

Feats by Category

GENERAL FEATS

Toughness

LESHY FEATS

Undaunted

ROGUE FEATS

Trap Finder

Twin Feint

SKILL FEATS

Dubious Knowledge

Pickpocket

Quiet Allies

Recognize Spell

Feats A-Z

Dubious Knowledge

Feat 1

General Skill

Prerequisites trained in a skill with the Recall Knowledge action

You're a treasure trove of information, but not all of it comes from reputable sources. When you fail (but don't critically fail) a Recall Knowledge check using any skill, you learn the correct answer and an erroneous answer, but you don't have any way to differentiate which is which. This can occur as knowing something is significant, but not whether it's good or bad.

PC1

Pickpocket

Feat 1

General Skill

Prerequisites trained in Thievery

You can Steal or Palm an Object that's closely guarded, such as in a pocket, without taking the –5 penalty. You can't steal objects that would be extremely noticeable or time consuming to remove (like worn shoes or armor or actively wielded objects). If you're a master in Thievery, you can attempt to Steal from a creature in combat or otherwise on guard. When doing so, Stealing requires 2 actions instead of 1, and you take a –5 penalty.

PC1

Quiet Allies

Feat 2

General Skill

Prerequisites expert in Stealth

You're skilled at moving with a group. When you are Avoiding Notice and your allies Follow the Expert, you and those allies can roll a single Stealth check, using the lowest modifier, instead of rolling separately. This doesn't apply for initiative rolls.

PC1

Recognize Spell

Feat 1

General Secret Skill

Prerequisites trained in Arcana, Nature, Occultism, or Religion

Trigger A creature within line of sight casts a spell that you don't have prepared or in your spell repertoire, or a trap or similar object casts such a spell.

You must be aware of the casting. If you are trained in the appropriate skill for the spell's tradition and it's a common spell of 2nd rank or lower, you automatically identify it (you still roll to attempt to get a critical success, but can't get a worse result than success). The highest rank of spell you automatically identify increases to 4 if you're an expert, 6 if you're a master, and 10 if you're legendary. The GM rolls a secret Arcana, Nature, Occultism, or Religion check, whichever corresponds to the tradition of the spell being cast. If you're not trained in the skill, you can't get a result better than failure.

Critical Success You correctly recognize the spell and gain a +1 circumstance bonus to your saving throw or your AC against it.

Success You correctly recognize the spell.

Failure You fail to recognize the spell.

Critical Failure You misidentify the spell as another spell entirely, of the GM's choice.

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

Trap Finder

Feat 1

Rogue

You have an intuitive sense that alerts you to the presence of traps. You gain a +1 circumstance bonus to Perception checks to find traps, to AC against attacks made by traps, and to saves against traps. Even if you aren't Searching, you get a check to find traps that normally require you to be Searching. You still need to meet any other requirements to find the trap. You can disable traps that require a proficiency rank of master in Thievery. If you have master proficiency in Thievery, you can disable traps that require a proficiency rank of legendary instead, and your circumstance bonuses against traps increase to +2.

PC1

Twin Feint

Feat 1

Rogue

Requirements You are wielding two melee weapons, each in a different hand.

You use an attack with one weapon to distract your foe from a second attack coming at a different angle. Make one Strike with each of your two melee weapons, both against the same target. The target is automatically off-guard against the second attack. Apply your multiple attack penalty to the Strikes normally.

PC1

Undaunted

Feat 1

Leshy

Your spirit has endured many challenges over its long existence. You gain a +1 circumstance bonus to saves against emotion effects. If you roll a success on a saving throw against an emotion effect, you get a critical success instead.

PC1