

FANTASTIC FEATS

- VOLUME IV -

STUPID
&
OVERPOWERED



Preface

Fantastic Feats {Stupid & Overpowered}

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 first planed volume about overpowered and stupid feats. These feats are for over the top villains or for light-hearted games and not meant to be taken seriously as they can unbalance a game.

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Feats

Animal Magnetism

Intro

Animals seem to like you more than others, for some reason.

Prerequisites

n/a

Benefit

+2 to any rolls when interacting with animals or those with INT less than 3

Controlled Flatulence

Intro

Being able to pass gas on command can be amusing, but is normally thought to be disgusting. Children, especially young boys, find this incredibly funny. But, there is a side effect many don't mention...

Prerequisites

n/a

Benefit

You can pass gas (upwards or downwards) or command.

Roll 2d6. This represents how loud the flatus is. Doubling this value gives you how many feet away the noise was heard.

This ability grants a +2 bonus to social interactions to those in range with those who find the passing of gas to be funny or socially acceptable.

Special

-2 to social rolls for the next hour for those within range who don't find it funny when you pass gas.

If the dice roll is 10+, then, well there is no other to put this, you foul yourself. Loudly. The results of this mess are left to the GM.

Feat of Feats

Intro

You have way too many feats and abilities, to the point that people think you are either a god or some kind of cheating, evil wizard who has done a deal with a demon and they don't trust you.

Prerequisites

Level 10

Benefit

Grants +3 feats

Special

Can be taken multiple times, but each time taken (including the first) gives a -2 penalty to any social interactions and a +2 bonus to intimidate or bluff rolls.

Note:

As you can work out this feat can be used to basically grant an infinite amount of feats to a character. Use on your NPCs or grant to your PCs at your own risk.

Roll Tounge

Intro

This feat grants you the ability to roll or bend you tounge into interesting positions

Prerequisites

N/a (apart from having a tounge of course)

Benefit

You can bend you tounge into interesting shapes, which grants a +2 bonus to interactions with those who find that interesting.

Special

Some people simply don't care about your amazing talent. Showing them this ability has a 1 in 6 (A 1 on a 1d6 roll) of boring them to tears, granting a -2 penalty to social interactions with them until you go away.

Shoot him instead!

Intro

Being the evil overlord that you are, you can sacrifice a minion to “take an arrow” in your place. Or a spell, or anything else really that may cause damage

Prerequisites

Evil alignment, a handy minion within 5 feet, like a goblin

Benefit

As long as you have a minion within a 5 foot radius, you may after roll to hits have been made or targets declared, sacrifice the minion to “take one for the team”.

Special

If no minion is present, then at the GMs discretion, a PC may be substituted instead.

Silly Voice

Intro

You can alter your voice to be silly, either a higher pitch or a deeper one.
Children can find this rather amusing or scary.

Prerequisites

Being able to talk and breathe

Benefit

You voice changes slightly. It also sounds silly and fake. Handy for children’s parties or stupid impressions.

Special

The voice you choose, either higher or lower, does not sound like a normal voice. Trying to use this feat in a situation where you do not wish for your normal voice to be recognised, will actually make you MORE memorable, as the voice is rather distinctive.

Suave Posturing

Intro

The way you stand gives a bonus to how you’re are perceived. Works best when talking to a member of the opposite sex.

Prerequisites

CHA 12

Benefit

Gives an optional +2 to any romantic interactions.

On the first use with a person roll a dice.

Odds = no other effect

Evens = See Special

Special

Bonus is doubled if talking to a member of the opposite sex. However if the initial roll is a even number then the bonus doubles and becomes a penalty instead (for a maximum -8 to CHA) with that person due to their disgust. This lasts a number of weeks equal to the penalty incurred.

Throw Weapon

Intro

You throw your weapon with all your might, attacking at range instead of up close.

Prerequisites

STR 13, melee piercing or bludgeoning weapon

Benefit

You make a ranged attack with a close-combat weapon. The max range is equal to 5 feet per STR bonus point. Treat the attack as normal for hit chances. The attack does 1 point of damage, no matter what weapon was used.

Special

Obviously, you are now disarmed and have no weapon.

What did I do last night?

Intro

Being the life and soul of a party does often have its downside. Such as not being able to remember what you did.

Prerequisites

CHA 12, a party where intoxicants are present

Benefit

Roll 2d6. This number gives you a bonus to social interactions with those who were present at the party for the next week.

Special

If a 10+ is rolled however, then your character blacks out and wakes up the next morning somewhere nearby and not being able to remember what they did. If the dice roll was a double (5,5 or 6,6) then the bonus is a penalty as you did something very bad. When asked what it was, the reply is something like "You know what you did..."

Well-Groomed Facial Hair

Intro

Some races and cultures value hair on the face. Having your beard or moustache in good condition or styled well can make those who value such things like you more.

Prerequisites

Some kind of facial hair, like a beard.

Benefit

+2 to any social interactions with cultures that value facial hair.

Special

-2 to any social interactions with cultures that do not like facial hair.

ZZZZ

Intro

Your ability to fall asleep anywhere is sometimes handy. In a tree, on a bench, in a dragons lair. Anywhere. You just need to have comfy clothes on.

Prerequisites

No armor on

Benefit

You can fall asleep anywhere, at any time, as long as you are not wearing armor.

Special

Just because you fall asleep easily, doesn't mean you stay asleep. You are still subject to the rules of being woken up. This just means you find it easier to go to sleep than other might do. Having a bright light shone in your face or trying to sleep through an earth quake is possible, but as you can image, very dangerous...and stupid.

ZZZZ - Improved

Intro

You have taken the art of being able to sleep anywhere to the next level

Prerequisites

ZZZZ feat

Benefit

You can fall asleep anywhere, at any time, even if wearing armor

Special

Same as ZZZZ, but sleeping through disturbances is twice as easy.

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