

New houserules are in **purple**. These are for improving fighting styles that are bad or under-supported by the game.

If a feat lists any of these feats in its prerequisites, it instead *grants* the feat instead as a bonus when you take it:
Weapon Focus, Combat Expertise, Improved Unarmed Strike

Weapon Styles – Quick Reference

| Weapon Style | Description | Mechanics | Relevant Feats |
|----------------------------|--|---|--|
| Two-Handing | Wielding a weapon in two hands to hit as hard as possible. | <ul style="list-style-type: none"> ▶ You get $1.5 \times \text{Str}$ on damage rolls instead of the normal 1.0 ▶ Two-handed weapons deal high damage ▶ Two-handed weapons often have Reach and other special features | Power Attack , Cornugon Smash , Furious Focus , Martial Focus (for Cut from the Air , Smash from the Air), Lunge , Combat Reflexes (with reach) |
| Weapon and Shield | Wielding a weapon in one hand and a shield in the other for protection. | <ul style="list-style-type: none"> ▶ If an opponent you can reach misses you in melee, you can spend an attack of opportunity to Bull Rush them immediately. ▶ Bucklers grant +1 AC, light shields grant +2 AC, heavy shields grant +3 AC, and tower shields grant +4 AC. | Shield Focus , Missile Shield , Ray Shield , Improved Shield Bash , Shield Master , Shield Slam |
| Bow or Sling | Ranged weapons that take no extra loading time. | <ul style="list-style-type: none"> ▶ Composite bows and slings add Str to damage ▶ Slings are short-ranged and simple, bows longer-ranged and martial | Point Blank Shot , Precise Shot , Rapid Shot , Deadly Aim , Clustered Shots , Shot on the Run , Manyslot , Arc Slinger |
| Crossbow | Simple ranged weapons that take actions to reload. Most classes can use these as backup weapons. | <ul style="list-style-type: none"> ▶ Crossbows don't get to add any stat to their damage ▶ Require a move action to reload, or a standard action for heavy ones ▶ If you use a Readied Action to hit someone while they move on their turn, they can't continue to move for the rest of their turn. | Rapid Reload , Point Blank Shot , Precise Shot , Rapid Shot , Deadly Aim , Clustered Shots , Shot on the Run , Overwatch Style (and its feat chain) |
| Two-Weapon Fighting | Wielding a weapon in each hand at an attack roll penalty. | <ul style="list-style-type: none"> ▶ Attack with each hand when using the full attack action ▶ Offhand weapon only adds $0.5 \times \text{Str}$ to damage ▶ One-handed weapon in offhand: attacks are made at -4/-4 penalty ▶ Light weapon in offhand: attacks are made at -2/-2 penalty - this also includes 'double weapons' like quarterstaves. ▶ The Two-Weapon Fighting feat now just gives you the ability to make one attack with each hand as a standard action | Two-Weapon Fighting, Improved Two-Weapon Fighting , Greater Two-Weapon Fighting , Two-Weapon Feint , Double Slice , Two-Weapon Rend , Hammer the Gap |
| Einhander | Wielding a weapon in one hand while keeping the other empty for balance. | <ul style="list-style-type: none"> ▶ One-handed and light weapons don't deal as much damage as two-handers ▶ If you are not being flanked and an opponent misses you in melee on their turn, you can make an attack of opportunity in response. If you have multiple attacks from a high Base Attack Bonus, you can do this multiple times in a round at those descending attack bonuses. | Weapon Trick , Crane Style (and its feat chain), Weapon Finesse , Slashing Grace (or Fencing Grace), Combat Reflexes , maybe Swordplay Style (and its feat chain) |
| Throwing | Throwing weapons as ranged attacks. | <ul style="list-style-type: none"> ▶ Adds Str to damage (still uses Dex to attack rolls) ▶ Usually very short-ranged ▶ First throw in a round targets flat-footed AC | Point Blank Shot , Precise Shot , Rapid Shot , Deadly Aim , Clustered Shots , Shot on the Run , Charging Hurler , Startoss Style (and its feat chain) |
| Unarmed | Attacking without any weapon but your body. | <ul style="list-style-type: none"> ▶ Usually needs class features to work at all (from Monk or Brawler), and is hard find ways to enchant, unlike others ▶ New Feat: Superior Unarmed Strike <ul style="list-style-type: none"> ▶ Benefit: Your unarmed attacks deal more damage. At 1st level they deal 1d4; at 4th they deal 1d6; at 8th they deal 1d8; at 12th they deal 1d10; at 16th they deal 2d6. ▶ You also gain Improved Unarmed Strike as a bonus feat. | Improved Grapple , Jabbing Style (and its feat chain), style feats in general (most are made for monks) |