

# FANTASTIC FEATS

- VOLUME XIV -

STUPID &  
OVERPOWERED

3



# Preface

## Fantastic Feats Volume 14 Stupid & Overpowered 3

*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 – features more stupid and overpowered feats for games where the rules are not taken seriously.

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# Feats

## Candle Snuffer

Need to put out candles? Use your hands if nothing else available.

### Prerequisite

Dex 9

### Details

Once per round you may put out a candle flame between fingers and thumb...without getting burnt. some simpletons may believe you to be a sorcerer or witch so use this ability carefully.

## Excess unnecessary words

Make your speeches more impressive. Well impressive to some.

### Prerequisite

Int 12

### Details

When giving speeches you can inject long complicated words into your conversation. Roll a d20 and compare to your INT score.

If you get under your INT then you get +1 to social dice rolls for every point your INT is above the INT of person listening to you as you impress them.

If you get over your INT then you get +1 to social dice rolls for every point your INT is above the INT of person listening to you as they hate your "posh fancy words"

## Expert BBQ Chef

Few can match your skills at the grill, even if your sausages still get burnt now and then.

### Prerequisite

Dex 14

### Details

Any cooking skills are doubled in value when using a grill outdoors, but only during summer (or equivalent) season.

### Downside

There is a 50% chance of the dish being half cooked.

## (De)Motivational Quote

### Prerequisite

Wis 12

### Details

The ability to quote something that sounds good and motivational (or demotivational if evil). Although it sounds impressive it has no effect on those who listen, but you do feel good about yourself and gain +1 to the next dice roll made.

## Thoughtful Moment

### Prerequisite

Int 12

### Details

If the user of this feat spends at least one round in thought and contemplation, they get +1 to the next dice roll(for good or bad effects). If used in combat then all bonus to defence are lost and they cannot defend themselves. Each round spent in thought adds another to the roll.

## Unrecognisable swear

“\*%\$^%\$\$\$E”E!\$%\$@@@!!”

[Censored by the Committee for Decency]

### Prerequisite

Wis 12

### Details

You have the ability swear in another language. This language is unlike any other, yet at the same time, anyone hearing it can tell it's a profanity and re-acts accordingly.

## Useless Factoid

You are feared and dreaded in tavern quizzes around the country for your useless and often boring facts you claim to know.

### Prerequisite

INT 12

### Details

You have the ability to, on command come up with a useless 100% untrue fact about anything. Anyone listening to a "fact" you spout and has a combined INT + Wis value of 20 or less must roll a d20. If they get lower than 9, then they believe that fact. These factoids must be something that is semi-believable and mostly improvable such as "Oh yes in the Mgunbo forest 100,000 miles away, the women folk wear chickens as hats"

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