

FANTASTIC FEATS

- VOLUME XIII -

MONKS



Preface

Fantastic Feats 13

Monks

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 about Monks, those warrior-artists who use their bodies as weapons of war.

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Monk Feats

Like others in the FF series, these feats require the character to have at least 1 class level in Monk before they can be used.

For the feats that have "once per" day in their use, a day is considered to be either 24 hours or from sunrise to sunrise.

Calm Mind

Being able to calm one mind against the inner turmoil can bring great benefits against one's enemies and those who seek you harm.

Prerequisites

4th level, Wis 14

Effect

Once per day, the +2 bonus on saving throws against enchantment spells and effects may be increased to +4, but they lose the base +2 for the rest of the day.

Special

If this feat is taken a second time then the monk does not lose the +2 bonus for the rest of the day

Energised Fist

Through luck or skill, a monks stunning fist attack has the potential to last longer than normal.

Prerequisites

3rd level, Dex 13

Effect

When using stunning fist, the monk may elect to re-roll duration dice for effect, but must take the 2nd result.

Evasion Master

Some monks have spent a long time dodging attacks and being somewhere else when their enemies try to hit them.

Prerequisites

3rd level, Dex 14

Effect

Once per day may reroll any rolls made from using Evasion

Special

Can be taken multiple for times, each granting 1 further reroll per day.

Hundred-Hand Slap

"To slap someone is to hurt, without killing, to show them they are wrong without ending their existence. You cannot teach your enemies a lesson in humility if they are dead..."

Tsu Zing, circa 312, Franner

Prerequisites

1st level

Effect

When using Flurry of Blows, the monk can slap instead of actually making contact. The damage from Flurry of Blows is non-lethal for this attack.

This must be declared before the attack is made and can be used as many times as desired.

Jumping Flea

Even the most humble of creature can teach a monk new things about themselves and the universe.

Prerequisites

5th level, Dex 12

Effect

The monks' level is treated as being one level higher when using High Jump

Special

May be taken multiple times, but increasing the level and Dex requirements by +1 each time

Strong Immune System

A few monks have a stronger constitution than others. For some, this translates as a better defence against disease and even poison.

Prerequisites

1st Level, Con 12

Effect

Over time, the monks' body develops a resistance to poison and disease

From 1st level to level 4, this feat grants a +2 bonus to disease resistance rolls

From 5+ upwards, level this feat grants a +2 bonus to poison resistance rolls

Unarmed Damage Master

Some monks choose not to use weapons. This may be for a variety of reasons. A few of these hone their skills even more than normal, allowing them to become masters of the Unarmed Strike.

Prerequisites

4th level

Effect

Once per day may reroll damage when using Unarmed Strike, but must accept the 2nd result.

Special

Can be taken twice. If this feat is taken for a 2nd time then the better of the two dice rolls may be used.

Coming Soon

Fantastic Feats 14 Stupid & Overpowered 3

More Stupid & overpowered feats - not to be taken seriously or even suitable for those crazy over the top npcs.

World Wonders Supplement Constructs

The World Wonders series continues with Constructs – Items that can aid the city in times of peace or sometimes war.

Scroll Generator

You find a scroll in the treasure pile. But what is it made from and what is on the scroll? Is it arcane or more mundane?

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