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Feats A-Z

Ancestral Paragon

Feat 3

General

Whether through instinct, study, or magic, you feel a deeper connection to your ancestry. You gain a 1st-level ancestry feat.

CRB

Battle Cry

Feat 7

GeneralSkill

Prerequisites master in Intimidation

When you roll initiative, you can yell a mighty battle cry and Demoralize an observed foe as a free action. If you're legendary in Intimidation, you can use a reaction to Demoralize your foe when you critically succeed at an attack roll.

CRB

Chronoskimmer Dedication

Feat 2

RareArchetypeDedication

You became partially unstuck from time and have learned how to manipulate your place in flow of time. When you roll initiative, you can choose one of three options: either do nothing and roll initiative normally, stabilize your timestream, or destabilize your timestream and send it into intense fluctuations. If you choose to stabilize your timestream, you don't roll initiative, and instead your initiative is equal to 10 + your initiative modifier. If you choose to destabilize your timestream,

attempt a DC 11 flat check. On a success, your initiative is equal to 19 + your initiative modifier, and on a failure, your initiative is equal to 1 + your initiative modifier. Both stabilizing and destabilizing your timestream are fortune effects.

Additionally, if your initiative roll result is tied with an opponent's initiative roll, you go first. Your manipulation of time grants you access to a number of abilities, some of which require a saving throw. The DC for these abilities is either your class DC or spell DC, whichever is higher, and is called your chronoskimmer DC.

Special You can't select another dedication feat until you've gained two other feats from the chronoskimmer archetype.

DA

Connect the Dots

Feat 6

Uncommon	Concentrate	Investigator	Secret
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Requirements You must be pursuing at least two leads.

Ephemeral connections between people, places, and concepts are invisible to most, but seeing them is your stock and trade. You spend 10 minutes considering two different leads you're pursuing. You then attempt a check to investigate how connected the two are. Unless the GM determines otherwise, this is a Crafting check if they're both items or a Society check for other combinations of leads. If any subjects are creatures, this check usually uses the highest DC among their Deception and Will DCs. If no subjects are creatures, but at least one is an item, the DC is usually a hard DC for the level of the highest-level item. If neither case applies, the DC is usually a hard expert or hard master DC (22 or 32). Once you try to Connect the Dots between two particular leads, you can never try to Connect the Dots between those same leads again unless the GM allows it after you've learned a substantial amount of new information.

Critical Success The GM tells you how connected the two leads are to one another: highly connected, somewhat connected, tangentially connected, or not connected. The GM also tells you one specific way in which they're connected, if they are.

Success As critical success, but the GM doesn't tell you a specific connection.

Failure Your results are inconclusive.

Critical Failure You misconstrue the information. As success, but the GM provides an incorrect degree of connection.

APG

Darkseer

Feat 5

Human

Prerequisites Gloomseer

You gain darkvision.

LO: CG

Eyes of the City

Feat 2

General	Skill
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Prerequisites trained in Diplomacy or Society

You can track down targets with the help of locals. You can use Diplomacy or Society, whichever you're trained in, to Track creatures in settlements. You chat with locals to help follow the trail of creatures you Track. At the GM's discretion, there might not be enough people to speak with to keep following the trail.

LO: F

Glad-Hand

Feat 2

General

Skill

Prerequisites expert in Diplomacy

First impressions are your strong suit. When you meet someone in a casual or social situation, you can immediately attempt a Diplomacy check to Make an Impression on that creature rather than needing to converse for 1 minute. You take a –5 penalty to the check. If you fail or critically fail, you can engage in 1 minute of conversation and attempt a new check at the end of that time rather than accepting the failure or critical failure result.

CRB

Gloomseer

Feat 1

Human

Prerequisites ethnicity requirement

Gloom holds few terrors for you. You gain low-light vision.

LO: CG

Hobnobber

Feat 1

General

Skill

Prerequisites trained in Diplomacy

You are skilled at learning information through conversation. The Gather Information exploration activity takes you half as long as normal (typically reducing the time to 1 hour). If you're a master in Diplomacy and you Gather Information at the normal speed, when you attempt to do so and roll a critical failure, you get a failure instead. There is still no guarantee that a rumor you learn with Gather Information is accurate.

CRB

Lasting Coercion

Feat 2

General

Skill

Prerequisites expert in Intimidation

When you successfully Coerce someone, the maximum time they comply increases to a week, still determined by the GM. If you're legendary, the maximum increases to a month.

CRB

Natural Ambition

Feat 1

Human

You were raised to be ambitious and always reach for the stars, leading you to progress quickly in your chosen field. You gain a 1st-level class feat for your class. You must meet the prerequisites, but you can select the feat later in the character creation process in order to determine which prerequisites you meet.

CRB

Read Lips

Feat 1

General

Skill

Prerequisites trained in Society

You can read lips of others nearby who you can clearly see. When you're at your leisure, you can do this automatically. In

encounter mode or when attempting a more difficult feat of lipreading, you're fascinated and flat-footed during each round in which you focus on lip movements, and you must succeed at a Society check (DC determined by the GM) to successfully read someone's lips. In either case, the language read must be one that you know.

If you are deaf or hard of hearing and have Read Lips, you recognize the lip movements for the spoken form of your languages. You can also speak the spoken form of your languages clearly enough for others to understand you.

CRB

Recognize Spell ➔

Feat 1

General

Secret

Skill

Prerequisites trained in Arcana, Nature, Occultism, or Religion

Trigger A creature within line of sight casts a spell that you don't have prepared or in your spell repertoire, or a trap or similar object casts such a spell. You must be aware of the casting.

If you are trained in the appropriate skill for the spell's tradition and it's a common spell of 2nd level or lower, you automatically identify it (you still roll to attempt to get a critical success, but can't get a worse result than success). The highest level of spell you automatically identify increases to 4 if you're an expert, 6 if you're a master, and 10 if you're legendary. The GM rolls a secret Arcana, Nature, Occultism, or Religion check, whichever corresponds to the tradition of the spell being cast. If you're not trained in the skill, you can't get a result better than failure.

Critical Success You correctly recognize the spell and gain a +1 circumstance bonus to your saving throw or your AC against it.

Success You correctly recognize the spell.

Failure You fail to recognize the spell.

Critical Failure You misidentify the spell as another spell entirely, of the GM's choice.

CRB

Solid Lead

Feat 2

Investigator

Sometimes your case splinters into smaller mysteries, but you never lose sight of the big picture. Once per day when you give up on the subject of a lead due to using Pursue a Lead again, you can designate the lead you stopped pursuing as your solid lead for the day. Even though you stopped following the solid lead, you can change back to your solid lead any number of times by using a single action, which has the concentrate trait. Doing so ends one of your current leads as normal.

During your next daily preparations, you can maintain your solid lead or you can remove it; removing it allows you to designate a new solid lead later that day.

APG

Takedown Expert

Feat 1

Investigator

You've mastered combat practices that let you get up close and bring down perpetrators alive. You can use your Intelligence modifier on attack rolls when you Devise a Stratagem if you're using a weapon of the club group in one hand (like a club, staff, or sap), in addition to the usual weapons, and those Strikes qualify for your strategic strike. Additionally, you can make any of your Strikes nonlethal without taking the normal -2 penalty.

APG

Terrified Retreat

Feat 7

General

Skill

Prerequisites master in Intimidation

When you critically succeed at the Demoralize action, if the target's level is lower than yours, the target is fleeing for 1 round.

CRB

That's Odd

Feat 1

Investigator

When you enter a new location, such as a room or corridor, you immediately notice one thing out of the ordinary. The GM determines what it is, or whether there's nothing reasonable to pick up, skipping obvious clues that can be easily noticed without a check or specifically looking for them. You learn only that an area or object is suspicious, but not why it's suspicious. For example, if you entered a study with a large bloodstain on the ground, the bloodstain is so obviously suspicious it's evident to you already, so the GM might note that there's something suspicious about the desk drawer instead. You would then need to investigate the drawer further to find out what specifically is out of the ordinary. That's Odd doesn't reveal whether creatures are suspicious.

You don't typically get any benefit when you leave and come back to a place, though if a major change has happened there and time has passed, the GM might determine that you do.

APG

Underworld Investigator

Feat 1

Investigator

Your work as an investigator makes you familiar with the criminal element. You might be a criminal yourself, or you might have gained an understanding of how they operate from the outside. You become trained in Underworld Lore, and you gain your Pursue a Lead circumstance bonus to Thievery checks to investigate the subject of your lead (such as checks to Steal a clue from a suspect or Pick a Lock to open a safe with damning documents).

APG