

Vorpal Knight Specific Feats

Aspected Volatility

Feat Category - General

Description - You can alter the elemental aspect of your infernal release ability.

Prerequisites - Infernal Release, Knowledge (arcana) 10 ranks, consume soul class feature

Benefits: When executing an infernal release or infernal burst attack, you may choose to designate the damage dealt as acid, cold, fire, or electricity.

Infernal Burst

Feat Category - General

Description - You can inflict grievous damage to multiple enemies, at the cost of one of your souls.

Prerequisites - Infernal Release, Knowledge (arcana) 10 ranks, consume soul class feature

Benefits: This functions like Infernal Release, however the energy is released in a burst radius centered around the vorpal knight. The radius of this burst is equal to 5 feet for every 2 hit dice the soul possessed. Damage is equal to half the health that would normally be restored by consume soul.

In this instance the soul is expended immediately affecting all within the burst's radius. Targets who succeed a Fortitude save (DC 10 + 1/2 the vorpal knight's level + Constitution Modifier), take half damage.

Infernal Release

Feat Category - General

Description - You can inflict grievous damage to an enemy, at the cost of one of your souls.

Prerequisites - Knowledge (arcana) 7 ranks, consume soul class feature

Benefits: Instead of consuming a soul to gain health, you may choose to release the soul in the form of a negative energy touch attack. Damage is equal to half the health that would normally be restored by consume soul. The soul is only expended on a successful touch attack. Targets who succeed a Fortitude save (DC 10 + 1/2 the vorpal knight's level + Constitution modifier), take half damage.

Reap the Harvest

Feat Category - General

Description - You may mark a secondary soul during combat.

Prerequisites - Combat Reflexes, base attack bonus +8, mark soul class feature

Benefits: Any time the vorpal knight has a target selected for their mark soul ability, they may declare another viable target as their secondary. As a swift action, the vorpal knight may switch their primary and secondary targets, granting all benefits of the marked soul ability against the new primary target. If the primary target is slain, their soul is collected as normal, and the secondary target immediately becomes the primary target for the vorpal knight. If the secondary target is slain, their soul is collected as if they were a primary target.

This ability may be used only once per use of the mark soul class ability.

Renewing Breath

Feat Category - General

Description - You can renew an allies strength by giving them one of your souls.

Prerequisites - Knowledge (arcana) 5 ranks, consume soul class feature

Benefits: Instead of consuming a soul to gain health, you may impart the restored health to an ally. Doing this halves the amount of life that would normally be restored.

Greater Renewing Breath

Feat Category - General

Description - You can greatly renew an allies strength by giving them one of your souls.

Prerequisites - Renewing Breath, Knowledge (arcana) 10 ranks

Benefits: Instead of consuming a soul to gain health, you may impart the restored health to an ally. Doing this restores the full amount usually granted by the consume soul ability.

Stoked Soul

Feat Category - General

Description - You gain a temporary bonus to any skill check or saving throw equal to your class level.

Prerequisites - Consume soul class feature

Benefits: Instead of consuming a soul to gain consumption points, you may instead stoke the soul and gain a one time bonus on any skill check or saving throw equal to your class level. If an attack would prompt for a saving throw, the vorpal knight may use this ability out of turn as a swift action.