

FANTASTIC FEATS

- VOLUME X -

CLERICS



Preface

Fantastic Feats X Clerics

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 the unusual feats that some Clerics may have, especially when dealing with others.

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Feats

As well as having the requirements of being a cleric, these feats are divided into three categories. These categories have a particular alignment. Only a cleric that shares one of these alignments and is in good standing with their deity can use. Good standing is determined by the GM but can basically be treated as being able to cast miracles and not under a geas or other similar effect.

A future planned product will have Domain related feats that are not tied to alignment.

Good Aligned

People's friend

Being a friend of the people and popular is normally a thankless task, but sometimes, it does work out.

Prerequisite

CHA 12+

Benefit

All prices are 1 % lower (per level of the cleric) or a +2 bonus to social rolls, once a week.

Special

Can only be used once per week without penalty. If used more than that, or for purposes that go against the standards and practices of the cleric's deity, then the bonus becomes a penalty that is active all the time until some form of atonement is made.

Power of the light

The power of belief is a powerful force. And believing that the light from your god will help you resist the darkness can be useful indeed.

Prerequisite

Wis 12+, level 2+

Benefit

When any miracles cast by an evil-aligned cleric hit you, you may, once per day, re-roll a saving throw and take the better result.

Special

If the enemy cleric follows a god that is the enemy of the cleric's deity, then this feat may be used a second time if already used that day.

Word of encouragement

A kind word said at the right moment can do wonders, especially when you believe a deity is on your side.

Prerequisite

Wis 14+, level 3

Benefit

Any other single party member nominated by the cleric may take a +1 bonus to any dice roll, once per combat, as long as they are within 10 feet of the cleric and can hear their words.

Special

Can be taken multiple times for many uses, but increases the level required by 1 each time.

Neutral Aligned

Divine Balance

The gods of neutrality often believe in giving their followers a second chance to prove themselves. Sometimes though, the results of this second chance are worse than the original event.

Prerequisite

Level 2+

Benefit

Once per day may either re-roll a damage dice OR a saving throw, but must accept the second result.

Special

Can only be taken once.

Divine Protection

Some who devoutly follow a god are sometimes protected by their deity. But this protection is always with a price.

Prerequisite

Wis 14+, level 3+

Benefit

If the cleric is ever reduced to below 0 HP, they are stabilised and automatically returned to 0 hp with no checks needed.

Special

This feat can be used once per level, until they have donated an amount of gold/treasure to their home church equal to (level + (number of times saved x number of times saved) x 1000), or have performed a worthy task set by their high priest or equivalent leader.

Evil Aligned

Mocking Word

Whilst a kind work can bring confidence, words that insult and mock can bring mental pain and doubt

Prerequisite

INT 12+, level 3+

Benefit

Once per combat, this cleric can reduce a dice roll a made an opponent by 1 point. This must be used before the dice roll is made.

Special

Can be taken multiple times for multiple uses, but each increase the level required by 1 each time.

Piercing Gaze

Some evil clerics are known for their evil eyes that seem to bore into your very soul.

Prerequisite

CHA 12+, level 2

Benefit

Grants a +2 bonus to any intimidation or bluff effects.

Yours is a weak God!

Fighting against the so-called clerics of good means you have to deal with their weak pathetic gods as well. Show them the true power of your god!

Prerequisite

CHA 14+ or Wis 16+

Benefit

When casting miracles against a good aligned cleric you may re-roll one set of dice, once per day and use the better result, with an extra use per day if the cleric follows your deity's enemy god.

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