

# FANTASTIC FEATS

- VOLUME XII -

## FIGHTERS





# Preface

## Fantastic Feats Volume 12 - Fighters

*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 fighters, those lords and ladies of the battlefield.

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# Feats

These feats all have the following as prerequisites, in addition to individual level requirements;

- Must have at least 1 level in fighter
- Can use combat feats

## 2<sup>nd</sup> chance

The fighters experience, intelligence or general wisdom can sometimes provide a tangible benefit when fighting. Sometimes though things do go wrong

### Prerequisites

4<sup>th</sup> level, INT or WIS 13+

### Benefit

Once per day/24 hour period the fighter may re-roll a failed save, but must accept the second result even if it is worse than the first one.

## Damage Re-roll

Some fighters know how to get the most out of their weapons by alter their attacks and techniques. This sometimes backfires, decreasing the damage they cause.

### Prerequisites

Level 3, INT 13+

### Benefit

Once per day, the fighter may re-roll any damage rolls (not critical or confirmation). They must accept the 2<sup>nd</sup> result even if it is worse than the first roll.

## Disarm Master

For those who have above average skills in disarming their opponents, there is always more to learn

### Prerequisites

Level 5, Int 14 and Improved disarm

### Benefit

When attempting a disarm manoeuvre, you may pick *one* of the following options, once per combat, in addition to the bonus provided by the prerequisites:

- Re-roll the dice rolled for determining the success of the disarm.
- +2 to the roll
- +2 to any rolls made when resisting a disarm attempt made against you

### Special

This feat may be taken up to 3 times, each allowing for another of the options above to be used per combat. The same option cannot be picked twice.

Also the level requirements of the feat rises by +1 level each time this feat is taken.

## Faster Reactions

In combat, being able to attack first can sometimes be the difference between life and death

### Prerequisites

Level 3, Dex 12

### Benefit

+2 bonus to initiative checks

### Special

Can be taken multiple times, but the level and Dex requirements increases by one each time. Can be used in conjunction with other initiative modifying feats.

## Hold Back

Sometimes waiting for the most appropriate moment to attack can be beneficial, but it comes with the risk of being killed before you can react.

### Prerequisites

Level 3, Dex 12

### Benefit

Going last in combat gives the fighter +1 to any damage rolls, up to the maximum allowed for the weapon.

### Special

If the fighter has other initiative modifying feats, then they must pick per combat which are going to be used, as both cannot be “active” at the same time.

## Under Fire

When attacked by arrows, some fighters have the ability to use their weapons to give them an advantage over others.

### Prerequisites

Level 2 or Dex 13+, Weapon in hand

### Benefit

+2 to AC when attacked by or shot at by arrows

## Weapon of Choice

Once a fighter has picked a group of weapons to specialise with, their skills and reputation can increase.

### Prerequisites

Level 5, weapon visible

### Benefit

When this feat is taken, pick a weapon group from those the fighter has a bonus from already.

When using a weapon from that group, the fighter may, once per day use *one* of the following options:

- May use the attack and damage bonus as a bonus to social, bluff, intimidate rolls
- +1 to damage rolls, up to the maximum allowed for the weapon
- +2 to BAB for one attack
- +2 bonus to initiative checks

### Special

Requires the weapon of choice to be in their hand or clearly visible.

Can be taken multiple times. Each time this feat is taken, the level requires increase by +1 and they can pick a new aspect and weapon group each time.



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