

WESTBOUND

The following *Westbound* preview contains feats which rangers with the new associated combat may choose without meeting the requirements, and which all characters who qualify may choose.

Lasso Mastery (Combat)

Prerequisite: Proficiency with the lasso, Weapon Focus (lasso), +2 BAB

Benefit: You treat the lasso as having a 20-foot range increment and you no longer provoke attacks of opportunity when attacking with a lasso. You may make melee attacks with a lasso that deals nonlethal bludgeoning damage (1d3 Small, 1d4 Medium), and you threaten creatures as if you had up to a 15-foot reach. You cannot use a lasso to attack in this way while it is entangling a foe. Further, you treat the lasso as if it had the disarm, and trip properties, in addition to being able to entangle opponents, and you can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a lasso, even though it isn't a light weapon. Lastly, you can loosen the knot of a lasso as a move action and you can turn any length of rope into a lasso as a 1-round action.

Normal: Loosening the knot of a tightened lasso is a standard action and the typical range increment of a thrown object is 10 feet.

Improved Lasso Mastery (Combat)

Prerequisite: Proficiency with the lasso, Weapon Focus (lasso), Lasso Mastery, +5 BAB

Benefit: The Escape Artist DC to escape your lasso is equal to either 10 + your CMB or 15, whichever is higher. Any bonuses you have to attack rolls made with a lasso also apply to this DC. Further, you gain the ability to grapple using your lasso, instead of using it to entangle a creature. To do so, use the normal grapple rules with the following changes.

Attack: You cannot use your lasso to attack while you are using it to grapple an opponent.

Escaping the Grapple: In addition to the normal rules for escaping a grapple, a creature grappled by a lasso can also escape the grapple by breaking the lasso with a Strength check or by sundering the lasso directly.

Bind: When you initiate a grapple with a lasso, you can choose to target a Large creature's mouth or jaws, with a -5 penalty to your check. If you successfully grapple a

creature with your lasso in this way, you bind the creature's mouth shut, preventing it from taking actions such as attacking with a bite attack or using a breath weapon.

Damage: When dealing damage to your grappled opponent, you deal your lasso's weapon damage rather than your unarmed strike damage.

Free Hands: You take no penalty on your combat maneuver check for having fewer than two hands free when you use your lasso to grapple.

Reach: Rather than pulling your grappled opponent adjacent to you when you successfully grapple and when you move the grapple, you must keep him within 15 feet minus his own reach to maintain the grapple. If the difference in reach is less than 0, such as is the case for a Medium lasso wielder and a Gargantuan creature, you cannot grapple that opponent with your lasso. If you have to pull a creature adjacent to you to grapple it with your lasso, you still provoke an attack of opportunity from that opponent unless you have the Improved Grapple feat.

Tie Up: While adjacent to your opponent, you can attempt to use your lasso to tie him up. If you do so to an opponent you have grappled rather than pinned, you take only a -5 penalty on the combat maneuver check rather than the normal -10.

Greater Lasso Mastery (Combat)

Prerequisite: Proficiency with the lasso, Weapon Focus (lasso), Improved Lasso Mastery, Lasso Mastery, +8 BAB

Benefit: You can deal lethal damage with a lasso, although you can still deal nonlethal damage if desired. Further, you are so quick with your lasso that you never drop it due to a failed disarm or trip combat maneuver attempt, and you can loosen the knot of a lasso as a swift action, instead of a move or standard action. Lastly, you can use a lasso as if it were a grappling hook, subject to GM discretion. When you or a nearby creature is falling (from a failed Climb check or otherwise), you can throw a held lasso as an immediate action, maintaining a grip on one end. If you are falling, this is treated as an attempt to catch yourself while falling made with a +10 bonus, but there must be some sort of solid anchor available for your lasso to grasp. When attempting this check on another creature, treat it as a ranged touch attack as normal. If the weight of the creature exceeds twice your heavy load limit (your own equipment does not count against this maximum), you are pulled after it.