

FANTASTIC FEATS

- VOLUME V -

BLOOD FEATS



Preface

Fantastic Feats Volume V Blood Feats

Some people are able to push themselves harder than others. They are able to tap into a reserve of strength and will and increase their strength and power. This however comes at a cost, leaving them weaker than before, but sometimes that is all you need.

These feats are called by many names such as Overdrive or Limit Breakers, but the common term is "Blood Feats". They are a way of pushing the mind, body and spirit further than normal but at a cost to health or something else. You achieve greatness now, but at a greater cost later. Which may injure you, or worse.

Some of the feats may be considered to be overpowered, so please think carefully before using them in your games

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Introduction

As mentioned in the preface, Blood Feats are a way of pushing the body and mind further than normal, but this comes with a cost. This cost is a toll put on the body

Using a Blood Feat

A FORT or Will (whichever is higher) save vs. a DC of 20 is required to use these feats, with each extra attempt, successful or not, of a Blood Feat within the rest period imposing a -2 penalty to the roll. Failure means the feat cannot be used, but the side-effect is still imposed.

A few of the feats have restrictions on when they can be used, but otherwise using one is a standard action.

Cost of use

Each Blood Feat costs something to use. This will be related to the feat. Unless stated, the bonus applies to the next appropriate action within 10 minutes. The cost, however, is paid as soon as the feat effect ends. Remember that is stats drop, so does anything associated with them, like HP or bonus spells etc.

Option

This cost does not need to be paid until after the current combat, or if used outside of combat, within 10 minutes.

Healing damage done

Any damage or other side effect done by using a Blood Feat cannot be healed by magical means, only by rest.

Each full day of rest with no more strenuous activity than walking and eating, restores 1 stat point, 1d4 hp or equivalent.

If any activity is done in the resting period, the temporary damage is maintained, but does not get any worse.

No side effects can reduce stats below 3 or HP below 1. If you don't have the necessary level to pay for using the feat then it fails and so side effect occurs.

If multiple Blood Feats that have the same effect are used, they do not stack, the strongest one is used for calculations.

Option

A kind GM may allow magical or divine healing methods to be partially effective at reducing the side effect. If so, then the healing/rest time required is reduced by half.

Multiple uses

This an Optional Rule you can use if you feel that Blood Feats are too powerful

If a blood feat is used while under the effects of another blood feat, then the side-effects are compounded and made worse. The penalty for all feats is equal to the number of blood feats active squared. So 2 feats would have x4 the side effect, 3 would be 9 etc. This is called the side-effect value (SEV)

This applies to both duration and potency of the side effect, so if you were suffering from the side effect of 3 blood feats, which gives a 9 SEV applied to, for example your INT, then the character would have their INT reduced by 9 for 9 days

As you can see this can make it dangerous to have more than 1 blood feat active at once.

Multiples of the same feat

Each feat can only be taken once, but can be used multiple times, in accordance with the rules listed above.

Blood Feats

Bend Joint

You bend your limbs further than normal and in ways they don't normally bend. This makes you more flexible but can hurt and make the joint painful to use afterwards.

Prerequisites

DEX 12+

Cost

-1d4 to Dexterity

Benefits

Cost paid to Dexterity as a bonus to the next action that requires Dexterity.

Defiant to the End

In times of need, the will of a person can be quite strong, but may leave them weaker afterwards if they push too hard.

Prerequisites

10% or less of maximum health remaining

Cost

-1 to Fort and Reflex each for every point to Will

Benefits

The Will of the character increases by 1 for every point temporarily removed from Fort AND Reflex

Special

The Bonus lasts for a number of rounds equal to the points gained. The cost must be

Option

This may be applied to the other saves, Fort and Reflex, for the same cost to the other two saving throws.

Desperate Dodge

Sometimes, when you can see the attack coming you can move away at the last second, reducing the damage taken to the bare minimum. Moving like this though can pull muscles and joints in ways they were not meant to go.

Prerequisites

DEX 12+, being able to clearly see the attack coming

Cost

Next 1d4 days you go last in combat, no matter what bonus is applied through arcane, divine or mundane means

Benefits

Roll a d20, adding your Dex bonus.

1-9: Nothing, attack hits as normal

10-16: Damage is reduced to minimum possible for the dice rolls

17-18: Damage is reduced to 1d4

19: Damage is avoided, but not if a critical

20: As 19 + damage is avoided if critical

Special

This feat must be declared as being used once the enemy has decided who they are going to attack, but before rolls to hit are made.

Also this only applies to ONE standard non-magical attack.

Desperate Spell Casting

Pushing yourself to allow more arcane forces to flow within allows for more spells to be cast, but doing so takes its toll on your body.

Prerequisites

INT 14+ and No spells left to cast

Cost

- (spell level x spell level) to Constitution

Benefits

You may re-cast one spell that has been used, allowing for spell components etc. This copy is subject to normal spell casting rules.

Push Duration

Your spells and abilities last longer, but that power has to come from somewhere.

Prerequisites

INT 12+ or Con 12+, using a spell or spell-like ability that has a duration based on level

Cost

First round requires 1 HP, next round 1d4, next 1d6 and so on up the dice scales.

Benefits

While concentrating, you can push this duration further than normal

Push Range

You can push the range of your spells and abilities, but sometimes the mind simply can't process that extra information required to do this for too long.

Prerequisites

INT 12+, spell or spell like ability that uses range based on level

Cost

1d4 INT Points

Benefits

Level for range determination is determined to be higher by a number of points equal to the INT cost paid.

Run like the wind

You pump your legs harder and faster than ever before, allowing you to reach speed not normally possible, as long as you stay in a straight line.

Prerequisites

CON 12+,

Cost

Your movement is halved for 2x the number of rounds this feat were used. If used for a number of rounds greater than the characters CON bonus the rest period is 1d3 days due to pulled muscles. Movement speed is halved in this period.

Benefits

When running in a straight line, your movement speed is treated as being 10 higher.

Special

This feats duration can be maintained on a round by round basis, but can only be used when running in a straight line. It ends when turning or stopping.

Sacrifice health

A technique banned in many kingdoms, the art of using one's own health to power spells can powerful under the right circumstances

Prerequisites

CON 12+, INT 12+, any spell (arcane or divine)

Cost

1 + 1 CON point per spell level

Benefits

Instead of using up a spell, the caster may pay the cost in CON points. Spell components are used as normal.

Special

Spells of level 1-3 require no spell components if the spell is "cast" this way.

Strain Muscles

You push your muscles harder than they are used to be using. This can give your weapons more power and damage but you tear and damage your muscles in the process

Prerequisites

STR 12+

Cost

Choose number of STR points from 1 to 6

Benefits

The next hit in melee does an extra amount damage equal to the STR cost that was paid. This assumes the attack hits. This must be rolled before rolling for hit and damage.

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