

FEATS

Feats are those little tricks and talents that can mean the difference between life and death or, more importantly, between being a rich superstar adored by millions and being working the late shift at the local Deal-A-Meal.

The feats in Maximum Xcrawl expand on those in the Pathfinder Core Rulebook. The format and types are the same. Note that this book also features Fame Feats, a new system, separate but with some crossover, that can be found on p. 57.

As the GM, you should determine which of all the feats available for the Pathfinder game and its many supplements you will allow in your game. You should allow your players to select any feats that fit the theme of the game and make the action more fun for everyone.

ARCANE CROSSHAIRS

You can take off an enemy's eyelash with your Arcane Blast ray.

Prerequisite: Arcane Blast class ability, Ray Technique class ability

Benefit: You gain a +2 bonus to hit with your Spellweaver Blast when applying the Arcane Ray technique.

BLESSING OF OLYMPUS

All the tithing finally paid off: your patron deity expands your repertoire of spontaneous spells.

Prerequisite: Wisdom 16+, ability to cast domain spells

Benefit: You may choose one spell that you can spontaneously cast as if it were a cure spell. The spell must come from one of your domain spell lists. The highest level spell you can choose is two levels below your maximum spell level at the time the feat is taken. For example, a ninth level Messenger can cast fifth level spells. If he takes the Blessing of Olympus feat, he can choose a spell as high as third level to spontaneously cast. Once this spell is chosen, it may never be changed. This feat may be taken multiple times; each time it is taken a new spell is chosen.

BORN ATHLETE

Your first sentence was "Put me in, Coach!"

Benefit: You gain Athlete as an additional Favored Class.

CAN OF WHOOP ASS

After you are struck in combat, you unload on your opponents with unmatched ferocity.

Prerequisite: +3 Base Attack Bonus, 13 Con

Benefit: You can crack open a metaphorical can of whoop ass at any time during combat after you have taken damage equal to at least two times your Con bonus (normal damage or nonlethal are the same for purposes of this feat). Once you declare that you are cracking the can, you receive a +2 damage bonus on all melee attacks for a number of rounds

equal to your Charisma bonus. You may only use this feat one time per encounter and must be accompanied by a colorful threat, pithy catchphrase, or a thundering battle cry.

COMBAT POOL ACROBATICS (COMBAT)

You develop an acrobatic style of combat that keeps enemies on their toes.

Prerequisite: Combat Pool class feature, trained in Acrobatics

Benefit: You may now put Combat Pool points into a bonus on Acrobatics checks. The maximum points that may be assigned to this bonus on Acrobatics checks is equal to your Dex bonus (minimum 1).

COMBAT POOL INTIMIDATION (COMBAT)

You diligently train in the art scaring the crap out of opponents.

Prerequisite: Combat Pool class feature

Benefit: You may now put Combat Pool points into a bonus on Intimidate checks. The maximum points that may be assigned to the bonus is equal to your combined Strength and Charisma bonus (minimum 1).

COMBAT POOL MANEUVERS (COMBAT)

You are going to have to get up close and personal with a chester at some point – why not train for it?

Prerequisite: Combat Pool class feature

Benefit: You may now put Combat Pool points into a CMB bonus. The maximum points that may be assigned to the bonus is equal to your Strength bonus (minimum 1).

COMBAT POOL MANEUVER DEFENSE (COMBAT)

Half of grappling is learning to not grapple unless you want to.

Prerequisite: Combat Pool class feature

Benefit: You may now add Combat Pool points into your CMD bonus. The maximum points that may be assigned to the bonus is equal to your combined Strength and Dexterity bonus (minimum 1).

COMBAT POOL REFLEXES (COMBAT)

Because nobody wants to be the last one to duck when the fireball hits.

Prerequisite: Combat Pool class feature

Benefit: You may now put Combat pool points into a bonus on your Reflex save. The maximum points that may be assigned to the bonus is equal to your Dexterity bonus (minimum 1).

SPELLWEAVER CANTRIP

You always have an Spellweaver Blast ready.

Prerequisite: Spellweaver Blast class feature

Benefit: You substitute one of the cantrips in your prepared repertoire for a minor, special-case spellweaver blast, which is used as a spell. This special minor spellweaver blast has a range of 30', requires a ranged touch attack to hit, and does 1d6-1 damage (minimum one point). You cannot apply any blaster techniques to the Spellweaver Cantrip.

EXTRA CANTRIP

Hey, don't knock the minor magic. You never know when they will save your life!

Prerequisite: The ability to cast arcane cantrips.

Benefit: You add one cantrip to your repertoire. Like your other cantrips it is not expended once cast.

EXTRA DIVINE INTERVENTION

The Divine powers deign to help you even more. Aren't you special?

Prerequisite: Divine Intervention class ability

Benefit: You can use Divine Intervention one additional time per day.

Special: You can take Extra Divine Intervention multiple times. Its effects stack.

EXTRA DOMAIN POWER

Your devotion to your deity powers you up like a pagan Winter Solstice Tree.

Prerequisite: Access to Domain Powers

Benefit: Any domain power you possess with a maximum frequency of 3 + Wisdom modifier times per day, can now be performed an additional time per day.

EXTRA HOLY ACTS

The gods must really want your team to make it to the Emperor's Cup. Lucky you!

Prerequisite: The Holy Act class feature

Benefit: You may perform 2 additional Holy Acts per day.

Special: You may take Extra Holy Acts multiple times. Its effects stack.

EXTRA JAMMER MUSIC

You go on and on until the break of dawn.

Prerequisite: Jammer Music class ability

Benefit: You may perform Jammer Music an additional 4 rounds per day.

Special: You may take Extra Jammer Music multiple times. Its effects stack.

EXTRA ORISON

It's like a high five from Mount Olympus!

Prerequisite: The ability to cast orisons

Benefit: You can choose one extra orison you can prepare per day. Like other orisons, it is not expended when cast.

IMPROVED SPELLWEAVER RANGE

You weave the pattern that much farther.

Prerequisite: Spellweaver Blast class ability

Benefit: The maximum range of your Spellweaver Blast ability is increased by 30'.

INTERIOR PLAYER (COMBAT)

You are one mean mother in the gullet.

Benefit: You may always use a Medium sized weapon to attack when swallowed whole, and you gain +5 to all damage rolls while swallowed.

IT'S WHERE YOU'RE AT ... NOT WHERE YOU'RE FROM.

Prerequisite: Street Knowledge class feature

Benefit: After spending a week in any city where he speaks the native language and may spend time exploring and meeting people, the crawler gains insight into the new location. From that point on the character receives the benefits of his Street Knowledge skill while in the new city.

JAMMER DUO

You rock as a solo artist, but in a group? Watch out!

Prerequisite: Devastating Attack class ability

Benefit: You may make Devastating Attack against opponents who are under the influence of Jammer Music from someone other than yourself.

STUNNING SHOT

You can use a stunner arrow to make a ranged stunning attack.

Prerequisites: Point Blank Shot, Precise Shot, Base Attack Bonus +5, Dex 15+

Benefit: When firing a stunner arrow, you can make a special attack to attempt to stun an opponent. The maximum range for a Stunning Shot is two times your point blank range (normally 60'). The shot is at -4 to hit. A successful hit means that your opponent must make a Fortitude save (DC = 10 + weapon damage) or be stunned for one round. A Stunning Shot is a full round attack action which provokes an attack of opportunity. Creatures who are immune to critical hits are likewise immune to a Stunning Shot.

TWO-FISTED HEALING

Two holy hands, no waiting!

Prerequisite: the ability to cast cure spells, divine spellcasting

Benefit: A divine spellcaster may divide the benefits of a spell with cure in the title between two recipients. The divine spellcaster must have both hands free and be able to touch both injured parties. The cleric or messenger rolls normally for the amount of damage healed, and the total is split evenly between both parties, with the odd point going to the cleric's choice.