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ABANDONED ARTS® PRESENTS:

# FEATS OF FELLOWSHIP

EIGHT NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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### APT ATTENTION

*In dangerous situations, you keep a close eye on your allies.*

**PREREQUISITES:** Perception 1 rank

**BENEFIT:** Distraction and unfavorable conditions resulting from the sights and sounds of battle never increase the DCs of Perception skill checks that you make to notice hostile creatures that threaten you or your allies, or to detect hazards (such as traps) adjacent to you or your allies.

**NORMAL:** Distraction and unfavorable conditions increase the DCs of Perception skill checks by anywhere from +2 to +5.

### COVEN FAMILIAR [TEAMWORK]

*Your coven shares a single and especially powerful familiar.*

**PREREQUISITES:** Improved Familiar, participation in an active coven

**BENEFIT:** You and any allies that both possess this feat and belong to your coven may share a single familiar. You and all such allies each gain the benefits conferred by the proximity of your familiar as long as your shared familiar is within arm's reach of any single member of the coven. The familiar's hit points, effective Hit Dice, effective base attack bonus, saving throw bonuses, and effective skill ranks in any given skill are each determined by the member of the coven with the highest or most favorable values in each statistic. Similarly, the special abilities of your shared familiar are determined by the member of the coven with the highest effective class level.

You and each such ally gains the benefits of the familiar's empathic link, deliver touch spells, share spells, scry on familiar, and speak with master special abilities.

### GRACE UNDER FIRE [TEAMWORK]

*The fellowship of your comrades makes you dauntless.*

**PREREQUISITES:** Cha 13, base Will save +1

**BENEFIT:** You, and any allies who also possess this feat and who can see and hear you, may combine your effective Hit Dice for the purposes of determining the DC of any Intimidate skill checks made to demoralize any individual creature, or when determining whether or not a *cause fear*, *scare*, or similar Hit Die-dependent fear effect may affect any individual creature.

### LEAD THE WAY [TEAMWORK]

*You can gracefully guide your allies through dangerous situations.*

**PREREQUISITES:** Dodge

**BENEFIT:** When you take the withdraw action, allies who also possess this feat do not provoke attacks of opportunity for leaving any square along the path that you took, as long as they leave such a space along your path no more than 1 round after you took the withdraw action.

### LEND A HAND

*With a helping hand, you can get your allies back on their feet.*

**PREREQUISITES:** Bodyguard\*, Combat Reflexes

**BENEFIT:** When you use the aid another action to improve a prone ally's Armor Class, that ally may stand up from prone as an immediate action. If the act of standing up causes your ally to provoke an attack of opportunity, you may apply the bonus granted by your aid another action to that ally's Armor Class, even if you do not threaten the creature attacking your ally.

**NORMAL:** Standing up from the prone position requires a move action.

### RESEARCH PARTNER

*You are a skilled study partner; living proof that two heads are better than one!*

**PREREQUISITES:** Knowledge (any) 3 ranks

**BENEFIT:** As long as your ally possess at least 1 rank in the relevant Knowledge skill, you can attempt to use the aid another action to assist that ally in making a Knowledge skill check, even if you do not possess at least 1 rank in the relevant skill.

Additionally, when you successfully use the aid another action to assist an ally in making a Knowledge skill check in which you possess at least 1 rank, your ally may gain information with a DC higher than 10 to obtain, even if he does not possess at least 1 rank in the relevant skill.

**NORMAL:** A creature cannot make an untrained Knowledge check with a DC higher than 10 unless that creature has access to a library.

### SEIZE THE INITIATIVE [TEAMWORK]

*Your judgment is as swift as your reflexes are sharp.*

**PREREQUISITES:** cunning initiative and judgment class features\*

**BENEFIT:** You can activate your judgment class feature as a part of an initiative check. If you do, you must expend two daily uses of your judgment class feature. Furthermore, you may roll twice on your initiative check and take the better result. You must decide whether or not to use this feat before you roll.

### STAND BACK!

*You can shield your allies from the effects of your alchemical weapons.*

**PREREQUISITES:** Throw Anything

**BENEFIT:** Allies caught in the splash radius of a splash weapon that you throw gain a +4 bonus on Reflex saving throws made against your attack. Allies who fail their saving throws against your splash weapon may fall prone as an immediate action to avoid the damaging effects of your splash weapon, if any.

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\*: See the *Pathfinder® Roleplaying Game: Advanced Player's Guide™* for details.



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