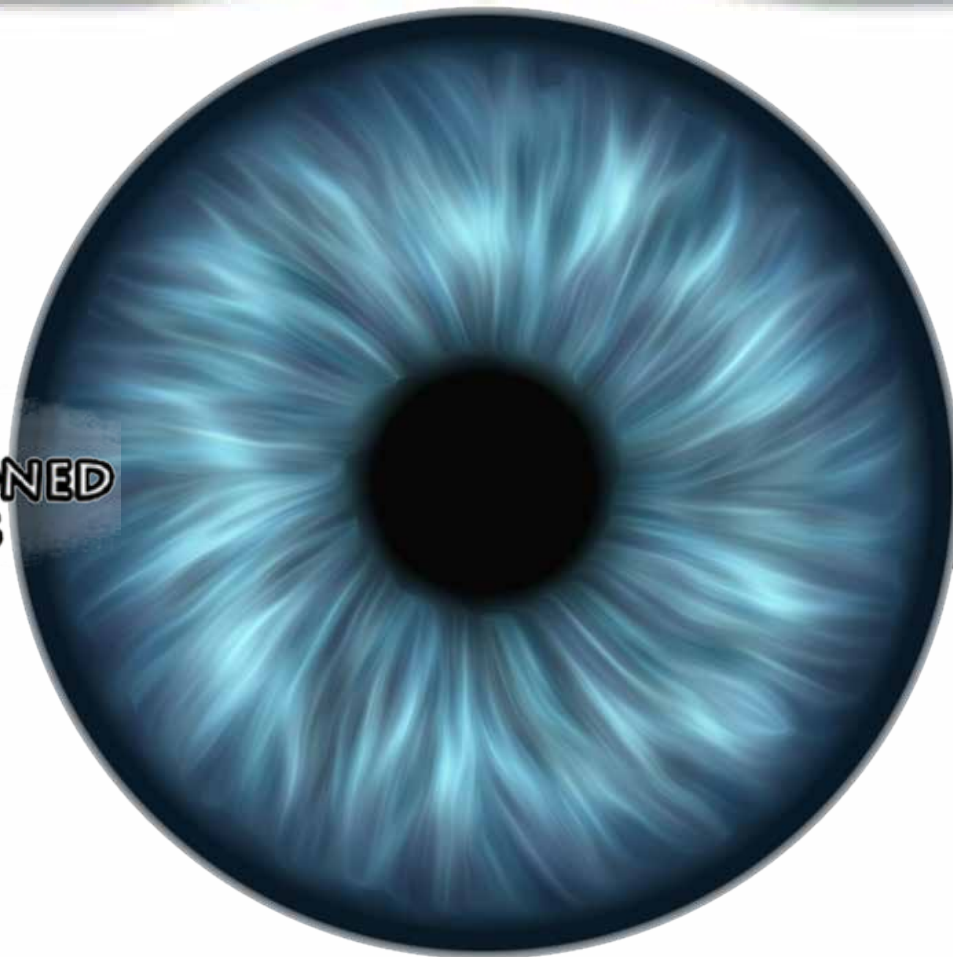


ABANDONED ARTS PRESENTS: FEATS OF VISION



NINE 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 Vision provides feats for oracles and other practitioners of divination magic.

DIVINER'S WARD

Your divinations leave you with a lingering precognitive defense.

Prerequisites: [Spell Focus](#) (divination)

Benefit: Whenever you cast a divination spell, you gain a "shell" of temporary hit points equal to the spell level of the spell that you cast. These temporary hit points represent a precognitive sense which aids your defenses. Temporary hit points gained in this way do not stack.

MASTER'S EYES

You can see through your familiar's eyes.

Prerequisites: [familiar](#), [scry on familiar](#)

Benefit: You can see through your familiar's eyes, sharing its sight and seeing what it sees. Using this ability only requires you to close off your own senses – you are effectively blind while using this ability. You can end this effect as a free action. If your familiar receives damage while you are using this ability, the effect immediately ends and you may not use this ability again for 24 hours.

MASTER'S VOICE

You can hear and speak through your familiar.

Prerequisites: [familiar](#), [scry on familiar](#), Master's Eyes

Benefit: While using your Master's Eyes feat, you can both hear and be heard through your familiar, even if your familiar would naturally be incapable of speech. If your familiar is deafened or silenced (magically or otherwise), this feat grants you no ability to overcome such an obstacle. If you choose to speak through your familiar, the voice you use is your own – clearly recognizable to anyone who has heard your voice before.

ORACULAR ARMOR

Prophecy shields you like a precognitive suit of armor.

Prerequisites: [mystery class feature](#), ability to cast a divination spell of 4th-level or higher, Oracular Omen

Benefit: As an immediate action, can use your Oracular Omen die roll result in place of an attack roll made against you. You must decide whether or

not to use this ability before the check it replaces is rolled.

ORACULAR BOON

You are blessed by the prophecy that you study.

Prerequisites: [mystery class feature](#), ability to cast a divination spell of 4th-level or higher, Oracular Omen

Benefit: When you use a die roll result recorded by your Oracular Omen feat, you may wait until you hear the results of the roll before declaring whether or not to use that ability.

ORACULAR OMEN

You are a student of oracular prophecy.

Prerequisites: [mystery class feature](#), ability to cast a divination spell of 2nd-level or higher

Benefit: Once per day, you can divine an obscure fragment of oracular prophecy, partially predicting the outcome of some near-future event. Divining this omen takes 10 minutes of uninterrupted prayer and communion with various spirits. When you finish this ritual, roll 1d20 and record this result. At any time before 24 hours have passed, or before you next perform this ritual (whichever comes first), you may use this result instead of rolling a 20-sided die as part of an ability check, attack roll, saving throw, or skill check. You must decide whether or not to use this ability before rolling the check it replaces.

ORACULAR PORTENTS

The oracular prophecies you study grant you a wealth of insight.

Prerequisites: [mystery class feature](#), ability to cast a divination spell of 5th-level or higher, Oracular Omen

Benefit: You may use your Oracular Omen feat up to three times per day, "saving" up to three die rolls for later use.

MAD IMPULSE

Madness compels you to act, even when circumstances would convene to halt or hamper your actions.

Prerequisites: chaotic alignment

Benefit: Whenever you would be denied the ability to act by the dazed or stunned condition, or whenever you would be denied the ability to take a standard action due to the nauseated condition, you may instead elect to roll on the confusion table and take the action listed there instead. You must decide whether or not to do so before you see the results of the roll. Any other penalties imposed by one of these conditions continues to affect you normally.

READ LIPS

You can read lips.

Prerequisites: [Perception](#) 1 rank

Benefit: As long as you can see a creature clearly, you can read its lips to determine what it is saying. If you speak the language that such a creature is speaking in, you can understand it fluently. If not, a companion may help you to translate as you repeat the words you are “reading” to a fluent ally. No Linguistics or Perception check is required to read lips.

Additionally, you suffer only a 10% chance of spell failure when casting spells with verbal components while deafened. If you are an oracle with the deaf curse, you take only a -2 penalty on initiative checks for being deaf. At 5th level, you may ignore this penalty altogether.

Normal: Reading lips may or may not require a Perception skill check. A deafened creature suffers a 20% chance of spell failure when casting spells with verbal components.



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