

FANTASTIC FEATS

- VOLUME XVIII -

SORCERERS



Preface

Fantastic Feats
Volume 18 - Sorcerers

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 Sorcerers, those being with bloodlines that grant them arcane power and more.

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Sorcerer Feats

These feats are tied into a sorcerer's bloodline and affect features, skills and abilities from that. If, for some reason, the sorcerer has access to more than one bloodline, then these feats only affect one of them and this must be declared when the feat is taken. To grant the benefit to the other bloodline features, the feat must be taken again.

In addition, if the Cha or Int of the sorcerer ever drops below 12, they lose access to these feats, but regain them when those stats are returned to normal.

Chaotic Spells

"The chaos of nature is a beautiful thing. Capture that essence and empower your spells with it and you will be one step closer to being a true god..."

- Precpet Magnicus, Chaotic Ascension circa 265 AB

Prerequisites

1st level, INT 13+

Benefit

Once per day, the bonus spells gained from the bloodline may have any one dice associated with them, such as damage, to hit etc., re-rolled. This must be declared before any results etc are calculated and the 2nd result must be accepted, even if worse than the first.

Chaotic Taint

At some point in the sorcerer's family bloodline, the taint of chaos was introduced. This may be from another chaotic bloodline, or a curse, or even being ground-zero for a chaos spell. Whatever the reason, this bloodline now has a faint taint of chaos to it, making any abilities derived from it slightly unstable.

Prerequisites

1st Level, Cha 13+

Benefit

Once per day, any one dice roll associated with Bloodline abilities (but not spells) may be re-rolled. This second result cannot be changed (short of a Wish spell) and must be accepted.

Greater Bloodline

"The blood of a goddess flows in my veins, I am descended from the supreme one herself and I am her daughter. Bow before me and tremble..."

- Selena Vanus, Socrerer-Matriarch of the Vanus Clan, 108 AB

The sorcerer with this feat comes from a bloodline that can trace its origins back to a great power, maybe even a god or other powerful being. This grants extra power and makes any bloodline abilities more powerful

Prerequisites

1st level, Cha 16+

Benefit

Once a day, may re-roll one dice associated with any bloodline abilities and take the better result.

Increased Spell Strength

The power of the sorcerers' bloodline grants their spells an extra bit of power sometimes. It could be that the progenitor of the bloodline was an accomplished magic-user or that the sorcerer has found a way to tap into the innate power they have in a way that is better than their peers. Whatever the reason, the spells that are associated with the bloodline are just a tad harder to resist.

Prerequisites

3rd level, Cha 14+

Benefit

The DC to resist any bloodline spell cast by this sorcerer is increased by +2

Special

Can be taken multiple times but increases the prerequisites level by +1 OR the Cha required by +1 as well –This is decided by the GM.

Potent Bloodline

This sorcerers bloodline is unusually stronger for its type.

Prerequisites

3rd level, Cha 14+

Benefit

When determining the effects of bloodline abilities that are based on the sorcerers level (e.g. 1 damage dice per level etc.), the effective level of the sorcerer is +1.

Special

Can be taken multiple times but increases the prerequisites level by +1 OR the Cha required by +1 as well –This is decided by the GM.

Skill Bonus

Bloodlines carry a lot of benefits to a sorcerer. One of which is a form of knowledge that makes certain skills better.

Prerequisites

2nd level, Cha 14+

Benefit

Once per day, any bloodline associated skills may be re-rolled and the better result taken.

Special

Does not apply if taking 10 or taking 20

Spell Potency

Certain bloodlines have a way of channelling extra power to their spells. These spells tend to have a higher base amount of damage, or range, or anything associated with random determination.

Prerequisites

1st level, Cha 14+

Benefit

One bloodline associated spell gains a boost to the minimum amount of damage it can do. +1 is added to the minimum a dice roll for this spell can do.

E.G

A bloodline spell does 2d6 damage, which gives a range of 2-12. With this feat taken once, the range becomes 3-12, taken twice, 4-12 etc.

Special

May be taken multiple times.

Can be taken for a bloodline spell that is not yet useable.

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