

Feats by Category

CHAMPION FEATS

Weight of Guilt

GENERAL FEATS

Incredible Initiative

Shield Block

Toughness

HUMAN FEATS

General Training

SKILL FEATS

Intimidating Glare

Feats A-Z

General Training

Feat 1

Human

Your adaptability manifests in your mastery of a range of useful abilities. You gain a 1st-level general feat. You must meet the feat's prerequisites, but if you select this feat during character creation, you can select the feat later in the process in order to determine which prerequisites you meet.

Special You can select this feat multiple times, choosing a different feat each time.

CRB

Incredible Initiative

Feat 1

General

You react more quickly than others can. You gain a +2 circumstance bonus to initiative rolls.

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

Toughness

Feat 1

General

You can withstand more punishment than most before succumbing. Increase your maximum Hit Points by your level. The DC of recovery checks is equal to 9 + your dying condition value (page 459).

CRB

Weight of Guilt

Feat 1

Champion

Prerequisites redeemer cause

Guilt clouds the minds of those who ignore your Glimpse of Redemption. Instead of making the triggering creature enfeebled 2, you can make it stupefied 2 for the same duration.

CRB