

FOUR HORSEMEN PRESENT

YET MORE HORRIFICALLY OVERPOWERED FEATS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

TIM HITCHCOCK



FOUR HORSEMEN PRESENT: YET 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

These feats were designed to grind your game to a halt, start arguments, and end campaigns by destroying friendships. In short, they are broken... badly. They were also designed by request of both a loyal and sizable portion of the RPG gaming community that loves broken rules, especially ones that boost the power of a character into the realm of the gods, or at least the realm of the GM. In fact, many of these feats are dedicated to those individuals whose favorite magical item is the *ring of gamemaster control*. Like its predecessors, the feats in this book blatantly disregard all gaming conventions, so why would anyone want to use these feats?

As we've stated before, the Four Horsemen believe firmly that there is no "wrong fun" when it comes to roleplaying games. Overpowered feats aren't overpowered in a horrifically overpowered game, thus these feats will be right at home for those of you that dig epic gaming or even absurdist *gonzo gaming* (yes- there is such a thing as gonzo gaming). In short, the feats presented here and in the previous volumes are lots of fun to toy with. Provided the GM and everyone else know what they are getting into, broken rules can be awesome (so much so that for this installment, we've resurrected some broken rules of the past as Horribly Broken Metagaming feats).

So for those of you out there to whom these options sound appealing, lets review the Horribly Overpowered feat basics.

First, HOPs (horribly 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 he wants to watch his

campaign be mercilessly torn to shreds by horrifically overpowered PCs, he still shouldn't allow the feats to be taken other than as one of the feats every character gets at 1st, 3rd, and every three 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.

Another option is to use them like mythic tiers. Perhaps the PCs complete a HOP challenge or something and earn the feat as a result, gain them as a divine blessing, or earn HOP points each level that they can use to purchase the feats. PCs can be limited to one of these 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 you think that's lame, you 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 okay to take horrifically overpowered feats as mythic feats?

Still... no. It's really not okay.

Maybe *some* of the weakest horrifically overpowered feat *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. I suppose if you must, you could add a mythic power cost to a HOP, but really that just takes all the spark out of them.

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

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 Rift the Earth into a campaign, obviously a character would have to have the Improved Sunder feat first.

METAGAMING FEATS

Metagaming feats are a new type of horrifically overpowered feat that allows the player character to call upon the player to intervene upon his behalf, in essence, acting like a sort of deity. When enacted, the summoned player is granted the ability to manipulate the game in ways normally only allowable by the GM, alter the rules of the game itself, or beseech the GM for mercy. Metagaming feats all possess a new prerequisite, “Metagaming Focus.” In order for the character’s player to possess such godlike abilities, they must possess a holy symbol of gaming power. This might include a copy of the Red Box set, a 1st edition hardcover book, an original soft cover pamphlet of a book called “Blackmoor,” or some similar iconic item.

ADMIXTURE ELEMENTALIST

[Horrifically Overpowered]

You have mastered the ability to mix your elemental powers.

Prerequisite: Elemental arcane school (see *Pathfinder Roleplaying Game: Advanced Player’s Guide*).

Benefit: You choose a second elemental arcane school, and gain all the benefits of the elemental school selected. You also gain the final element as a second opposition school. Once chosen, you can combine the elements of your two known specializations to create admixture effects that pair the effects of both elements into a single power. Whenever using any elemental school ability that requires a standard action to activate, you may activate any other power from your second elemental school that also requires a standard action to activate, as part of a single standard action.

Special: You cannot select your elemental opposition school for this horrifically overpowered feat.

BOWLING BULL RUSH

[Horrifically Overpowered]

Your bull rush attacks knock multiple opponents prone.

Prerequisites: Str 13, Improved Bull Rush, Power Attack, base attack bonus +1.

Benefit: You can attempt a bull rush combat maneuver against any number of foes as long as they are all within reach when the attempt is made and adjacent to one another. Make a single combat maneuver check, and compare the result to the CMD of all opponents for the purposes of bull rush. If affected foes are pushed back into any other creatures, these creatures are affected by a bull rush combat maneuver, with a check result equal to your initial check result –5.

CLEAVING SNEAK ATTACK

[Horrifically Overpowered]

You can dish out sneak attacks while cleaving into surprised foes.

Prerequisites: Str 13, Cleave, Great Cleave, Power Attack, sneak attack +1d6, base attack bonus +4.

Benefit: You deal sneak attack damage against foes hit by the additional attacks you gain from the Great Cleave feat.

COMPOUND SPECIAL ABILITY

[Horrifically Overpowered]

You can siphon all of your power into a single deadly attack.

Prerequisite: A class feature with uses per day.

Benefit: You can combine uses of one of your daily use class abilities into a single use of that ability in order to stack its effects as the same action. This includes but is not limited to bombs, channel energy, and smite evil. You use two of your daily uses of the ability to double the effects (bonuses to hit, damage, etc.) of the ability. This cannot be used to affect class features that use rounds per day (such as bardic performance or rage). You cannot expend more than two uses of the ability in this way at a time.

CRITICAL SKULL RUPTURE

[Horrifically Overpowered]

The sheer force of your critical hits causes the heads of your enemies to explode.

FOUR HORSEMEN PRESENT: YET MORE

Feat	Prerequisites	Benefit
Admixture Elemental	Elemental arcane school	Combine the energies of two specialist elemental powers
Bowling Bull Rush	Str 13, Improved Bull Rush, Power Attack, BAB +1	Bull rush attacks knock multiple opponents prone.
Cleaving Sneak Attack	Str 13, Cleave, Great Cleave, Power Attack, sneak attack +1d6, base attack bonus +4	You catch cleaved opponents off-guard.
Compound Special Ability	A class feature with uses per day	Stack the effects of daily use class ability into a single attack.
Critical Skull Rupture	Critical Focus, BAB +11	Splatter the heads of your enemies into sickening gore.
Disintegrating Spell	Arcane caster level 11th	Targets killed by your spells disintegrate.
Eidetic Spellcaster	Caster level 5th, Spellcraft 5 ranks	Learn new spells by watching others cast them.
Hybrid	—	Combine the racial traits of two races.
Impeccable Strike	Dex 13, Wis 13, Improved Unarmed Strike, Perfect Strike, BAB +8	Perfect strike without limit
Master of Domains	Domain class feature	Gain an additional domain.
Maximize Sneak Attack	Sneak attack +1d6	Maximize the damage of your sneak attacks.
Omni-Skilled	Signature Skill	Unlock class skills.
Paragon Wildshaping	Wild shape class feature	Wildshape into forms with advanced or giant template.
Reconstitute	—	Forego a full 8-hours of sleep by meditating for 1 hour.
Rift the Earth	Str 13, Improved Sunder, Power Attack, BAB +1	Use your weapon to tear a rift into the earth that knocks opponents prone.
Share Shift	Wild shape class feature	Use your wildshape ability to transform a willing ally.
Snatch Weapon	Int 13, Combat Expertise, Greater Disarm, Improved Disarm, BAB +6	Defensively snatch your attacker's weapon from his hands.
Tsunami Attack	Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack, BAB +4	You can strike out at every foe during a move.
Ultimate Critical	Critical Focus, Critical Mastery, any two critical feats, 14th-level fighter	Use all your critical feats at once.
Wild Magic	Chaotic alignment, spellcaster 1st	Harness the power of CHAOS!

HORRIFICALLY OVERPOWERED FEATS

Metagaming Feat	Prerequisites	Benefit
Forgotten Bonus	Metagaming focus	Remember all the stacking bonuses.
Infravision	Darkvision 60 ft., metagaming focus	Use your darkvision to detect infrared light created by heat.
Instantaneous Spell Damage	Caster level 5th, metagaming focus	Speed compute damage by multiplying highest die roll by the number of dice rolled.
Invoke Thakko	4th-level fighter, metagaming focus	Change the way your GM determines combat results or automatically hit your target.
Know Thy Enemy	Knowledge 1 rank, metagaming focus	Reference books for monster information.
Loaded Die	Metagaming focus	Seize control of fate and probability.
Reforger	Any item creation feat, metagaming focus	Reforge a magic item into a different shape to apply its magic to an alternate form of worn magic item.
Rules Lawyer	Metagaming focus	Accomplish impossible feats.
Undo Event	Metagaming focus	Rewind time to avoid disaster.
Weapon Speed	Metagaming focus	Your opponents must subtract the weight of their weapons from their initiative.

Prerequisites: Critical Focus, base attack bonus +11.

Benefit: When you score a critical hit with a bludgeoning weapon, the target must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Strength modifier) or die as their skull shatters in a “gore-iffic” explosion. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads explode. The gore from an exploding head showers all creatures in a 30-foot radius of the target with blood and brains. All creatures covered in the gore must make a Will save (DC 10 + 1/2 your character level + your Strength modifier) to avoid becoming sickened for 1 minute. You are immune to this sickened effect.

DISINTEGRATING SPELL

[Horribly Overpowered]

Whenever you obliterate an opponent with one of your spells, its corporeal form disintegrates

Prerequisites: Caster level 11th.

Benefit: Whenever a spell you cast reduces a creature to 0 or fewer hit points, you can choose for the creature to be entirely disintegrated (as the *disintegrate* spell).

EIDETIC SPELLCASTER

[Horribly Overpowered]

You possess a knack for being able to learn spells by watching another spellcaster cast.

Prerequisites: Caster level 5th, Spellcraft 5 ranks.

Benefit: Whenever you observe a spellcaster casting a spell, you can attempt to learn it. When attempting a Spellcraft check to identify a spell as it is cast that appears on your spellcasting class spell list, if you succeed on the Spellcraft check by 5 or more you add the spell to your list of spells known (including any familiar or spellbook required for spell preparation). If the spell does not appear on your class spell list, you must succeed on the Spellcraft check by 10 or more. A spell learned in this manner becomes a spell of a type (arcane or divine) you can cast.

FORGOTTEN BONUS

[Horribly Overpowered, Metagaming]

You remind your player of a “forgotten” beneficial effect or spell, turning failure to success.

Prerequisite: Metagaming focus.

Benefit: You may grant a +1 bonus to an ally or yourself on any roll after the result is known but before success or failure is determined. The bonus type must be named (for example morale, insight, or luck). You may use this ability a number of times per

FOUR HORSEMEN PRESENT: YET MORE



day equal to your character level. This ability does not require an action and may be used at any time. You may even use this ability multiple times toward a single roll, granting a maximum bonus equal to your character level. However, you must name a different type of bonus each time this ability is used toward the same roll.

HYBRID

[Horribly Overpowered]

Your character is a super special and unique perfect blending of two races that normally can't breed.

Benefit: Select a second race. You gain all of the racial traits of that race in addition to your primary race. You count as a member of both races for the purposes of any prerequisites.

Special: This horribly overpowered feat usually has to be taken at 1st level. Although maybe you were in some sort of weird *reincarnate* accident or something.

IMPECCABLE STRIKE

[Horribly Overpowered]

Your unarmed strikes are as flawless as your mastery of monk weapons.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, Perfect Strike^{APG}, base attack bonus +8.

Benefit: You may use unarmed strikes with the Perfect Strike feat (see *Pathfinder Roleplaying Game: Advanced Player's Guide* for details) as well as monk weapons. You may attempt more than one perfect attack per round.

Special: A monk may select this horribly overpowered feat without meeting the ability score or base attack bonus prerequisites.

INFRAVISION

[Horribly Overpowered, Metagaming]

You can use your darkvision to detect infrared light created by heat.

Prerequisites: Darkvision 60 feet, metagaming focus.

Benefit: Instead of working by magic, your darkvision allows you to perceive all manner of anomalies created by heat radiation, as well as

HORRIFICALLY OVERPOWERED FEATS

residual heat markings left on colder surfaces created by contact with warm-blooded creatures (such as footprints or handprints). The range of your vision is subjective to the amount of heat created by the creatures around you, thus you have the ability to argue with the GM and others about the actual effects of infravision and how it works, allowing you to grind your game to a screeching halt.

INSTANTANEOUS SPELL DAMAGE

[Horribly Overpowered, Metagaming]

Your spells deal damage immediately.

Prerequisite: Caster level 5th.

Benefit: As a free action three times per day, when determining the damage of a spell, take the highest individual die rolled and multiply it by the number of dice rolled to determine your result. If you can correctly declare this number faster than the GM can accurately declare the true total result of your roll, use your declared value as the damage instead.

INVOKE THAKKO

[Horribly Overpowered, Metagaming]

Invoking the power of the ancients, you assault your opponents with an elaborate and confusing attack.

Prerequisites: 4th-level fighter, metagaming focus.

Benefit: As a free action three times per day, you may employ an ancient martial ritual to transform your base attack bonus into something called “thakko” (which loosely translates to “to hit armor class zero” although nobody really knows what that means). When using this feat, your GM must recalculate your target’s AC. If the target’s AC is less than 20, the GM must double the number in the one’s column and then subtracting it from the total AC. For example if your target has an AC of 19, double the 9 to get 18 and subtract it from AC 19 and to get 1. The target’s new AC is now 1.

If the number is greater than 20, subtract 20 and then make the number a negative. For example, if your target’s AC is 24, subtract 20 to get 4 and then make the 4 negative to equal -4. Once the GM determines your target’s new AC, simply use your base attack plus any modifiers as your thakko score. Finally, subtract your thakko score from the target’s AC to determine what you need to roll on a 20-sided die to hit your target. If your GM cannot compute the new AC and thakko score in less than 15 seconds, your attack automatically hits.

KNOW THY ENEMY

[Horribly Overpowered, Metagaming]

Your player sends you visions of your enemy’s capabilities.

Prerequisites: Knowledge 1 rank, metagaming focus.

Benefit: Whenever you succeed on a Knowledge skill check to identify a monster, your player may reference any physical book he or she possesses containing that monster. You know all information contained therein. However, your knowledge may be incomplete in the case of homebrewed monsters, monsters with weird templates, or something pulled out of an esoteric third party supplement that only comes in PDF. At the end of the encounter, the book must be put away.

LOADED DIE

[Horribly Overpowered, Metagaming]

Your player’s dice seem to suspiciously defy the laws of probability.

Prerequisite: Metagaming focus.

Benefit: Whenever you make any d20 roll, a result of a natural 1 is treated as a natural 20. As an immediate action, you may transfer this ability to an ally within 60 feet. You then lose the benefit of this ability for 1 round.

MASTER OF DOMAINS

[Horribly Overpowered]

Your attunement to your deity grants you access to additional domains.

Prerequisite: Domain class feature.

Benefit: Choose an additional domain from your available domains. You now have access to that domain’s spells and granted powers in addition to any domains you already possess.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different domain.

MAXIMIZE SNEAK ATTACK

[Horribly Overpowered]

Your sneak attacks are less accurate but brutally devastating.

Prerequisite: Sneak attack +1d6.

Benefit: You can choose to take a -1 penalty to an attack roll that sneak attack applies to in order to maximize one of your sneak attack dice. Use of this horribly overpowered feat must be declared prior to your attack roll. You may take cumulative penalties up to a maximum of your sneak attack dice to maximize any available sneak attack dice. So if you deal +4d6 sneak attack damage, you could take a -4 penalty to hit to deal 24 sneak attack damage, or a -2 penalty to hit to deal 2d6+12 sneak attack damage.

FOUR HORSEMEN PRESENT: YET MORE

OMNI-SKILLED

[Horribly Overpowered]

Your ability with all class skills is the stuff of legends.

Prerequisite: Signature Skill^{PU}.

Benefit: You gain the benefits Signature Skill feat (see *Pathfinder Roleplaying Game: Pathfinder Unchained*) for all class skills you possess at least 5 ranks in.

PARAGON WILDSHAPING

[Horribly Overpowered]

Whenever you wildshape, you transform into a paragon of the species.

Prerequisite: Wild shape class feature.

Benefit: When using wildshape, you may choose either the advanced or the giant creature template and apply its benefits to whatever creature your transform into. Choose which template you wish to apply (if any) when first changing form.

RECONSTITUTE

[Horribly Overpowered]

You can go without sleep, miraculously restoring yourself with meditation.

Benefit: You can forego rest by meditating uninterrupted for 1 hour. If interrupted, you must begin the meditation again. Upon awakening from the trance your body is healed as if you received a full night's rest. If you are a spellcaster, you regain all of your daily spells or may prepare spells as if you had a full night's rest, even if it is not a new day.

REFORGER

[Horribly Overpowered, Item Creation, Metagaming]

You have learned how to reforge magic items to make them more useful.

Prerequisites: Any item creation feat, metagaming focus.

Benefit: You can reforge any magic items of a type you can create into other items in order to bypass item slots on your body. So long as you possess the item creation feat for creating the original item and the item creation feat for its new form, you spend half the time costs for crafting the item to reforge it, but it has no material costs. In this manner you can turn a *ring of swimming* into a *necklace of swimming* or *gauntlets of strength* into a *girdle of strength*.

RIFT THE EARTH

[Horribly Overpowered]

With a herculean blow, you tear a deep rift into the earth.

Prerequisites: Str 13, Improved Sunder, Power Attack, base attack bonus +1.

Benefit: When you strike the earth as a standard

action, you cause it to tremble and split apart creating a small rift that extends for 30 feet in a straight line from where you're standing. All creatures standing over the rifted ground must succeed on a Reflex save (DC 10 + 1/2 your character level + your Strength modifier) or be knocked prone.

RULES LAWYER

[Horribly Overpowered, Metagaming]

Your player is capable of cowering the GM with circuitous logic and references to "rules as intended," allowing you to perform impossible feats.

Prerequisite: Metagaming focus.

Benefit: Once per day as an immediate action you invoke your player's intervention by intoning profane words in a dead tongue (loosely translating to, "it does not say I can't"). You may ignore any single restriction or rule of the game for 1 round. This does not grant you power that you do not already possess, and only widens the definition of your existing power by removing rules or restrictions. For example, you could dictate all of your bonuses stack, identify artifacts with *detect magic*, or make your fire descriptor spell "not really fire damage per se" so that it penetrates a red dragon's fire immunity. You could not however suddenly gain a bonus to a roll, create an artifact, or deal cold damage with a fire spell.

SHARE SHIFT

[Horribly Overpowered]

Prerequisite: Wild shape class feature.

Benefit: You can apply one of your daily uses of wild shape to a touched willing ally. You, not your ally selects the form, which may be any you can transform into using wild shape.

SNATCH WEAPON

[Horribly Overpowered]

When opponents attack, you deftly snatch their weapons away from them.

Prerequisites: Combat Expertise, Greater Disarm, Improved Disarm, base attack bonus +6, Int 13.

Benefit: Whenever an opponent attempts to attack you in melee with a weapon, you can take attempt a disarm combat maneuver as an immediate action.

TSUNAMI ATTACK

[Horribly Overpowered]

You can strike out at every foe within reach while on the move.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack, base attack bonus +4.

Benefit: When you use the full-attack action, you may take a single move action and give up

HORRIFICALLY OVERPOWERED FEATS



FOUR HORSEMEN PRESENT: YET MORE



HORRIFICALLY OVERPOWERED FEATS

your regular attacks. You instead make one melee attack at your highest base attack bonus against each opponent within reach at any point during your move action. You must make a separate attack roll against each opponent. When you use the Tsunami Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

ULTIMATE CRITICAL

[Critical, Horrifically Overpowered]

Your critical hits are so devastating; nobody wants to see the results.

Prerequisites: Critical Focus, Critical Mastery, any two critical feats, 14th-level fighter.

Benefit: You automatically confirm a critical hit on a roll of a natural 20 and do not need to confirm the critical hit. Whenever you confirm a critical hit against any target, you can combine the effects of every critical feat you know.

UNDO EVENT

[Horrifically Overpowered, Metagaming]

You call upon a supernatural protector to help you.

Prerequisite: Metagaming focus.

Benefit: Once per day as an immediate action, you may call upon your player to appeal to the GM on your behalf. The player typically offers the GM some sacrifice of food, goods, or promised actions as appeasement. Should the offering be deemed acceptable, the GM then reverses any unfavorable event so that it never happened. This could rewind in-game time by any amount, but the sacrifice is typically equal to the game time rendered worthless. The game resumes from a point just prior to the unfavorable event, with the event being only a realistic dream or vision experienced by the characters (so nobody loses experience points).

WEAPON SPEED

[Horrifically Overpowered, Metagaming]

You invoke the power of the ancients to laden your opponents with the weight of their own weapons.

Prerequisite: Metagaming focus.

Benefit: Three times per day as a free action, you utter the secret words of the ancients to cause your foe's weapons to weigh down their attacks. All enemies within 60 feet must succeed on a Will save (DC 10 + 1/2 your character level + your Charisma modifier). On a failure, for the duration of the combat, while wielding a weapon the opponent's initiative score takes a penalty equal to 1/2 the weight of the weapon. This adjusts the creature's order in initiative as appropriate.

WILD MAGIC

[Horrifically Overpowered]

You can call upon the power of WILD magic!

Prerequisites: Chaotic alignment, caster level 1st.

Benefit: While on a plane with the wild magic planar trait, you can always roll twice on the wild magic table and take the preferred result without having to succeed at a caster level check. Whenever casting a spell or using a spell-like ability that allows a saving throw, you can decide to saturate it with raw chaos as a swift action. On a failed save, the target is affected by one of the following warpwave effects in addition to the spell's normal effects. Roll 1d20 and consult the table below to see what effect the entropic energies have. The caster level of any effect is equal to your caster level.

d20	Effect
1	Target takes 2 Strength damage.
2	Target takes 2 Dexterity damage.
3	Target takes 2 Constitution damage.
4	Target takes 2 Intelligence damage.
5	Target takes 2 Wisdom damage.
6	Target takes 2 Charisma damage.
7	Target gains 1 negative level.
8	Target is blinded or deafened for 1d4 rounds.
9	Target is confused (as the <i>confusion</i> spell) for 1d4 rounds.
10	Target is entangled by filaments of energy for 1d4 rounds.
11	Target becomes fatigued (or exhausted if already fatigued).
12	Target becomes nauseated for 1d4 rounds.
13	Target is stunned for 1d4 rounds.
14	Target is sickened for 1d4 rounds.
15	Target is staggered for 1d4 rounds.
16	Target gains 4d6 temporary hit points.
17	Target is affected by a <i>heal</i> spell.
18	Target is turned to stone.
19	Target is affected by <i>baleful polymorph</i> .
20	Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.

FOUR HORSEMEN PRESENT: YET MORE

CREDITS

Cover Illustration: Jeremy Hart

Interior Illustrations: 1ManStudio;
and Russell Boyd, courtesy of Super 6 Games

Designer: Tim Hitchcock

Developer: Stephen Rowe

Editor: Stephen Rowe

Producer/Publisher: Owen K.C. Stephens

Graphic Design and Typesetting: Lj Stephens

Produced by: Rogue Genius Games

Project Manager: Lj Stephens

Consigliere: Stan!

Contents Copyright 2016 Rogue Genius Games

For more information about

Rogue Genius Games, follow us on Facebook:

www.Facebook.com/RogueGeniusGames

on Twitter: @Owen_Stephens

All logos are the trademark of Rogue Genius Games
all rights reserved

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, Inc. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

DESIGNATION OF PRODUCT IDENTITY:

The Rogue Genius Games (RGG) company name and logo; the "The Four Horsemen Present: Yet More Horrifically Overpowered Feats" name and logo; "The Four Horsemen" name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT:

All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

Product Code: RGG4HP0128

THE GENIUS GUIDE TO THE TALENTED BESTIARY



FULL-COLOR ILLUSTRATION
> FAST CREATURE AND
ENCOUNTER CUSTOMIZATION
> CREATE UNIQUE PC RACES
> HUNDREDS OF PATHFINDER
CREATURES COMPLETELY
REIMAGINED

COMING SPRING 2016

KICKSTARTER



HORRIFICALLY OVERPOWERED FEATS

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 1.0a. © 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. © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Authors: Jason Bulmahn.

Pathfinder RPG GameMastery Guide. © 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Mythic Adventures. © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game Pathfinder Unchained © 2015, Paizo Inc.; Authors: *Dennis Baker, Jesse Benner, Ross Beyers*, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

The Genius Guide To: Horrifically Overpowered Feats. Copyright 2012, Super Genius Games. Authors: Owen K.C. Stephens

The Genius Guide to More Horrifically Overpowered Feats. Copyright 2013, Super Genius Games, LLC; Author: Owen K.C. Stephens

The Four Horsemen Present: Yet More Horrifically Overpowered Feats. © 2016, Rogue Genius Games. Author: Tim Hitchcock.