

# FANTASTIC FEATS

- VOLUME XIX -

STUPID  
& OVERPOWERED  
VOLUME 4





# Preface

## Fantastic Feats Volume 19 Stupid & Overpowered 4

*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 more stupid & overpowered feats meant for light-hearted fun games and over the top (N)Pcs, especially those who enjoy eating or drinking.

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- Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110)

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# Feats

## Alcoholic Tolerance

You can drink even the strongest Dwarven brew and not feel the full effects, whilst others get out of their skulls touching even a sip of beer.

### Prerequisites

Con 12+

### Benefit

Each time the user takes a drink that contains alcohol, there is a 10% chance that any side effects will be ignored. This applies to getting drunk and hangovers as well.

### Special

Can be taken multiple times (up to ten times), with the % chance stacking (20% when taken twice, 30% when 3 times etc)

## Flip 'n' Catch

This party trick only truly impresses small children and those with a low humour threshold, but it has uses for distracting people

### Prerequisites

Dex 12+

### Benefit

Take a small object that can fit in your mouth and roll a d20. If this is equal to or lower than your Dex score, you successfully flip the object in the air and catch it in your mouth.

### Special

If you roll a 20 on the above roll, make a 2<sup>nd</sup> Dex check on a d20. If that fails you catch the object in your mouth but begin to choke on it.

## Gagging-b-Gone

In times of desperation, many people turn to eating foods that, quite frankly, are disgusting or even rotten or gone off. It does make eating foods that the user is not used to eating a lot easier, especially in certain cultures.

### Prerequisites

Con 14+

### Benefit

This feat grants the user the ability to eat anything they would normally find disgusting without throwing up.

### Special

This does not stop any negative effects from eaten rotten or disgusting food.

## Iron Stomach

Once you eat it, you have to be able to stomach it. This feat allows you to survive off food and liquids you would not normally be able to stomach or get nutrients from.

### Prerequisites

Con 16+, Gagging-b-gone feat

### Benefit

When eating anything, roll a d20 and compare to your Con score. If equal to or lower, then any negative effects are ignored and the food/liquid is treated as basic food or water.

### Special

The items consumed need to be organic to gain any benefits, but this does allow them to eat inorganic materials with no side-effects.

## Refined Palette

Some people have such a refined palette they can identify a drink or food from the smallest sample.

### Prerequisites

Int or Wis 14+

### Benefit

Can be taken for one group of food or drinks. Some suggested areas of expertise are listed below:

- Meat
- Vegetables
- Fungus
- Alcoholic Drinks
- Non-Alcoholic Drinks
- Poisons
- Drugs or potions

Roll a d20 and compare to either Int or Wis, whichever is higher. If you roll equal to or lower, then you can identify the dish or item.

### Special

Can be taken multiple times, but for a different group each time.

## Spice Tolerance

You can eat very spicy food with almost no effect.

### Prerequisites

Con 12+

### Benefit

If you are eating spicy food roll a d20 and compare to your Con score. If equal to or lower then you can tolerate the spicy food. Some food will give a penalty to this roll.

### Special

Can be taken multiple times, each time giving the user another chance to ignore to tolerate the spice.

## Stuff Face

Also known as “Hamstering” this feat allows the user to put many small objects in the mouth without choking or swallowing them...well, most of the time anyway.

### Prerequisites

Dex 14+

### Benefit

Small objects, grape size or smaller, can be placed in the user mouth and kept there. The number of objects that can be placed in their mouth is equal to the Dex bonus. Any more than that and the user has a chance equal to 10 x number of objects in mouth as a % to choke each round.

### Special

Can be taken 3 times

Each time taken can put a further 1d4 small item in mouth without choking.

# Coming Soon

## Fantastic Feats 20 Wizards

The Fantastic Feat series hits volume 20 with Wizards and feats for them to use.

## Ritual Details Generator

So you have found the name of a nasty ritual, but what does it need and what features will you find? The perfect companion to the Ritual Names Generator, also by Ennead Games.



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