

Feats by Category

FIGHTER FEATS

Vicious Swing

GENERAL FEATS

Shield Block

KOBOLD FEATS

Cringe

SKILL FEATS

Hefty Hauler

Feats A-Z

Cringe →

Feat 1

Emotion Kobold Mental Visual

Trigger A creature you are aware of critically succeeds on a Strike against you and would deal damage to you.

With pitiful posturing, you cause your foe to pull back a deadly attack. The attacking creature takes a circumstance penalty to the damage of the triggering Strike equal to your level + 2. This penalty applies after doubling the damage for a critical hit. The attacker is then immune to your Cringe for 24 hours.

PC2

Hefty Hauler

Feat 1

General Skill

Prerequisites trained in Athletics

You can carry more than your frame implies. Increase your maximum and encumbered Bulk limits by 2.

PC1

Shield Block →

Feat 1

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

Vicious Swing ⇨

Feat 1

Fighter Flourish

You unleash a particularly powerful attack that clobbers your foe but leaves you a bit unsteady. Make a melee Strike. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, you deal an extra die of weapon damage. If you're at least 10th level, increase this to two extra dice, and if you're at least 18th level, increase it to three extra dice.

PC1