

FANTASTIC FEATS

- VOLUME XXIV -

STUPID &
OVERPOWERED

5



Preface

Fantastic Feats Stupid & Overpowered 5 Defences

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 or overpowered feats based around the theme of “defences”

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Feats

As with all the feats in the Stupid & Overpowered sub volumes, think carefully before adding them to your normal games. They are designed to be used in fun or over the top campaigns where the rules are flexible and may not be suitable for all groups.

Nasty Blood

At some point in the past, your blood got contaminated by something that vampire and other blood-suckers find horrible.

Prerequisite
CON 12+

Benefit
Anything that feeds on blood, such as a vampire, will be repulsed by this person and refuse to be within 10 feet of them.

Special
Can't be picked if the user already has a blood related feat, such as "Silver Tainted Blood", unless this feat is taken twice.

Play Dead

The ability to make a foe think you are dead can sometimes make them leave you alone, assuming they don't desecrate the dead...

Prerequisite
2nd level, CON 12+

Benefit
As an instant action, after being hit, the user may drop to the floor and pretend to be dead. For a number of rounds equal to their level, the user can also hide their pulse, breathing etc from mundane checks.

Silver Tainted Blood

Silver has become a part of your blood. Your skins has a very slight shine to it, some would say..sparkly and werewolves and other lycanthropes hate to be near you.

Prerequisite
CON 12+

Benefit
Any being that reacts to silver will react you contact from your skin, with double the effect if the come into contact with your fresh blood – Fresh being blood that has left the body within a number of rounds equal to your CON score.

Special
Can't be picked if the user already has a blood related feat, such as "Nasty Blood", unless this feat is taken twice.

The rules don't apply to me

The rules of combat are for losers. You make your own rules and follow your instincts, allowing you to block, parry or even dodge attacks that others would succumb to.

Prerequisite
DEX 12+

Benefit
Once per day you may block, parry or even ignore one attack. This effect may be declared after the attack has hit if this feat has been taken twice

Special
Can be taken multiple times

Too weird to breed...

Some people, even though they are not ugly, give off a weird vibe. This makes those that the unfortunate one is attached to repulsed by this creepy, crazy looking person, making it hard to even look at them in combat.

Prerequisite

CHA 10 or below, Not being in a relationship or married etc.

Benefit

Those that the user would find attractive (Those with a CHA higher than the user and of the gender they would be attracted to) are repulsed by the user of this feat. Any mundane attacks made by these beings against the user have a 50% chance of missing

Too unique to die

Fate has decreed that this person is not to die until a certain set of circumstances has occurred. Until then, although they can feel pain, they cannot die. Even old age cannot claim them.

Prerequisite

1st level

Benefit

Simply put, the user of this feat cannot die by mortal hands. Anything that reduces damage to the user to under 1hp is negated. Their still feel pain from damage caused, but cannot die from it.

Special

This being can die, but only under very weird and specific circumstances, the weirder the better.

Optional Rule

There can be only one PC and one NPC or monster in the game world at a time with this feat. These two beings know the other on sight.

Uncanny dodge

By bending backwards or moving fast, the user of this feat can literally dodge bullets. Sadly though not many have mastered this feat and there is always a small chance of throwing your back into spasms whilst doing so.

Prerequisite

Dex 12+, CON 12+

Benefit

Whenever the user of this feat is shot at with a missile or ammo, roll a d20. If a score equal to or less than the DEX rating, the shot misses. However, the roll is higher than the user CON score, or a 20 rolled, then the user injures their back slightly and can't walk or move unaided for a number of hours equal to the difference between their CON score and the number rolled.

Special

Can be taken multiple times to increase the dodge bonus.

Coming Soon

Superhero Kit Part 1 Superhero Name Generator

Superheroes often have to hide their real identity behind a fake or code name. What is this name?

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