

The Genius Guide to: MORE HORRIFICALLY OVERPOWERED FEATS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

When the first book of Horrifically Overpowered feats was released on April 1st, 2012, we expected to hear a lot of cries of “What were you thinking?!” Instead we mostly heard “When will you release more?!”

The obvious answers should have been either “Never!” or “Not until we can sneak them in on April 1st, 2013!” But to some extent, that’s cheating. Either we want to release more Horrifically Overpowered feats, or we don’t – hiding behind a Fool’s Day would show a lack of conviction on our part. And, it turns out, we do want to release more. But if we’re going to do that, and we’re not going to claim it’s a joke, some defense of the idea is in order.

Horrifically Overpowered Feats, as the name might suggest, are not balanced. They are, in fact, imbalanced in three ways. First, each one represents an uptick in power larger than a typical feat (and in most cases, larger than the most powerful feats). Second, each one has the potential for being combined with class features, spells, tactics, and other feats to create an even-stronger effect than normal, causing them to skew how big a boost in power depending on the circumstances. Third, conceptually many of them bend the logic of the core rules, allowing warriors to cast spells, spellcasters to become weaponmasters, and well-designed characters to be much, much more effective than characters that have not been optimized.

Given the long list of sins placed at Horrifically Overpowered Feat’s, er, feet, it may sound as if these rules are unusable. That’s not strictly speaking true. Each feat is designed to give all the rules needed to use it in a campaign, and to be consistent and logical within the frame of reference of being Horrifically Overpowered. It’s just that the feats themselves are intentionally too much to reasonably be added to a typical game.

So, why produce more of them?

The fact of the matter is that no two gaming groups are the same, and no two campaigns have exactly the same needs. After *The Genius Guide to Horrifically Overpowered Feats* came out, numerous customers gushed about the ways they had found to use these feats in their games. These ranged from only giving them to monsters, to using them to allow 3-man adventuring parties to survive encounters-designed for 4 heroes, and even as special temporary divine blessings or for powers of artifacts. We didn't want to tell our customers they were doing it wrong, and since there seems to be a real enjoyment of such things, we began work on the second volume in what is scheduled to eventually be a 32-part line.

(Okay, probably not. But if the sales are good enough...)

However, we aren't kidding when we say these things do not meet the normal rules of good feat design. Such feats can badly unbalance a game, and shouldn't be used by anyone, at any time, without a really good reason. GMs who feel they know what they are doing are, of course, welcomed to find interesting ways to add horrifically overpowered feats to a game (we made some suggestions in *The Genius Guide to Horrifically Overpowered Feats*).

But we warned you.

– Owen K.C. Stephens, Winter 2013

THE HORRIFICALLY OVERPOWERED FEAT TYPE

All the feats presented here are of the horrifically overpowered type. The reason for this is twofold. First, horrifically overpowered feats should never be available to be taken as bonus feats. Of course they shouldn't ever be available to be taken at all, but if a GM decides he wants to watch his campaign be burned down around his ears by horrifically overpowered PCs, he still shouldn't allow the feats to be taken other than as one of the feats every character gets at 1st, 3rd, and every 3 levels thereafter. The only way to even pretend the feats are balanced (which they aren't) is to make sure no character can take more of them than any other. Allowing a 1st level human fighter to take the horrifically overpowered feat *Brow Cut* is bad enough without also giving him a chance to take *Combat Vigilance* and *Escape* is Impossible! as race and class bonus feats.

The second reason is to ensure that if someone begins copying out feats from the product (which are Open Game Content, after all) and presenting them as examples of Super Genius Games' rules, we can point out the feats are carefully marked as "Horribly Overpowered."

THE META-ATTACK FEAT TYPE

In addition to horrifically overpowered feats, this product presents meta-attack feats. These are feats (all horrifically overpowered) that allow weapon-users to modify attacks in ways similar to how metamagic feats allow spellcasters to modify their spells. Most meta-attack feats take a swift action, and apply to any one attack. The attack can be any kind of weapon attack, unarmed attack, or natural attack, but not a spell attack. If a meta-attack feat is used to deliver a spell or similar effect (such as with the magus spellstrike class feature or similar abilities) the spell effect is not modified by the spellstrike.

Meta-attack feats can be combined with feats such as *Vital Strike* and special attacks such as charge. Whether or not a meta-attack can be used for a combat maneuver is up to the GM to adjudicate, based on what makes sense. A character cannot normally use more than one meta-attack feat in a round, even if the character has multiple attacks, nor can he use the same meta-attack feat multiple times in the same round.

ADDITIONAL META-ATTACK USES/DAY

Once a character has taken even one meta-attack feat, he eventually earns additional uses of such feats as he gains in level. At 4th level, and every 4 levels thereafter, the character may use 1 meta-attack feat of his choice 1 additional time per day. Characters wishing for even more uses of meta-attack feats can take the *Extra Meta-Attack* feat (see *The Genius Guide to Horrifically Overpowered Feats*) to increase their uses/day.

TABLE 1: FEATS

FEAT	PREREQUISITES	BENEFIT
Animated Leap	Acrobatic, Run	Take your movement in leaps.
Arcane Armor Lord	Arcane Armor Training, Arcane armor Mastery, Medium Armor Proficiency, caster level 11 th	You ignore arcane spell failure.
Backswing Attack	Base attack bonus	Reroll missed attacks against new targets.
Brow Cut	--	Dazzle foes with your attacks.
Channel Brightly	Ability to channel energy, Improved Channel, Selective Channeling	Simultaneously heal and harm with channeled energy.
Cohort Familiar	Improved Familiar, Leadership, ability to acquire a familiar	Your cohort becomes your familiar.
Combat Assault	Wis 13	You can increase your accuracy at the expense of your defense.
Combat Vigilance	Alertness or Combat Casting	Avoid making an AoO once per round.
Concussive Attack	--	Rattle foes you hit with bludgeoning weapons.
Dandelion Tread	Dex 15, Acrobatic Steps, Nimble Moves	Ignore difficult terrain, stand on treetops.
Elemental Attack	--	Your attacks repeat their elemental damage.
Endless Cleave	Str 13, Cleave, Cleaving Finish, Great Cleave, Improved Cleaving Finish, Power Attack, base attack bonus +9	Every attack can cleave.
Escape Is Impossible!	Str 13, Dex 13	Strap yourself to an escaping foe.
Flaying Attack	--	Daze foes with your attacks.
Flex	Cha 13, Dazzling Display	Demoralize foes with your appearance.
Greater Alignment Channel	Ability to channel energy, Alignment Channel, Improved Channel	Use your channel energy on creatures of an alignment.
Imperial Spell	--	Use dispels to take control of others spells.
Mega-Magic Spell	Two or more metamagic feats	Permanently apply metamagic to a specific spell.
Metanatural	--	Use metamagic on spell-like and supernatural abilities.
Oversized Fighting	Str 19, Lunge, base attack bonus +6	Use an oversized weapon without penalties.
Penetrating Attack	--	Your attacks can ignore 10 hardness or DR.
Ready For Anything	Alertness, Improved Initiative	Don't define your readied action.
Shish-Kebab	Str 19, Dex 13	Grapple foes by impaling them.
Splash Spell	Int, Wis, or Cha 13, Magical Aptitude	Have a single-target spell hit a second adjacent target.
Strong-Arm	Str 19, Dex 13, Improved Grapple, Improved Unarmed Strike	Grapple a foe without gaining the grappled condition.
Throat-Crusher	Str 21, Dex 13, Improved Grapple, Improved Unarmed Strike.	Pin a foe without gaining the grappled condition.
Twist the Blade	Base attack bonus +6	Deal damage with your attack twice.
Ultimate Combat	Any Horrifically Overpowered feat, 4 or more levels in a class with a base attack bonus equal to its level	Have any attack hit.
Ultimate Defense	Any Horrifically Overpowered feat, class feature that adds a bonus to your armor class (such as a monk's AC bonus or a duelist's canny defense).	Have any attack miss.
Ultimate Magic	Any Horrifically Overpowered feat, 4 or more levels in a class with a spell list that includes 9 th level spells	Have a spell affect a target that negated it with a save.
Vorpal Critical	Critical Focus, base attack bonus +19	Off with their heads!

PREREQUISITES

While several Horrifically Overpowered feats list prerequisites, this should not be taken to suggest that a character that meets these prerequisites should reasonably be allowed to take the feat. No character can reasonably take a Horrifically Overpowered feat, regardless of what hoops they leap through. The prerequisites exist only to complete the illusion of these feats being useable — if a GM was going to allow Flex into a campaign, obviously a character would have to take Dazzling Display first.

ANIMATED LEAP

[Horrifically Overpowered]

You can make vast jumps, well beyond the range of normal mortals.

Prerequisites: Acrobatic, Run.

Benefit: You can move your entire movement in a round as one or more jumps without making Acrobatics checks. If you take an action that allows you to move farther than your normal movement rate (such as the run action), you may make this entire movement as a leap or series of leaps. Each leap must be straight, must end on a surface able to support you (though if you have Dandelion Tread, see below, that's pretty much any surface), and takes you to an altitude equal to 1/3 of the distance jumped. The highest you can jump is equal to 50% of your normal movement rate. You must declare each leap in advance (indicating where you jump from and your planned destination), and cannot change your route if you discover an invisible wall of force in the way, or you suddenly expose yourself to fire from a column of archers with

ARCANE ARMOR LORD

[Combat, Horrifically Overpowered]

You are too skilled at casting in armor to be hindered by the limited range of motion armor leaves you.

Prerequisites: Arcane Armor Training, Arcane armor Mastery, Medium Armor Proficiency, caster level 11th.

Benefit: You ignore arcane spell failure.

BACKSWING ATTACK

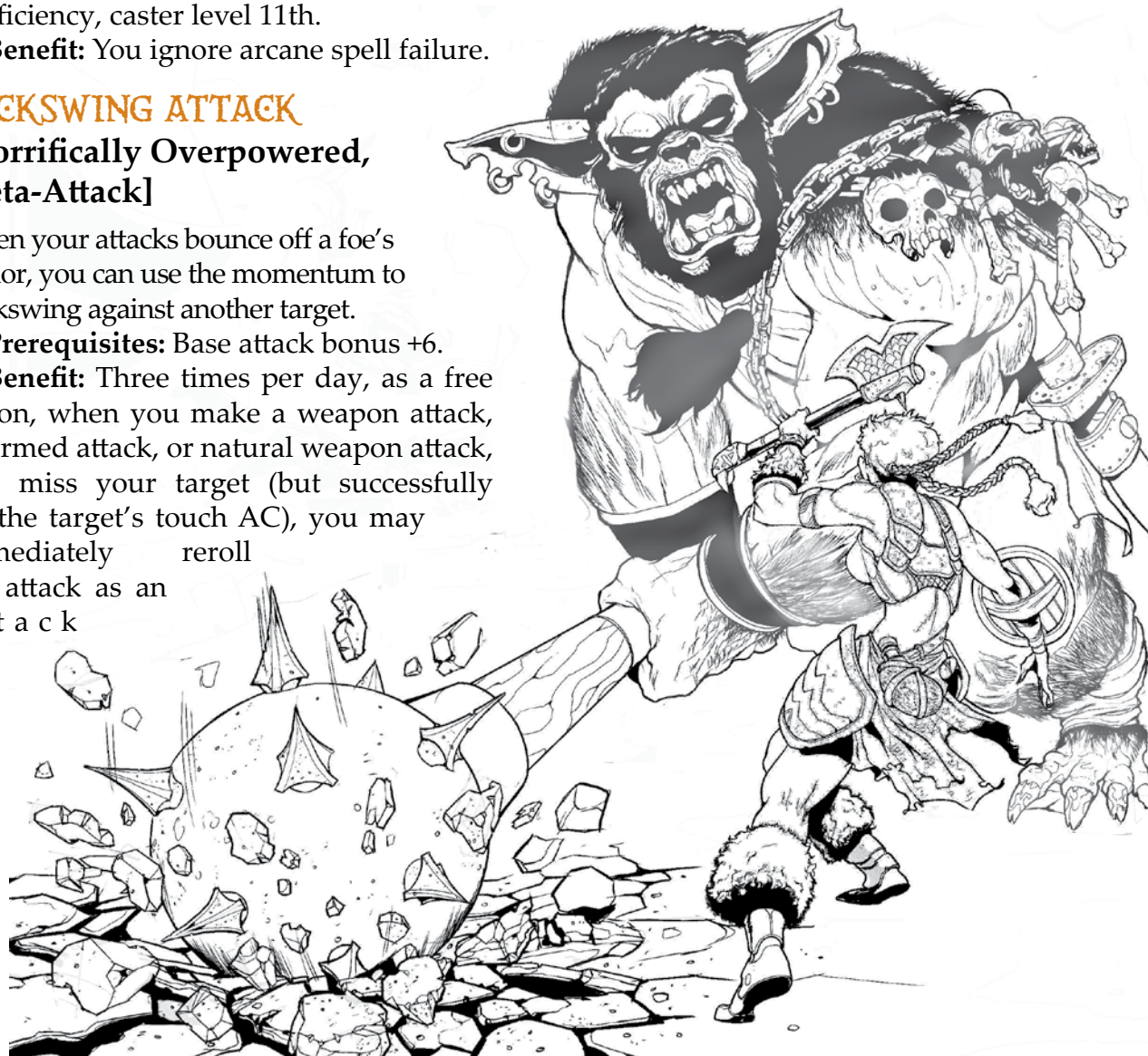
[Horrifically Overpowered, Meta-Attack]

When your attacks bounce off a foe's armor, you can use the momentum to backswing against another target.

Prerequisites: Base attack bonus +6.

Benefit: Three times per day, as a free action, when you make a weapon attack, unarmed attack, or natural weapon attack, and miss your target (but successfully hit the target's touch AC), you may immediately reroll the attack as an
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against another target. This attack counts as the same attack for purposes of abilities that only work on a single attack roll, and the new target must be one you could have attacked instead of your original target.



BROW CUT

[Horribly Overpowered, Meta-Attack]

You cut a foe's brow causing blood from the wound to flow into its eyes.

Benefit: Once per round as a free action, when you hit and damage a foe with a slashing weapon, you cause the foe to be dazzled for one round, +1 round per 5 points of your base attack bonus. Any magic healing directed specifically at healing the wound bleeding into the target's eyes ends this effect, though it does not also restore hit points.

Special: Characters with Improved Unarmed Strike and Improved Grapple may also take this feat, calling it Eye Gouge, and using it when they hit a foe with an unarmed attack.

CHANNEL BRIGHTLY

[Horribly Overpowered]

You can channel energy of an impressive intensity.

Prerequisite: Ability to channel energy, Improved Channel, Selective Channeling.

Benefit: when you channel energy, you may simultaneously heal all creatures you can heal with the ability, and harm all creatures you could harm with the ability. For example, Xasha is a 16th level cleric that channels positive energy with Alignment Channel (evil), Channel Brightly, Improved Channel, and Selective Channeling. When she channel energy, she can heal living creatures and harm undead and evil outsiders (using the same channeling dice for both), or heal living creatures and evil outsiders and harm undead.

COHORT FAMILIAR

[Horribly Overpowered]

You have forged a bond with a much more powerful familiar than the norm.

Prerequisites: Improved Familiar, Leadership, ability to acquire a familiar.

Benefit: Your cohort (from the Leadership feat) becomes your familiar. It's alignment does not change, but it is devotedly loyal and obedient to you, regardless of any difference in alignment. Cohort familiars otherwise use the rules for regular familiars, with two exceptions: if the creature's type is something other than animal, its type does not change; and cohort familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).

Your Leadership score does not take a penalty from having a familiar if it is a cohort familiar.

COMBAT ASSAULT

[Combat, Horribly Overpowered]

You can increase your accuracy at the expense of your defense.

Prerequisite: Wis 13.

Benefit: You can choose to take a -1 penalty on your Armor Class to gain a +1 bonus on attack rolls and combat maneuver checks. When your base attack bonus reaches +4, and every +4 thereafter, the AC penalty increases by -1 and the attack bonus increases by +1. You can only choose to use this feat at the beginning of your turn, before moving or making any attacks. The effects of this feat last until the beginning of your next turn.

COMBAT VIGILANCE

[Combat, Horribly Overpowered]

You never let your guard down.

Prerequisites: Alertness or Combat Casting.

Benefit: Once per round, as a free action, when you take an action that normally provokes an attack of opportunity, you may decide to not provoke an attack of opportunity.

Special: This feat may be taken more than once. Each additional time you take it, add one to the number of times you can stand from prone (or whatever) without having an orc stab you for it.

CONCUSSIVE ATTACK

[Horribly Overpowered, Meta-Attack]

When you deal bludgeoning damage, you leave your foes reeling.

Benefit: Three times per day, as a swift action, when you make a weapon attack, unarmed attack, or natural weapon attack that deals bludgeoning damage, you may declare it to be a concussive attack. In addition to its normal damage, a concussive attack causes creatures that take damage from it to take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks for a number of rounds equal to 1, +1 per 5 points of your base attack bonus.

DANDELION TREAD

[Horribly Overpowered]

Your footsteps are so light you can stand on the slightest of structures, even a tiny flower.

Prerequisites: Dex 15, Acrobatic Steps, Nimble Moves.

Benefit: You may move through difficult terrain as if it was not difficult terrain. You have a climb speed equal to your ground movement, and you can climb (or stand on) structures regardless of their ability to support your weight. As long as some object reaches a point you wish to go, you can run and stand there – even if it's standing on water, walking across the tops of blades of grass, or walking down the sail of a ship.

ELEMENTAL ATTACK

[Horribly Overpowered, Meta-Attack]

When your attacks deal elemental damage, you can cause that damage to continue for 1 round.

Benefit: Four times per day as a swift action, when you make a weapon attack, unarmed attack, or natural weapon attack that deals acid, cold, electricity, fire, or sonic damage, you may declare it to be an elemental attack. If a creature is hit by an elemental attack, it takes acid, cold, electricity, fire, or sonic damage at the start of its next turn. This damage is equal to the acid, cold, electricity, fire, or sonic damage dealt by the elemental attack when it first hits.

ENDLESS CLEAVE

[Combat, Horribly Overpowered]

Your weapon attacks are made in wide, lethal arcs.

Prerequisites: Str 13, Cleave, Cleaving Finish, Great Cleave, Improved Cleaving Finish, Power Attack, base attack bonus +9.

Benefit: Whenever you make a melee attack against a foe within reach, if you hit, you deal damage normally and can make an additional attack (using the same attack bonus as the initial attack) against a foe that is adjacent to the first and also within reach. This is considered a use of the Cleave, Finishing Cleave, Great Cleave, or Improved Finishing Cleave feat. Each time you make an attack that is not instigated by a “cleave” feat, you cannot hit any given foe more than once with additional cleaving attacks. Additionally, you no longer take a –2 penalty to your Armor Class until your next turn when you cleave.

ESCAPE IS IMPOSSIBLE!

[Horribly Overpowered, Meta-Attack]

You can latch onto a foe and be dragged wherever it goes.

Prerequisites: Str 13, Dex 13.

Benefit: Whenever you hit a foe with a weapon that is flexible over 2/3 or more of its length -- including the bladed scarf, cat-o'-nine-tails, dwarven chain-flail, flying blade, flying talon, harpoon (if a rope is attached), net, scorpion whip, spiked chain, snag net, whip, and various Asian weapons; but not flails or heavy flails – as a swift action you may make a grapple check. This does not provoke



an attack of opportunity. If the grapple check is successful, the foe is not grappled, but you wrap enough of your weapon around some part of the foe that wherever it goes, you are dragged along. You maintain a distance based on the length of your weapon (adjacent to the target for most weapons, 10 feet away for reach weapons, and a variable distance based on how much slack you leave in the case of weapons with greater length such as harpoons with ropes attached).

You gain the grappled condition as long as you hold onto your weapon, and must use at least one hand to maintain your grip (the GM may make exceptions for weapons with enough slack to tie the weapon around your waist). You may disengage your weapon from the target at any time, ending the grappled condition on yourself and ceasing your automatic movement with the target creature. If you are within range of the creature you may attack it with attacks you could make while grappled.

The target cannot free itself from your weapon, but it does have options to make you let go. If the creature is able to move through areas with multiple obstacles you might hit (such as a dragon flying through rocky crags, or a giant running through a forest), it can attempt to slam you against these painful protrusions as a free action if it takes at least a move action. A flying foe makes a fly check, while a running foe makes a CMB check. In both cases, you make an opposed Acrobatics check. If the foe's check exceeds yours, you take damage equal to the difference between the two checks.

The target can also attack you freely, attempt to sunder the weapon, or take other appropriate countermeasures such as turning insubstantial.

FLAYING ATTACK

[Horribly Overpowered, Meta-Attack]

When you deal slashing damage, you can painfully flay the flesh from your foes.

Benefit: Three times per day as a swift action, when you make a weapon attack, unarmed attack, or natural weapon attack that deals slashing damage, you may declare it to be a flaying attack. In addition to its normal damage, a flaying attack causes creatures that take damage from it to make a Fortitude save (DC 10 +1/2 your base attack bonus + your Str or Dex bonus) or be dazed for one round.

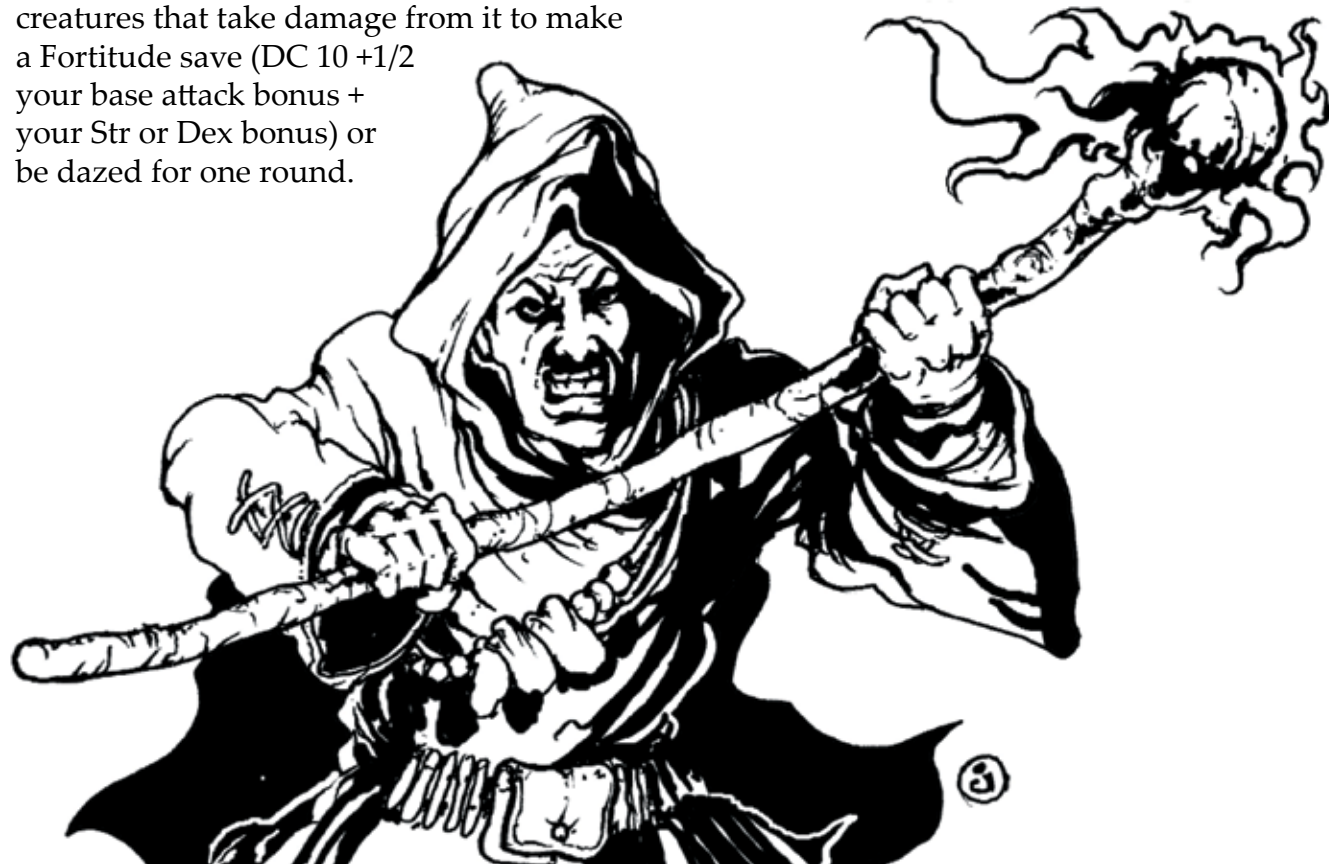
FLEX

[Horribly Overpowered]

Your appearance is so intimidating, just cracking your knuckles frightens people.

Prerequisites: Cha 13, Dazzling Display.

Benefit: As a move action, you can make a display of your physique, pop your vertebrae by rolling your neck, or just put on your killing face. Make an Intimidate check to demoralize all foes within 60 feet who can see your display.



GREATER ALIGNMENT CHANNEL

[Horribly Overpowered]

You can channel energy to heal or harm all those of a specific ethos.

Prerequisite: Ability to channel energy, Alignment Channel, Improved Channel.

Benefit: When you choose to channel energy to affect an alignment you have selected with the Alignment channel feat, you may heal or harm all creatures of that alignment (rather than just outsiders). If you choose to heal or harm creatures of the chosen alignment, your channel energy has no effect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new alignment you have selected with the Alignment Channel feat. Whenever you channel energy, you must choose which type to effect.

IMPERIAL SPELL

[Horribly Overpowered, Metamagic]

Your magic can take command of the magic of others.

Benefit: You can cast a *dispel magic*, *greater dispel magic*, or *disjunction* spell as an Imperial Spell. When you use an imperial spell to counterspell a foe's spell, you gain control of that spell. On the next round you may cast the spell you counterspelled without expending any spell slots of your own. You make all decisions regarding this spell (area, targets, and so on) and are

considered the caster of the spell. If you do not cast the spell by the end of your next turn, it is lost.

An Imperial Spell takes a spell slot five levels higher than the spell's actual level.

MEGA-MAGIC SPELL

[Horribly Overpowered]

You know a few spells you have made horribly overpowered.

Prerequisites: Two or more metamagic feats.

Benefit: Select one spell you can cast. Its level may not be higher than half the highest-level spell you can cast. Select one or more metamagic feats you know. The total level adjustments of these metamagic feats cannot exceed the level of the spell you have selected. Whenever you cast the selected spell, you may choose to apply the selected metamagic feats without changing the spell's level or casting time. You cannot also add other metamagic feats when you do this.

For example, Davor Runetusk is a 16th level half-orc wizard who knows *fireball* and has the Enlarge Spell and Maximize Spell feats. He takes Mega-Magic, and selects those two metamagic feats (with a total level adjustment of +4, half the level of the highest level spell he can cast – 8th), and *fireball*, allowing him to cast an Enlarged Maximized *fireball* as a 3rd level spell. If he decided to add another metamagic feat to the spell, he could not also apply the two feats he selected with Megamagic Spell for free (though he could add them with the normal increase in the *fireball*'s effective spell level).

Special: If your GM is crazy enough to let you take this feat once, there's no reason not to let you take it multiple times. Its effects do not stack, though. Get real. Each time it is selected, it applies metamagic feats to a different spell known.

METANATURAL

[Horribly Overpowered]

You can modify how your supernatural and spell-like abilities work.

Benefit: You can use metanatural points to apply metamagic feats you know (or have access to through a rod) to your spell-like and supernatural abilities. You have a number of metanatural points per day equal to 3 + your Int, Wis, or Cha bonus. For every spell level higher than a spell's normal level a metamagic feat uses, it takes one metanatural point to apply it to a spell-like or supernatural ability. You cannot use more metanatural points for a single use of an ability than 1/3 your hit dice.

OVERSIZED FIGHTING

[Horribly Overpowered]

You can swing a sword WAY too big for you.

Prerequisites: Str 19, Lunge, base attack bonus +6.

Benefit: You can use weapons one size too large for you without penalty, and those two sizes too large for you as if they were one size too large. Thus a Medium creature with this feat can use a Large longsword in one hand without penalty, or a Large two-

handed sword in two hands, or a Huge longsword as a two-handed weapon with a -2 attack penalty.

Special: While you take no penalties from using oversized weapons, this feat cannot prevent you from looking ridiculous.

PENETRATING ATTACK

[Horribly Overpowered, Meta-Attack]

You can focus on an attack, making it more difficult for foes to ignore.

Benefit: Four times per day, as a swift action, when you make a weapon attack, unarmed attack, or natural weapon attack, you may declare it to be a penetrating attack. A penetrating attack ignores 10 points of hardness or DR on its target (even DR with no type).

READY FOR ANYTHING

[Horribly Overpowered]

You can be ready for any possible event.

Prerequisites: Alertness, Improved Initiative

Benefit: When you take the ready action, you do not need to specify in advance what event you are readying for, or what action you will take when that event occurs. Once you take a ready action, you simply have a partial action you may use to pre-empt any one thing you can perceive that occurs.

SHISH-KEBAB

[Horribly Overpowered, Meta-Attack]

You can ram a spear through one foe, lifting him off the ground, and still stab it into another target.

Prerequisites: Str 19, Dex 13,

Benefit: Once per round, as a swift action, you may make a grapple check against a foe you have hit with a piercing reach weapon that has a solid haft (not a flexible reach weapon). This does not provoke an attack of opportunity. If successful, you ram several feet of your weapon through the foe and take a free 5-foot step to move into the foe's space.

You are not considered grappled, and you cannot pin the foe.

Whenever you successfully attack another target, the impaled target takes damage equal to your weapon's base damage dice (not including any ability score modifiers, magic properties, feats, or maneuvers). As long as you make at least one attack per round with the weapon, the impaled foe cannot free itself



from this grapple until you are disarmed or forced to drop your weapon. If you do not make an attack, the creature may attempt to free itself by making a grapple check as a full-round action (crawling along the haft and dropping off the end). You may have impaled at one time, a single creature of your size category, or two creatures one size smaller, or up to four creatures two or more sizes smaller.

SPLASH SPELL

[Horribly Overpowered, Metamagic]

Your single-target spell splashes onto a second, adjacent target.

Prerequisites: Int, Wis, or Cha 13, Magical Aptitude.

Benefit: When a splash spell targets only a single creature, and either hits that creature (if an attack roll is required)- or the creature fails its save (if a save is allowed), the spell can also target a creature adjacent to the first target that is an appropriate target of the spell and within the spell's range. The second target is affected as if it was the target of the spell. Splash Spell has no effect on spells that affect more than one target, or do not either require an attack roll or allow a saving throw.

A splash spell takes up a spell slot 0 levels higher than the spell's normal level.

STRONG-ARM

[Horribly Overpowered]

You can grab a foe by the throat, and lift him off his feet.

Prerequisites: Str 19, Dex 13, Improved Grapple, Improved Unarmed Strike.

Benefit: When you are grappling a single foe your size category or smaller, you may do so with only one arm and without gaining the grappled condition yourself. You cannot pin a foe you are grappling in this manner.

THROAT-CRUSHER

[Horribly Overpowered]

When you have a foe by the throat, there's not much they can do.

Prerequisites: Str 21, Dex 13, Improved Grapple, Improved Unarmed Strike.

Benefit: You know how we said back in Strong-Arm you couldn't pin a foe you were grappling using that feat? Well, now you can. Plus, foes you grapple cannot speak or complete somatic spell components until they escape the grapple.

TWIST THE BLADE

[Horribly Overpowered, Meta-Attack]

After you pierce a foe, you can make the wound worse before you bother to take the weapon out.

Prerequisites: Base attack bonus +6.

Benefit: Three times per day, as a free action, when you hit and damage a foe in melee with a piercing weapon, you may immediately reroll the attack as an attack against the same target's flat-footed AC. This

attack counts as a new attack for purposes of abilities that only work on a single attack roll. If your attack is successful, you deal damage again to that target.

ULTIMATE COMBAT

[Combat, Horribly Overpowered]

You are capable of delivering attacks against which there is no defense.

Prerequisite: Any Horribly Overpowered feat, 4 or more levels in a class with a base attack bonus equal to its level.

Benefit: When you make an attack that misses, you may invoke Ultimate Combat as a free action. The attack hits. You may invoke Ultimate Combat a number of times per day equal to 1 + your Strength or Dex ability bonus (whichever is higher).

ULTIMATE DEFENSE

[Combat, Horribly Overpowered]

You are capable of avoiding attacks that have you dead-to-rights.

Prerequisites: Any Horribly Overpowered feat, class feature that adds a bonus to your armor class (such as a monk's AC bonus or a duelist's canny defense).

Benefit: When you are hit by an attack roll, you may invoke Ultimate Defense as a free action. The attack misses you. You may invoke Ultimate Combat a number of times per day equal to 1 + your Int, Wis, or Cha ability bonus (whichever is highest).

UNSTOPPABLE FORCES VS. IMMOVEABLE OBJECTS

Sometimes, two Horrifically Overpowered feats contradict each other. At the level of ridiculous power these feats represent, sometimes absolute statements are used in the rules, and two feats may directly oppose each other. That's not a rules oversight. That's a chance to discuss how awesome characters with this feats are.

When Horrifically Overpowered feats are in direct rules-opposition, the characters involved both make character level checks (1d20 + character level). No bonuses, rerolls, or modifications are allowed to these rolls, not even from Horrifically Overpowered sources. Whichever character gains the higher check applies his Horrifically Overpowered feat normally. If the Horrifically Overpowered feat that fails has a limited number of uses per day, the failed effort to use it does *not* count against this total.

Further, any creature that does not have a Horrifically Overpowered feat that can see and hear the event that led to this Horrifically Overpowered level check is shaken for 1 round. This stuff is just *that* impressive.

For example: During the WorldGate War the horrifically overpowered Wroclaw – a 13th level barbarian with a greatsword and Ultimate Combat – attacks the legendarily awesome Allejandro – a fighter 7/duelist 7 with Ultimate Defense. Wroclaw swings on Allejandro, and rolls a natural 1 on his attack – an automatic miss. Not wishing to look like an idiot, Wroclaw invokes Ultimate Combat, and declares the attack hits. Not liking the idea of taking full damage from a barbarian, Allejandro invokes Ultimate Defense.

Since these two Horrifically Overpowered feats are in direct contention, the GM has the two characters make character level checks. Wroclaw rolls 1d20, getting a 7, and adds his 13 levels for a total of 20. Allejandro rolls 1d20 and gets a 4, making his total only 18. Wroclaw spends a use of Ultimate Combat and gets to hit Allejandro, while the duelist is not considered to have burned a use of his Ultimate Defense feat.

Meanwhile the warriors surrounding the two Horrifically Overpowered heroes are all overawed by the amazing display of swordplay, and are all shaken for 1 round.

ULTIMATE MAGIC

[Horrifically Overpowered]

You can cast spells that bypass all a foe's defenses.

Prerequisite: Any Horrifically Overpowered feat, 4 or more levels in a class with a spell list that includes 9th level spells.

Benefit: When you cast a spell that has a duration greater than 1 round and a saving throw that negates it, and it is negated by a saving throw, spell resistance, or use of a feat, you may invoke Ultimate Magic as a free action. The target it is still affected by the spell, but only for 1 round. You may invoke Ultimate Magic a number of times per day equal to 1 + your Int, Wis, or Cha bonus (whichever is highest). This has no effect on creatures that ignore the effect of your spell for other reasons (such as not qualifying as a target or having enough energy resistance to avoid damage).

VORPAL CRITICAL

[Combat, Horrifically Overpowered]

Your critical hits behead things. Even jabberwocks.

Prerequisites: Critical Focus, base attack bonus +19.

Benefit: When you score a critical hit with a slashing weapon, the weapon severs your opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. Alternatively, if you wish, you may slice off some other extremity when you score a critical hit.

Additionally, all your attacks count as vorpal damage for purposes of bypassing DR (normally only relevant if you are facing a jabberwock, but if your GM lets you take this feat, obviously all bets are off).

WE ERR ON THE SIDE OF AWESOME!

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