

## Feats by Category

### CLERIC FEATS

Domain Initiate

### HALFLING FEATS

Halfling Luck

### SKILL FEATS

Student of the Canon

## Feats A-Z

### Domain Initiate

Feat 1

Cleric

Your deity bestows a special spell related to their powers. Select one domain—a subject of particular interest to you within your religion—from your deity's list. You gain an initial domain spell for that domain, a spell unique to the domain and not available to other clerics. Each domain's theme and domain spells appear in Table 8–2: Domains on page 441.

Domain spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to pray to your deity or do service toward their causes.

Focus spells are automatically heightened to half your level rounded up. Focus spells don't require spell slots, nor can you cast them using spell slots. Certain feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. The full rules for focus spells appear on page 300.

**Special** You can select this feat multiple times, selecting a different domain each time and gaining its domain spell.

### Halfling Luck

Feat 1

Fortune

Halfling

**Frequency** once per day

**Trigger** You fail a skill check or saving throw.

Your happy-go-lucky nature makes it seem like misfortune avoids you, and to an extent, that might even be true. You can reroll the triggering check, but you must use the new result, even if it's worse than your first roll.

CRB

### Student of the Canon

Feat 1

General

Skill

**Prerequisites** trained in Religion

You've researched many faiths enough to recognize notions about them that are unlikely to be true. If you roll a critical failure at a Religion check to Decipher Writing of a religious nature or to Recall Knowledge about the tenets of faiths, you get a failure instead. When attempting to Recall Knowledge about the tenets of your own faith, if you roll a failure, you get a success instead, and if you roll a success, you get a critical success instead.

CRB

