

Feats by Category

BARBARIAN FEATS

- Acute Scent
- Acute Vision

GENERAL FEATS

- Toughness

LESHY FEATS

- Grasping Reach

SKILL FEATS

- Alchemical Crafting
- Seasoned

Feats A-Z

Acute Scent

Feat 2

Barbarian

When your anger is heightened, your sense of smell improves. While you're raging, you gain imprecise scent with a range of 30 feet.

PC2

Acute Vision

Feat 1

Barbarian

When you are raging, your visual senses improve, granting you darkvision.

PC2

Alchemical Crafting

Feat 1

General

Skill

Prerequisites trained in Crafting

You can use the Craft activity to create alchemical items. When you select this feat, you immediately add the formulas for four common 1st-level alchemical items to your formula book.

PC1

Grasping Reach

Feat 1

Leshy

You can extend a tangle of vines or tendrils to support your arms and extend your reach. When you wield a melee weapon that requires two hands, doesn't have reach, and deals at least 1d6 damage, you can change between a typical two-handed grip and an extended two-handed grasp using an Interact action. Weapons wielded in your extended grasp gain reach of 10 feet. This grasp is less stable and powerful than a typical grip, reducing the weapon's damage die by 1 step.

PC1

Seasoned

Feat 1

General

Skill

Prerequisites trained in Alcohol Lore, Cooking Lore, or Crafting

You've mastered the preparation of many types of food and drink. You gain a +1 circumstance bonus to checks to Craft food and drink,

including elixirs if you have Alchemical Crafting and potions if you have Magical Crafting. If you are a master in one of the prerequisite skills, this bonus increases to +2.

PC1

Toughness

Feat 1

General

Your body can withstand more punishment than most before succumbing. Increase your maximum Hit Points by your level. You reduce the DC of recovery checks by 1.

PC1