

FANTASTIC FEATS

- VOLUME XXVII -

WITCHES



Preface

Fantastic Feats volume 27

Witches

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 Witches, those magic users who draw their magic from other worldly powers.

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Witch Feats

Witch feats require the witch to have access to their patron. If for some reason they are cut off from their otherworld patron then access to these feats is temporarily suspended until contact is resumed. This rule also applies to the feats that are tied to their familiar.

As an optional rule, Witches may also have access to the feats from “Fantastic Feats 11 – Druids” & “Fantastic Feats 20 – Wizards” (both by Ennead Games), but only at the GM’s discretion for each feat.

Aura of Menace

There is a common fear among the population that witch are evil and can give you the “evil eye” to curse you or make you ill. Some witches capitalise on this belief to bluff or intimidate their foe.

Prerequisite

CHA 13+

Bonus

The witch gains a +2 bonus to intimidate or Bluff rolls and once a day may re-roll the result, which must be accepted even if worse than before.

Special

Can be taken multiple times, increasing the bonus by +2 each time.

Familiar Power Booster

Even though they already share a mystical link, the witch’s familiar can sometimes provide another benefit and give a slight power boost to some of her spells.

Prerequisite

3rd level

Bonus

Spells or hexes cast by Deliver Touch Spells ability have 1 point added to the minimum dice roll for them. E.G. 1-6 would become 2-6.

Patrons Blessing

The Witches patron can provide an extra bonus, but calling on this too many times can anger the patron.

Prerequisite

1st level

Bonus

Once a day a patrons spell with a random component may have the dice re-rolled and the better of the two results used.

Special

May be used a second time in a day, but if so, then the witches spells have a -2 penalty to any die roll (minimum of 1) for a number of days equal to the spell level that was re-rolled.

Quick Learning Familiar

You have a familiar that is a tad smarter than others, regardless of species.

Prerequisite

1st level, a familiar

Bonus

Familiars that try to learn new spells from scrolls or other familiars etc. gain +2 to Spellcraft checks

Special

Can be taken multiple times

Stable Witch Spells

Magic has a slight chaotic component, even for the most powerful of spell casters. A few witches have figure out techniques to help dampen these effects and increase their base results, at a cost of reducing potential greatness.

Prerequisite

INT 13+

Bonus

The minimum dice roll for any random component in a witch's spell is increased by +1, but the maximum is reduced by 1. E.g 1-6 would become 2-5.

Special

This feat cannot be taken if the feat "Unstable Witch Spells" has been selected.

Stronger Hexes

Knowledge gained from their patron or other sources allows a few witches to have hexes that are as powerful as their betters and superiors.

Prerequisite

1st level, INT 15+

Bonus

For any hexes that base a component off the witch's level, their level is treated as being +1 for this determination only.

Unstable Witch Spells

Some witches strive to keep chaos at bay, other embrace it. This is reflected in their spells being more unpredictable

Prerequisite

1st level, neutral or chaotic alignment

Bonus

Any hex or spell with a random component, such as damage, may have that dice re-rolled and the result used, even if worse than the original. This can be used a number of times per day equal to the witches WIS bonus

Special

This feat can't be taken if the feat "Stable Witch Spells" has been taken.

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