

Feats by Category

KOBOLD FEATS

Kobold Lore

ROGUE FEATS

Trap Finder

SKILL FEATS

Additional Lore

Battle Medicine

Group Impression

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

Battle Medicine

Feat 1

General Healing Manipulate Skill

Prerequisites trained in Medicine

Requirements You're holding or wearing a healer's toolkit.

You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then immune to your Battle Medicine for 1 day. This does not make them immune to, or otherwise count as, Treat Wounds.

PC1

Group Impression

Feat 1

General Skill

Prerequisites trained in Diplomacy

When you Make an Impression, you can compare your Diplomacy check result to the Will DCs of up to 10 targets you conversed with, with no penalty. The number of targets increases to 20 if you're an expert, 50 if you're a master, and 100 if you're legendary.

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

Rogue

You have an intuitive sense that alerts you to the presence of traps. You gain a +1 circumstance bonus to Perception checks to find traps, to AC against attacks made by traps, and to saves against traps. Even if you aren't Searching, you get a check to find traps that normally require you to be Searching. You still need to meet any other requirements to find the trap. You can disable traps that require a proficiency rank of master in Thievery. If you have master proficiency in Thievery, you can disable traps that require a proficiency rank of legendary instead, and your circumstance bonuses against traps increase to +2.

PC1