

## 0.1 Vital Strike v1.1

### Vital Strike

*You make a single attack that deals significantly more damage than normal.*

**Prerequisites:** BAB +6

**Benefit:** When you use the *attack action* or *Spring Attack* to make a normal attack (not a maneuver), you deal +2d6 precision damage. (Precision damage isn't normally multiplied on a critical hit.)

### Improved Vital Strike

*You make a single attack that deals significantly more damage than normal.*

**Prerequisites:** BAB +11

**Benefit:** When you use *Vital Strike*, the bonus damage increases to 5d6 precision damage.

### Greater Vital Strike

*You make a single attack that deals significantly more damage than normal.*

**Prerequisites:** BAB +16

**Benefit:** When you use *Vital Strike*, the bonus damage increases to 9d6 precision damage.

#### 0.1.1 New Rogue/Ninja Talent

**Vital Striker:** You know how to hit where it hurts. Even when you're on the move, looking for an opportunity to set up a Sneak Attack, you can take advantage of opportunities. You gain Vital Strike as a bonus feat, and count your Rogue/Ninja levels as full-BAB for the purpose of qualifying for Improved and Greater Vital Strike. You must be at least a level 6 Rogue or Ninja to take this talent.

#### 0.1.2 Explanation

Vital Strike is a feat that isn't working as intended. It was meant for fighters who couldn't make full attacks because they had to use a Move action to get to their enemy or to draw a weapon. In practice though, it's mostly used by druids who shapechange into ridiculously large monsters. The cause is that the bonus damage just isn't that much. This aims to fix that, by setting the damage at a fairly high number. The damage is no longer based on the weapon or size of it, so now Vital Strike should be much more interesting for characters who want to do a lot of damage with a dagger.

#### 0.1.3 Version history

1.1 – now also enabled when using Spring Attack