

FANTASTIC FEATS

- VOLUME XV -

PALADINS



Preface

Fantastic Feats Volume 15 - Paladins

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 Paladins, those noble warriors who oppose evil with their body and soul.

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Paladin Feats

In addition to individual feat requirements, any paladin who commits an evil act or violates the code of conduct also loses access to these feats as well until they have atoned for their violation.

Charismatic Presence

Intro

Some paladins' use their presence and subtle aura to help further their goals without the need for combat.

Prerequisites

1st level, CHA 14+

Benefit

Once per day, when not in combat, the paladin may re-roll any dice roll that is related to their Charisma. They may use the better of the two results.

Divine Hands

Intro

For those who work against evil, being able to heal wounds is a great benefit. A few are graced with an above average ability in this area and work at levels equal to their superiors.

Prerequisites

3rd Level

Benefit

The paladin is treated as one level higher when for calculating number of hit points healed and number of times per day it can be used.

Divine Protection

Intro

For most paladins', serving a deity is its own reward. The gods will protect their servants when possible, but will not suffer fools and those who call on them often.

Prerequisites

4th level

Benefit

Once per day, the paladin may re-roll any saving throw, but must accept the second result, even if it is worse than the 1st.

Special

If this feat is used more than a number of times equal to $\frac{1}{2}$ the paladins' effective level (rounded down) in one week, they anger their deity and cannot use this feat for a number of days equal to the paladins' level.

Enhanced Aura

Intro

The aura of a paladin is a powerful sign that this being has the favour of their deity. A few are able to increase their aura to help allies.

Prerequisites

3rd level

Benefit

Once per day, any secondary benefit of a paladins' aura that benefits an ally – such as Aura of courage granting a +4 bonus to moral – becomes +6 instead.

Special

This feat can only grant it's bonus to one aura per day.

Enhanced Damage

Intro

Those blessed with divine favour are often able to inflict greater damage on their enemies.

Prerequisites

3rd level

Benefit

Once per day the paladin may re-roll any damage dice they roll and take the higher result.

Special

If this feat is used more than a number of times equal to $\frac{1}{2}$ the paladin's effective level (rounded down) in one week, they anger their deity and cannot use this feat for a number of days equal to the paladin's level.

If used against recognised enemies of their deity, then this use does not count towards the weekly total.

Positive Energy Conduit

Intro

Through divine providence or dedication to their deity, some paladin's ability to channel positive energy is greater than their peers and sometimes even greater than their superiors.

Prerequisites

4th level

Benefit

When channelling positive energy, the paladin is treated as having +1 to effective level.

Special

May be taken multiple times – up to 4 times, increasing the level requirements by +1 each time it is taken.

Watchful Guardian

Intro

The paladin stands guard against evils both spiritual and material. As such they often see it as their duty to protect their companions when traveling.

Prerequisites

1st level

Benefit

+2 to initiative rolls, +2 to spot or listen checks and +2 to the first to hit roll made in combat – See below for more details

Special

This feat is only used when the paladin is actively guarding something or someone, such as a sleeping companion or the entrance to the king's council chamber.

The person(s), location or object the paladin is guarding must not be designated as an enemy or be openly hostile to the paladin's deity. Their god will not allow their servant to protect their enemies, except under very rare circumstances.

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