

10 MONSTER FEATS



Sometimes RPG rules supplements seem to have as much world setting information as they do game mechanics. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't want to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.

THE HIGH CONCEPT: Feats only monsters will usually qualify for (and which you may want to disallow for PCs even if they can swing the requirements) that can be taken in place of feats normally listed on creature stat blocks.

ASTONISHING BLOW

The monster can send opponents flying with ease.

Prerequisites: Str 29, Power Attack, Improved Bull Rush, size Huge or larger.

Benefit: Once per round when the monster strikes a foe at least one size category smaller than itself, it may make a CMB check as a free action. On a successful check, the foe is sent 5 feet, +1 foot for every point by which the CMB check exceeded the target's CMD. The target lands prone unless it makes an Acrobatics check (as an immediate action) with a DC equal to the total of the CMB check.

AWESOME DEFENSE

The monster is simply hard to defeat.

Prerequisites: Con 25, Dodge, size Large or larger.

Benefit: The monster's size bonus to CMD is doubled.

BIG STEP

The monster's size and long limbs let it shift a greater distance safely.

Prerequisite: Natural reach greater than 5 feet.

Benefit: When the monster takes a 5-foot step, it can actually move as far as its natural reach.

CYCLONE OF CLAWS

The monster can unleash a rapid assault of natural attacks.

Prerequisites: Natural attack, base attack bonus +6.

Benefit: When the monster takes a full attack action using only natural attacks, it may make one additional attack. This attack must be made with the natural attack with the highest base attack bonus, and suffers no penalty to its attack roll.

SPECIAL ATTACK

Select one special attack of the creature. Its range is extended.

Prerequisite: Natural special attack with range.

Benefit: The selected special attack has its range (or range increment) increased by +50%.

IMPROVED TOUGHNESS

The monster is much harder than most of its kind.

Prerequisites: 2 or more racial hit dice, Toughness.

Benefit: The monster gains 1 additional hit point per 2 hit dice.

Special: This feat may be selected more than once. Its effects stack.

PERFECT BLOW

Efforts to avoid the monster's attacks of opportunity usually fail.

Prerequisites: 16+ HD, natural reach of 15 feet or greater, Combat Reflexes

Benefit: Once per round, when a foe takes an action that would normally provoke an attack of opportunity from the monster, and no attack is provoked due to a skill check, feat, spell or other ability the foe possesses, the monster may make a CMB check against the target. On a successful check, the monster may take an attack of opportunity on the target.

REEL IN

The monster has a natural tendril attached to its natural ranged attacks it can use to pull foes to it.

Prerequisite: Natural ranged attack (such as the manticore's spikes)

Benefit: Once a round when the monster hits a foe with a natural ranged attack it may make a CMB check as a free action. If the check meets or exceeds the target's CMD, the target is pulled to be adjacent to the attacking monster, and automatically takes damage from the ranged attack again. The target is then free to move normally.

SIMULCAST

The monster can cast a spell while taking other actions.

Prerequisites: 6 or more limbs (tentacles and wings count), or 2 or more heads (medusa snakes count), or 4 or more eyestalks, ability to cast 1st level spells.

Benefit: A limited number of times per day, the monster can use its extra appendages to cast a spell as a free action (while still taking a full round of other actions). It cannot do this on a round it casts another spell or uses a spell-like ability. It may do this once per day, plus once for every 5 HD it possesses.

SHOCKWAVE

The monster can slam the ground to knock over foes.

Prerequisites: Str 27, Power Attack, size Large or larger.

Benefit: In place of one melee attack, the monster can slam the ground (or similar firm surface, such as the deck of a ship or cave wall) to create a shockwave. If this is done as part of a full attack action, the monster must use an attack with the highest attack bonus to launch this maneuver. The monster makes a CMB check against all creatures on the surface struck, within a range equal to twice the monster's natural reach. Any creature with a CMD less than the monster's CMB check is knocked prone.



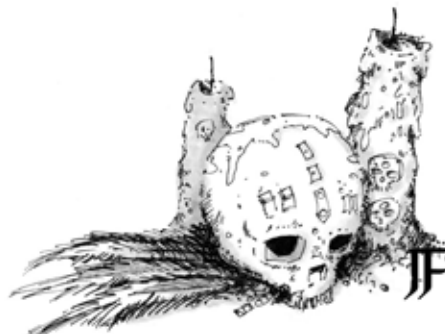
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