



Metafeats: Embracing the Fourth Wall

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Metafeats:

Embracing the Fourth Wall

The difference between in-character and out-of-character is a definite, tangible borderline. However thick or thin that line may be can differ from group to group, it is still a divide that exists for Gamemasters and players. It can sometimes be stretched, or even broken. Players sometimes use out-of-character knowledge to influence the game (whether it is accidental or not), and some in-character actions can have an effect on the lives of the players (which usually results in tighter or broken relationships). Regardless of these incidental breachings, the fourth wall remains where it is, ready to be broken and mended at a moment's notice. As such, why not break it even further?

This supplement contains rules for metafeats, which are essentially a means with which players can break the fourth wall as a reward for participating in the game. How they participate to earn these rewards varies for each metafeat. When players (not characters) take a specified action outside of the game or as part of the game, they receive a benefit that they may either use immediately or later in the session, as per any metafeats they possess.

These metafeats are assigned to the players, not the characters; even if a player changes his character, the metafeat is retained. Note that these abilities are intended to be fun ways to reward players for contributing to the game that is being played; a general benchmark for awarding metafeats is either one per five sessions attended by the player or once per three character levels of the player's character, but these are not hard rules and should be adjusted to accommodate groups as needed, depending on rate and style of play.

Each Metafeat aligns to the following format:

Metafeat Name

Flavor description

Action: This section describes the necessary action that must be taken by the player outside of the game in order for the metafeat to be triggered.

Benefit: This section describes the benefit the player's character receives ingame.

But I LIKED My Character... (metafeat)

Action: A player character in the game must die. This can be the character of the player with this feat, or

another character if the player wishes to use their feat to aid their ally.

Benefit: The character is not actually dead, and will heal themselves back to consciousness, no matter how much damage they might have taken or what circumstances may have led to their death (including impossible situations such as being thrown off a cliff into an erupting volcano), and will somehow find their way back to the party in a timely manner. At the GM's discretion, the character might come back under new circumstances (such as having become a vampire after being killed by undead, or gaining an aligned template as they cross back from another plane), but such changes can only be beneficial to the character and cannot compromise the player's ability to control their PC.

Special: This metafeat may only be used once. In order to use it again, it must be acquired as a separate metafeat, but only one instance of this metafeat may be held in reserve at a time.

Dutiful Scribe (metafeat)

When there's a tale to tell, it's good to write it down.

Action: The player must record what happened in the previous session. It can be written as the session proceeds, or afterwards.

Benefit: The tale of the players' characters spreads far and wide, as many have heard of their exploits. Decrease the difficulty of Diplomacy and Intimidate checks in settlements where the characters' exploits could have been told by an amount equal to the level of the character of the player with this metafeat; this represents the local bards telling the party's tales, and possibly exaggerating them.

Feed the Beast (metafeat)

Action: The player must bring enough food to share with everybody.

Benefit: As a swift action once per session, the character may awaken the hunger within; he can make a bite attack (if he does not possess a bite attack, this deals 1d3 damage), with a +20 luck bonus on the attack and damage roll.

Special: A player with this metafeat may choose to allow a bonded companion (such as a familiar, animal companion or an eidolon) to gain its benefit instead of himself. The same restrictions apply.

Knowledge Is Power (metafeat)

Action: The player must bring one or more relevant reference books to the session to share. This can be as simple as sharing a copy of the core rules, to having a relevant hardcover handy for the GM to peruse in an intrigue-based campaign, to having a needed setting book.

Benefit: Once per session, a player may use out-of-game knowledge to identify a creature, obstacle or plot element with which their character is currently confronted. They may share this knowledge freely with the other players, but only insofar as it pertains to the specific impediment.

Miniature Monstrosity (metafeat)

Action: The player must bring an unopened box of miniatures to the game. Where this box was procured is irrelevant as long as the miniatures within are potentially applicable to Pathfinder, the contents of the box are unknown, and it is not opened prior to the start of the session.

Benefit: As a full-round action, the player may open the box of miniatures and select one miniature contained inside. That creature joins the combat as an NPC friendly to the players. Depending on the miniature chosen and the GM's decision, this could be a wandering monster that decides to help out, a fellow adventurer that tailed the PCs and decided to step in, or a planar creature that happens to enter the realm at exactly the spot where the PCs were battling. Depending on GM decision, the monster could simply help out and leave, or could demand payment for its help or even become a continuing part of the adventure.

The miniature selected must have statistics in the game, and the giant or young template may be applied once if the miniature's size differs from the base creature. Miniatures of a specific NPC or entity may be used, provided that creature's official statblock is available for use.

Special: This metafeat may only be used once. In order to use it again, it must be acquired as a separate metafeat, but only one instance of this metafeat may be held in reserve at a time.

Needed Intermission (metafeat)

Action: A player must volunteer and run at least one session in lieu of the group's usual GM; this can be a part of the same campaign, a small one-shot, or any other diversion from the regular play. The GM must not coordinate any part of the session, save that which is expected of a player if he desires to play.

Benefit: When the player's character truly needs it, he finds rest can come easily to him. Once during the campaign when the party rests for the night, the player can declare he is using this feat; nothing will come to attack, harass or mobilize the players during that night.

They will not miss any important plot points, and will wake even more refreshed than usual, with a number of temporary hit points equal to twice their character level that last for 24 hours.

Special: This metafeat may not be acquired more than once. Once it is acquired and used, that player may not use it again.

Note: The purpose of this metafeat is to reward players who take the reins from a tired GM, and give them the opportunity to play a game rather than run one. It is not intended to allow players to hijack the campaign to get the rest they may need in the future or alter the plot.

Oath to Play Well (metafeat)

Action: The GM may select one rule from the list below that the player who possesses this metafeat must obey for the duration of the session. If this rule is followed, the player's character gains a flash of intuition when he needs it most.

Benefit: Once when the character rolls a d20, he may roll twice and take the higher result. Additionally, the character gains an additional benefit that lasts as long as the rule is obeyed, beginning with the session after this metafeat is acquired, as listed below. Intuition may be kept in reserve, to a maximum total of the player's character's level.

- *Lights Out:* If the player does not pull out electronics during a part of the session where they are not needed, their character gains a bonus on saving throws against all visually-based effects (such as gaze or light-based attacks) equal to 1/2 their HD.
- *Ruled For Now:* If the player has an issue with their GM's ruling of an event, and saves prolonged discussion on it until after the session, their character gains a bonus on initiative checks equal to 1/4 their HD.
- *Staying On Topic:* If the player does not speak about an unrelated topic during the session, their character gains a bonus to all Intelligence-based checks equal to 1/4 their HD.
- *True To Self:* If the player acts as their character's alignment and ethos dictate in all aspects of the game, including suggestions for courses of action in tune with this (for instance, the Chaotic Good cleric should not support selling a surrendered prisoner into slavery), then they gain a bonus on saving throws against enchantment effects equal to 1/4 their HD.

Note: The purpose of this metafeat is to reward players for breaking bad habits, and should not be used to punish players, nor to reward players for behavior they would have followed anyway. GMs are encouraged to make their own rules for this metafeat as needed by their group.

Well-Equipped (metafeat)

Action: The player brings a prop or other object to the game that is either themed for their character, or helps accentuate the feel of the campaign. This can range from a prop sword for a martial character to a fidget spinner with the appearance of a ship's wheel for a piracy campaign.

Benefit: The character seems to know how to get the most out of a certain thing. If the item is not a consumable and is not used as part of an attack, they gain a bonus equal to half their character level on checks to use that item once during the session. If it is a non-consumable that is used as part of an attack, they add half their character level to an appropriate damage roll once per session. If the item is consumable, they gain 1d4 of the item at the start of each session. Magical consumable items are not usable with this feat.

Special: This metafeat may be taken more than once. Each time it is taken, the player can gain benefits from one more item of which they bring a likeness per session.

What If...? (metafeat)

Action: The player need simply state that a plot element in the game is different than how the GM describes it; alternatively, a different action may be taken by an NPC. The GM must approve of this diversion in the plot before it may be used.

Benefit: The action resolves as the player specifies. This can lead to a king having a miraculous change of heart resulting in not sentencing the PCs to death, or a cultist cabal failing an important incantation at the last second. If the GM does not allow this element to be changed, the metafeat is retained and not wasted.

This metafeat may only be used once. This metafeat may not be acquired more than once. Once it is acquired and used, that player may not use it again.

Battlecry Metafeats

Battlecry metafeats are a specific subcategory of metafeats that are activated by the player eliciting a battle cry during the session. It can be a character's catchphrase, a call for glory, or simply a visceral, animalistic howl. A player may use any combination of battlecry feats they possess a number of times per session equal to the number of battlecry feats they possess. The action required to activate all battlecry feats is to shout a battlecry, as denoted above, and if the battlecry has a non-instantaneous effect, the battlecry's benefits last for 1 minute. Only one battlecry feat may be in effect at one time; if another is used, the first one immediately ends. The GM is encouraged to design more battlecry metafeats as their group warrants.

Cooperative Harassment (Metafeat, Battlecry)

Benefit: When the player's character or an ally uses a combat maneuver and fails, one of their allies that threatens the combat maneuver's target can use an immediate action to attempt the same combat maneuver against that target. This does not provoke attacks of opportunity.

Group Gangpile (metafeat, battlecry)

Benefit: All allies of the player's character gain a teamwork feat possessed by that character.

It Has to Hit (metafeat, battlecry)

Benefit: Once per character per combat, each ally of the player's character may add 1d6 to an attack roll if it misses. This can turn a miss into a hit.

Magic is Might (metafeat, battlecry)

Benefit: Once every other round, the player's character can cast a spell they have prepared or know as a swift action. This can only be used to cast spells that have a casting time of 1 round or less, and the character may not use their standard action that round to cast another spell.

The Power of Friendship (metafeat, battlecry)

Benefit: All allies within 60 ft. (including yourself) gain temporary hit points equal to your character level. These temporary hit points last for 1 minute, and can be used to keep an ally (including yourself) from dying.

NOOOOOOOO!!!! (metafeat, battlecry)

Action: This battlecry can only be used immediately after an ally is reduced to 0 hp or less.

Benefit: The wounded ally immediately stabilizes and gains temporary hit points equal to your character level that last 1 minute. These temporary hit points can keep them from dying.

In addition, you may make a single attack roll at your highest BAB against the target that struck down your ally, provided they are within range of a weapon you are wielding. You may draw a weapon and throw it in order to make this attack.

Wabba Wabba (metafeat, battlecry)

Prerequisite: The player character must possess magical ability and a fondness for tricks.

Benefit: The character produces a random magical effect, as if they had activated a *rod of wonder*.