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ABANDONED ARTS® PRESENTS:

# FEATS OF DUNGEONEERING

NINE NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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### CORNER PERCH

*You can perch in corners and chimneys, hands-free.*

**PREREQUISITES:** Dex 13, Acrobatics 3 ranks, Climb 3 ranks

**BENEFIT:** When you climb any space adjacent to at least two parallel or perpendicular surfaces (like a typical corner in a dungeon room), you can perch at the intersection of those surfaces without a free hand. You still require two free hands to climb further (or to climb down), but you can perch indefinitely, hands-free.

### DELVER'S PICK [COMBAT]

*You can bring the rock-shattering power of your pickaxe to bear in combat.*

**PREREQUISITES:** Knowledge (dungeoneering) or Profession (miner) 3 ranks, Weapon Focus (heavy pick or light pick), base attack bonus +2

**BENEFIT:** Whenever you confirm a critical hit against a creature using a heavy or light pick for which you possess the Weapon Focus feat, your attack overcomes up to 8 points of hardness or damage reduction which has no specific material or condition which bypasses it. For example, this feat would allow such an attack to ignore up to 8 points of DR 10/–, but would not help your attack to overcome DR 5/cold iron.

### DUNGEON CRAWLER [COMBAT]

*You prefer a slow dungeon crawl to a more hazardous, faster-paced delve.*

**PREREQUISITES:** rogue crawl rogue talent, Stealth 9 ranks

**BENEFIT:** Whenever you take cover behind a solid surface, such as an overturned table, a corner, or a low wall, you gain the benefits of improved cover (+8 to AC, +4 to Reflex saving throws) as long as you are prone.

### OFF THE WALL [COMBAT]

*You can bound off of walls and obstacles while charging.*

**PREREQUISITES:** Acrobatics 4 ranks, base attack bonus +4

**BENEFIT:** You can charge a creature along an indirect route, bounding off of walls and other stable, horizontal surfaces as you close the distance to your target. You can turn up to 90 degrees as a free action during a charge, as long as your turn occurs adjacent to a wall or a similarly solid, horizontal surface. You are still required to have line of sight to your target at the start of your turn.

### REFLEXIVE EVASION

*The dangers of the delve are second nature to you.*

**PREREQUISITES:** evasion, Improved Lightning Reflexes

**BENEFIT:** Whenever a haunt, a trap, or an environmental hazard calls for a Reflex saving throw, you can use your Improved Lightning Reflexes feat without expending your daily use of that feat. If you have no daily uses of the Improved Lightning Reflexes feat remaining, then you gain no benefit from this feat.

### SACROSANCT SPELL [METAMAGIC]

*Your spellcasting tradition draws strength from symbols of faith.*

**BENEFIT:** You may alter any non-evil spell so that it is empowered by and infused with the positive energies of a shrine or temple. If such a spell is cast within an area made consecrated by a *consecrate* spell, it may not be countered, dispelled, or absorbed in any way (even by *mage's disjunction* or a *rod of absorption*) unless the *consecrate* spell is dispelled first. If the altered spell has the good descriptor, and the area also contains an altar or shrine dedicated to a good-aligned deity or power, the saving throw DC of the spell is increased by +1. Spells with the evil descriptor may not be cast in this way.

A sacrosanct spell takes up a spell slot one level higher than the spell's actual level.

### TRAP SALVAGER

*You can reclaim valuable components from traps that you dismantle.*

**PREREQUISITES:** Craft (alchemy) 1 rank or poison use, trapfinding

**BENEFIT:** Whenever you use the Disable Device skill to successfully disarm a trap which features one or more alchemical or poisonous components, you may salvage one dose of that component. Only specific alchemical items or poisons may be salvaged; a trap which possesses alchemical properties but does not implement a specific alchemical item cannot be salvaged in this way.

If you choose to bypass a trap rather than disarm it, you may salvage alchemical and poisonous components from the trap before you do. If you do, the trap does not employ those components should it be activated at a later time. For example, a bypassed and salvaged poisoned arrow trap would fire an ordinary arrow, not a poisoned arrow.

### VIGILANT EXPLORER

*You never let your guard down.*

**PREREQUISITES:** uncanny dodge or Perception 3 ranks

**BENEFIT:** You can take 20 on Perception skill checks even while taking 10 or 20 on some other skill check simultaneously. Doing so does not increase the time required to perform the first task, provided the use of that skill takes at least as long as it takes to make an active Perception check (a move action). For example, you could take 20 on Perception checks while also taking 20 on a Climb check without increasing the time required to climb.

### WRECKING CREW [TEAMWORK]

*You and your crew don't just delve the dungeon... you wreck it.*

**PREREQUISITES:** Knowledge (engineering) or Knowledge (dungeoneering) 3 ranks

**BENEFIT:** When you and any number of allies who also possess this feat attack or ready an action to simultaneously attack an object or structure together, you may combine the damage dealt by the triggering attack and each simultaneous readied attack before applying that object's hardness to the damage dealt.

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