



Abandoned Arts® Presents:

Feats of Stealth

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.

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 Stealth features feats for stealthy or sneak-attacking characters who want to add flair to their attacks and maneuvers.

ARMORED SNEAK

You can move quietly in medium armor.

Prerequisites: medium armor proficiency

Benefit: You take no armor check penalty on Stealth skill checks for wearing light or medium armor, or for carrying a light shield or a buckler.

CREEP

Slow and steady may not win the race, but it makes for a great escape.

Prerequisites: Stealth 1 rank

Benefit: As long as you move no more than 5 ft. per round, you may roll twice and take the better result when making Stealth skill checks to move undetected.

GREATER SNIPING

You can trade accuracy for stealth while sniping.

Prerequisites: Stealth 1 rank, base attack bonus +1

Benefit: When you make a ranged attack from a hidden position against a target at least 10 ft. away from you, you may take a penalty on your attack roll no greater than your base attack bonus. If you do, you gain a +2 bonus on your Stealth check to remain hidden after firing, up to a maximum of +10.

HIDE IN THE OPEN

Your confidence and instincts make you a master of disguise.

Prerequisites: Disguise 3 ranks

Benefit: Observers gain only half the usual bonus to recognize you when you use the Disguise skill to impersonate a specific creature known to them.

IMPROVED SNIPING

You are an especially stealthy sniper.

Prerequisites: Stealth 1 rank

Benefit: When using the Stealth skill to remain hidden after making a ranged attack from 10 ft. away or more, you take only a -15 penalty

to your Stealth skill check to maintain your obscured location.

Normal: After making a ranged attack while hidden, you take a -20 penalty on your Stealth check to maintain your obscured location.

MASTER DECOY

You're the perfect distraction.

Benefit: Creatures observing or interacting with you take a -4 penalty on Perception checks to notice other characters using Stealth to hide from them.

POISONER'S PRECISION

You can deliver a poisoned strike where it will most quickly and effectively enter the victim's bloodstream.

Prerequisites: poison use, sneak attack +1d6

Benefit: When delivering a poison with a sneak attack, add +1 to the poison's DC.

SHADOW CHANNEL

Your channeled energy is especially deadly against the living.

Prerequisites: channel energy 2d6, sneak attack +2d6

Benefit: When you use your channel energy class feature to harm living creatures, you may spend 1 additional use of channel energy to add your sneak attack dice to the damage dealt.

SHOCKING SNEAK ATTACK

You can deliver a swift and shocking sneak attack in a horrifying display of gore and savagery.

Prerequisites: Dazzling Display, Gory Finish, Weapon Focus, sneak attack +2d6

Benefit: You can use your Gory Finish feat as a free action (instead of a swift action) if your attack is a sneak attack made with a weapon to which your Weapon Focus feat applies. Additionally, you gain the benefits of your Gory Finish feat if the attack reduces your target to 0 hit points or less.

STEALTH AWARENESS

Your awareness lends you fine skulking instincts.

Prerequisites: skill mastery (Perception) rogue talent

Benefit: Your minimum Stealth skill check (before applying circumstantial penalties and negative modifiers) is equal to your Perception skill bonus. If your Stealth check totals less than this amount, increase it to match this minimum value instead. For example: if your Perception bonus is +12 and you roll a total of 8 on a Stealth skill check, your Stealth skill check is increased to 12. Penalties (like those incurred for sniping or moving at full speed) may still reduce the check below 12.

STEALTHY TRACKING

You are a master hunter, able to track your prey as swiftly and silently as an owl.

Prerequisites: track, Stealth 3 ranks

Benefit: You can follow tracks while moving stealthily without further reducing your overland travel speed.

Normal: Both following tracks and using the Stealth skill reduce your overland speed by half.

*: See the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook 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 Stealth © 2016, Daron Woodson; Author: Daron Woodson, Layout by Troy Daniels, Art by Rick Hershey and Fat Goblin Games