

ABANDONED ARTS PRESENTS:

FEATS OF FAMILIARITY



TEN 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 perfect for PCs and NPCs relevant to that theme. Feats of Familiarity features feats for familiar-bonded characters. Each of the feats contained herein list a familiar prerequisite, and several are best-suited for spellcasting characters.

ARCANE SCALES

Your lizard familiar is a superb conduit for arcane spells.

Prerequisites: lizard familiar, sorcerer bloodline or witch patron

Benefit: Choose one bonus spell granted by your sorcerer bloodline or witch patron. The spell must be one that you have already learned – not simply one that appears on that bonus spell list. Whenever you deliver that spell through your familiar's deliver touch spells ability or share that spell with your familiar's share spells ability, you may increase the caster level of that spell by 1.

Special: You can gain this feat multiple times. Each time you select this feat, it applies to a new bonus spell granted by your sorcerer bloodline or witch patron.

BLACK CAT'S CROSSING

Crossing your cat familiar is a sure sign of bad luck.

Prerequisites: cat familiar

Benefit: Whenever your familiar passes through an opponent's threatened or occupied space by walking, running, or otherwise moving under its own power, you may choose to jinx that creature as an immediate action. A creature so jinxed takes a -2 penalty on saving throws against necromancy spells and spells with the curse descriptor that you cast before the start of your next turn.

The penalties imposed by this jinx do not stack with any penalties imposed by the shaken condition, if the subject of your jinx is also affected by that condition.

MOONSHADOW FAMILIAR

Your familiar is empowered by the moon and stars.

Prerequisites: bat or owl familiar, Moonlight Summons¹ or Starlight Summons¹

Benefit: Your bat or owl familiar gains the benefits granted to summoned creatures by your Moonlight Summons and/or Starlight Summons feat(s). A familiar affected by Moonlight Summons may suppress the light effect as a free action.

NEVERMORE

Your raven familiar speaks ominous words of power.

Prerequisites: parrot or raven familiar

Benefit: Your raven familiar can speak a short

phrase (chosen when you select this feat) which can fulfill the verbal component requirements of most spells that you cast. By speaking this phrase in a strong voice as a free action as you cast a spell with a casting time of 1 standard action or less, your raven familiar grants you the ability to cast that spell without a verbal component (if it had one), as if modified by the Silent Spell feat. The DCs of spells with the language-dependent descriptor that you cast in this way are increased by 1. In order to cast a spell in this way, you must have line of effect to your familiar.

SKILLFUL BOND

You enjoy the benefits of a close bond with your familiar.

Prerequisites: familiar

Benefit: If your familiar's ability grants you a bonus on a skill check, double that bonus.

TENEBOUS TOAD

Your toad familiar possesses properties of shadowy obfuscation.

Prerequisites: toad familiar

Benefit: Your toad familiar can magically sequester a Tiny object no larger than a book or a lockbox by sitting upon it, or a Diminutive object no larger than a vial or a ring by swallowing it. While sequestered in this way, an object may not be detected or found by divination spells lower than 5th level. Objects swallowed in this way are not digested and do not harm the toad, who can safely spit up such an object as a move action.

TRICKY FAMILIAR

Your familiar can distract, harry, and hinder your foes for you.

Prerequisites: fox, hawk, monkey, octopus, rat, or weasel familiar

Benefit: If you possess any of the following feats, your fox, hawk, monkey, octopus, rat, or weasel familiar also gains those feats as bonus feats: Greater Dirty Trick, Greater Disarm, Greater Feint, Greater Steal, Improved Dirty Trick, Improved Disarm, Improved Feint, or Improved Steal. If your familiar lacks opposable thumbs, it may carry objects stolen with a steal maneuver in its beak, mouth, tentacles, or talons (though it gains no special ability to use those objects).

VENOMOUS VEX

Your familiar protects you with a venomous bite.

Prerequisites: Great Fortitude, greensting scorpion, house centipede, scarlet spider, or viper familiar

Benefit: Your centipede, scorpion, spider, or viper familiar may cling to (or coil around) your forearm, occupying your space without hampering your ability to fight or move. While traveling on your person in this way your familiar may catch opponents by surprise. If a creature that you threaten attempts to grapple you or attacks you with a natural weapon or unarmed strike, your familiar may attempt a bite or sting attack against your attacker as an immediate action. If this special attack is successful, the DC of your familiar's poison attack is increased by 2.

If you wear voluminous clothing such as heavy armor, long-sleeved robes, ponchos, or broad cloaks, your familiar may attempt to use the Stealth check to hide while it travels on your person.

1: See the *Pathfinder® Roleplaying Game: Ultimate Magic™* sourcebook for a description of this feat.



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