

Feats by Category

BARD FEATS

Bardic Lore

KOBOLD FEATS

Kobold Lore

SKILL FEATS

Additional Lore

Cat Fall

Feats A-Z

Additional Lore

Feat 1

General

Skill

Your knowledge has expanded to encompass a new field. Choose a Lore skill subcategory. You become trained in it. At 3rd, 7th, and 15th levels, you gain an additional skill increase you can apply only to the chosen Lore subcategory.

Special You can select this feat more than once. Each time you must select a new subcategory of Lore and you gain the additional skill increases to that subcategory for the listed levels.

PC1

Bardic Lore

Feat 1

Bard

Prerequisites enigma muse

Your studies make you informed on every subject. You are trained in Bardic Lore, a special Lore skill that can be used only to Recall Knowledge, but on any topic. If you have legendary proficiency in Occultism, you gain expert proficiency in Bardic Lore, but you can't increase your proficiency rank in Bardic Lore by any other means.

PC1

Cat Fall

Feat 1

General

Skill

Prerequisites trained in Acrobatics

Your catlike aerial acrobatics allow you to cushion your falls. Treat falls as 10 feet shorter. If you're an expert in Acrobatics, treat falls as 25 feet shorter and 50 feet if you're a master. If you're legendary in Acrobatics, you always land on your feet and don't take damage, regardless of the distance of the fall.

PC1

Kobold Lore

Feat 1

Kobold

You attentively learned key kobold survival strategies from your elders. You gain the trained proficiency rank in Stealth and Thievery. 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 gain the Additional Lore general feat for Kobold Lore.

PC2

