

FOUR HORSEMEN PRESENT

EVEN MORE HORRIFICALLY OVERPOWERED FEATS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

STEPHEN ROWE



FOUR HORSEMEN PRESENT: EVEN MORE

All the feats presented here are of the horrifically Overpowered type. This is so the GM can carefully control how they get used. It is also to ensure that if someone begins copying out feats from the product (which are Open Game Content, after all) and presenting them as examples of Rogue Genius Games' rules or Four Horsemen content, we can point out the feats are carefully marked as "Horribly Overpowered."

HOW TO USE THESE FEATS IN YOUR CAMPAIGN

You shouldn't. Really, don't.

This book is being released on April 1, 2016 for a darn good reason. Every feat in this book throws basic balance conventions out the window, and even the weakest should be a capstone ability or represent an entire feat *tree* with difficult prerequisites.

However, not every game is built equally, and it is not our place to judge. As discussed in the original *Genius Guide to Horribly Overpowered Feats* and the *Genius Guide to More Horribly Overpowered Feats*, maybe a GM wants to run a truly super epic campaign. The Four Horsemen believe firmly that there is no "wrong fun" when it comes to roleplaying games. We are also huge fans of epic-style play. A GM with similar sensibilities should find a lot of options herein designed to let players feel like legendary titans or fantasy-style super heroes. Maybe the GM looked at the mythic rules presented in the *Pathfinder Roleplaying Game: Mythic Adventures* supplement, and found it not quite epic enough.

As long as the badguys can potentially have the same options, it should all even out... right? Probably not, but still!

Other options also exist (as discussed in the previous books in this series). Maybe a GM is looking for a wicked new ability to really make a Big Bad stand out. Perhaps the GM has a group smaller than the standard four person party, but doesn't want to rewrite published adventures. A few horrifically overpowered feats here or there could make for interesting alternatives.

If any of these things sound like a great idea... take another second to think it over.

Still with us? Okay!

First, horrifically overpowered feats should never be available to be taken as bonus feats. Of course they shouldn't ever be available to be taken at all, but if a GM decides she wants to watch her campaign be mercilessly torn to shreds by horrifically overpowered PCs, she still shouldn't allow the feats to be taken other than as one of the feats every character gets at 1st, 3rd, and every 2 levels thereafter. The only way to even pretend the feats are balanced (which they aren't) is to make sure no character can take more of them than any other.

Better still, maybe the GM can just dole out horrifically overpowered feats like largesse from the gods. PCs can be limited to one of these game-breaking monsters at 1st level or maybe when they get their first (or tenth) mythic tier. Then maybe... maybe... give them more at some point in the future, completely subject to the GM's discretion. This provides a bit more control, and allows a game to adjust to the power differential the feats cause.

Of course, if the GM think that's lame, she can just let the PCs take these in place of any standard feat. Don't say we didn't warn you though!

MYTHIC RULES

Mythic feats are really powerful too, so maybe it is alright to take horrifically overpowered feats as mythic feats?

... No. It's really not okay.

Maybe *some* of the weakest horrifically overpowered feats *could* fall into the same general power bracket as a high-tier mythic path ability. Even then, we definitely don't recommend allowing them. Horribly overpowered feats don't have mythic power costs associated, and sometimes include a suite of abilities. While mythic feats and path abilities are powerful, they still fit within the basic conventions of the system. Horribly overpowered feats were certainly not created with mythic feats in mind, and are not equivalent.

PREREQUISITES

While several Horribly Overpowered feats list prerequisites, this should not be taken to suggest that a character that meets these prerequisites should reasonably be allowed to take the feat. No character

HORRIFICALLY OVERPOWERED FEATS

Feat	Prerequisite	Benefit
Army Fighting	Combat Reflexes	Fight effectively against unlimited opponents.
Clear Rage	Rage class feature	Remain in control when raging.
Complicated Ancestry	Bloodline class feature	Gain the power of two bloodlines.
Dwarven Paragon	Dwarf	Embody the abilities of a legendary dwarven hero.
Elven Paragon	Elf	Embody the abilities of a legendary elven hero.
Expanded Smite	Smite evil or smite good	Expand the alignments affected by your smiting.
Familiar Companion	Animal companion or familiar class feature	Grant an animal companion familiar abilities (or vice versa).
Fluid Style	Any one style feat	Be able to quickly adopt styles, or adopt basic styles you don't know.
Fringe Dogma	Domain class feature	Gain any single domain and associated abilities, regardless of your god.
Gnome Paragon	Gnome	Embody the abilities of a legendary gnomish hero.
Greater Invulnerability	Invulnerability, Toughness	Gain one or more immunities.
Greater Super Speed	Improved Initiative, Super Speed	Gain spell-like abilities from super speed.
Greater Super Strength	Power Attack, Super Strength	Gain spell like abilities from super strength
Halfling Paragon	Halfling	Embody the abilities of a legendary halfling hero.
Half-elven Paragon	Half-elf	Embody the abilities of a legendary half-elf hero.
Half-orc Paragon	Half-orc	Embody the abilities of a legendary half-orc hero.
Harmony	Bardic performance class feature	Have two simultaneous bardic performances.
Human Paragon	Human	Embody the abilities of a legendary human hero.
Industrial Crafting	Any one item creation feat	Craft anything in a day or less.
Invulnerability	Toughness	Gain damage reduction.
Keep Swinging	—	Gain bonuses to attack and damage, or even critically hit when you miss a foe.
Lucky Equipment	—	Always have the tools you need.
Magical Control	Spellcaster 1+	Retain total control over your ongoing spells.
Magical Source	Spellcaster 1+	Add a new spell list to your spell list.
Maneuver Master	Combat Expertise	Gain a free combat maneuver when you attack.
Meld	Any one teamwork feat	Transform into an amalgam entity with your allies.
Merciless Assault	Sneak attack +1d6	Brutally sneak attack helpless or grappled foes.
Omniweapon Mastery	Martial weapon proficiency	Turn anything into a deadly weapon.
Perfect Concentration	Combat Casting	Always succeed on casting defensively and easily maintain concentration.
Permanency	Extend Spell	Make any one spell permanent.
Spell-Like Ability	—	Gain a spell-like ability usable 3/day.
Stubborn	—	You always eventually succeed at something you set your mind to.
Super Speed	Improved Initiative	Gain an extra move action or take two standard actions.
Super Strength	Power Attack	Effortlessly carry, break, or perform Strength-based skill checks.
Suotype Equality	Favored enemy (humanoid or outsider)	Gain favored enemy benefits against all humanoids or outsiders.

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can reasonably take a Horrifically Overpowered feat, regardless of what hoops they leap through. The prerequisites exist only to complete the illusion of these feats being useable—if a GM was going to allow Clear Rage into a campaign, obviously a character would have to be able to rage first.

ARMY FIGHTING

[Horrifically Overpowered]

You are adept at holding off massive swarms of opponents.

Prerequisite: Combat Reflexes.

Benefit: Enemies do not count as flanking you for the purposes of attack bonuses or abilities that affect flanking (such as sneak attack), and do not automatically hit you with an attack roll of a natural 20 with melee or ranged attacks. Instead, they must compare their attack result to your armor class normally. Additionally, enemies cannot use the aid another action to either grant allies bonuses to hit or bonuses to armor class against you.

CLEAR RAGE

[Horrifically Overpowered]

You've mastered your anger, and it has no control over you.

Prerequisite: Rage class feature.

Benefit: You do not suffer a -2 penalty to Armor Class when raging. Additionally, when raging, you can use any Charisma-, Dexterity-, or Intelligence-based skill or any ability that requires patience or concentration (including spellcasting).

COMPLICATED ANCESTRY

[Horrifically Overpowered]

Similar to the crossblooded archetype (see *Pathfinder Roleplaying Game: Ultimate Magic*), the circumstances of your heritage are... complex. You can trace ancestry to varied strange beings, are the child of two sorcerers with different bloodlines, or perhaps were touched by multiple eldritch influences.

Prerequisite: Bloodline class feature.

Benefit: Select a second sorcerer bloodline. You gain this bloodline's class skill, bonus spells, bloodline arcana, and add the bloodline bonus feats to the list of your available bloodline bonus feats. You gain all bloodline powers of both your original and selected bloodline at the level of sorcerer indicated for the bloodlines.

DWARVEN PARAGON

[Horrifically Overpowered]

You are a legendary dwarf, embodying the most vaunted traits of the race.

Prerequisite: Dwarf.

Benefit: You are immune to poison, and gain spell resistance equal to 11 + your character level or Hit Dice. If you possess or gain spell resistance from any other source, you add +5 to your spell resistance. Additionally, you are immune to bull rush and trip combat maneuvers.

ELVEN PARAGON

[Horrifically Overpowered]

You are a legendary elf, embodying the most vaunted traits of the race.

Prerequisite: Elf.

Benefit: You are immune to all enchantment spells and effects. You can see four times as well as a human in light, and do not suffer penalties to Perception checks based on distance to the source, object, or creature. Additionally, you are essentially immortal. You are immune to aging penalties and magical aging. Aging bonuses still accrue, but you cannot die from old age.

Special: This horrifically overpowered feat is not available to half-elves.

EXPANDED SMITE

[Horrifically Overpowered]

You can smite any enemy of your beliefs, or deal greater damage to those who truly oppose your ideals.

Prerequisite: Smite evil or smite good.

Benefits: If you can smite evil, your smite evil ability affects any chaotic or evil creatures. If the target of smite evil is both chaotic and evil, the bonus to damage on the first successful attack increases to 2 points of damage per paladin level. If the target of smite evil is an outsider with the evil or chaotic subtype, an evil- or chaotic-aligned dragon, or an undead creature, the bonus to damage on all attacks increases to 2 points of damage per paladin level.

Alternately, if you can smite good, your smite good ability affects any lawful or good creatures. If the target of smite evil is both lawful and good, the bonus to damage on the first successful attack increases to 2 points of damage per antipaladin level. If the target of smite good is an outsider with the good or lawful subtype, a good- or lawful-aligned dragon, or a good or lawful creature with levels of cleric or paladin, the bonus to damage on all attacks increases to 2 points of damage per antipaladin level.

HORRIFICALLY OVERPOWERED FEATS

FAMILIAR COMPANION

[Horribly Overpowered]

Your animal companion or familiar becomes both an animal companion and a familiar.

Prerequisite: Animal companion or familiar class feature.

Benefit: If you possess the animal companion class feature, your animal companion also gains all the abilities of a wizard's familiar per the arcane bond class feature. If you possess a familiar, your familiar also becomes an animal companion as the druid class feature. You use your character level or Hit Dice as your druid and wizard class level when determining the familiar companion's familiar and animal companion statistics and abilities.

The familiar animal companion gains all special abilities (share spells, deliver touch spells, etc.) of both animal companions and familiars as your level improves. If either an animal companion or familiar would have different Hit Dice, hit points, attacks, saving throws, skills, natural armor adjustment, ability scores, etc., your familiar companion gains whichever value you prefer.

FLUID STYLE

[Horribly Overpowered]

You know the basics of many martial arts styles, and can easily switch between which is the most effective for a given situation.

Prerequisite: Any one style feat.

Benefits: As a standard action, you can enter the stance employed by the fighting style of any style feat (see *Pathfinder Roleplaying Game: Ultimate Combat*). You gain the benefits of the style feat, even if you do not possess the style feat or meet its prerequisites. If you possess a style feat for a given combat style, you may switch to the stance employed by the fighting style as a free action. This may allow you to adopt multiple fighting styles within the same round, or even between attacks during a full-attack action.

FRINGE DOGMA

[Horribly Overpowered]

You break the limits of your religion, acting independently and calling upon powers beyond lesser clergy.

Prerequisite: Domain class feature.



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Benefit: You gain any one domain, even if the domain does not appear on your god's list of domains. You gain the domain's bonus spells and any associated domain powers. If the domain does appear on your god's list of domains, you may instead (if you wish) select any subdomain associated with the domain, even if it does not appear on your god's list of subdomains. However, if you select an alignment domain (Chaos, Evil, Good, or Law), you or your god must possess an alignment corresponding to the domain chosen.

GNOME PARAGON

[Horribly Overpowered]

You are a legendary gnome, embodying the most vaunted traits of the race.

Prerequisite: Gnome.

Benefit: You are immune to all illusion spells and effects and may cast any gnome magic spell-like ability at will. While you are immediately aware when witnessing an illusion spell or effect, you can still sense and interact with the illusion if you wish, or automatically disbelieve it with no save necessary. Additionally you may make any Craft or Profession skill check as if you had ranks in the skill equal to your character level or Hit Dice.

GREATER INVULNERABILITY

[Horribly Overpowered]

Your body becomes resistant to strange energy or unique damage, but you may gain a weakness.

Prerequisites: Invulnerability, Toughness.

Benefit: You take no damage from and are immune to one type of energy damage (acid, cold, electricity, or fire). Alternately, you may choose to be immune to two of the listed energy damage types, but then gain a vulnerability to a third. You take half again as much damage (+50%) from this specific energy type.

Special: You can gain Greater Invulnerability multiple times (of *course* you can). Each time it grants immunity to a new type of energy damage. If you possess a vulnerability to an energy type, you may not become immune to the energy type you are vulnerable to.

GREATER SUPER SPEED

[Horribly Overpowered]

Your speed improves to lightning-fast levels, giving you an incredible array of superhuman abilities.

Prerequisites: Improved Initiative, Super Speed.

Benefit: You gain the effects of the following permanent constant spell-like abilities: *expeditious retreat*, *phase door*, and *water walk*. These spell-like abilities affect only you. You may cease or resume these spell-like abilities as a free action. Additionally, you may cast *whirlwind* (as the spell) as a spell-like ability at will. However, the cyclone is always centered on you and requires a move action to maintain each round, but you are immune to its effects. You use your character level or Hit Dice as your caster level, and the save DC for *whirlwind* is equal to 18 + your Dexterity modifier.

GREATER SUPER STRENGTH

[Horribly Overpowered]

Your strength improves to world-shattering levels, giving you an incredible array of superhuman abilities.

Prerequisites: Power Attack, Super Strength.

Benefit: You can cast *jump*, *knock*, and *force punch* (see *Pathfinder Roleplaying Game: Ultimate Magic*) as at will spell-like abilities. Additionally, you possess *telekinesis* (as the spell) as a constant spell-like ability that you can cease or resume as a free action. However, you can only use *telekinesis* on creatures or objects with a range of touch (although creatures or objects might be thrown further than your reach) and you do not substitute your Intelligence or Charisma modifier in place of your Strength modifier. When using the sustained force or violent thrust versions of *telekinesis*, you may add your heavy load carrying and lifting capacity weight to the weight of an object moved or hurled. You use your character level or Hit Dice as your caster level. The save DC for *force punch* is equal to 13 + your Strength modifier.

HALFLING PARAGON

[Horribly Overpowered]

You are a legendary halfling, embodying the most vaunted traits of the race.

Prerequisite: Halfling.

Benefit: You are immune to fear. You gain a climb speed equal to your base speed. Additionally, you automatically succeed on any Acrobatics check to move through a threatened area or an enemy's space when your opponent or opponents are all larger in size than you by at least one category.

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HALF-ELVEN PARAGON

[Horribly Overpowered]

You are a legendary half-elf, embodying the most vaunted traits of the race.

Prerequisite: Half-elf.

Benefit: You are immune to all enchantment spells and effects. You can see four times as well as a human in light. In addition, you gain any one non-horribly overpowered feat as a bonus feat. You must still meet all prerequisites for this feat.

HALF-ORC PARAGON

[Horribly Overpowered]

You are a legendary half-orc, embodying the most vaunted traits of the race.

Prerequisite: Half-orc.

Benefit: When using the Intimidate skill to demoralize a creature that is already demoralized, you can either extend the duration or create a stronger fear condition (whichever you prefer). You gain the Diehard feat as a bonus feat (even if you do not meet the prerequisites). Additionally, when you are brought to negative hit points below your Constitution score or otherwise killed, you can fight on for one more round as if disabled. At the end of your next turn, unless you are brought to hit points above your negative Constitution, you immediately die. However, if you are killed by an effect other than hit point damage, you simply die at the end of your next turn.

HARMONY

[Horribly Overpowered]

You can accompany singing with instrument playing, add comedy to music, or otherwise layer your bardic performances with multiple magical meanings.

Prerequisite: Bardic performance class feature.

Benefit: You may have up to two bardic performances in effect at one time. Starting two bardic performances at once can be done in the same action required to begin a bardic performance, or you may start a second bardic performance while the first is ongoing. However, each bardic performance must operate based on a separate and different Perform skill check type. You may end or maintain either or both types of bardic performance as a free action each round. Using two bardic performances in a single round only requires using one round of bardic performance.

HUMAN PARAGON

[Horribly Overpowered]

You are a legendary human, embodying the most vaunted traits of the race.

Prerequisite: Human.

Benefit: You gain any one non-horribly overpowered feat as a bonus feat. You do not need to meet the prerequisites for this feat. After 1 hour of meditation, practice, or training, you may change this feat to any other feat you do not need to meet the prerequisites for.

Special: This horribly overpowered feat is not available to half-elves or half-orcs.



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INDUSTRIAL CRAFTING

[Horribly Overpowered, Item Creation]

You can swiftly imbue items with raw power, forgoing lengthy item creation processes.

Prerequisite: Any one item creation feat.

Benefit: When crafting magic items, you only require a maximum of 1 day (8 hours of work) to create any magic item, no matter how expensive. If a single item's crafting time would normally be less than 1 day, you may instead complete the item crafting in 1 hour.

INVULNERABILITY

[Horribly Overpowered]

Your skin becomes nigh-invulnerable, except to one weakness!

Prerequisite: Toughness.

Benefit: You gain damage reduction that can be penetrated by one of the following damage types: adamantite, bludgeoning, chaotic, cold iron, evil, good, lawful, piercing, silver, or slashing. Your damage reduction is equal to 1/2 your character level or Hit Dice (minimum DR 1, maximum DR 10). This damage reduction does not stack with any existing damage reduction you may have.

Special: You can gain Invulnerability up to three times. The effects do not stack (because... seriously?!). Each time you take this horribly overpowered feat it adds a new damage type that is also required to penetrate your damage reduction. You may only select one of each damage types: alignment (chaotic, evil, good, or lawful), material (adamantine, cold iron, or silver), or physical (bludgeoning, piercing, or slashing). So, you could have DR/adamantine, chaotic, and slashing, but not DR/adamantine and cold iron or DR/bludgeoning, good, and evil.

KEEP SWINGING

[Horribly Overpowered]

If you swing enough times, you eventually hit—hard.

Benefit: Whenever you miss a target with a melee or ranged attack, you gain a cumulative +2 competence bonus to attack and damage against that target. This bonus increases by +2 with each additional miss, but if you hit the target, the bonus to hit resets to +0 until you miss the target again. This bonus to attack and damage persists for up to one minute per character level or Hit Die you possess. If you hit a target when you have at least a +6 bonus to attack and damage (after consecutively missing three times), the attack is automatically a critical threat. If you hit a target when you have at least a +12 bonus to attack and damage (after consecutively missing six times), the attack is automatically a confirmed critical hit.

LUCKY EQUIPMENT

[Horribly Overpowered]

You possess miraculous luck, perhaps from fey or gods, ensuring you always coincidentally have the right tool for the job.

Benefit: You are assumed to always have on your person any non-magical item that you are capable of easily carrying (usually two or more size categories smaller than you). You cannot have more than one item of a single type in your possession at any one time, or two items of the same type within the same day. These items may be alchemical, masterwork, or crafted of special materials, but may a single item may not have a total price of greater than 50 gp per your character level or Hit Dice (maximum 1,000 gp price). So, for example, while you might just so happen to have a silver bullet or masterwork thieves' tools on your person, you cannot have two vials of alchemist's fire in one day unless one of them is purchased normally. This ability cannot allow you to have specific or unique items, unless you have personally held or possessed the specific item before. The items tend to be lost or disappear when you no longer need them.

While you are not assumed to simply have larger items in your bag or stashed away somewhere on your person, you can easily procure or find them. Gaining larger items typically requires 1d4 hours. If there is no convenient simple reason for you to have easy access to an item, then the reason is only less plausible. For example, you just so happen to have placed a hidden stash nearby a decade ago, run into a convenient traveling trader who owes you a favor, or maybe just find it out in the middle of nowhere with no ready explanation. However, if you (or anyone else) try to sell any item gained in this way, your luck backfires, and you lose the benefits of this feat until you somehow regain the sold item.

MAGICAL CONTROL

[Horribly Overpowered]

You have complete control over your magic.

Prerequisite: Spellcaster 1+.

Benefit: You can dismiss any spell with a duration you cast at will, even if the spell is not normally dismissable. You can do so at any distance as a free action. As a standard action, you may alter any variables of an active spell within sight you have cast. The new variables must be within the limits of the spell when you cast it. You cannot alter the spell's location or targets. For example, you could alter a *fire shield* between a *chill shield* or *warm shield*, and modify the trigger conditions for a symbol spell, but could not have the *fire shield* affect a different creature or move the symbol.

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MAGICAL SOURCE

[Horribly Overpowered]

You understand the underpinnings of magic, defying the foolish assumptions of lesser casters.

Prerequisite: Spellcaster 1+.

Benefit: Select any single arcane or divine spellcasting class. You add the spell list of that class to the spell list of any single spellcaster class you possess. If you possess multiple spell lists from different spellcasting classes, then you must choose which of your spellcasting classes gains this benefit. The spell levels of the new spell list are the same as the class they are drawn from. In the event of spells appearing on both your original and selected spell list at different spell levels, you can learn or prepare and cast the lowest level version of the spell.

Special: You can gain Magical Source multiple times (because sure... why not!). Each time you take this horribly overpowered feat, it adds a new spell list to one of your current spell lists.

MANEUVER MASTER

[Horribly Overpowered]

You can seamlessly blend combat maneuvers into your attacks.

Prerequisite: Combat Expertise.

Benefit: As a standard or full-attack action, you may make an attack combined with a combat maneuver.

You must declare that you are using this ability before making the attack roll. If made as part of a full-attack action, this benefit applies to a single attack. If the attack hits, you may make a free bull rush, dirty trick, disarm, grapple, trip, or sunder combat maneuver. Do not reroll for the combat maneuver. Simply add your Combat Maneuver Bonus to the die result of your attack roll. This combat maneuver still draws attacks of opportunity if you do not have some ability or feat to prevent it, with the attack of opportunity being resolved prior to the combat maneuver or damage dealt by your attack. If making a combat maneuver as part of a full-attack action, you may use the combat maneuver with any attack, but must declare you are using this feat prior to making the specific attack and the combat maneuver is resolved prior to any additional attacks. Note that some combat maneuvers (such as bull rush or grapple) might prevent you from making additional attacks depending on specific circumstances.

MELD

[Horribly Overpowered, Teamwork]

You and your allies can combine into an amalgam entity more powerful than your constituent parts.

Prerequisite: Any one teamwork feat.

Benefit: Once per day as a full-round action, you and an adjacent ally who also has this horribly overpowered feat can combine into a single creature



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for 1 round per the highest contributing character level or Hit Dice. The composite creature has the best of you and your ally's individual ability scores, armor class, base attack bonus, CMB, CMD, saves, movement types and speeds, and skills. It possesses hit points equal to the sum of you and your ally's hit points at the time of the melding. The amalgam entity has all abilities (including spellcasting), feats, and senses of both you and your ally. Any conditions, spells, or effects affecting any contributing creature also affect the melded amalgam creature. An amalgam of only two creatures has on a single creature's standard full round of actions (barring other horrifically overpowered feats). At any point prior to the end of the meld's duration, any contributing creature may choose to end the meld as a free action.

More than two allies can form an amalgam creature. In addition to taking the best of all contributing creature's statistics and gaining all contributing creature's abilities as above, the amalgam entity gains a full round of actions on its initiative for each creature that joins the meld beyond the required two contributors. When the meld ends, the contributing creatures each take an even distribution of the damage sustained by the amalgam creature. So, three contributing creatures would each take 1/3 the damage taken. Any conditions, spells, or effects affecting creatures prior to the amalgam that have an ongoing duration still affect only those creatures when it ends, but any conditions, spells, or effects the amalgam entity gains while the effect is active affects all contributing creatures when the meld ends. This is a supernatural ability.

MERCILESS ASSAULT

[Horribly Overpowered]

You are a master of deadly blows when a foe is at your mercy.

Prerequisite: Sneak attack +1d6.

Benefit: You may deal sneak attack damage to creatures with the grappled condition, even if they are not flat-footed or denied their Dexterity modifier. When you attack or perform a coup de grace on a helpless creature that is not immune to sneak attack damage, your sneak attack damage is doubled. Roll the dice as normal, but double the damage result as rolled. Additionally, you may sneak attack any creature normally immune to sneak attack damage if the creature is helpless.

OMNIWEAPON MASTERY

[Horribly Overpowered]

You can turn anything from wagon wheels to pillows into deadly weapons.

Prerequisite: Martial weapon proficiency.

Benefit: You are proficient in all weapons, including improvised weapons, exotic weapons, and unarmed strikes. The damage for any weapon or object you wield (including ranged or thrown weapons or objects) uses the following progression based on your character level and size, or the weapon's base damage, whichever you prefer.

SMALL OR LARGE MONK UNARMED DAMAGE

Level	Damage (Small size)	Damage (Medium size)	Damage (Large size)
1st–3rd	1d4	1d6	1d8
4th–7th	1d6	1d8	2d6
8th–11th	1d8	1d10	2d8
12th–15th	1d10	2d6	3d6
16th–19th	2d6	2d8	3d8
20th	2d8	2d10	4d8

PERFECT CONCENTRATION

[Horribly Overpowered]

You never lose your focus.

Prerequisite: Combat Casting.

Benefit: You automatically succeed on any concentration check made to cast a spell or use a spell-like ability when casting on the defensive or while grappled. You receive a +4 bonus on all other concentration checks. When you have cast a spell or used a spell-like ability that lasts as long as you continue concentrating, you may continue concentrating each round as a swift action instead of a standard action. You can cast a spell or use a spell-like ability while concentrating on a spell or spell-like ability, but may only be concentrating on one spell or spell-like ability at any given time.

PERMANENCY

[Horribly Overpowered]

You can casually maintain your magic indefinitely.

Prerequisite: Extend Spell.

Benefit: You may increase the duration of any one spell or spell-like ability you cast with a duration to permanent. Whenever casting a spell or spell-like

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ability with a duration, you can choose to increase the duration to permanent. You may only have one permanent spell or spell-like ability in this manner at a time, if you choose for another to become permanent then the first is immediately returned to its normal duration. You can also choose to return the spell or spell-like ability to its normal duration as a free action. If this effect is ended, then the spell or spell-like ability might immediately end if its normal duration has been exceeded.

SPELL-LIKE ABILITY

[Horribly Overpowered]

You tap into a hidden endless well of raw magical power.

Benefit: You gain a spell-like ability drawn from the sorcerer/wizard spell list usable 3/day. The maximum spell level of this spell-like ability is equal to 1/2 your character level or Hit Dice (minimum 1, maximum 9). Your caster level is equal to your character level or Hit Dice, and any save DCs are equal to 10 + the spell's level + your Charisma modifier.

Special: You can gain Spell-Like Ability multiple times. Each time you take this horribly overpowered feat (not that you should ever in the first place), you gain a new spell-like ability usable at will.

STUBBORN

[Horribly Overpowered]

You never give up.

Benefit: You ignore any potentially negative effects of failing a skill check. Additionally, you can retry any failed skill check at no penalty, even Bluff or Knowledge checks, although you must wait at least 1 minute before you can retry if the skill normally does not allow you to try again. Whenever you fail a skill check, you gain a cumulative +3 competence bonus on skill checks of that type for 24 hours.

SUPER SPEED

[Horribly Overpowered]

You are faster than everyone around you, like a speedster superhero.

Prerequisite: Improved Initiative.

Benefit: You gain an additional move action each round. This move action can be used for any purpose in addition to the normal move action you possess each round. You may use this move action in addition to a move and standard action, or in addition to a full-round action. You may forgo both of your normal move actions to instead take two standard actions in a single turn. This may allow you to cast multiple spells requiring standard actions or use other abilities requiring a standard action twice in one turn.

SUPER STRENGTH

[Horribly Overpowered]

You are stronger than everyone around you, like a muscle-bound superhero.

Prerequisite: Power Attack.

Benefit: You gain a bonus equal to 1/2 your character level or Hit Dice to all Strength checks and Strength-based skill checks. You cannot be encumbered by weight, and treat your maximum load as a light load. As a full-round action, you can break or burst any unattended object of your size or less in reach as if you had succeeded on a Strength check against its break DC.

SUPTYPE EQUALITY

[Horribly Overpowered]

You recognize that the differences between creature subtypes are relatively minor, but can still specialize.

Prerequisite: Favored enemy (any humanoid) or favored enemy (any outsider).

Benefits: You may apply your favored enemy bonuses against a specific humanoid subtype to all creatures with the humanoid type. Likewise, you may apply your favored enemy bonuses against a specific outsider subtype to all creatures with the outsider type. You gain both of these benefits if you possess both an outsider and humanoid subtype as favored enemies. You must still select subtypes when choosing humanoids or outsiders as your favored enemy, but double your favored enemy bonus to skills, attack, and damage rolls against that subtype specifically.

FOUR HORSEMEN PRESENT: EVEN MORE

CREDITS

Cover Illustration: Critical Hit!

Interior Illustrations: Critical Hit!

Designer: Stephen Rowe

Developer: Steven T. Helt

Editor: Steven T. Helt

Producer: Owen K.C. Stephens

Publisher: Owen K.C. Stephens

Graphic Design and Typesetting: Lj Stephens

Produced by: Rogue Genius Games

Project Manager: Lj Stephens

Consigliere: Stan!

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on Twitter: @Owen_Stephens

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HORRIFICALLY OVERPOWERED FEATS

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