

Preface

Fantastic Feats Volume II – Combat, Weapons & Armor

Fantastic:

Adjective - Strange, different; imaginary

Characters in rpgs often have abilities are not tied to their class, race or skill, although they may be related/useful to it. These are called Feats. They may be combat related, a way to tweak spells or even to do with the crafting of an item. Some will be useful to almost everyone, others only in very certain circumstances.

This edition of “Fantastic Feats” – a series of feats based around a certain theme or subject – is related to your characters weapons and armor

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Contents

Preface	2
Credits & Legal	2
Feats.....	3
Extend Range	3
Improved Blocking	3
Improved Deadliness	3
Improved Disarm	3
Improved Distracting	4
Improvised Expertise	4
Improved Feint.....	4
Improved Performance.....	4
Maximise Damage	4
Rapid Removal	5
Reduced ACP.....	5
Coming Soon.....	5
OPEN GAME LICENSE.....	6

Feats

Extend Range (combat)

Intro

Your character knows how to push the possible range of your weapon. However doing so severely reduces the chances to hit

Prerequisites

Weapon proficiency with a ranged/thrown weapon, Dex 12

Benefit

- Must be declared before rolling to hit that this feat will be used
- Grants +5 to the weapons range

Special

- If this feat is used, rolls to hit are reduced by -4

Improved Blocking (combat)

Intro

You are more adept at using certain weapons to block attacks than your peers

Prerequisites

Proficiency with a Weapon that allows blocking, Dex 12

Benefit

When this weapon is used to fight defensively, you gain +2 to AC instead of +1

Special

Requires a weapon that allows blocking to be equipped

Improved Deadliness (combat)

Intro

You have become an expert at performing the coup de grace, so your attacks with deadly weapons become more dangerous

Prerequisites

Weapon proficiency with a weapon that has the trait Deadly, Str 14 or Dex 14

Benefit

The +4 bonus to damage when calculating DC of the fortitude saving throw is now +6

Special

Requires a weapon with Deadly trait to use

Improved Disarm (combat)

Intro

You have become an expert at using your weapon to disarm your opponent

Prerequisites

Proficiency with a Weapon that has distracting, Dex 12

Benefit

You gain an extra +4 bonus on combat manoeuvre checks to disarm an enemy, instead of +2

Special

Requires a weapon that allows distraction to be equipped

Improved Distracting (combat)

Intro

You are known as an expert at using your weapon to distract your opponent

Prerequisites

Proficiency with a Weapon that has distracting, Dex 12

Benefit

You gain a +4 bonus on Bluff skill checks to feint in combat while wielding this weapon instead of +2.

Special

Requires a weapon that allows distraction to be equipped

Improvised Expertise (combat)

Intro

You are adept at using improvised items in combat. Although it's still difficult, you are better than most.

Prerequisites

BAB of 4+ or Combat Expertise

Benefit

Reduces the penalty for using improvised weapons from -4 to -2.

Special

N/a

Improved Feint (combat)

Intro

You are better at the art of Feinting than others.

Prerequisites

Combat Expertise

Benefit

+2 to any Feint rolls

Special

N/a

Improved Performance (combat)

Intro

Some weapons grant the user a bonus to use in performance combat. This feat improves that bonus.

Prerequisites

Proficiency with a Weapon that allows performance, Dex 12

Benefit

When wielding this weapon, if an attack or combat maneuver made with this weapon prompts a combat performance check, you gain a +4 bonus on that check instead of +2.

Special

Requires a weapon that allows performance to be equipped

Maximise Damage (combat)

Intro

Taking your time in combat allows you to maximise damage from your weapons. It doesn't increase the damage output from the weapon.

Prerequisites

Proficiency with weapon being used

Benefit

When rolling for damage, you can reroll damage rolls and take the higher of the two.

Special

- You go last in combat if this feat is going to be used
- You can decide each combat round if you wish to use this feat – if you don't then you roll for initiative as normal
- Does not apply to critical rolls

Rapid Removal (general)

Intro

Being able to remove your armor quickly can help in certain situations

Prerequisites

Appropriate armour proficiency, Dex 12

Benefit

The time taken to remove armor is reduced by half, as if someone is helping the user.

Special

If someone is helping the user of this feat, time for removal is reduced to 1/3 (rounded up) of the original time.

Can't be used in combat

Reduced ACP (combat/general)

Intro

Knowing how to tweak the way any armor is worn can help reduce any ACP or armor check penalty, but this comes with a cost of making the armor less effective.

Prerequisites

Proficiency with the armor type being worn, level 5

Benefit

This feat reduces any ACP by 2, to a minimum of 0.

Special

May be taken multiple times

Other

Each time this feat is taken the protection offered by the armor is reduced by 1. If it reaches 0 then it becomes pointless to wear the armor.

E.g.

Scale male provides a +5 armor bonus with a -4 ACP. Taking this feat twice would change it to +3 armor bonus with a -2 ACP.

Coming Soon

Potion Details Generator

You have the potion, you know its name and what it does, but what does it look like, how does it taste...and just what is that awful smell coming from the container?

Techno-Babble Expanded

The companion product to Techno-Babble generator, this gives you more options, by telling you what the problem is and how to fix it.

Fantastic Feats Volume III Arcane Spell Options

Each spell caster is unique, so why not their spells? A collection of mostly cosmetic feats that grant changes to impress, dazzle and confuse those who gaze upon you.

Incantation & Ritual Generator

Cultists get everywhere, you get rid of one and another springs up to take its place. But just why are they chanting all day, what candles are they using, and what is that symbol on the floor?

Scroll Details Generator

The companion product to "Book Generator"

Scrolls contain more than spells. They may be maps, notes, records or even a drawing from a child. This will detail not only the scroll but the contents.

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