

DISADVANTAGES & FEATS V0.8

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I remember playing the original Dungeons & Dragons, now referred to as OD&D. Your stats were determined strictly by what you rolled up. While this was a role playing game many times you were hampered by sub par numbers, or denied character classes that you wished to play because of unlucky dice. Dungeons and Dragons was meant for you to feel like a hero, hence we altered the creation process to not only make your alter ego more heroic (without producing an over powered character), but added disadvantages and feats to give them color and a heroic flavor.

Optional Character Roll up:

Rolling up a new character consists of casting 6 sets of 3D6. The values can be set in any order for: Str, Int, Wis, Dex, Con, Chr. In addition values of 7 or less can be tossed out and re-rolled. Players may opt to change any stat with a 2 for 1 ratio. For example if you had a Str of 8 and a Chr of 16 you may lose two points of your Chr so your Str would not suffer a minus 1. Hence resulting in Str of 8 and a Chr of 14.

Disadvantages:

Disadvantages are bought when rolling up a character, they will earn you points to spend on Feats. Though a character may not buy more than 3 points of disadvantages, and all disadvantages and categories must be approved by the DM. The 3 different categories are:

Flavor: Will not hamper the character, and never enhances it. Flavor is an oddity that makes them more interesting. For example Indiana Jones hated snakes. Or perhaps your character stutters when excited. Flavor earns no Feat points, they are just used to add color to your character.

Minor: Will slightly hamper the character and will earn 1 Feat point.

For example Kurig is mildly afraid of the zombies and receives a -1 to his attack when battling them. Or Elob is a sucker for a pretty face and can be easily tricked by beautiful women.

Severe: Will moderately hamper the character and gain two boons.

"NO! Giant spiders!" Rhoen gasps losing a turn as he backed up against the wall. Fearing the battle he fights at a -2 with trembling hands. Or perhaps claustrophobic: The confines of the dark caverns weighed heavy on Romix as he found it hard to concentrate. Thus giving him -1 to all dice rolls.

More Ideas: Unlucky, compulsions, physical (missing fingers or a hand), burning hatred for certain groups, bound by life oath, aversions, hunted by a certain group, minus to certain die rolls, etc.

Note: Disadvantages must be situations that will show up on a regular basis. More so they may not vastly hamper the group. This is your disadvantage not theirs. The DM should not allow any disadvantage he deems harmful to game play. Note the DM is the final word on validity and what category disadvantages fall into. Finally, a disadvantage will never help a character even if craftily worded.

Feats:

Feats are bought with your disadvantage points at the time your character is rolled up. You may not change them once the game starts without DM approval. Each Feat costs 1 disadvantage point.

A Step Ahead: +1 to Initiative and -1 to anyone attempting a surprise attacks.

Accomplished: You very good at a particular (non combat) task. Singing, playing an instrument, poetry, etc. Take twice to be at the top of the field. (minimum appropriate Stat 9)

Accurate Attack: +1 to hit with a specific weapon. If the weapon is lost or destroyed it will take you a week to familiarize yourself with the new weapon.

Acrobatic Attack: Upon making a saving throw vs Death Ray leaves you behind your opponent for an immediate attack. If you fail you fall prone at the spot where you initiated the Feat. You may not perform this feat more than your Dexterity number per day. (minimum Dex 9)

Acrobatic Defense: Once per battle forces attacker to re-roll his attack to make the hit. Must used before opponent damage is rolled. (minimum Dex 9)

Agile Climber: Climb walls with a +4, with a +2 Ac while climbing. (minimum Dex 9)

Alcohol Resistance: You possess an almost supernatural ability drink large amounts of alcohol before succumbing to its effects. This feat gives a +4 inherent bonus on Fortitude saves against drunkenness. (minimum Con 9)

Ambidextrous: You fight equally well using either hand, with no penalty. When using two weapons this feat allows you to add your entire strength bonus as damage for of them.

Back-Again: Once per battle if you HPs are reduced to zero or less you can immediately regain 1D4 HP and stay standing.

Battle Cry: Once during an encounter you can inspire all member with in a 20 foot radius to gain a +1 to both their next attack, and a +1D4 to damage. (minimum Chr 9)

Born Better: Add 1 point to any of your stats. STR, CON, etc

Brawn: +4 to non-combat Strength feats. It can be performed three times a day. (minimum Str 9)

Camouflage: +4 to any pre-combat hiding or making camps look like no one was ever there.

Charmed Life: Once per day you may add a +4 bonus to any die roll. This must be announced immediately before the roll.

Deity Blessing: You are blessed by your deity. At the DM's choosing may receive a boon in times of great need.

Escape Artist: Receive a +2 for any non-combat activity that helps you escape. Including picking locks, hide in shadows, etc. (minimum Dex 9)

Good Fortune: Once per day this ability allows you to re-roll one that you have just made. You must keep new roll, even if it is worse than the original.

Last Hurrah: Once per battle, if you are brought to zero or less hit points you can still do one action before falling unconscious or dying at +4 chance to success and damage. This includes spells or attacks within reach.

Linguist: Add an additional four languages to the ones you know. Your accent is also perfect. (minimum Int 9)

Leadership, Add +4 to retainer roll and maximum number of retainers.

Lycan Ancestry - You heal triple the usual points per day of rest. You react negatively to silver, and silver weapons do +1 damage to you.

Magic Master: You are a master of your craft. Targets suffer a -1 to save vs spell that you cast. (minimum Int 9)

Marksman: You may draw any ranged weapon as a free action. You receive +1 for a specific ranged weapon. If it breaks it will take a week to familiarize your self with the new weapon. (minimum Dex 9)

Master Sleuth: +1 to intelligent, sleuth, puzzle, or other mental rolls. (minimum Int 9)

Missile Proof: -2 from all ranged attacks, as long as they are in view. To use this ability you lose one point to your initiative roll for that round. (minimum Dex 9)

Monster Master: If you do not know the ability of a certain monster you may ask the DM 2 questions about it. Though it may be used again on other monsters for the same day. Ex what is its AC, Special ability, moment, etc.

Pack Mule: You can carry 20% more before being encumbered, also heavy loaded are counted as light for moment.

Pet Companion: You can train one animal or creature that you have tamed. Your pet is smart for its species, but not above the species limit. It can perform any tricks taught on command. You can teach any intelligent animal/creature 15 commands, though each will take a week to train. It will possess one additional hit point per your level. If you lose or dismiss your pet, a newly tamed one will need to be trained at the above rate. Bonus hit points for the new pet will increase at 1 per week, until they max out as stated above.

Poison Proof: +3 to all saves vs poison, including both ingested and airborne poisons.

Power Shopper: You can discount the price of most any good by 10%. (minimum Chr 9)

Psychic Sence: You have the uncanny ability of intuition. The DM from time to time gives you an insight to things the otherwise would not be known.

Seduction: You are good at using your sexual charms on members of the opposite sex. You receive a +4 bonus in attempts against people who would normally find you attractive. The effected they will not cause them to do something that is normally against their belief or cause them harm. But if role played well the rule can be bent. This feat may not be used once combat starts. (minimum Chr 13)

Slayer: You are a master at killing a specific monster. Each hit does 1D6+4 additional damage.

Speedy: Add +5 feet to your base movement rate. Armor must be lower than leather.

Spell Proof: Character receive a +1 to any save vs spell or magic wand rolls.

Spy: You have sources or way to find out information. +2 to all info gathering. (minimum Chr 9)

Target: Once per battle choose a target within your line of sight you gain a +4 bonus to your attack rolls.

Taunt: Draws attacks away from other party members and towards yourself for the entire battle. Taunt can be directed at one enemy or the entire group. Enraged creature(s) will wildly attack you with a -2 to hit. Taunt can not be turned off but other actions can cancel it. Once stopped Taunt can not be restarted till the next battle. Intelligent monster will ignore this feat after the first round if they are taking excessive damage from another source, or see their actions are ineffective.

Undead Bane: Turn undead as if you were 1 level higher and receive a +1 to the 2D6 affected roll.

Weapon Master: You are a master of weapons and gain no restrictions for use. This feat also lets you use any weapon you have the strength to use with no penalty including size (pg 151 core rules).

Exception: Clerics may till not use edged weapons. (This Feat with additional bonus and restrictions are subject to DM approval).

Zen: You are a master of control and receive a +1 to any saves that deal with your mind. EX: charm, confusion, deceptions, seduction, or pain.