



Abandoned Arts® Presents: *Feats of Heroics*

ELEVEN NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

[Facebook](#)

[Tumblr](#)

[Twitter](#)



Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Art by David Revoy/Blender Foundation and released through the Creative Commons License 3.0.

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 Heroics features feats utilizing and exploring the Hero Points system first introduced in the Pathfinder (R) Roleplaying Game Advanced Player's Guide.

ANTIHERO'S ADVANTAGE

You're no hero.

Prerequisites: antihero*

Benefit: Whenever an opponent spends a hero point while in the same location as you, you gain a +2 morale bonus on ability checks, attack rolls, saving throws, and skill checks until the end of your next turn.

DEFY DEATH [LUCK]

You refuse to succumb to a death less glorious than the one you deserve.

Prerequisites: Diehard, Hero's Fortune*

Benefit: Whenever your hit point total is at 0 or less, you can spend a hero point as a swift action to recover 4d10+10 hit points.

DESTINED LEADER [LUCK]

Fate has chosen you to guide the destinies of others.

Prerequisites: Hero's Fortune*

Benefit: When you spend a hero point to grant a bonus to another character's die roll, that bonus is increased to +10 (if used before the roll is made) or +6 (if used after the roll is made).

Normal: A hero point spent to grant a bonus to a roll grants a +8 bonus, or a +4 bonus if the roll has already been made.

FORGE DESTINY [ITEM CREATION, LUCK]

You forge wondrous weapons and tools to guide the fates of heroes.

Benefit: You can craft any item that grants, interacts with, or manipulates hero points (for example, an elixir of heroes, a hero's blade, a potion of heroic fortune, a ring of heroes, a staff of fortune, or a wand of severed fate) as though you had the relevant item creation feat.

GUIDED DESTINY [LUCK]

An invisible hand guides your destiny.

Benefit: You gain a special hero point at the start of each day. You may not spend this hero point

on your own. Instead, your GM will decide when, where, and how this hero point is spent at some point before the start of the next day. Your GM determines which benefit you receive, and is encouraged to use it to create fun and interesting opportunities for the party.

HEROIC ACTION [LUCK]

Your heroism is defined by deed, not word.

Prerequisites: Hero's Fortune*

Benefit: Whenever you spend a hero point to act out of turn, you can take a 5-foot step in addition to a move or standard action. This special 5-foot step does not count against your limit for the round. Additionally, you gain a +2 morale bonus on the first roll you make during that turn.

HEROIC SPELL [LUCK, METAMAGIC]

Your spells are touched by fate and fortune.

Prerequisites: Hero's Fortune*

Benefit: You may alter a spell affecting or targeting no more than one creature so that it bestows a portion of your heroic destiny with the subject. A willing creature affected by the modified spell is granted 1 hero point. This hero point must be spent within 1 hour, or before the duration of the modified spell expires, whichever comes first. If the hero point is not spent before then, it is lost. This bonus hero point is spent before any other hero points the target might possess.

A heroic spell takes up a spell slot two levels higher than the spell's actual level.

INSTANT HEROICS [LUCK]

You are blessed by spontaneous insights of heroism.

Prerequisites: Hero's Fortune*

Benefit: Whenever you would gain a hero point while the total of hero points that you possess is already at maximum, the granted hero point is not entirely wasted. Instead, you may immediately use the granted point as though you had just spent it. You may spend the granted hero point to gain any benefit you could normally gain from doing so.

IMPROVED BLOOD OF HEROES [LUCK]

Your heroic destiny is all but assured.

Prerequisites: Blood of Heroes,* Hero's Fortune*

Benefit: Whenever you gain a level, you gain 3 hero points instead of 2.

PERSISTENT LUCK [LUCK]

The fortunes of destiny never truly leave you.

Prerequisites: Hero's Fortune,* Luck of Heroes*

Benefit: Whenever you spend a hero point to re-roll a die roll or to grant yourself a bonus before a die roll is made, you may recover the hero point if you roll an 8 or less on the die. If you do, you must keep the result of the most recent roll.

RELUCTANT HERO [LUCK]

You want no part of the heroic destiny laid out before you.

Prerequisites: Hero's Fortune*

Benefit: As long as you have no hero points to spend, you gain 2d4 temporary hit points at the start of each day. These temporary hit points do not stack.

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



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.; System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Buhlman, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Buhlman, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Combat © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Buhlman, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Buhlman, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Abandoned Arts Presents: More Feats! Feats of Heroics © 2016, Daron Woodson; Author: Daron Woodson, Layout by Troy Daniels, Art by Rick Hershey and Fat Goblin Games