

ABANDONED ARTS PRESENTS:

FEATS OF FEROCITY



ELEVEN 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 Ferocity features feats for enthusiasts of savage and vicious fighting styles who want to add options to their actions.

BLOOD REVELER

Your bleeding attacks are difficult to treat.

Prerequisites: bleed special attack or [bleeding attack rogue talent](#)

Benefit: The bleed effect imposed by your special attack is difficult to cure. The DC of Heal checks made to stop the bleeding is increased by +5. Additionally, if your attack causes more than five points of bleed damage per round, a successful Heal check only reduces the bleeding by 5 points. Multiple checks may reduce the damage to 0, ending the bleed effect.

BRUTAL AGGRESSION [COMBAT]

You take a savage joy in kicking your opponents when they're down.

Prerequisites: base attack bonus +3

Benefit: The first successful attack that you make against a prone creature each round deals an additional +1d6 points of damage. This damage is never multiplied on a critical hit.

CHOMP [COMBAT]

You can slam your jaws shut with great force.

Prerequisites: [Multiattack](#), natural bite attack, base attack bonus +2

Benefit: You can make a special chomping bite attack as a standard action. If you do, your bite attack deals +1d4 points of damage for each other natural attack that you possess, to a maximum number of additional dice equal to your base attack bonus. This damage is never multiplied on a critical hit.

ENDURING FEROCITY

You are tough to kill, even at your most vulnerable.

Prerequisites: [ferocity](#), Con 11

Benefit: You may attempt to stabilize normally while fighting at or below 0 hp.

Normal: A creature fighting under the effects of ferocity continues to lose 1 hp per round, and never stabilizes.

FRIGHTFULLY INVINCIBLE

You are a terror to behold in battle.

Prerequisites: [frightful presence](#), Cha 13

Benefit: Whenever a weapon attack hits your touch AC but fails to hit you or deal damage to you, you may activate your frightful presence as an immediate action. Alternately, you may activate your frightful presence as a move action by roaring, beating your chest, or otherwise making a frightening display. If you do, add +2 to the DC of your frightful presence ability.

Normal: Activating frightful presence is a free action taken as part of the attack or charge actions.

IMPROVED BRUTAL AGGRESSION [COMBAT]

You are a truly savage combatant.

Prerequisites: Brutal Aggression, base attack bonus +6

Benefit: The damage dealt by your Brutal Aggression feat is increased to 2d4.

LINGERING STENCH

Your stench lingers on the nose.

Prerequisites: [stench special attack](#)

Benefit: A creature that fails a saving throw against your stench special attack must attempt the save again at the start of your next turn, even if the creature has since moved out of range of your stench.

Special: If you also possess the Overpowering Stench feat, even creatures that save against your stench attack must attempt the save again unless they have successfully saved against your stench twice in the last 24 hours.

OVERPOWERING STENCH

Your foul odor is tough to shake.

Prerequisites: [stench special attack](#)

Benefit: Creatures that save against your stench special ability do not gain 24-hour immunity to it after a single successful saving throw. Instead, creatures gain immunity after succeeding at two consecutive saving throws. These saving throws do not need to occur in consecutive rounds, but must

occur after two consecutive exposures to your stench. For example, a creature that saves against your stench, moves out of range, then moves back within range and saves against it a second time will benefit from 24-hour immunity to that ability.

SAVAGE VITALITY

You are possessed of a fierce vigor.

Prerequisites: [fast healing](#)

Benefit: Whenever your hit points are at maximum, your fast healing special ability grants you temporary hit points each round (instead of recovering your hit points). These temporary hit points stack, but you may not gain more temporary hit points in this way than you have Hit Dice.

SURGING SPELL RESISTANCE

Your spell resistance grows stronger with each spell that you absorb.

Prerequisites: [spell resistance](#)

Benefit: Whenever you resist the effects of a non-harmless spell, your spell resistance is temporarily increased by +1. This bonus is cumulative, and stacks with itself. Each +1 bonus to your spell resistance lasts for a number of rounds equal to the level of the spell resisted. Your spell resistance may not be increased above +10 in this way.

WEBHUNTER [COMBAT]

You can swiftly execute creatures caught in your sticky webs.

Prerequisites: [web special attack](#)

Benefit: Whenever you score a critical threat against a creature entangled by one of your webs, you may automatically confirm the threat as a swift action.



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