

FOR OSRIC AND 1E GAMES

First Edition Feats

An Olde School Arcana
supplement for

OSRIC™

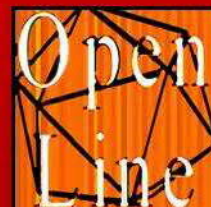
and other

1E

fantasy games



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First Edition Feats

An Olde School Arcana supplement for OSRIC™ and other 1E Fantasy games

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Writing and Design: Malcolm Sheppard

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Introduction

First Edition Feats is a rules expansion for OSRIC™ and other 1E fantasy games. This product moves beyond raw nostalgia and incorporates *recent* fantasy gaming designs into the solid, reliable and fun 1E engine. This supplement introduces 21 Combat Proficiencies: alternate uses for 1E weapon proficiency slots.

Let's make one thing clear, though: The Combat Proficiencies in this supplement aren't just rereads of OGL feats! Instead, they've been designed to work according to the design logic of 1E games. This means more modest bonus, interesting special cases and rules that consider the abstract, lengthened nature of a 1E combat round. Combat Proficiencies are designed to feel like 1e rules. They benefit from the creative surge that the OGL has given the hobby but they don't conform to the strictly systematized nature of recent rules.

The Combat Proficiency System

It's easy to integrate the Combat Proficiency system into your game. Every player character begins with several weapon proficiency slots (OSRIC™ lists these at the beginning of each class description; the **1ePHB** lists them alongside weapons). Every character must begin with one weapon proficiency slot devoted to one of their class' allowed weapons. Fantasy adventurers would *never* take up their trades without this basic degree of skill! After this, players may spend a weapon proficiency slot on a Combat Proficiency instead of learning to use a new weapon.

Characters must meet certain class requirements and other prerequisites to learn a particular proficiency.

Combat Proficiencies can be bought up to double proficiency level. You may never spend slots on double proficiency at 1st level.

Combat Proficiencies represent specialized fighting skills that are usually beyond the purview of a particular weapon. They do not represent specific movements in combat, but generalized tactics that the character is especially familiar with. Recall the length of a combat round. 60 seconds of generalized brawling, parrying, dodging and striking do not permit fine distinctions between things like the *pris de fer* and *punto reversi*! Don't let these rules constrain your descriptions of combat, for they merely suggest a tactical emphasis, not a robotic set of maneuvers.

Design Notes

This supplement takes an OGL concept (feats) and redesigns it for 1E Fantasy games. In some ways you might want to think about it as coming from an "alternate universe" where older rules first introduced a feat-like concept. This is not far from the truth, as various editions of the world's most popular fantasy game developed the "feat" concept over time. These rules take the latest iteration of this idea and give it the feel of the original rules.

1E Fantasy *isn't* standard OGL and we don't treat it that way! For one thing, the bonuses and advancement paths have been scaled back. Characters will experience a bit of a boost at low levels, but mid to high level play will make equipment much more valuable than Combat Proficiencies. DMs should resist the temptation to hand out magic items that perfectly fit a character's proficiency selection. Dungeons are filled with ancient, strange treasures thanks to shambling creatures, ancient civilizations and, of course, eccentric wizards who really, *really* like traps. Thus, the chance of finding a +5 longsword and dagger set for your two-weapon fighter among the ruins of a dead kingdom are *slim*. High level characters have to make a choice between focused ability

and power at low levels or the flexibility to claim high level rewards.

Unlike its OGL counterpart, the Combat Proficiency system has class (and sometimes race) prerequisites. These are designed to protect the key niches of various classes according to 1E design precepts, but they do allow for a little flexibility. The rules are, however, "Myrmidocentric." Other classes don't get the broad selection of fighters.

Monster Proficiencies

Monsters with at least Low intelligence might have trained themselves in Combat Proficiencies. After all, what's good for the goose, etc, etc! In general, tribal shamans and similar spellcasters are too consumed with their studies to learn these abilities. Such creatures should be at least partially humanoid (centaurs, orcs, etc.) as well; other creatures' tactics are reflected in their existing game statistics, allowing them to attack with claw/claw/bite routines and other special rules.

If the DM decides that a monster has Combat Proficiencies, assign one per 2 hit dice, rounded down. Monsters may learn the same Combat Proficiencies as fighters. Monsters incapable of advancing in a character class may not attain double proficiency unless they are of at least Average intelligence.

Format

Here's the format for Combat Proficiencies:

Combat Proficiency Name

General descriptions appear here.

Class: Only members of the listed classes may gain the proficiency. Occasionally, members of certain races may learn a Combat Proficiency as an exception to these strictures.

Prerequisites: The character needs other prerequisites to learn the proficiency.

Normal: The standard (non-proficient) counterpart of the proficiency is listed here, if necessary.

Single Proficiency Benefit: The benefits gained by spending one slot on the Combat Proficiency.

Double Proficiency Benefit: The benefits of spending another slot on the proficiency. Unavailable to 1st level characters.

Special: Other special rules and circumstances, if applicable.

Combat Proficiency List

Archery

Your character is an expert archer.

Class: Fighter or Ranger

Prerequisites: Proficient in a long, short or composite bow.

Single Proficiency Benefit: Whenever your character uses a long bow, short bow or composite bow with proficiency his range increments each increase by 50%. For example, each longbow range increment in **OSRIC™** becomes 105 feet instead of 70 feet.

Double Proficiency Benefit: You gain an additional range category called “point blank” range. This range is the first 30 feet of the character’s first (short) range increment. Your character gains a +1 bonus “to hit” and damage rolls when attacking with a single type of bow within this range. The character must be proficient with the type of bow selected.

Special: You may spend more than one slot on double proficiency benefits. Each new slot grants benefits while the character uses another type of bow.

Armor Specialization

Your character has trained hard to wear and don heavy armor with maximum efficiency.

Class: Cleric, Fighter or Paladin

Prerequisites: Strength 13

Single Proficiency Benefit: Your character’s base movement rate increases by 30 feet when he is wearing any armor that is 30 pounds or heavier. This benefit only offsets armor penalties to maximum movement and cannot raise the character’s movement rate higher than the unarmored norm for his encumbrance.

Double Proficiency Benefit: Choose one form of armor whose standard weight (before the effects of magic or other exceptional methods) is 30 pounds or more. Your character gains a nonmagical +1 bonus to AC (reduce AC by 1) while wearing that armor type as long as the character is able to take time donning it and adjusting it to perfection (double the usual time to don armor).

Special: You may spend more than one slot on double proficiency benefits. Each new slot grants benefits while the character wears another armor type.

Defending Others

Your reflexes and dauntless courage allow you to intercept blows meant for others.

Class: Fighter, Monk, Paladin or Ranger

Prerequisite: Non-lawful evil characters may not select this proficiency, as protecting others is anathema to their self-centered philosophies.

Single Proficiency Benefit: If your character does not elect to move during the round, you may declare that you are defending another character. Your ally must be no more than 6 feet away. Select this ally when it is your turn to declare your character’s actions for the round. You may attack normally, but if your

ally is attacked you may elect to take his place. Count the “to hit” roll against your ally against your own character but add +4 to roll. If (after modification) the roll hits your character he takes damage that would have struck the ally. You must be aware of the attacker and the ally.

Double Proficiency Benefit: As above, but do not modify the attacker’s “to hit” roll.

Disarming

You can to set up an opponent and strike the weapon from his hands.

Prerequisite: Dexterity 13

Class: Fighter, Paladin or Ranger

Normal: You may disarm an opponent after succeeding at two successive grapple attacks: One to immobilize the opponent and one to wrest the weapon from him. After the wresting away the weapon the opponent is no longer pinned. (Note: This is an *unofficial* but recommended guideline, as **OSRIC™** includes no such rules.)

Single Proficiency Benefit: Your character may make a deft move with his weapon to disarm an opponent instead of making one standard melee attack. To do so, you must make a “to hit” roll versus AC0. This AC is modified by AC bonuses from shields (normal and magical), magic rings and miscellaneous magic items, but not armor (magic or otherwise). If this succeeds, your opponent must make a saving throw versus petrification or lose the weapon. It flies 2d6 feet in a random direction as if it were a grenade-like missile, with the opponent as the center of the scatter. If the opponent is wielding a two-handed weapon you suffer a -2 penalty “to hit” and the opponent gains a +2 bonus to his saving throw.

Double Proficiency Benefit: Your character may select the direction a disarmed weapon flies.

Dodging

You use footwork and caution to better avoid a single enemy.

Class: Fighter or Thief

Prerequisite: Dexterity 13

Single Proficiency Benefit: You may select one opponent each round to concentrate your character’s defense against. Your character gains a +1 bonus to AC (reduce AC by 1) against this opponent’s melee attacks. You must be aware of the opponent. You may not enjoy this bonus if your character is wearing armor that is 30 pounds or heavier or if encumbrance reduces your base movement rate to less than 90’. You may not apply this bonus against flank attacks, rear attacks or attacks that occur while you are surprised or prone.

Double Proficiency Benefit: Your dodging bonus increases to +2, subject to the conditions above.

Fearsome Charge

Your charges bring maximum force to bear upon your targets.

Class: Fighter or Paladin

Prerequisite: Wisdom 13

Normal: Charging atop a mount allows your character to inflict double damage with a lance, but renders him or his mount subject to set weapons versus a charge.

Single Proficiency Benefit: If your character charges atop a mount he may inflict double damage with any weapon at least as long as a longsword or scimitar. The character must be able to wield the weapon with one hand. If your character uses a lance your lance attack inflicts triple damage instead of double damage.

Double Proficiency Benefit: Your character may add the hit dice of one specific type of

mount (warhorse, Pegasus, etc.) to the damage inflicted by charging attacks.

Special: You may select the double proficiency multiple times. Each time you do, it applies to a different type of mount – it never stacks atop the same type of mount.

Magical Weapon Use

You may attune to a weapon's dweomer, letting your magical affinity take the place of martial skill.

Class: Magic-User or Illusionist

Prerequisite: Strength 13 (Sickly mages are not cut out for swordplay of *any* sort).

Single Proficiency Benefit: Your character may gain proficiency in an enchanted version of a single weapon that would not normally be allowed due to class restrictions. Like wizards out of mythology (or certain fantasy fiction) your character is attuned enough to magic that he can use this weapon, even though doing so is normally the provenance of warriors. Your character may not, however, make use of the weapon's special abilities unless they function continuously.

Double Proficiency Benefit: Your character may activate all of the abilities of the magical weapon type.

Special: Optionally, you may introduce a version of this ability for clerics called *Holy/Unholy Weapon Use*. This allows your cleric or druid to use a weapon that is not normally permitted with full proficiency as long as it is described as being holy or unholy, or it was created by the cleric's deity or priests. Evil clerics may not use holy weapons and good clerics may not use unholy weapons.

Melee Smash

You are skilled at delivering wild, powerful blows.

Class: Fighter. Also, the DM may also allow dwarves of any class to take this proficiency, as it represents a tactic emblematic of the race.

Prerequisite: Strength 15

Single Proficiency Benefit: Your character may take a penalty on "to hit rolls" and apply it to damage rolls on a -2 "to hit" rolls per +1 to damage basis. The maximum penalty is 4 + 1 per two experience levels. Thus, the maximum bonus is half of this figure, rounded down.

Double Proficiency Benefit: Your character may now use melee smash on a -1 "to hit" to +1 to damage rolls basis. This doubles the maximum damage bonus.

Melee Split Move

You can attack on the run without breaking your stride.

Class: Assassin, Fighter or Monk.

Prerequisite: Dexterity 13

Normal: The character may not move both before and after an attack.

Single Proficiency Benefit: Your character is quick enough to move, strike with a melee attack and escape in the same round. He may move part of his movement rate, attack an opponent and then move the remainder of his movement rate. The sole drawback is that any enemy able to hit the character with a melee weapon gets an immediate, extra attack on the character as he moves away, just as if the character were fleeing combat. If your character has multiple attacks, he must use all of them before moving again.

Double Proficiency Benefit: If you have multiple attacks you may divide your movement so as to move between each attack.

Missile Split Move

You can easily loose missile weapons on the run.

Class: Fighter or Ranger. Furthermore, this proficiency is available to all elves and halflings, regardless of class.

Prerequisite: Dexterity 13

Normal: The character may not move both before and after an attack.

Single Proficiency Benefit: Your character may move only part of his movement rate, attack with a missile weapon and then move the remainder of his movement for the round. The sole drawback is that any enemy able to hit the character with a melee weapon gets an immediate, extra attack on the character as he moves away, just as if the character were fleeing combat. If your character has multiple attacks, he must use all of them before moving again.

Double Proficiency Benefit: If you have multiple attacks you may divide your movement so as to move between each attack.

Mounted Archery

You easily loose arrows from the back of a moving mount.

Class: Fighter or Ranger. Furthermore, this proficiency is available to all humans who come from a horse-nomad society. The DM determines when this applies.

Prerequisite: Wisdom 13

Normal: The character's mount may not move both before and after an attack.

Single Proficiency Benefit: Your character may ride only part of his mount's movement rate, attack with a missile weapon and then ride the remainder of his mount's movement for the round. The sole drawback is that any enemy able to hit the character with a melee weapon gets an immediate, extra attack on the character

as he moves away, just as if the character were fleeing combat. If your character has multiple attacks, he must use all of them before moving again.

Double Proficiency Benefit: If you have multiple attacks you may divide your movement so as to ride and move between each attack.

Mounted Melee

You fight from the back of a mount with fearsome expertise.

Class: Fighter or Paladin

Prerequisite: Wisdom 13

Single Proficiency Benefit: Your character gains a +1 "to hit" and damage rolls when he is riding a mount. Furthermore, he or his mount suffers an attack, you may make a saving throw versus breath weapon to switch the damage suffered from one party to another.

Double Proficiency Benefit: Your character gains an additional +1 "to hit" and damage rolls when he is fighting atop a specific type of mount (warhorse, griffon, etc.).

Special: You may select the double proficiency multiple times. Each time you do, it applies to a different type of mount – it never stacks atop the same type of mount.

Resolute Shield

Your shield serves you well against strange and horrific attacks.

Class: Cleric, Fighter or Paladin.

Prerequisite: Strength 13

Single Proficiency Benefit: If your character carries a large shield he can crouch behind it to lessen the effects of physical, damaging area effect attacks. These include magic fire and cold (*Fireball*, *Ice Storm*), the fiery breath of a red dragon and other such attacks, but not fields of wholly magical energy (*Prismatic*

Spray) or poisons (chlorine breath weapons, *Cloudkill*). The character gains a +2 to his saving throws against these attacks as long as he is aware of the direction they come from and his holding his shield firmly.

Double Proficiency Benefit: If your character succeeds at his saving throw, the remaining effects of the attack are lessened. Remove 1 point of damage per die rolled or 20% of the remaining damage in cases where the damage is determined by one or no dice rolled. Round fractions down.

Special: DMs should assiduously keep track of the damage suffered by the shields of characters with this proficiency.

Shield Bash

You know how to strike your enemies with your shield.

Class: Cleric, Fighter or Paladin.

Prerequisite: Strength 13

Single Proficiency Benefit: Your character may use his shield as a blunt weapon. You declare whether or not you are attacking with the shield at the beginning of the round. If you do so you lose the shield's bonus to AC but attack with it as if it is your off-hand weapon as you fight with two weapons. You may switch from attacking with the shield to defending with it at the beginning of each round, when you declare your actions.

Double Proficiency Benefit: Your character may simultaneously defend with his shield (gaining a +1 AC bonus) *and* employ it in two-weapon fighting.

Special: Standard shields inflict 1d3 points of damage. It is possible to purchase exotic spiked and bladed shields. A *spiked buckler* (15 gp) inflicts 1d4 points of damage and weighs the same as a small shield. A *sword-shield* (20 gp) inflicts 1d6 points of damage and weighs the same as a medium shield. Clerics may not use

these weapons. Unlike standard shields, these shields require a separate weapon proficiency slot each to use effectively, *and* the shield bash feat to freely switch from offensive to defensive use.

Single Weapon Style

You've mastered an agile fighting style that leaves one hand free and the other armed.

Class: Fighter, Monk or Paladin.

Prerequisite: Dexterity 13

Single Proficiency Benefit: If his other hand is empty, your character gains an additional +1 to his AC against the following attacks: Blunt weapons, unarmed attacks and long, hafted weapons such as spears, staffs and polearms. You can safely use your free hand to turn attacks from these weapons aside.

Double Proficiency Benefit: Your character's AC benefit now applies against all melee attacks.

Spear/Polearm

Class: Druid, Fighter, Ranger

Prerequisite: Proficient in spear or any polearm.

Single Proficiency Benefit: Your character's first attack with a spear or polearm always wins initiative over opponents he is aware of, as long as they wield a shorter weapon. In most cases, this includes all weapons except for other spears, polearms, lances and two-handed swords.

Double Proficiency Benefit: Whenever your character wins initiative because of the benefit above, he gains that attack as an extra attack. He may subsequently use his standard number of attacks later in the round.

Staff

Your staff fighting skills let you rapidly switch between grips and attack forms.

Class: Druid, Fighter or Ranger.

Prerequisite: Proficient in quarterstaff or bo stick.

Normal: A quarterstaff or bo stick is a two-handed weapon.

Single Proficiency Benefit: Your character can choose whether or not his quarterstaff or bo stick acts as a two-handed weapon or whether he uses each end as if he is fighting with two weapons. You may switch between modes when you declare your action at the beginning of the round.

Double Proficiency Benefit: Your character can also use a quarterstaff or bo stick as a one-handed weapon, but he cannot also use a shield. Furthermore, if your character has multiple Combat Proficiencies from the Single Weapon Style, Two-Handed Weapon or Two Weapon Fighting categories, you may combine the benefits (and drawbacks) or any *two* of these proficiencies simultaneously. Again, you must declare that you are doing so at the beginning of the round.

Throwing Blade/Dart/Rock

You can throw small missile weapons with amazing speed.

Class: Assassin or Fighter. Halflings of other classes may also learn this proficiency.

Prerequisite: Dexterity 13

Single Proficiency Benefit: Your character gains an additional 1/2 attack (one attack every two rounds) throwing daggers, knives, darts or more exotic small throwing weapons (shuriken, etc.), as well as small stones (these inflict 1d2 damage).

Double Proficiency Benefit: You can grab

and throw small missile weapons without using an attack to retrieve them from a pocket, pouch or scabbard. You must have one hand free to enjoy this benefit.

Two-Handed Weapon

You wield two-handed weapons with skill and power.

Class: Fighter or Paladin. Druids may take this proficiency, but it only applies to quarterstaffs.

Prerequisite: Strength 16

Single Proficiency Benefit: Add +1 to damage rolls whenever your character uses a two-handed weapon.

Double Proficiency Benefit: You may add one-half your Strength bonus to damage on top of the previous benefit and your usual Strength bonus to damage.

Two Weapon Fighting

You deliver rapid attacks with a weapon in either hand.

Class: Assassin, Fighter or Ranger. It is also rumored that dark elves of any class train in this fighting style. Druids may take this proficiency, but it only applies to quarterstaff use.

Normal: Fighting with two weapons imposes a -2 penalty "to hit" upon your character's dominant hand and a -4 penalty on his off hand. Reduce these penalties by any Dexterity bonus to missile weapon attacks.

Prerequisite: Dexterity 13

Single Proficiency Benefit: You may reduce your character's off hand (and *only* his off hand) penalty by 1 when you might with two weapons.

Double Proficiency Benefit: You may reduce your character's dominant hand penalty by 1 when you might with two weapons. Furthermore, if your character's two weapon fighting

penalty is better than 0 (but is reduced to 0, as it can never provide a bonus) in *both* hands as a result, you may add +1 to his AC against melee attacks.

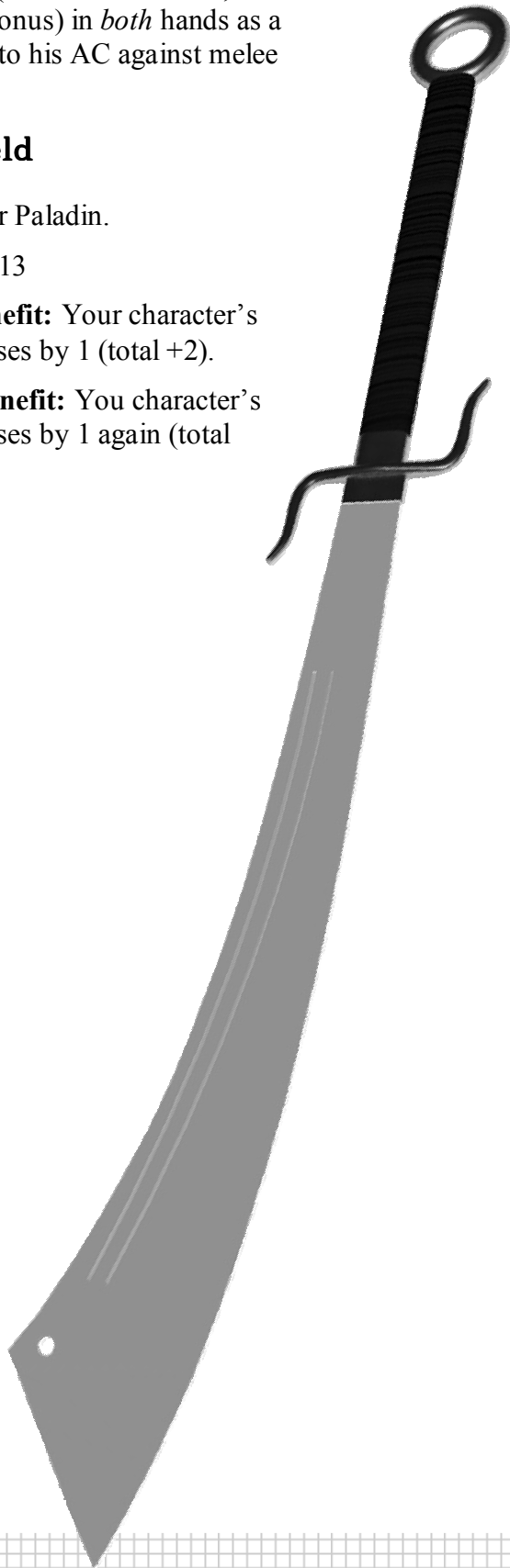
Weapon and Shield

Class: Cleric, Fighter or Paladin.

Prerequisite: Strength 13

Single Proficiency Benefit: Your character's shield AC bonus increases by 1 (total +2).

Double Proficiency Benefit: You character's shield AC bonus increases by 1 again (total +3).



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