

# ABANDONED ARTS PRESENTS: FEATS OF ELEMENTALISM



EIGHT 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 Elementalism features feats for enthusiasts of psychic and kinetic combat who want to add options to their actions.

### EARTHLY ADVANTAGE

*The earth itself shifts to your advantage.*

**Prerequisites:** [stonecunning](#) or [Elemental Focus \(earth\)\\*](#)

**Benefit:** Whenever you gain the benefits of height advantage against an opponent while both you and that opponent are standing on a surface of earth or stone, you gain a +3 bonus on your attack rolls instead of the usual +1.

**Special:** Note that the Elemental Focus prerequisite may refer to either the feat or the kineticist class feature.

**Normal:** Having height advantage against an opponent grants a character a +1 bonus on attack rolls against that creature.

### ELEMENTAL VERSATILITY

*Your wild talents are as potent as your elemental spells.*

**Prerequisites:** [wild talent class feature](#), [Elemental Focus \(any\)\\*](#)

**Benefit:** You can apply the bonus granted by your Elemental Focus or Greater Elemental Focus feats to the DCs of any wild talent that shares an elemental descriptor with either.

**Special:** Note that the Elemental Focus prerequisite here refers to the feat, not the kineticist class feature.

### FIERY FORCE

*Your force effects manifest as molten planes of magma.*

**Prerequisites:** ability to cast a 3rd-level or higher spell with the force descriptor, [Elemental Focus \(earth or fire\)\\*](#)

**Benefit:** When you cast a spell with the force descriptor (such as *wall of force*), you can cause force effects manifested by the spell to become visible, taking on a molten appearance. If you do, the force effects effectively gain the burn special quality (DC 18, 2d6 fire damage), burning creatures that strike it with unarmed strikes or natural weapons.

**Special:** Note that the Elemental Focus prerequisite may refer to either the feat or the kineticist class feature.

**Normal:** Force effects are invisible except to ethereal creatures.

### FOUR WINDS DEFENSE

*With a series of sweeping gestures, you call the winds to your defense.*

**Prerequisites:** [Elemental Focus \(air\)\\*](#), [Wind Stance](#)

**Benefit:** As a full-round action that provokes an attack of opportunity, you can generate a shell of subtle wind streams and elemental force that circles you and shields you from missiles. This shell has an effective hit point total equal to your character level plus your Dexterity modifier (if positive). Whenever you would receive damage from a missile weapon, subtract the damage from the shell before subtracting it from your own hit point total.

**Special:** If you also possess the Snatch Arrows feat and your shell of wind reduces the damage you take from a missile weapon to 0, you may catch the missile with your Snatch Arrows feat if you are able.

Also note that the Elemental Focus prerequisite may refer to either the feat or the kineticist class feature.

### GATHER CONCENTRATION

*Your concentration is difficult to disrupt.*

**Prerequisites:** gather power class feature

**Benefit:** You gain a +4 bonus on concentration checks made to maintain your gathered power after receiving damage (see the *Pathfinder® Roleplaying Game: Occult Adventures™* sourcebook for details).

### KINETIC RESERVE

*You keep a wild talent in reserve.*

**Prerequisites:** [burn class feature](#), [wild talent class feature](#)

**Benefit:** You gain limited access to a wild talent that's equal to or lower-level than the highest-level wild talent you can currently use. You can select an infusion or a non-infusion wild talent, but not a blast or defense wild talent. If you have the expanded element class feature, you can select a wild talent from any of your elements that's equal to or lower-level than the highest-level wild talent you can currently use. Whenever you take "burn" damage from your burn class feature, you must succeed at a concentration check (DC 10 + the amount of burn damage you have accumulated) or immedi-

ately lose access to the wild talent that you selected for 24 hours.

## ROILING FORCE

*Your force effects manifest as aqueous planes of roiling air, ice, or water.*

**Prerequisites:** ability to cast a 3rd-level or higher spell with the force descriptor, [Elemental Focus \(air or water\)](#)\*

**Benefit:** When you cast a spell with the force descriptor (such as *wall of force*), you can cause force effects manifested by the spell to become visible, taking on a cloudy, icy, or watery appearance. If you do, the force effects gain resistance 10 to cold and fire damage, and recover 5 hp per round at the start of your turn.

**Special:** Note that the Elemental Focus prerequisite may refer to either the feat or the kineticist class feature.

**Normal:** Force effects are invisible except to ethereal creatures.

## WRATHFUL FLAMES

*You can punish those that would burn you.*

**Prerequisites:** ability to cast a 1st-level or higher spell with the fire descriptor, [Elemental Focus \(fire\)](#)\*

**Benefit:** Whenever an opponent's spell or supernatural ability deals fire damage to you, you may return the favor as an immediate action, causing that opponent to receive half as much damage (no save). You must have line of sight to an opponent to affect it in this way.

\*: See the *Pathfinder® Roleplaying Game: Advanced Player's Guide™* for details.



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