

SATHFINDER®
ROLEPLAYING GAME COMPATIBLE

PRODUCT NO. FO305

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ABANDONED ARTS® PRESENTS:

FEATS OF ENDURANCE

EIGHT NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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ENDURING FAITH

As long as your faith empowers you to work miracles, you shall endure.

PREREQUISITES: divine spellcasting ability, base Will save +2

BENEFIT: You gain the benefits of the Endurance feat, except that the bonuses granted by that feat are equal to the highest-level divine spell that you currently have prepared or available to you. You lose the benefits of this feat whenever the combined total of all divine spell levels that you currently have prepared or available to you is less than 4, or whenever you are unable to cast divine spells for any reason (due to occupying an *antimagic field*, for example).

SPECIAL: This feat counts as the Endurance feat for the purposes of qualifying for feats which list Endurance as a prerequisite.

IMPROVED ENDURANCE

You are incredibly resistant to illness, fatigue, and other physical maladies.

PREREQUISITES: Con 15, Endurance

BENEFIT: You can apply the bonus granted by your Endurance feat on Fortitude saving throws against an effect which would cause you to become dazed, deafened, diseased, exhausted, fatigued, nauseated, sickened, staggered, or stunned.

Additionally, the number of consecutive saving throws required for you to end the effects of a disease afflicting you is reduced by 1 save, to a minimum of one successful saving throw. This last benefit does not extend to your ability to resist other afflictions, such as poison.

PEERLESS RESOLVE

The same determination that fuels your endurance also drives your iron resolve.

PREREQUISITES: Endurance, Iron Will

BENEFIT: As an immediate action, you can reduce the bonus granted by your Endurance feat by 1 point for 24 hours in order to apply the remaining bonus (if any) to a single skill check or Will saving throw.

PERFECT HEALTH

You are the picture of good health.

PREREQUISITES: Con 15, base Fortitude save +2, base Reflex save +2

BENEFIT: You gain 2 additional hit points, and you may increase your effective Hit Dice by an amount equal to your Constitution modifier when determining the number of hit points that you can recover with at least 8 hours of rest. In addition, you gain a +1 bonus on all Fortitude and Reflex saving throws. You lose the secondary benefits of this feat (you retain the additional hit points) whenever you are afflicted by poison or a disease, and any time that you are dazed, deafened, exhausted, fatigued, nauseated, sickened, staggered, or stunned.

SORCEROUS STAMINA

Your sorcerous powers stem from a well of arcane stamina.

PREREQUISITES: Cha 19, arcane spellcasting ability, any sorcerer bloodline

BENEFIT: When you ready and regain your daily allocation of sorcerer spells for the day, you may gain a number of temporary hit points equal to the combined number of sorcerer spell levels currently available to you. Unlike normal temporary hit points, you may choose whether or not to lose these temporary hit points first whenever you receive damage, and you may choose to subtract some, all, or none of any damage that you receive from this temporary hit point total. Whenever you lose one or more of these temporary hit points, you lose an equal number of the spell levels available to you for the day, in any combination that you choose. If your total available arcane spell levels are less than the number of temporary hit points that you have left, then you immediately lose all remaining sorcerer spell levels available to you.

SURVIVALIST

You can get along in the untamed wilds with unrivaled skill and savvy.

PREREQUISITES: Wis 13, base Fortitude save +4, Survival 4 ranks

BENEFIT: You gain 2 additional hit points, and you may choose to increase the DC of Survival skill checks made to track you by an amount equal to your Wisdom modifier whenever you travel. Furthermore, when you successfully use the Survival skill to gain or share a bonus on Fortitude saving throws against the effects of severe weather, you may increase the bonus granted by an amount equal to your Wisdom modifier. Lastly, when you forage for sustenance, you can provide food and water for two additional persons for every 3 points by which your Survival skill check exceeds a DC of 10.

NORMAL: You can provide food and water for one additional person for every 2 points by which your Survival skill check exceeds a DC of 10.

TENACIOUS FORTITUDE

You can often endure an affliction or illness for long enough to muster a final effort.

PREREQUISITES: Endurance, base Fortitude save +2

BENEFIT: When you fail a Fortitude saving throw against an effect which would cause you to become dazed, deafened, diseased, exhausted, fatigued, nauseated, sickened, staggered or stunned, you may choose to delay the onset of that effect for 1 round.

WILL TO LIVE

You possess a will to live that allows you to cling to life even in dire circumstances.

PREREQUISITES: Wis 13, base Will save +2

BENEFIT: You gain 2 additional hit points, and you may effectively add your Wisdom modifier to your Constitution score when determining the maximum negative hit point total that you can reach without dying.

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