

FANTASTIC FEATS

- VOLUME XX -

WIZARDS



Preface

Fantastic Feats Volume 20

Wizards

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 wizards, the commanders of arcane forces.

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Feats

Some of these feats featured here are tied to a school of magic – this school must be the same as the one the wizard specialises in. If the wizard is not a specialist of a school, a so called Universal wizard, then they can still use these feats but must nominate the school the feat is tied to when taking the feat. This may be changed by taking the feat a second time, even if the feat does not allow itself to be taken more than once.

Familiar Bonus

Some wizards have a familiar. For a few, this mystical bond is stronger than average and is reflected in the bonus the familiar gives the wizard.

Prerequisite

A familiar, 2nd level

Benefit

Gain +1 to the special ability or bonus from their familiar.

Special

May be taken multiple times

Opposition Knowledge

Some wizards study their opposite school sometimes, to gain insight into the school that opposes theirs.

Prerequisite

3rd level, INT 15

Benefit

The opposition penalty of -4 becomes -3 for one school that is opposite the wizards.

Quick Learner

A few wizards seem to have a knack for learning, making the art of getting a new spell in their Spellbook easy for them.

Prerequisite

1st level

Benefit

+2 to any attempts to learn a new spell

Special

Can be taken multiple times

Rigid Thinking

When learning spells, some teachers are fairly rigid in their teaching methods. This results in spells that are more stable, with increased base damage, but decreased potential.

Prerequisite

1st level

Benefit

Spells from within the wizards school that have a random factor (e.g. 1d6 per level), have the minimum amount increased by +1, but also have the maximum decreased by the same amount.

Example

A spell with 2d6 normally has a range of 2 to 12. If this feat was taken once, the range would now be 3 to 11, if taken twice the range would be 4 to 10 etc.

Special

Can be taken multiple times

School Knowledge

When you study hard and do your research, you may just figure out ways to make your spells better than the ones cast by your peers, after all, knowledge is power.

Prerequisite

3rd level, INT 14+

Benefit

Once per day, you may reroll any one random dice roll associated with a spell in your school and take the better result

Special

May be taken multiple times, but increases the minimum INT level by +1 each time.

Spell Strength

The Art of magic flows through the veins of some wizards with a stronger flow when compared to others. This manifests in some of their spells being harder to resist.

Prerequisite

1st level

Benefit

Once per day, the DC to resist a single spell from your school is +2.

Special

May be taken multiple times for multiple uses, but has to be used on a different spell with each use.

School Prodigy

The mystic arts come naturally to some, in much the same way as swimming would come to a fish or flying to an eagle.

Prerequisite

2nd level, INT 16+

Benefit

When determining the affects from the powers/abilities granted from being a specialist of a chosen school, the wizards level is treated as being one effective level higher.

Special

Can be taken once only for one school. If the school the specialist takes changes, then this feat must be taken again.

Universal wizards must pick a school when picking this feat.

Coming Soon

Fantastic Feats 21 Alchemists

The fantastic feats series continues with feats for Alchemists.

Starship Kit 6.1 Engines, propulsion and power

The next release in the Starship Kit series covers the engines and ways of moving your starship.

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