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ABANDONED ARTS® PRESENTS:

# FEATS OF RAGE

ELEVEN NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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### ANARCHIC AURA

*Your rage literally suffuses you with the power of chaos.*

**PREREQUISITES:** chaotic alignment, rage

**BENEFIT:** While raging, you gain a +2 bonus on saving throws against spells with the lawful descriptor, and an aura of chaos equivalent to that of a cleric.

### CHAOTIC COMBATANT [COMBAT]

*Your disruptive fighting style makes it difficult for opponents to coordinate a strategy.*

**PREREQUISITES:** any non-lawful alignment, base attack bonus +4

**BENEFIT:** As a swift action, you can disrupt the use of teamwork feats with your frenzied and unruly fighting style. As long as you succeed at least one melee attack after activating this feat and before the end of your turn, creatures within reach of your natural attacks or a melee weapon that you wield may not use or benefit from teamwork feats until the beginning of your next turn.

### DEATHLESS RAGER [COMBAT]

*The prospect of your own demise only fuels your rage.*

**PREREQUISITES:** Str 13, Con 13, rage, Deathless Initiate<sup>1</sup>, Diehard, Endurance, orc or half-orc, base attack bonus +6

**BENEFIT:** While your hit point total is 0 or lower, you can rage without expending a round of rage to do so. You may gain the benefits of this feat even if you have no daily rounds of rage remaining for the day.

### ENDURING RAGE

*You are very hard to kill.*

**PREREQUISITES:** Endurance, rage

**BENEFIT:** Whenever you receive damage while raging, you may subtract some part of that damage from your remaining daily allotment of rage rounds, negating an equal amount of the damage you would receive.

### GRUESOME FINISH [COMBAT]

*You can repulse and unsettle your enemies by painting the battlefield with gore.*

**PREREQUISITES:** rage, Gory Finish<sup>1</sup>, base attack bonus +4

**BENEFIT:** While raging, you may elect to render living opponents demoralized by your Gory Finish feat sickened instead of shaken.

### PITILESS BRUTALITY

*You possess the unnerving ability to brutalize opponents with an almost casual ease.*

**PREREQUISITES:** Raging Brutality<sup>1</sup>, base attack bonus +4

**BENEFIT:** You can activate your Raging Brutality feat by expending only 2 rounds of rage.

### PROPHETIC RAGE

*Through the haze your fury, you can see more clearly.*

**PREREQUISITES:** moment of clarity rage power, rage, Knowledge (religion) 5 ranks

**BENEFIT:** When you cast an *augury*, *divination*, or any divination spell with a percentile chance to reveal information while raging, you gain a bonus on the percentile check equal to your Charisma score.

### QUICK HURLER

*The sudden forcefulness of your rage can catch your opponents by surprise.*

**PREREQUISITES:** Catch Off-Guard, Raging Hurler<sup>1</sup>, base attack bonus +1

**BENEFIT:** You may apply the benefits of your Catch Off-Guard feat to thrown improvised weapons.

### SUNDERING STROKE [COMBAT]

*You have mastered the science of sundering.*

**PREREQUISITES:** Improved Sunder

**BENEFIT:** When you use a weapon to attempt to sunder another object or weapon, you gain a +2 bonus on the attempt as long as the hardness of your weapon is greater than the hardness of the object that you are attempting to sunder.

### UNPREDICTABLE RAGE

*Your chaotic fury makes you an impossible combatant to predict.*

**PREREQUISITES:** rage

**BENEFIT:** As long as you are raging, opponents may not use the aid another action to aid their allies' Armor Class against your attacks, nor attack rolls made against you.

### WRATH OF THE RIGHTEOUS

*Yours is the wrath of the righteous heart.*

**PREREQUISITES:** lawful good alignment, rage, paladin level 1st

**BENEFIT:** As long as you maintain a lawful good alignment, do not willfully commit evil acts, and otherwise adhere to your code of conduct, you can rage and take levels in the barbarian class even though your alignment is lawful.

**NORMAL:** A lawful barbarian becomes an ex-barbarian, and cannot rage or continue to take levels in the barbarian class.

**SPECIAL:** A barbarian that possesses the chaos totem, greater chaos totem, lesser chaos totem, fiend totem, greater fiend totem, or lesser fiend totem rage powers may not gain the benefits of those abilities (or any abilities that list one or more of those powers as a prerequisite) as long as his or her alignment is lawful good.

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<sup>1:</sup> See the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook for a description of this feat.

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