targets comprehend
Primordial Performance	Bardic performance class feature, Universal Performance, Perform (any one) 9 ranks, the ability to cast <i>tongues</i> as an arcane bard spell, Cha 15	Your mind-affecting bardic performance affects the behavior of mindless, non-intelligent creatures and creatures that don't understand your language, such as constructs, lesser undead, vermin and animals
Unquelled Riot	Bardic performance (incite violence) class feature, Lingering Performance, Cha 13	Increase the duration of your incite violence and affect the people who join the riot.
Vanishing Performance	Bardic performance (disappearing act) class feature	You grant your ally the benefits of a <i>vanish</i> , <i>invisibility</i> , <i>greater invisibility</i> , <i>mislead</i> or <i>sequester</i> spell
Wardance (Combat)	Bardic performance class feature, Perform (dance) 6 ranks, Cha 13	You gain a competence bonus equal to your Charisma bonus on all attack rolls until the end of your turn
Whispered Deed	Bardic performance class feature, ability to cast arcane bard spells, Stealth 9 ranks	You use bardic performance or cast a spell without obvious audible components
Wider Audience	Wide audience class feature	You increase the area of your bardic performance by 30 feet (radius) or 40 feet (cone) for its duration
Wrathful Belaborment	Bardic performance (lamentable belaborment) class feature, Perform (any one) 9 ranks, Cha 15	Add +1 to the DC of your lamentable belaborment; also, you can chose to cause targets of your lamentable belaborment to go berserk

Abjuration Dweomercraft (General)

"I am not a coward; I am practical about the dangers of magic."

Prerequisite: Bardic performance (dweomercraft) class feature.

Benefit: When you use bardic performance (dweomercraft) you and your allies gain a bonus equal to that granted by your bardic performance (dweomercraft) to your saving throws and touch AC. This ability relies on visual and audible components.

Accelerate Performance (General)

"Prestissimo!"

Prerequisites: Bardic performance class feature, Perform (any one) 4 ranks.

Benefit: You can start a bardic performance as a move action instead of a standard action. When you become a 10th level bard, you can start a bardic performance as a swift action. At 15th level, you can start a bardic performance as an immediate action. You still cannot have more than one bardic performance in effect at one time.

Special: A bard may choose to take this feat in place of the benefit normally granted by the versatile performance class feature at 6th, 10th, 14th, or 18th level (losing only the benefit granted at that level, not all levels) so long as she meets its prerequisites.

Alluring Ardor (General)

"Even the girls want me."

Prerequisites: Bardic performance (suggestion) class feature, Diplomacy 8 ranks, Perform 8 ranks, Charisma 13.

Benefit: By expending 3 rounds of your bardic performance as a standard action, you can compel a creature within 30 ft. to attempt to please you. The creature receives a Will save (DC 10 + 1/2 your bard class level + your Cha modifier) to negate this effect. If the save fails, the creature attacks your enemies for 1 round, gives you its most valuable item, or drops prone at your feet and grovels for 1d4 rounds (GM's choice). This is a mind-affecting effect.

Special: A bard may choose to take this feat in place of the benefit normally granted by the versatile performance class feature at 10th, 14th, or 18th level (losing only the benefit granted at that level, not all levels) so long as she meets its prerequisites.

Analyze Site (General)

"You know my methods."

Prerequisites: Eye for detail class feature, Int or Wis 13.

Benefit: You can get a feel for what sort of intelligence committed a crime (or other specific act that leaves behind evidence, such as who set up an abandoned camp, or sewed together a flesh golem, or created a specific forgery, or performed a blood ritual) by careful examination of the scene of the action and interviews with witnesses and locals. This allows you to make a



Alluring Ardor

Sense Motive roll (the GM should make the check in private) to learn things about whomever committed the deed being investigated. You must study the site of a deed for 1d6 x 10 minutes before a check can be made. The DC of the Sense Motive check is 10 + the CR of the perpetrator (or of the highest-level perpetrator for deeds committed by a group). A successful check allows you to determine the number of perpetrators, and the creature type of the highest-CR member.

Like a Knowledge skill used to gain information about a creature, for every 5 points by which this check's result exceeds the DC, you learn another piece of useful information about the perpetrators. Potential information the GM may choose to hand out includes the total number of perpetrators (if there are more than one), gender, specific race, whether or not the perpetrator is a spellcaster, Strength modifier, Dexterity modifier, specific class, broad motive (greed, personal vengeance, contract killing, etc.), and likely future targets.

You may only make a single Sense Motive check at a given site, and may not take 10 or take 20. However, if you analyze additional scenes committed by the same perpetrator, a successful Sense Motive check for analysis reveals this, and additional information gained for every 5 points by which this check's result exceeds the DC is new information about the perpetrator. As a result, each new site grants you a new opportunity to learn about the perpetrator.

Anchor Performance (General)

"I have learned to project my voice."

Prerequisites: Bardic performance, Perform (any one) 3 ranks, Cha 13.

Benefit: By expending 3 rounds of bardic performance as a free action, you can establish the center of a performance to be any point up to 30 feet from your actual position. This can be a fixed or moving position. If set on a fixed position the effect will originate from that point for the duration of the performance. Anchoring the performance on a moving position requires that you select an object or creature from which the performance will originate. An unwilling creature cannot be made into an anchor, but its possessions can if it fails a Will save (DC 10 + 1/2 your bard class level + your Cha modifier). In both cases, you cannot move more than 60 feet away from the anchor; if you do, the effect snaps back to your own location but is not interrupted. You must keep performing normally.

Special: A bard may choose to take this feat in place of the benefit normally granted by the versatile performance class feature at 6th, 10th, 14th, or 18th level (losing only the benefit granted at that level, not all levels) so long as she meets its prerequisites.



Arcane Duelist Style

Arcane Duelist Assimilation (General)

"This weapon's power shall be my own."

Prerequisites: Arcane bond, arcane strike, bardic performance (bladethirst) class features.

Benefit: If you perform a special ritual (requiring 6 hours) and expend 1 round of use for your bardic performance (blade thirst), your bonded weapon can absorb half the total gold piece value of any magical weapon that is part of the ritual. If it has enough total value to enchant your bonded weapon (per the magic item creation cost rules), it can add the magical properties of any weapon it has absorbed to your bonded weapon. For example, if you and your bonded weapon came across two +1 longswords you could absorb 1,000 gp from each of them, and then use that 1,000 gp to enchant your bonded weapon with a +1 enchantment and store the remaining 1,000 for later use. Then when you later come across a +1 flaming longsword you could absorb 4,000 gp from it and use that to enchant your bonded weapon with the flaming special quality or to increase its enhancement bonus to +2 and store the remaining 2,000 gp for later use (as you would still need 3,000 gp in value to make it a +2 flaming weapon).

Special: An arcane duelist may select this as one of her bonus feats so long as she meets its prerequisites.

Arcane Duelist Style

"Once my power touches you, it creates a path to victory."

Prerequisites: Arcane bond, arcane strike, bardic performance (bladethirst) class features.

Benefit: Your attacks with your bonded weapon are enhanced by the arcane links between you and your opponent. Your melee attacks deal +2d6 damage to any opponent that is currently under the effects of one of

your spells that allowed a saving throw to negate its effects.

Special: An arcane duelist may select this as one of her bonus feats so long as she meets its prerequisites.

Archaeologist's Escape

"The rolling boulder just missed me."

Prerequisites: Archaeologist's luck and clever explorer class features.

Benefit: As an immediate action you can expend 3 rounds of your archaeologist's luck class feature and gain a chance of avoiding any confirmed critical hit or any attack that would reduce you to 0 hit points or fewer. This ability only operates if you choose to avoid the critical hit. Avoiding the hit requires a successful Reflex save (DC 10 + 1/2 the attack bonus or the DC of the spell or effect). In the case of a damaging spell or ability that would reduce the character to 0 hit points or less, this effectively grants you a second saving throw to negate the spell or effect. You can activate this ability even if you are helpless as chance conspires to protect you.

Special: An archaeologist bard may choose to take this feat as one of his rogue talents so long as she meets its prerequisites.

Archaeologist's Poise

"I ran down the slippery steep shale sloop faster than anyone thought possible."

Prerequisites: Archaeologist's luck and clever explorer class features.