

CHARACTER OPTIONS

Feats of Cold

There is a certain type of survivor that can move through the frozen realms and survive them unscathed. There are also those that embrace the cold either because of fascination or necessity. These feats explore those who not only embrace the cold but relish in it.

SURVIVALIST

You are able to work together with your group to survive in extreme climates. You gain the following benefits:

- ☞ Increase your Constitution by +1, to a maximum of 20
- ☞ You find twice the amount of food and water in extreme conditions
- ☞ You and your party gain advantage on saving throws vs environmental damage due to extreme heat or cold

ARCTIC SURVIVOR

You are alert to the dangers that come with cold environments. Not only can you survive them, but you can also thrive within them. You gain the following benefits:

- ☞ You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect pits, traps, and snares, or other cold based environmental dangers (avalanches)
- ☞ You have advantage on saves to avoid or resist pits, traps, snares, or other cold based environmental dangers as determined by the DM.
- ☞ You have resistance to cold damage

ARCTIC SCULPTOR (COLD)

You are intimately familiar with the domain of cold to the extent that you can change the elemental makeup of spells from one energy to another. In this case, cold. You gain the following benefits:

- ☞ Choose one energy type other than cold. You are able to change spells with that descriptor to spells with a cold descriptor.
- ☞ You may take this feat more than once, with each instance being a different descriptor.
- ☞ You gain resistance to cold-based damage and you have advantage on all saving throws made against cold-based spells or effects.

FROZEN FORTITUDE

You've developed a powerful build and ferocious will to survive the harsh northern winters that allows you to maintain your composure where weaker creatures might falter.

- ☞ Increase your Constitution or Strength score by 1 to a maximum of 20.
- ☞ You gain advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned or put to sleep.

Author: Troy Daniels

Artist: Rick Hershey

Design and Layout: Rick Hershey

Fat Goblin Hoorde: Ismael Alvarez, Jason Owen Black, Geoff Gander, Taylor Hubler, Matt Roth, Lucus Palosaari, Troy Daniels, and Rick Hershey.

Business Manager: Tristan Hershey

Publisher: Rick Hershey of Fat Goblin Games



fatgoblingames.com



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