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ABANDONED ARTS® PRESENTS:

FEATS OF MONSTROSITY

NINE NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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AWESOME STRIKE [COMBAT]

You can send your opponents sailing.

PREREQUISITES: Str 25, Awesome Blow, base attack bonus +10

BENEFIT: Once per round, you can use and gain the benefits of the Awesome Blow feat as a part of a full attack action.

NORMAL: Using the Awesome Blow feat is a standard action.

DAUNTING DAMAGE RESISTANCE

The casual ease with which you can shrug off harm is a demoralizing sight to behold.

PREREQUISITES: damage reduction

BENEFIT: Whenever your damage reduction reduces the damage that you receive from an attack to 0, you may attempt to use the Intimidate skill to demoralize your attacker as an immediate action.

NORMAL: Attempting to demoralize an opponent requires a standard action.

DENY CHANNELING

You can turn an unholy display of your innate resistance to channeled energy into a blasphemous demonstration of the futility and feebleness of mortal faith.

PREREQUISITES: Int 3, channel resistance

BENEFIT: Whenever you successfully save against a channel energy effect, you gain a cumulative +2 bonus on further checks against channel energy effects from the same source for 24 hours. In addition, by belittling and mocking the faith of your attacker, you may gain an equal bonus on Intimidate checks against the source of that effect.

FLYBY SNATCH

With a single swoop you can descend upon a smaller foe, snatch it up, and carry it off.

PREREQUISITES: fly speed, size Huge or larger, Flyby Attack, Snatch

BENEFIT: When you use your Snatch feat to successfully grapple a creature one or more size categories smaller than your own while making a Flyby Attack, you may move the grappled creature with you while you complete your move action.

NORMAL: You cannot move from your space while maintaining a grapple, and moving a grappled opponent requires a standard action.

GRUESOME GAZE

The terrible truth behind your haunted eyes can hypnotize sighted creatures.

PREREQUISITES: gaze attack

BENEFIT: Your dire gaze is so supernaturally terrible, and so hideously compelling, that your foes cannot bring themselves to avert their eyes from yours. Creatures in spaces adjacent to yours may not choose to avert their eyes from your gaze (though they may still close their eyes, if they wish).

HAZARDOUS HOVER

Your wingbeats kick up a stinging cloud of debris.

PREREQUISITES: fly speed, Hover

BENEFIT: Creatures caught within the cloud of debris created by your hover ability are dazzled (no save) as long as their space is entirely overlapped by the space occupied by that of the cloud.

RANCOROUS RESISTANCE

Energy effects cling hazardingly to your resistant hide.

PREREQUISITES: Con 13, energy resistance (acid, cold, electricity, or fire)

BENEFIT: Whenever you take energy damage from a type that you have at least 1 point of energy resistance against, the energy clings to you in the form of miasmatic acid, a veil of frost, crackling electricity, or flickering flames. This lingering energy persists for 1 round and deals 1d6 points of energy damage to creatures that touch you or hit you with natural weapons or unarmed attacks.

REGENERATIVE CLUTCH

Your flesh closes swiftly, sheathing opponents' weapons in your hide.

PREREQUISITES: regeneration

BENEFIT: Your regenerative flesh closes so quickly that it can “catch” and clutch melee weapons that penetrate it. Whenever you receive damage from a melee weapon, you may attempt to “disarm” that weapon as an immediate action. Attempting to disarm a weapon in this way imposes a -10 penalty on your CMB check, but if your attempt is successful, the disarmed weapon becomes harmlessly embedded in your flesh and may not be removed unless a character succeeds at a Strength check with a DC equal to 10 + your regeneration value + your size modifier to CMB checks. Attempting to do so is a standard action that provokes attacks of opportunity. You can remove such a weapon yourself without a Strength check.

Thrown weapons become embedded automatically, and weapons with the returning special quality do not return. Weapons sized for a creature two or more size categories larger than your size category may not be “caught” in this way.

UNDYING RAGE

A seething rage has seen you to the grave, and beyond.

PREREQUISITES: channel resistance, rage class feature, undead

BENEFIT: Though you are undead, you can gain the morale bonuses granted by the rage class feature. While you rage, your channel resistance is increased by +2.

When your rage ends, you become staggered for a number of rounds equal to the number of rounds that you spent raging. You may not rage while staggered.

NORMAL: An undead creature is immune to morale effects.

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