

FANTASTIC FEATS

- VOLUME XI -

DRUIDS



Preface

Fantastic Feats XI - Druids

Fantastic:

Adjective - Strange, different; imaginary

Druids – Friend to the animal and defender of nature to some, worthless and crazy hippy to others.

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 Druids, those priests of nature who are often found with an animal companion.

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Feats

All these feats have, as prerequisites, being a druid. Some require an animal companion to be used. These feats need to have the animal companion alive.

If the animal has died, then the feat cannot be used until the animal has been replaced and any feats that are tied to the companion species (like Animal Sounds) have their effect changed to the species of the new companion.

Feats that are linked to an animal companion can be used as long the animal is alive and on the same plane.

Animal Defence

The bond with an animal can help give insights into the species behaviour and moods, which in turn can lead to an advantage in combat, especially against the same species.

Prerequisite

3rd level, animal companion

Benefit

The character gains a +1 bonus to AC as long as the companion is within 10 feet.

Special

If fighting a creature that is the same species as the companion, the bonus becomes +2.

Animal Sounds

Being able to mimic sounds is a good way to distract your opponent while your companion is away.

Prerequisite

2nd level, able to speak

Benefit

The druid makes a sound appropriate to their companion. Anyone within hearing range who fails an INT test thinks that this sound is the real thing.

Special

If the druid has chosen to bond with an elemental force (Air, Earth etc.), then the sound they make is replaced with an appropriate sound, such as wind for air etc. Other druids can tell if this sound is real without an INT test.

Elemental Defence

Whilst some druids bind themselves to animals, some chose to do so with the elemental forces themselves. This is always active but does leave themselves open to attack from the "opposite" element.

Prerequisite

3rd level, bound to an elemental force

Benefit

The druid gains +2 to AC when fighting their own element, +1 to neutral elements , but -1 when fighting their opposite element (Water – Fire for example)

Special

This applies to elementals or those who call the appropriate plane their home.

Improved Nature Sense

Some druids are more in tune with nature than others and this is reflected in some of their skills.

Prerequisite

3rd level

Benefit

A druid gains a +2 bonus on Knowledge (nature) and Survival checks in addition to the +2 bonus already present for +4 in total.

Increased Empathy Range

Normally a druid needs to be within a short range to use their empathy with animals. This increases that range, but makes it harder to use.

Prerequisite

3rd level + (see below)

Benefit

Each time this is taken the range that Wild Empathy can be used is increased by 5 feet. However each check over 30 feet has a -2 penalty to checks

Special

Can be taken multiple times, but each time the prerequisite increases by one level.

Poison Resistance

The closeness that a druids shares with nature can improve their resistance to poison. Eventually this also grants a resistance to disease as well.

Prerequisite

2nd level

Benefit

+2 to any rolls to resist poison

Special

As a 9th level druid gains immunity to poison, this feat becomes disease resistance at this point.

Rage of Nature/Elements

The closeness a druid has with their animal companion (or element) can sometimes cause a rage in the druid when their companion or chosen element is damaged

Prerequisite

4th level

Benefit

When trigger occurs (see below) then druid gains +1 to AC, hit OR damage rolls for rest of the combat. (Chosen when feat is taken)

Animal Companion (in combat only)

Trigger: Companion reduced to 25% of max HP

Elemental

Trigger: Druid is hit by and suffers damage from a source based on opposing element.

Special

Triggers only once per 24 hours

Can be taken multiple times for the other effects, increasing prerequisite level +1 each time.

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