



**GENERAL FEAT**

**FURTHER BACKGROUNDING**

ADVENTURER FEAT LEARNED ✧

Add a total of 2 points to backgrounds you already have, or choose 2 points of new backgrounds that make sense for your character. (Maximum 5 points per background.)

**GENERAL FEAT**

**IMPROVED INITIATIVE**

ADVENTURER FEAT LEARNED ✧

Gain a +4 bonus to Initiative checks.

**GENERAL FEAT**

**LINGUIST**

ADVENTURER FEAT LEARNED ✧

You speak enough arcana, dwarven, elven, gnomish, gnoll, goblin, orcish, and other standard humanoid languages to comprehend enough of what most other humanoids are saying or screaming during battle.\*

You can also read enough to get by in all these languages.

**GENERAL FEAT**

**PRECISE SHOT**

ADVENTURER FEAT LEARNED ✧

When your ranged attack targets an enemy who is engaged with an ally, you have no chance of hitting that ally.

**GENERAL FEAT**

**RAPID RELOAD**

ADVENTURER FEAT LEARNED ✧

Reloading a heavy crossbow now takes only a quick action. Reloading a hand or light crossbow is a free action.

**GENERAL FEAT**

**REACH TRICKS**

ONCE PER BATTLE

ADVENTURER FEAT LEARNED ✧

Once per battle, tell the GM how you are using your weapon's reach to perform an unexpected stunt with a reach weapon such as a longspear or halberd.

To use the stunt, you must roll a 6+ on a d20.

**GENERAL FEAT**

**RITUAL CASTING**

ADVENTURER FEAT LEARNED ✧

You can cast any spells you know as rituals.

Classes that are already ritual casters (cleric, wizard) don't need this feat.

**GENERAL FEAT**

**SKILL ESCALATION**

TWICE PER DAY

ADVENTURER FEAT LEARNED ✧

Twice per day, you can add the escalation die to one of your skill checks. Choose after you roll the check.

**GENERAL FEAT**

**STRONG RECOVERY**

Trigger: You roll recovery dice.

ADVENTURER FEAT LEARNED ✧

When you roll recovery dice, reroll one of the dice and use the higher result.

At 5<sup>th</sup> level, reroll two of the dice.

At 8<sup>th</sup> level, reroll three of the dice.

Set your duplex (double-sided printing) printer to long-edge binding (left alignment), and print in 100% without *fit to paper size scaling*, deactivate *borderless printing*. You can also print to one side, turn over the paper, and print to the flipside. Cut along the crop marks (works best with a sharp utility knife or paper/photo trimmer).

You can also laminate the cards using *laminating pouches* in **business card format** (card size: 86 mm × 54 mm).

GENERAL FEAT

CHAMPION FEAT

LEARNED

Add a total of 3 points to backgrounds you already have, or choose 3 points of new backgrounds that make sense for your character. (Maximum 5 points per background.)

EPIC FEAT

LEARNED

Add a total of 2 points to backgrounds you already have, or choose 2 points of new backgrounds that make sense for your character. These points can take one of your backgrounds over 5, to a maximum of 7.

GENERAL FEAT'S CARD DECK

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GENERAL FEAT

*\*You are not fluent in all these languages, no one will mistake you for a native speaker, and your vocabulary is adventurer-centric (heavy on words connected to danger rather than philosophy or emotions).*

CHAMPION FEAT

LEARNED

You can speak, read, and write all the humanoid languages fluently. Stranger languages are no problem for you either. If someone is speaking it, you can figure it out.

GENERAL FEAT

IMPROVED INITIATIVE

GENERAL FEAT

GENERAL FEAT

RAPID RELOAD

GENERAL FEAT

GENERAL FEAT

PRECISE SHOT

GENERAL FEAT

GENERAL FEAT

RITUAL CASTING

GENERAL FEAT

See *Rituals* for ritual casting rules.

GENERAL FEAT

REACH TRICKS

FEAT USED

ONCE PER BATTLE

GENERAL FEAT

STRONG RECOVERY

GENERAL FEAT

GENERAL FEAT

SKILL ESCALATION

FEAT USED

TWICE PER DAY

USED

GENERAL FEAT

TOUGHNESS

ADVENTURER FEAT

LEARNED

You get additional hit points equal to half your baseline class hit points (rounded down).

At 5<sup>th</sup> level, the total hp bonus increases to your baseline hp value.

At 8<sup>th</sup> level, the total hp bonus increases to double your baseline hp value.

ELVEN GENERAL FEAT

HERITAGE OF THE SWORD

ADVENTURER FEAT

LEARNED

If you can already use swords that deal d6 and d8 damage without attack penalties, you gain a +2 damage bonus with them. (This bonus doesn't increase miss damage.)

Otherwise, if your class would ordinarily have an attack penalty with such swords, you can now use them without penalties.

ELVEN GENERAL FEAT

HERITAGE OF THE SWORD

ELVEN FEAT

Only Dark Elfs, High Elfs and Wood Elfs may choose this feat.

GENERAL FEAT

TOUGHNESS

GENERAL FEAT