

# FANTASTIC FEATS

- VOLUME XVII -

ROGUES





# Preface

**Fantastic Feats**  
**Volume 17 - Rogues**

*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 rogues; the thieves, scoundrels and opportunists.

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# Rogue Feats

These feats can only be taken by those with the appropriate Rogue class level, in addition to other requirements.

## Deeper Cut

You know just how to slide that blade in to make a deeper cut, the best way to cut into more veins to make your target bleed for longer.

### Prerequisites

4<sup>th</sup> level, Dex 14

### Benefit

When using the Rogue Talent – Bleeding Attack, the DC to stop the bleeding is increased by +2.

### Special

Can be taken multiple times, but once per level.

## Leaf on the Wind

You can move like a leaf, dodging, weaving, and being in places where your enemy does not expect you to be.

### Prerequisites

3<sup>rd</sup> level, Dex 14

### Benefit

Once per day, the rogue may re-roll a dodge roll OR a reflex roll. The second result, even if worse than the first cannot be re-rolled except with arcane or divine assistance.

## Roguish Luck

Some rogues rely on their luck to get them out of scrapes and shenanigans. This can backfire when their lucks runs out, sometimes in quite spectacular ways.

### Prerequisites

3<sup>rd</sup> level

### Benefit

Once per day the rogue may re-roll one of the following dice rolls:

- Any social interaction based on Charisma
- Damage determination from a non-arcane source
- Initiative placement
- Reflex saving throw
- Skill checks related to Dexterity

This re-roll must be declared before any results are determined from the roll and the 2<sup>nd</sup> result must be accepted.

## Sneak Damage Improvement

A few rogues become adept at maximising the fine art of the sneak attack and have figured out ways to maximise the damage they can do.

### Prerequisites

4<sup>th</sup> level, Dex 16

### Benefit

Any damage done in a sneak attack is +1 to the result, up to the maximum normally allowed. E.g. 1d6 is normally 1-6, but with this feat would become 2-6.

## Stronger Magic

Some rogues delve into the arcane arts more than others. The lessons they learn grant them a slight increase to the potency of their spells

### Prerequisites

3<sup>rd</sup> level , INT 14, Major Magic Rogue talent selected

### Benefit

Pick one of the following options when this feat is taken:

- The DC to save against both the rogues spells is increased by +1
- The DC to save against one the rogues spells is increased by +2 – The spell must be picked when the feat is taken and cannot be changed unless this feat is taken a second time.

## Stronger Resilience

This feats show you are harder to kill and can hang onto life with a stubbornness and resiliency that can save your life.

### Prerequisites

2<sup>nd</sup> level, Con 12, Rogue Talent – Resiliency

### Benefit

The effective level of the rogue is +1 when determining the number of temporary HP gained from the talent.

### Special

Can be taken multiple times, increasing the Con requirements by +1 each time.

## Trap Finder

Traps are the bane of many an adventurer. To combat this, some rogues have studied traps and have become rather adept at finding and disarming traps when compared to their peers.

### Prerequisites

2<sup>nd</sup> level, Dex 14 or Int 14

### Benefit

The effective level of the rogue, when making Perception checks for traps and disable device rolls is +1

### Special

Can be taken multiple times, once per level.

# Coming Soon

## Scroll Generator

Like potions and books, scrolls are a staple part of any fantasy based game. This generator will help you to decide on their details, from the materials they are made from to the contents to the nature of their container and seal.

## Fantastic Feats 18 Sorcerers

The Fantastic Feats series continues with feats for Sorcerers and their bloodlines

## Dungeon Features Walls, Ceilings & Floors

The next in the Dungeon Feature Series deals with the nature of the walls, floors and ceilings inside your dungeon or building.



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