

Feats by Category

DWARF FEATS

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Feats A-Z

Double Slice

Feat 1

Fighter

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

You lash out at your foe with both weapons. Make two Strikes, one with each of your two melee weapons, each using your current multiple attack penalty. Both Strikes must have the same target. If the second Strike is made with a weapon that doesn't have the agile trait, it takes a -2 penalty.

If both attacks hit, combine their damage, and then add any other applicable effects from both weapons. You add any precision damage only once, to the attack of your choice. Combine the damage from both Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating your multiple attack penalty.

CRB

Intimidating Glare

Feat 1

General

Skill

Prerequisites trained in Intimidation

You can Demoralize with a mere glare. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty if the creature doesn't understand your language.

CRB

Shield Block

Feat 1

General

Trigger While you have your shield raised, you would take damage from a physical attack.

You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

CRB

Unburdened Iron

Feat 1

Dwarf

You've learned techniques first devised by your ancestors during their ancient wars, allowing you to comfortably wear massive suits of armor. Ignore the reduction to your Speed from any armor you wear.

In addition, any time you're taking a penalty to your Speed from some other reason (such as from the encumbered condition or from a spell), deduct 5 feet from the penalty. For example, the encumbered condition normally gives a –10-foot penalty to Speed, but it gives you only a –5-foot penalty. If your Speed is taking multiple penalties, pick only one penalty to reduce.

CRB