

# FANTASTIC FEATS

- VOLUME VI -

BOWS & AMMO





# Preface

## Fantastic Feats Volume VI

### Bows and ammo

*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 bows, crossbows and their ammo.

As with any feats in the FF series, please consider carefully before adding them to your game.

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# Feats

## Called Shot Mastery

### *Combat Feat*

You have become an expert at making called shots with your bow

### **Prerequisites**

Int 14, Combat Expertise, Improved Called Shot, base attack bonus +8

### **Benefit**

You receive a +4 bonus to hit with the first called shot you make in a combat round and +2 to the 2<sup>nd</sup>.

### **Special**

You may voluntarily go last in the combat round to double the hit bonus for this round only.

## Customised Ammo

### *Crafting Feat*

If you make your own ammo, you can tweak it so that it works better for a particular weapon, with the downside being that it becomes worse for any other weapon.

### **Prerequisites**

Int12, Craft (Weapons), Weapon Focus

### **Benefit**

When crafted, this feat allows ammo to be associated with a certain weapon. This gives it a +2 to hit bonus but only when used with the associated weapon.

### **Special**

Cost, time and DC to make customised ammo are increased by 20%. If this ammo is used by anyone else or on another weapon, the bonus becomes a penalty.

## Lucky Ammo

### *General Feat*

For some reason, the character believes that a certain arrow, bolt or shot is lucky. This may or may not be true, but when the character shoots with this ammo, it does seem to work better for them.

### **Prerequisites**

Ammo that is unique in some way (see below)

### **Benefit**

This ammo grants a +1 bonus to any hit rolls made with it, in addition to any other bonus and only has a 20% chance of breaking if a missed shot.

### **Special**

This feat may be taken multiple times, but each time the ammo must have a quality about that is different from other ammo

Some suggested qualities about it are:

- Made by a certain crafter
- Blessed by a certain church or group
- Had some "luck" ritual performed over it
- 1hp of the owners blood dripped on the ammo
- Uses a certain material in construction

So a character could have two sets of lucky ammo, one that had been doused with their own blood and another that had been kept in the holy temple of Tanaarg, goddess of war.

Alternately, taking the feat again allows the character to change what they believe makes the ammo lucky.



## Makeshift Melee Weapon

### Combat Feat

Sometimes you run out of ammo or don't have the room to fire off a shot properly. You have become used to using your long range weapon as a makeshift melee weapon.

### Prerequisites

Str 12, Weapon Focus

### Benefit

You may use your bow or crossbow as a makeshift bludgeon weapon, with a -2 penalty to hit instead of -4

### Special

There is a chance the weapon will break if used in this way. If the weapon breaks it can't be used until repaired

- Normal Weapons – 30%
- Masterwork – 10%
- Enchanted – 5% (but if damaged suffers a penalty instead of breaking equal to the number of times it got damaged and increase chances of breaking by same amount)

## Reactive Shooting

### Combat Feat

If surprised, your fast reflexes allow you to load and fire off one shot, but your aim is very poor and the shot can easily miss.

### Prerequisites

Dex 14

### Benefit

You may fire off one shot if surprised for free, forfeiting your place in the combat order.

### Special

Only the basic roll to hit is used and no other modifiers apply. This shot may be dodged and ignored if the target rolls a Reflex Save.

## Stand Your Ground

### Combat Feat

When being charged by an enemy, standing your ground and holding your nerve can make your shot more deadly as their literally run into your shot.

### Prerequisites

Weapon Focus, an enemy moving towards you at a speed greater than their walking rate.

### Benefit

Take a -2 penalty to initiative roll this round, then choose one of the options below when shooting at a charging target:

- +2 to hit
- +1 to damage
- +1 to critical chance (but not critical confirmation or damage)
- +2 to called shots to the head or other forward facing body part

## Warning Shot

### Combat Feat

You make a shot to deliberately miss, but not by much, to scare and intimidate your opponent

### Prerequisites

Dex 14, any called shot feat

### Benefit

You make a shot at your target, aiming and rolling to hit as normal. However, if you "hit", you actually miss your target and gain a +2 bonus to bluff/intimidate etc. rolls instead.

The target also suffers a -2 penalty to attacking you in the next combat round if they fail a Will Roll vs the number you rolled.

### Special

If you fail the roll to "miss" the target, you may hit target instead. Roll to hit again but with no bonus applied to the hit or damage roll.

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