

FANTASTIC FEATS

- VOLUME III -

SPELL
FEATS



Preface

Fantastic Feats Volume III –

Spell Feats

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 spells and ways to customise them

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Feats

Notes

All these feats are classed as Metamagic Feats.

They also all share the following as prerequisites, in addition to any other requirements:

- An ability cast spells
- INT of at least 12
- If the feat allows for a customised or tweaked spell then it also requires one spell slot higher to be used for the altered spell, so a altered level 2 spell requires a level 3 slot to be used for this version
- Unless mentioned, they can be taken multiple times, but much be for a different spell each time
- When you gain a new caster level you may switch which spells the feats are attached to

Alter Colour

Intro

Altering a colour of your spell is often done for cosmetic reasons, but can also confuse those who try to identify what you are casting.

Prerequisites

Standard

Benefit

This changes the colour of the spell effect. A fireball could be made to be green for example.

Special

-2 penalty to spell identification checks

Alter Spell Smell

Intro

Most spells have no real smell, but some do.

Benefit

This feat allows the caster to change, alter or tweak any smell the spell may generate, so the classic fireball would not have the smell of sulphur etc.

Special

N/a

Alter Spell Sound

Intro

Altering a spells sound is the first step on the path to silent casting.

Benefit

Changes the sound a spell makes when cast. So an electrical spell could sound like water, or a unidentifiable creatures roar.

Special

The volume of the sound stays the same. Speech is not possible with this feat, neither is a specific creature, the sound is rather chaotic.

Dampen spell sound

Intro

Mastering the sound your spell makes when cast eventually allows you to remove it's audio aspect altogether.

Prerequisite

Alter Spell Sound on at least 1 spell

Benefit

The spell makes little to no sound. So the fireball would be silent, as would the discharges from the lightning bolt. Any side effects, such as items being broken still make a noise.

This does not affect the casting, only the spell itself.

Impressive Mumbblings

Intro

You mumbling and chanting while casting this spell make you seem to be a more powerful and more deadly person than you really are.

Prerequisite

CHA 12+

Benefit

When casting any spell with a verbal component, the spell can be hidden amongst other impressive sounding mumbblings. This is a way of hiding what spell is being cast and also provides a +2 bonus to any Bluff/Intimidate checks while doing so and for 2 rounds afterwards

Misdirected Casting

Intro

Through increased misdirection and subtle changes and gestures thrown in while casting, the caster can make others think they are casting one spell when in fact they are casting another.

Prerequisite

Dex 12+

Benefit

If someone is trying to identify the spell being cast it is treated as being 2 levels higher

Special

Can be taken multiple times – The spell only takes up one higher slot – and be applied to multiple spells

Phasing Spell

Intro

The phasing spell is one that has been tweaked and infused with chaotic/randomised energies. This infusion allows the spell to phase in and out of existence, ignoring obstacles and other impediments. The downside is you may not always hit the target, as fate is a fickle mistress.

Prerequisite

Ranged spell

Benefit

This spell randomly phases as it is traveling

If it encounters an obstacle – be it deliberate or even the target itself – It has a 50% chance of ignoring the obstacle and continuing on its way until it reaches the maximum range it can or it hits the target

So if someone was hiding behind a wall then there would be a 50% chance the wall would be ignored, but, also a 50% the person hiding would be as well

Special

Can be used with AOE spells and applies to all viable targets within range – 50% of being affected or not.

Option

For an increase in the number of spell slots (+2 instead of +1), this spell may be cast in Phased mode or normal, decided when the spell is cast in the first place.

Primed Spell

Intro

Some spell casters have figured out ways to hold, or “prime” a spell before they need to cast it. This is handy with spells that take a long time to cast, but comes at a cost that prevents you doing much more than mentally holding the spell ready to cast.

Prerequisite

Spell with verbal component

Benefit

You cast most of the spell beforehand, leaving just the final word to finalise and activate the spell. This primed spell can then be finalised by saying the last word/specifying the target.

This takes 1 round, even if the spell would normally take more than 1 round to cast.

Special

The caster must cast the spell beforehand to ready it. This part of the spell casting takes the normal duration and is subject to normal restrictions for the spell.

You can only have one spell “primed” at a time and the following other restrictions apply:

- Cannot cast another spell
- Cannot move faster than walking speed
- Cannot use skills
- Cannot use other feats
- Cannot do any other task that requires concentration

If this spell is not used within 1 hour, then it is wasted along with spell components. The caster may voluntarily end the spell that has been primed but it is considered cast.

Re-Roll Variable

Intro

Taping into the primal chaos at the heart of the universe allows you to manipulate your spells and get a chance to alter the outcome. Sadly though, this doesn’t always work in your favour.

Prerequisite

Spellcraft 10, non-lawful alignment

Benefit

If the spell has variables, such as damage, range etc., then you may re-roll the dice. You must then use the second result even if it is worse than the original

Special

Can be taken multiple times, but applied to a new spell each time

Signature spell

Intro

You are known for casting a certain spell. You know how to push this spell and make it stronger and better.

Prerequisite

Level 5, one other Metamagic feat

Benefit

The caster is known for using this spell. When this spell is cast you gain the following:

- All dice rolls that this spell uses gain +2 in the casters favour
- Saving throws against this spell suffer a -2 penalty
- Spell is treated as 2 levels higher with regards to counter-spelling and dispelling

Special

Can only be taken once

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