

# FANTASTIC FEATS

- VOLUME XXII -

CAVALIERS



# Preface

**Fantastic Feats**  
**Volume 22 - Cavaliers**

*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 Cavaliers, those mounted warriors sworn to a higher purpose, serving it above everything else.

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# Cavalier Feats

To use these feats, the cavalier needs to be a member of an Order in addition to any other requirements the feat has. The exception to this is the Tactician Bonus Duration and Handle Animal Improvement feats.

If the Cavalier leaves their order for any reason then they lose access to these feats and they cannot be replaced. Once they are back in their original Order or have joined another then they regain access.

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## Handle Animal Improvement

Some cavaliers have a natural understanding of animals and their mount. This can carry over to their dealings with other animals as well.

### Prerequisite

1<sup>st</sup> level, CHA 12+

### Bonus

+1 to the Cavaliers effective level when determining level for use with Handle Animal Skills or Mount checks

### Special

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

## Improved Banner Morale

The sight of a Cavaliers banners can improve morale for their allies. Some have taken the act of brandish their banner into something like an art form and this is reflected in the bonus it gives to those who are allied with its wielder.

### Prerequisite

5<sup>th</sup> level, CHA 13 or INT 13+

### Bonus

The morale bonus from using the banner increase by +1

### Special

Can be taken 3 times

## Improved Challenge Damage

Knowing just when to issue a challenge and what to do while it is in effect can improve the damage done, as the cavaliers' strikes with precision or positions themselves for the chance of improving damage.

### Prerequisite

INT 12+ & STR 14+

### Bonus

The minimum damage done under a challenge is increased by +1. E.g. 1-6 damage would become 2-6.

### Special

Can be taken multiple times, increasing the STR & INT requirements by +1, to a maximum of 3 times.

## Improved Damaging Charge

Bracing themselves as they charge, the cavaliers use their strength to cause more damage to their opponent.

### Prerequisite

3<sup>rd</sup> level, STR 15+

### Bonus

The minimum damage done from a Charge is increased by +1. E.g. 1-6 damage would become 2-6.

### Special

Can be taken multiple times, increasing the STR requirements by +1, to a maximum of 3 times.

## Improved Order Abilities

Cavaliers use their knowledge of the orders rituals and training to their advantage. A few of the smarter ones are able to learn the advanced lessons their orders teaches them.

### Prerequisite

2<sup>nd</sup> level, INT 13+

### Bonus

Any Order abilities with a random factor have their minimum dice rolls increased by +1. E.g. a roll of 1-6 would become 2-6.

### Special

Can be taken 3 times, increasing the INT needed by +1 each time.

## Improved Order Skills

Cavalier orders grant access to skills that some people would not normally have. The lessons taught by these orders can sometimes be better assimilated and used by cavaliers in a superior way.

### Prerequisite

2nd level, INT 13+

### Bonus

Any bonus skills granted by their order is increased by +2 and the cavalier gains +1 to effective level when determining level based effects

### Special

Can be taken twice

## Tactician Bonus Duration

The art of war includes tactics. A few cavaliers, through force of personality or intelligence, can push or advise their allies for longer than normal

### Prerequisite

2nd level, CHA 14+ or INT 14+

### Bonus

The cavaliers' effective level is +1 when determining duration for the tactician bonus.

### Special

Can be taken 3 times, increasing the level and CHA/INT requirements by +1 each time.

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