



FEATS OF LEGEND:

20 ORC FEATS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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20 ORC FEATS

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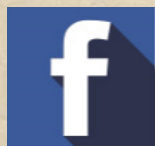
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FIGHT IMPULSE <RACIAL, COMBAT>

Some animals, when confronted with a threat, will run. Orcs charge.

Prerequisites: Orc or half-orc, Rage class feature

Benefit: Once per day, when you fail a save against a fear effect, you may enter Rage as an immediate action to negate the effect. You must have rounds of Rage left, and not be suffering from a condition that would prevent you from Raging.

FOCUSED FURY <RACIAL, COMBAT>

Some orcs fight with a furious frenzy, slashing wildly at their foes. You burn with a cold fire that can only be quenched in blood.

Prerequisites: Orc or half-orc, Rage class feature, Power Attack, Furious Focus

Benefits: Once per Rage you may take a full-attack action that benefits from Power Attack's bonus damage, but which ignores the penalty to your attacks. The penalties still apply to any attacks of opportunity you make after your full-attack action is complete.

HATCHETMAN <RACIAL, COMBAT>

Axes are one of the oldest tools to see service as weapon. A favorite of orcs, even a simple handaxe can be devastating in the right hands.

Prerequisites: Orc or half-orc, Weapon Focus (handaxe) or Weapon Training (axes)

Benefits: When you deal damage with a handaxe, calculate it as if was a warpriest's sacred weapon, and you had a number of warpriest levels equal to four less than your base attack bonus.

IRON FIST <RACIAL, COMBAT>

Orcs are known for their strength and prowess. It's even said some of them are more dangerous unarmed than a knight in full battle regalia.

Prerequisites: Orc or half-orc, Ironhide

Benefit: You gain a primary slam attack that deals 1d6 damage.

Special: You may take this feat twice. Doing so grants you two primary slam attacks.

LANGUAGE OF POWER

Those who truly study the orc language, who treat it as a living thing, can unlock the secrets it holds.

Prerequisites: Words of Power, Linguistics 5 ranks

Benefit: Increase the save DC of all evocation spells you cast with a somatic component by +1. You must speak the spell in orc to gain this bonus.

MOUNTAINEER <RACIAL>

You were raised among sheer peaks and jagged cliffs. To you, they're as easy to navigate as a garden path.

Prerequisites: Orc or half-orc, must be from a mountainous region

Benefits: When wearing light or no armor, gain a Climb speed equal to one-half your movement speed.

LOCKJAW <RACIAL, COMBAT>

No one escapes you, once you've sunk your teeth into them.

Prerequisites: Orc or half-orc, natural bite attack

Benefit: You can make a bite attack as part of the action to maintain your grapple. If the attack succeeds, you gain a +2 bonus on your attempt to maintain the grapple.

Special: This bonus stacks with the +2 granted by the Animal Fury rage power.



ONE WITH THE NIGHT <RACIAL, COMBAT>

Orcs are fierce fighters, but thanks to their natural gift, they're also ambush predators.

Prerequisites: Orc or half-orc, darkvision, Uncanny Dodge

Benefits: You gain a +2 bonus on Stealth checks when you are in areas of dim light, or darkness. Additionally, all attacks against flat-footed targets within areas of dim light or darkness deal an extra 1d6 points of damage. This bonus damage does not apply to spells.

SACRED SCARRING <RACIAL>

Only the hardest warriors survive the rituals you did. Those who emerge do so with a new understanding of pain, and with their bodies permanently altered.

Prerequisites: Orc or half-orc, Ironhide, character level 5th

Benefits: Your skin is so tough, and your nerve endings so deadened, that your body does not react the way it should when you're injured. All precision damage and critical hits have a 25% chance not to affect you because of the rituals you survived, and the scars you bear.

SCENT OF EVIL <RACIAL>

Though you have turned your back on evil, the scent of it still lingers in your nostrils.

Prerequisites: Orc or half-orc, non-evil alignment, Keen Scent

Benefits: You can smell true evil. You can use detect evil as an at-will spell-like ability, except instead of a cone it operates in a 15-foot radius. You cannot see any effects, but you can smell the taint and corruption of evil auras.

SECOND WIND <RACIAL>

Orcs are, as a rule, tough. You make your kin look like milk sops.

Prerequisites: Orc or half-orc, Endurance

Benefits: Once per day when you are suffering from the fatigued condition, you may catch your breath as a swift action, removing the condition. For every four levels beyond first you may use this feat one additional time per day, up to a maximum of your Constitution modifier.

SECOND SKIN <RACIAL, COMBAT>

Orcs can get used to anything, given enough time. You've been wearing armor so long that you almost feel uncomfortable without it on.

Prerequisites: Orc or half-orc, medium or heavy armor proficiency

Benefits: You are extremely mobile in medium and heavy armor. Reduce the armor check penalty on any medium or heavy armor you wear by 2, and increase the maximum Dexterity bonus the armor allows by +1.

Special: This feat stacks with a fighter's Armor Training class feature.

SHAMAN'S APPRENTICE <RACIAL>

You showed great potential for magic when you were young. You were apprenticed to the tribe's shaman, whose harsh lessons taught you to always be ready.

Prerequisites: Orc or half-orc, ability to cast 1st level divine spells

Benefits: You gain a +2 bonus on initiative checks, and a +4 bonus to defensively cast cure spells.

SHARP EARS <RACIAL>

Orcs are known for their keen night vision, and sense of smell... but some of them also boast inhuman hearing.

Prerequisites: Orc or half-orc

Benefits: Your hearing is so sharp that it grants you blindsense to a range of 15 feet.

SHEATHING THE BLADE <RACIAL, COMBAT>

The natural reaction to being wounded is to pull the weapon out. Some orcs pull it deeper as a way to gain a suicidal advantage in combat.

Prerequisites: Orc or half-orc, Improved Disarm

Benefits: When an enemy confirms a critical hit against you with a melee weapon, you may make a disarm attempt as an attack of opportunity. You must have one hand free to make this attempt, though you may drop a weapon or shield as an immediate action in order to make the attempt. Unlike other attacks of opportunity, this one resolves after the attack hits, not before.

TAKE YOU DOWN WITH ME <RACIAL, COMBAT>

Canny warriors know that the best way to fight orcs is from afar. Often they won't admit they're dead until they've managed to kill you, too.

Prerequisites: Orc or half-orc. Orc Ferocity or Diehard

Benefits: Whenever you are dealt enough damage by a melee attack to bring you below 0 hit points, you may take an attack of opportunity to retaliate against that foe. Even if you take enough damage to kill you outright. This attack is different than most attacks of opportunity, in that it is resolved after the inciting incident, rather than before.



TROLL BLOOD <RACIAL>

Some orcs try to gain the healing power of trolls through experimenting with their blood. Sometimes it's disastrous, but other times it has surprisingly effective results.

Prerequisites: Orc or half-orc, 1st-level

Benefits: Your flesh melds together more quickly than it should. Whenever you gain hit points from magical healing, alchemical healing, or natural rest, gain an additional 2 hit points. Additionally, any time you are under the effects of bleed damage, it has a 50% chance of stopping every round. Unfortunately, acid is your bane. Increase the amount of acid damage you take from any source by one point, and your healing ceases to function for one round after you've been hit with acid.

TROLL FLESH <RACIAL>

Your body has absorbed more powerful aspects from your experiments with troll blood. Unfortunately, you've also absorbed more powerful weaknesses.

Prerequisites: Orc or half-orc, Troll Blood

Benefits: Whenever you are unconscious, you gain fast healing 1. Any time you take fire damage, increase the damage by one point. Any time you take fire damage you cease to gain the benefits of

Troll Flesh or Troll Blood for three rounds.

VICIOUS WOUNDS <RACIAL, COMBAT>

Orcs are strong and fast, but they are best known for their fighting styles which cripple their foes.

Prerequisites: Orc or half-orc, proficiency with martial weapons

Benefits: Whenever you deal damage to a flat-footed or flanked target with a light or one-handed piercing weapon, or with any weapon orcs gain racial proficiency with, you deal 1d6 bleed damage to the target as well.

WORDS OF POWER

Orc is a guttural language, but there is a power lurking beneath its simple words. A power that learned spellcasters can unleash with terrible fury.

Prerequisites: Ability to cast 1st level arcane spells, must speak orc

Benefits: You cast all evocation spells at +1 caster level, provided they have verbal components and that you speak them in orc.

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