

More New Feats

Bravado

Prerequisites: Reaver

Benefit: Reaver can now grant bonuses up to +5. As an immediate action, you may lower that bonus by a point or even take a penalty, to a minimum of -2, to heal yourself by three times your KDM.

Dartmouth Secret [Iconic]

You're a scion of an ancient and secretive merchant family. This comes with some pretty creepy perks.

Benefit: You gain additional HP based on your Intelligence modifier instead of your Constitution modifier and you gain a move speed bonus based on Arcana instead of Athletics.

Pick one of your tracks: if a class feature from that track would use an attribute bonus other than your KDM or your KOM to calculate an effect, it uses your Intelligence modifier instead. At 5th level, you gain the ability to inflict a bizarre form of rust on most metals that spreads slowly of its own accord. This requires physical contact and a standard action. While within 60 ft, you may "look" through patches of this rust as though they were clairvoyant windows.

Juggernaut [Iconic]

Benefit: You are Large with no penalties. If an effect would further increase your size, it instead increases your move speeds by 10 ft.

You no longer provoke an attack of opportunity when bullrushing. At 10th level, you become [Immune] to being [Slowed].

Lucky Cigarette Case [Iconic]

Your equipment has a knack for getting in the way of shots aimed at your heart.

Benefit: The first ranged attack to hit you in any [Encounter] does no damage.

Reaver

Prerequisites: Must not possess Livers Need Not Apply

Benefit: You gain a +1 bonus to attack rolls and armor class for every enemy whom you have killed in the current [Encounter]. This bonus can never exceed +4. Creatures who are more than three levels lower than you do not count.

Reprisal

Prerequisites: Reaver

You are healed twice your character level whenever an ally other than you is dropped below half their maximum hit points. When this occurs, your bonus from Reaver increases by +1 as though you had slain an opponent. This feat can only trigger four times per [Encounter].

Three Body Collision

Benefit: If you bullrush an opponent into a solid object, they take damage equal to your character level. Remember that bullrushing people into the ground they are standing on is not usually possible.

Towering

You are built to a bigger scale. You are faster, stronger, taller, and simply more deadly.

Prerequisites: Large size

Even when grounded you can attack [Flying] targets, and damage from opponents who are not [Flying] is reduced by your character level. Finally, once per round, you may opt to inflict [Blown away] on a critical hit. Opponents affected are always moved away from you.