

ABANDONED ARTS PRESENTS: FEATS OF DISCOVERY



EIGHT NEW FEATS FOR USE WITH THE **PATHFINDER®** ROLEPLAYING GAME

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The More Feats! Line from Abandoned Arts

Each entry in the More Feats! product line contains a group of thematically-related feats for perfect for PCs and NPCs relevant to that theme. Feats of Discovery features feats for alchemists and makers of constructs who want to add options to their actions.

ALCHEMICAL GOURMAND

Your extracts and potions are works of culinary art.

Prerequisites: alchemy class feature or Brew Potion

Benefit: You may flavor, color, warm, or chill any extract or potion that you create as though with an instantaneous-duration *prestidigitation*.

APPARENT DEMISE

You can feign death.

Prerequisites: lingering spirit discovery*

Benefit: When an attack reduces you to -1 hit points or fewer, you may induce an alchemical reaction within your body as an immediate action, causing you to enter a state indistinguishable from death. Magical means can detect your true state, but non-magical attempts to examine your body only reveal that you are dead.

EXPLOSIVE CONSTRUCTS [ITEM CREATION]

You can craft explosive constructs.

Prerequisites: bomb class feature, Craft Construct

Benefit: You may prime any construct that you craft with an explosive bomb. That creature gains the death throes special ability, dealing damage as one of your bombs when it is destroyed. The saving throw against the construct's death throes ability is always 15. This ability does not change the cost to create the construct, but you must expend all daily uses of your bomb class feature on the final day of construction.

EXPLOSIVE SUMMONS

You can conjure summoned creatures infused with the essence of an alchemical bomb.

Prerequisites: bomb class feature, Augment Summoning

Benefit: When you use any *summon monster* spell to conjure a single creature, you may prime that creature with an explosive bomb. As a standard action, you can direct such a creature to explode, dealing damage as one of your bombs. If you do, the summoned creature is immediately dismissed. You must be able to see the creature to produce this explosion, and you must have access to the same materials and components that you

use to concoct your bombs at the time that you summon it. Using this ability counts against the daily limit on your bomb class feature.

You may apply the effects of any discovery that augments your bombs to the explosion produced by this ability.

INFUSE OOZE

You can infuse a bottled ooze with an alchemical extract.

Prerequisites: bottled ooze discovery,* infusion discovery

Benefit: When you prepare a bottled ooze extract, you may infuse it with another prepared extract as a free action, expending the second extract as usual. If you do, the bottled ooze gains the benefits of the second extract, as though it had consumed it.

SHAPED SIMULACRA

You can alter the appearances of alchemical simulacra that you create.

Prerequisites: alchemical simulacrum discovery*

Benefit: At no additional cost, you may apply the benefits of a *sculpt simulacrum* spell (see the *Pathfinder® Roleplaying Game: Ultimate Magic™* sourcebook for details), to any *lesser simulacrum* that you create with the alchemical simulacrum discovery.

SIMULACRUM CLONE

You can transfer your consciousness to a temporary body upon death.

Prerequisites: alchemical simulacrum discovery*

Benefit: As long as you maintain an alchemist's laboratory worth 200 gp or more (see the *Pathfinder® Roleplaying Game: Ultimate Equipment™* sourcebook for details), you can create a simulated cloning vat with 1 week of dedicated work. If you are killed, your consciousness is transferred to the simulated cloning vat, and begins to grow a new body in the form of a *lesser simulacrum* with a number of Hit Dice equal to your character level, as per the alchemical simulacrum discovery. The *lesser simulacrum* requires no valuable components, and persists for exactly 24 hours. At any

time before your simulated body expires, you may expend alchemical components at your laboratory worth 50 gp per Hit Die that your *lesser simulacrum* possesses to renew this 24-hour lifespan. This process takes 1d4 minutes.

WANING STRIKE [COMBAT]

You can strike a foe in such a way as to dilute the effects of potions and extracts within its system.

Prerequisites: Improved Unarmed Strike, Craft (alchemy) 5 ranks

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Waning Strike forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is struck by biliousness and mild nausea, causing a disruption in the effects of potions (as well as alchemical extracts and wondrous items like elixirs and tonics) in the target's body. The duration of any such non-instantaneous, non-permanent effect is reduced by 2d4 increments of the same length defined by the effect's duration. For example, an effect with a duration measured in rounds (like an extract of *haste*) has its duration reduced by 2d4 rounds, while an effect measured in hours (like a *potion of mage armor*) has its duration reduced by 2d4 hours.

You may attempt a waning strike attack once per day for every two levels you have attained, and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

* See the *Pathfinder® Roleplaying Game: Ultimate Magic™* sourcebook for details.



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