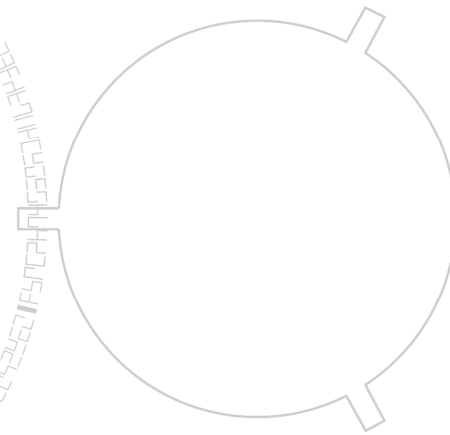
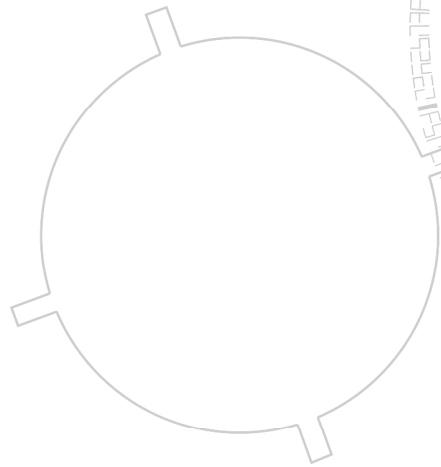


FEATS

GOING MENTAL



ADASTRA

EXTRA BOOSTER PACK

Fearless Goblin Games

James Leonard • Jon Leonard • Jerry Qualls • Mark Ross

Produced by Freelance Illuminati Productions

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CHAPTER 1 ~ PROLOGUE

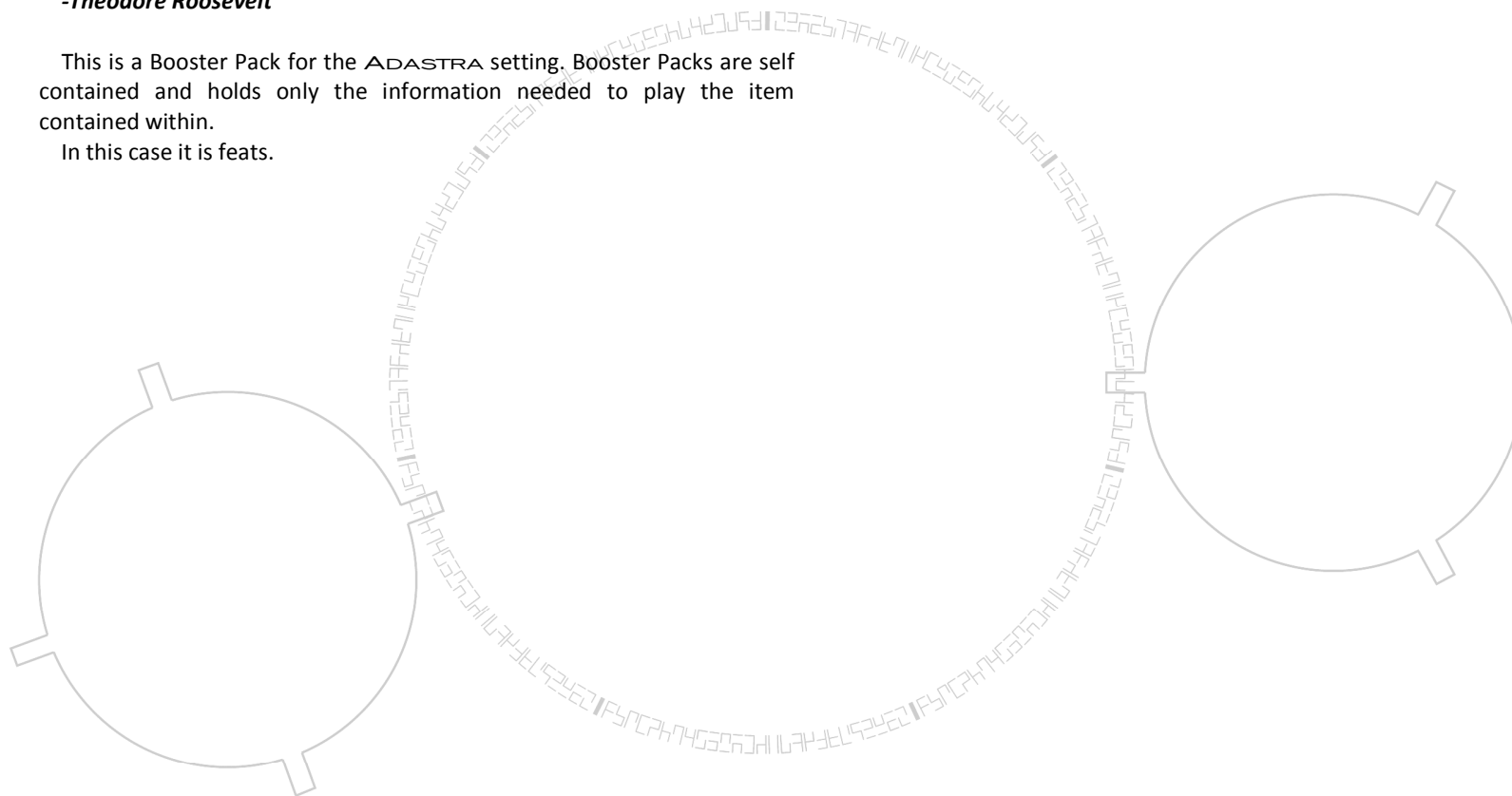
“Speak softly and carry a big stick.”
-Theodore Roosevelt

This is a Booster Pack for the ADASTRA setting. Booster Packs are self contained and holds only the information needed to play the item contained within.

In this case it is feats.

COUNTERS

Many feats and abilities grant a character counters. Counters stay with a character until an event dismisses the counters. Counters of the same name stack with each other no matter what the source is. DMs have the ability to dismiss counters at will.



CHAPTER 2 ~ EXTRA

Sometimes they manifest as flukes in the grand scheme of things; other times, it is destined to be.

HEROIC TIER FEATS

Any feat in the following section is available to a character of any level who meets the prerequisites. Heroic tier feats are the only feats you can take if you are 10th level or lower.

Combat Paranoia [Illness]

Being on edge for so long, waiting for the next attack, makes you see enemies that may not be there.

Prerequisites: Access to illness feats

Benefit: Every time you succeed a perception check to notice an enemy, gain a paranoia counter. For each paranoia counter you possess, you gain a +1 feat bonus to your perception skill bonus. If you roll a perception check to look for enemies and there are none present you take a -1 feat penalty for each paranoia counter to your Intelligence, Wisdom, and Charisma based skills until you take a short rest (multiple instances of this will not stack). The paranoia counters are dismissed after an extended rest.

Heightened Aggression [Illness]

You have been fighting for so long that you start to fight with reckless abandon.

Prerequisites: Access to illness feats

Benefit: Every time you become bloodied, gain an aggression counter (**Error! Bookmark not defined.**). You gain a +1 feat bonus to damage rolls for each aggression counter you gain. You take a -1 feat penalty to defenses for every aggression counter you gain. Dismiss two aggression counters every time you take an extended rest.

Luck

For some reason, you have luck on your side at times.

MORE ON ILLNESS FEATS

While there is a feat that would grant access to illness feats, any major event in a character's life can allow them access to the feats themselves, with DM approval.

Illness feats are either physical or mental abnormalities that the character has acquired. Illnesses have the benefit of being useful when you need them to be, but it can also be problematic when not kept under control, hence the counters.

Benefit: Once per encounter, you may choose to gain a bad luck counter to automatically succeed in a task that requires a die roll. The DM may dismiss one of your bad luck counters to have you automatically fail a task that requires a die roll.

Precision

You hone your accuracy with your weapon to a high degree.

Prerequisites: Weapon Focus

Benefit: When performing a melee basic attack with a weapon in the group you have Weapon Focus with, you gain a feat bonus to your damage roll equal to half of the amount by which you exceed their defense on the attack roll.

War Orphan

Both parents were killed in the heat of war. Because of this, you had to learn to fend for yourself.

Prerequisites: You must be level 1 and at least 12 years old to take this feat.

Benefit: Your starting age to adventure is reduced by one quarter (rounded down) of your race's age of adulthood. You also now suffer from issues allowing you access to illness feats.

Special: In most cultures, a war orphan is an adult at this new age, even if they are not yet the age of adulthood.

PARAGON TIER FEATS

Any feat in the following section is available to a character of 11th level or higher who meets the prerequisites.

Deflect

You have learned through trial and error how to deflect your ally's incoming attacks to hit a specific target.

Benefit: An ally may make a ranged attack roll with a weapon against you. If the unmodified roll is 6 or greater, you may roll a ranged attack roll against another target and must roll equal to or higher than the attack made against you (fully modified). That target grants combat advantage for

the purpose of this attack. If you do not roll higher than the attack against you, you are hit instead, but take half damage and suffer no ill effects. If you hit the target, the attack made against you hits your target instead. Range penalties and limitations apply from the attack's original location.

Lethality

Your precision is so advanced that even while distracted, you can still bring your weapon home.

Prerequisites: Precision, Weapon Focus

Benefit: When using a melee attack power with a weapon in your weapon focus group, you gain a feat bonus to your damage roll equal to half of the amount by which you exceed their defense on the attack roll.

Long-term Mana Exposure [Illness]

Fighting on the battlefield, one never gets exposed to enough mana at one time to cause serious injury, but the long term effects are still noticeable.

Prerequisites: Access to illness feats.

Benefit: When a power with the arcane keyword is used within a range equal to 3 plus the number of exposure counters you possess, you gain an exposure counter. If a power with the arcane keyword hits or misses you, the caster takes damage equal to the number of exposure counters you possess. All of your defenses against powers with the arcane keyword are reduced by the amount of exposure counters you possess. Dismiss all exposure counters when you take a short rest.

Unspoken

You develop a kinship with your party, allowing them to read your body language to know your next action.

Benefit: If you are about to hit an ally that can see you with an attack, they gain a +4 feat bonus to all defenses against that attack. If you are about to be hit by an attack from an ally that you can see, you gain a +4 feat bonus to all defenses against that attack.

Warrior's Calm [Illness]

You only feel calm and collected when in combat.

Prerequisites: Access to illness feats.

Benefit: Whenever you enter combat, gain a calmness counter. While in combat, you gain a +1 feat bonus to saving throws, acrobatics, athletics, and endurance checks for every calmness counter you possess. When out of combat, you take a -1 feat penalty to saving throws, endurance, athletics, and acrobatics checks for every calmness counter you possess. Dismiss all calmness counters when you take an extended rest.

EPIC TIER FEATS

You have to be epic tier or higher to gain epic feats.

Assassination

Given the chance, you can almost guarantee a kill strike.

Prerequisites: Lethality, Weapon Focus

Benefit: If you attack a bloodied creature with a weapon in your Weapon Focus group and deal damage with that attack equal to or greater than the defense you are attacking, the target is reduced to 0 hit points.

Battle Weary [Illness]

Near constant battles have made you more cautious in combat.

Prerequisites: Access to illness feats

Benefit: Every time you enter combat, gain a battle counter. For every five battle counters you control, gain a +1 feat bonus to all defenses and a -1 feat penalty to speed to a minimum of 1. Dismiss one battle counter when you take an extended rest.

Dynamic Fighter

Standing still will only get you killed faster.

Benefit: You may spend an action point to split your move action so that you may move before and after your other actions this turn. The total number of squares you move cannot exceed your speed.

Legendary

You have become legend from the exploits of your party.

Benefit: You may once again add half your level to bluff, intimidate, and diplomacy checks. You are instantly recognizable to most people, and receive a feat penalty equal to your level to bluff checks used to disguise yourself.

Resurrection Apathy [Illness]

Years of battle has lead to countless resurrections, and a more obvious side effect.

Prerequisites: Access to illness feats and have been resurrected sometime during this tier.

Benefit: When you are resurrected, you gain a resurrection counter. You gain a +1 feat bonus to your defenses and saving throws against fear for every resurrection counter you possess. You gain a -1 feat penalty to your diplomacy, intimidate, and bluff checks for every resurrection counter you possess. Your alignment shifts to unaligned when you control more than 5 resurrection counters. Resurrection counters can only be dismissed by the DM.