



FEATS OF LEGEND:

20 ALCOHOL FEATS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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CAN'T FEEL A THING

When you've got a few drinks in you, you can shrug off blows that would down lesser combatants.

Prerequisites: One More Round, Drunken Brawler

Benefit: If you've had an alcoholic drink in the past hour, gain DR 10/- against nonlethal damage, and DR 5/slashing or piercing against lethal damage.

CAST IRON STOMACH

You've had quite a few nights you can't remember. Some of them were the most heroic, according to the rest of your party.

Prerequisite: Good For What Ails You

Benefit: If you have had an alcoholic drink in the past hour, you are immune to the nauseated condition. If you would become nauseated, you instead become sickened for the duration of the effect.

DRINK LIKE A DEMON

Adventurers have a reputation as bottle drainers. You're one of the reasons that reputation exists.

Prerequisite: Constitution 13

Benefit: You may drink a potion, a tankard of ale, or an equivalent amount of alcohol as a move action that does not provoke attacks of opportunity.

DOWN THE HATCH

It isn't enough for you to drink someone under the table. You have to do it twice as fast, too.

Prerequisite: Quick Draw, Drink Like A Demon

Benefit: If you have a potion, or a bottle of alcohol in a holster, bandolier, or other easily-accessible place, you may draw it as a free action.

DRUNKEN BRAWLER

You've been in your share of bar fights, and you've won most of them.

Prerequisites: Hollow Leg

Benefit: If you've had an alcoholic drink in the past hour, gain DR 5/- against nonlethal damage.

FALLING DOWN DRUNK

No matter how far you fall, you always get back up again.

Benefit: Whenever you would take falling damage, reduce the distance you fell for 10 feet per alcoholic drink you have consumed in the past hour.

FIREBREATHER

While it might be considered a waste of good whiskey, this trick can come in handy when the only weapon you have to hand is a bottle of rye.

Prerequisite: Drink Like A Demon, Down The Hatch

Benefit: As a standard action that provokes attacks of opportunity you can take a drink of strong alcohol, and spit it at your enemies through a torch. This turns the alcohol into a 15-foot cone of fire, dealing 1d6 points of damage. Targets within the cone can roll a Reflex save for half damage, with a DC equal to 1/2 your character level + your Constitution modifier.

Special: If you use a *flaming* weapon to light the alcohol, the cone instead deals 2d6 points of fire damage, and the save increases by the weapon's enhancement modifier. If you use a *flaming burst* weapon, the cone deals 4d6 points of fire damage, and the save increases by the weapon's enhancement modifier +2.

FORTUNE FAVORS THE DRUNK

It's said the gods watch out for drunks and fools. You're not sure, but you think they must have a special eye on you.

Prerequisite: Hollow Leg, must worship a god of drinking, debauchery, or pleasure

Benefits: If you have had an alcoholic drink in the past hour, gain a +2 luck bonus to one saving



throw. Every time you take another drink, you may choose to shift this bonus to a different save.

GLASS HAMMER

You've learned the hard lesson that bad times can come just as easily as good ones when you crack open a bottle. Fortunately, cracking a bottle can solve a lot of problems

Prerequisite: Catch Off-Guard

Benefit: When you use a bottle or glass mug as an improvised weapon, you deal 1d8 points of damage. If you land an attack with a bottle that has the broken condition you may choose to shatter it entirely in order to blind your opponent for 1d4 rounds. You can choose to give a bottle the broken condition as a swift action by slamming it against a wall, table, or other hard surface.

GOOD FOR WHAT AILS YOU

Some people would never consider going on an adventure drunk. You can't remember the last one you went on one sober.

Prerequisite: Hollow Leg

Benefit: Gain a +2 on Fortitude saves if you have had an alcoholic drink in the past hour. Once per day, when you have failed a Fortitude save, you may re-roll it as an immediate action as long as your bonus is active. If you succeed on this save, you are sickened for 1d4 rounds.

HOLLOW LEG

People learned not to try getting you drunk a long, long time ago.

Prerequisite: Constitution 13

Benefit: You can drink a number of alcoholic drinks equal to 1 plus triple your Constitution modifier. When you go above that number, you are sickened for 10 minutes per drink, rather than 1 hour per drink.

IN WINE, TRUTH

Your mind is a difficult thing to affect, even with magic.

Prerequisite: Hollow Leg

Benefit: Gain a +2 insight bonus on all saving throws made against illusion spells. Once per day when you fail a saving throw against an illusion, you may automatically disregard it as if you had succeeded as long as you have had an alcoholic drink within the past hour. After using this automatic success, you are sickened for 1d4 rounds.

INTOXICATED EVOKER

Nothing is more dangerous than a drunken magic user.

Prerequisite: Able to cast 1st-level arcane spells.

Benefits: You can take a drink of alcohol as part of casting an evocation spell. Treat your caster level as 1 higher for all of that spell's effects.

LIQUID COURAGE

You've faced things that would break lesser people. As long as you have your flask on you, you're confident you can do it again.

Prerequisite: Hollow Leg, Good For What Ails You

Benefit: Gain a +2 on saves versus Fear effects if you have had an alcoholic drink in the past hour. Once per day, when you fail a save against a Fear effect, you may choose to ignore the effect as long as your bonus is active.

MEAN DRUNK

Some people are all smiles when they drink. You just bare your teeth.

Prerequisite: Hollow Leg

Benefit: Whenever you are sickened, you deal an extra +2 points of damage with melee weapon attacks and natural attacks.

ONE MORE ROUND

People have learned never to count you out. Because just when they think you're going down, you get right back up.

Prerequisite: Die Hard, Constitution 13

Benefit: When you drop below 0 hit points, and choose to remain conscious using the Die Hard feat, you are sickened instead of staggered if you have had an alcoholic drink in the past hour.

POISON CHASER

The rigors of your debauchery has fortified your body against anything nature can throw at you.

Prerequisite: Hollow Leg, Drink Like A Demon

Benefit: If you fail a save against a poison, you may take a drink of alcohol as an immediate action to re-roll the save at the same DC. If you succeed, you are sickened for 1d4 rounds as your body purifies the poison. You only need to have a flask, bottle, mug, or other container on your person, and easily accessible, to gain the benefit of this feat.

STAGGERING DRUNK

Your movements on the battlefield are erratic at the best of times. When you're intoxicated, you become impossible to predict.

Benefit: If you have had an alcoholic drink in the past hour, gain a +1 dodge bonus to your armor class, and a +1 dodge bonus to your Reflex save.

WINE OF THE DIVINE

When you raise a toast to your god, you feel power flow more readily through you.

Prerequisite: Able to cast 1st-level divine spells,

must worship a god of wine, bravery, or pleasure

Benefits: You can take a drink of alcohol as part of casting a healing spell. Treat your caster level as 1 higher for that spell's effects.

WORDS OF WINE

You're never more eloquent than when you've been drinking. Which is why you often are.

Benefit: If you have had an alcoholic drink in the past hour, gain a +2 insight bonus on Diplomacy checks.



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