

## Feats by Category

### ELF FEATS

Elven Lore

### RANGER FEATS

Hunted Shot

### SKILL FEATS

Survey Wildlife

## Feats A-Z

### Elven Lore

Feat 1

Elf

You've studied in traditional elven arts, learning about arcane magic and the world around you. You gain the trained proficiency rank in Arcana and Nature. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Elven Lore.

CRB

### Hunted Shot

Feat 1

Flourish

Ranger

**Frequency** once per round

**Requirements** You are wielding a ranged weapon with reload 0.

You take two quick shots against the one you hunt. Make two Strikes against your prey with the required weapon. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to each Strike normally.

CRB

### Survey Wildlife

Feat 1

General

Skill

**Prerequisites** trained in Survival

You can study details in the wilderness to determine the presence of nearby creatures. You can spend 10 minutes assessing the area around you to find out what creatures are nearby, based on nests, scat, and marks on vegetation. Attempt a Survival check against a DC determined by the GM based on how obvious the signs are. On a success, you can attempt a Recall Knowledge check with a -2 penalty to learn more about the creatures just from these signs. If you're a master in Survival, you don't take the penalty.

CRB