

FANTASTIC FEATS

- VOLUME IX -

STUPID
&
OVERPOWERED
2



Preface

Fantastic Feats
{Volume 9 – Stupid & Overpowered 2}
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 the 2nd in the Stupid & Overpowered feats range. These feats are for villains and npcs and not really suitable for players or serious games.

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Feats

These feats can be taken at any level and by any class, but, have requirements to be able to use them listed in the prerequisite section

Excellent!

"I'm feeling very evil today...very evil indeed...."

Prerequisite

Fingers that work

Benefit

Make the evil finger pyramid. Any minions present gain a +2 to morale rolls for the next 24 hours as they impressed by the evilness of their master

I'll get you next time!

"Discretion being the better part of valour, time for me to make like a tree..."

Prerequisite

Space to easily run away

Benefit

If reduced to 2 hp or less, the villain can flee and automatically escape any non-supernatural (magic or divine) imprisonment, whilst shouting their defiance to the heroes over their shoulder as they flee/escape.

Is this the face of someone who cares?

"Look at me you pathetic worm, do I look like someone who cares about your and what you think?"

Prerequisite

Being able to make eye-contact with someone trying to intimidate them

Benefit

Allows the user to automatically resist any intimidate checks made against them

Jelly Bean?

"Would you like one of these to eat?"

Prerequisite

A bag of jelly beans

Benefit

In the middle of combat, the villain pulls out a bag of jelly beans and offers one to their opponent. This rather unexpected act confuses the opponent and interrupts whatever they are doing (spells are cancel but not wasted etc.)

Special

Can be used once per combat

Can be taken multiple times for multiple uses per combat. Each use against the same opponent though reduces it effectiveness by 1 point each time. Resets after 1 week.

Coming Soon

MWahahahah

"Mine is a maniacal and evil laugh...I shall demonstrate it thusly!"

Prerequisite

Being able to laugh

Benefit

If the NPC rolls a 19-20 on any hit/critical rolls, they laugh madly – This grants them a 1d4 bonus to initiative for 1d4 rounds, doubled if critical confirmed

Special

This feat can stack multiple times.

You got me monologging!

"So now I have you where I want, time to explain my plan while your friends try to sneak up behind me..."

Prerequisite

A captured opponent, ability to speak

Benefit

The villain starts to explain their plan in excruciating detail. The longer they go on the greater the bonus at the end, if they can finish then they get a great bonus to morale and to hit rolls, but the heroes must be alive and aware for this to be used. Each round spent monologging gives +1 to hit rolls, combat position rolls and saving throws. Decide before hand how many rounds the villain spends explaining their plan (or roll 2d4). The bonus is only applied if the monologue is completed and finished.

In no particular order

Background & Details Kit Super Heroes Edition

The Background & Details Kit returns with details for creating your own super hero. Covering their origin, powers, costume and more.

World Wonders – Structures

The World Wonders Series continues with Structures. Similar to buildings, these wonders have a function other than inhabitation. They may be walls, bridges or something else

Starship Kit – Ship Weapons

The next part of the Starship Kit covers the damage causing abilities of your starship. The generators you find within will help you to create many weapons of destructive power.

Vehicles Modifications

This supplement will give your vehicles new features, from increased armour and other modifications to make your vehicle cheaper, but at a cost.

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