

Feats by Category

DRUID FEATS

- Animal Companion
- Animal Empathy

GENERAL FEATS

- Shield Block

KOBOLD FEATS

- Scamper

SKILL FEATS

- Assurance (Athletics)

Feats A-Z

Animal Companion

Feat 1

Druid

Prerequisites animal order

You gain the service of a young animal companion that travels with you on your adventures and obeys any simple commands you give it to the best of its abilities.

PC1

Animal Empathy

Feat 1

Druid

You have a connection to the creatures of the natural world that allows you to communicate with them on a rudimentary level. You can ask questions of, receive answers from, and use the Diplomacy skill with animals. In most cases, wild animals will give you time to make your case.

PC1

Assurance (Athletics)

Feat 1

Fortune

General

Skill

Prerequisites trained in at least one skill

Even in the worst circumstances, you can perform basic tasks. Choose a skill you're trained in. You can forgo rolling a skill check for that skill to instead receive a result of 10 + your proficiency bonus (do not apply any other bonuses, penalties, or modifiers).

Special You can select this feat multiple times. Each time, choose a different skill and gain the benefits for that skill.

PC1

Scamper

Feat 1

Kobold

Requirements You are adjacent to at least one enemy.

You Stride up to your Speed, with a +5-foot status bonus to your Speed, and you gain a +2 circumstance bonus to AC against reactions triggered by this movement. You must end this movement in a space that's not adjacent to any enemy.

PC2

General

Trigger While you have your shield raised, you would take physical damage (bludgeoning, piercing, or slashing) from an 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.

PC1