

Feats by Category

KOBOLD FEATS

Scamper

SKILL FEATS

Intimidating Glare

Feats A-Z

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.

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