

## FEATS OF ARMS—DRAFT #4 8/11/11

Characters can gain access to a number of special maneuvers and combat options, which are called “Feats of Arms.” Generally speaking, the more the character class is oriented toward combat and fighting, the more Feats of Arms he will gain. There are three main types of Feats: proficiencies (allows the character to use equipment without penalty), talents (bonuses that are “always on” and can be applied without further action), and actions (a combat effect which must be declared by character to be used at a particular moment). Any number of proficiencies and talents can be used at the same time, but only one action Feat of Arms can be used during one round.

### Schedule of Feats of Arms

*Fighters, Berserkers, Monks:* 1 feat of arms each and every level

*Clerics, Druids, Goths, Rangers, Paladins, Thieves, Assassins, Bards, Scouts, and Warlocks:* 1 feat of arms at each even numbered level

*Magic-Users, Illusionists, Summoners, Canons:* 1 feat of arms at levels 2, 7, 12 and 17

*Multi-class Characters:* receive feats of arms on the same schedule as their best class. If the character stops advancing in that class, he switches to gaining feats on the other class’s schedule.

### LIST OF FEATS OF ARMS

#### **Aimed Shot (action)**

**Prerequisite:** proficiency with bow or crossbow

**Benefit:** if the character does not move, he gets a +1 to hit with a bow or crossbow.

#### **Armor Proficiency: Light (proficiency)**

**Prerequisite:** Canon, Magic-User, Illusionist, Summoner

**Benefit:** the character may wear padded, leather, skins, studded leather or heavy hides armor. This does not give Magic-Users, Illusionists or Summoners to cast spells while wearing armor.

#### **Armor Proficiency: Heavy (proficiency)**

**Prerequisite:** thief, assassin, bard, scout, or Armor Proficiency: Light

**Benefit:** the character may wear any sort of armor. This does not give Magic-User, Illusionist or Summoner the ability to cast spells while armored. If a thief, assassin or bard is wearing armor heavier than leather armor he suffers a -20% to his Climb Walls, and a -10% to his Move Silently and Hide in Shadows rolls.

#### **Armored Casting (talent)**

**Prerequisite:** Armor proficiency (light or heavy), Spell casting

**Benefit:** the character may cast magic-user, illusionist or summoner spells while wearing any armor they are proficient in. Bards or multi-classed magic-users, illusionists, or summoners must take this feat before they are able to cast while armored, regardless of what is stated in the PHB.

**Berserker (talent)**

**Prerequisite:** berserker class level 1, mandatory and exclusive

**Benefit:** First level berserker must take this feat of arms at first level, and only berserkers may take it. With this feat of arms, the berserker can either get a +2 to his “to hit” rolls, or may make 2 regular melee attacks in a round.

**Bitch Slap (action)**

**Prerequisite:** strength 13+, experience level 4+

**Benefit:** A character with this feat can use his round to deliver a single melee attack with his open hand against any target who was fewer than 2 full hit dice. If he hits, he knocks the bitch unconscious.

**Blind Fighting (talent)**

**Prerequisite:** wisdom 13+

**Benefit:** character can ignore up to 3 points of AC bonuses from concealment or invisibility, or darkness effects as long as the enemy is engaged in direct combat with the character.

**Cleave (talent)**

**Prerequisite:** none

**Benefit:** if attack drops an enemy to 0 hit points or below, he may then make a second attack against any other opponent adjacent to himself. This talent cannot be combined with rampage, greater rampage, sweep attack or mad frenzy.

**Cleave, Great (talent)**

**Prerequisite:** cleave, and 5<sup>th</sup> experience level or higher

**Benefit:** if attack drops an enemy to 0 hit points or below, he may then make a second attack against any other opponent adjacent to himself, if that one falls too, he may make a third attack against an additional adjacent target and so on until he doesn't drop the enemy, or no more enemies remain in melee contact. This talent cannot be combined with rampage, greater rampage, sweep attack or mad frenzy.

**Dagger-man (talent)**

**Prerequisite:** dagger proficiency

**Benefit:** if a character fights with a dagger in each hand, and hits the same target with both daggers in the same round, he inflicts an additional 1d6 damage.

**Danger Shot (talent)**

**Prerequisite:** aimed shot feat and weapon focus with appropriate bow or crossbow

**Benefit:** the character can shoot into melee and be reasonably certain of hitting his intended target. He must use a short bow, long bow, long or short composite bow, light crossbow or heavy crossbow, with which he has Weapon Focus, and must take an aimed shot. He will only hit an ally if he rolls a natural 1 on the attack die.

**Deflect Arrows (talent)**

**Prerequisite:** unarmed master

**Benefit:** A character with this talent who has at least one hand free, who is attacked by missile fire, may make a saving throw vs. paralysis, and if the save is made, he can deflect one arrow, bolt, sling stone, or hurled weapon per two levels.

**Dodge (talent)**

**Prerequisite:** first level of a character class

**Benefit:** the character gains +1 to his AC, except when surprised or charging.

**Drinking Man (talent)**

**Prerequisite:** none

**Benefit:** the character can get the benefits of the “drain a flagon” method of restoring hit points 2 extra times per day.

**Drive them Back (action)**

**Prerequisite:** none

**Benefit:** instead of making normal attacks, the character makes a series of super-aggressive feints and show-off moves, he may roll his normal “to hit” roll against up to 4 enemies in melee contact with him, and if he hits the enemy is driven back 1-3 inches, as long as there is room. This action does not work against enemies who of a larger size than the attacker.

**Dwarf Axe Toss (proficiency)**

**Prerequisite:** dwarf

**Benefit:** the character can hurl a battle-axe with a two-handed overhand motion. It has the same range as a hand-axe and does damage as a two-handed battle-axe.

**Elf Archery (talent)**

**Prerequisite:** elf or half-elf

**Benefit:** an elf or half-elf who takes this talent receives the benefit of either Shot on the Run or Rapid Shot (long bow or short bow only), while ignoring the level prerequisite. Half-elves must have a weapon focus in the missile weapon in question before taking the Rapid Shot option.

**Gnome Boot Dagger (proficiency)**

**Prerequisite:** gnome

**Benefit:** gnomes often mount a dagger blade in the sole of one boot and kick with it at opportune moments. During a surprise round, or when his target is fighting multiple enemies, the gnome with this proficiency and a boot-dagger can get an extra melee attack with no penalty for 1d4 damage.

**Hack on the Run (talent)**

**Prerequisite:** 4<sup>th</sup> experience level

**Benefit:** A character with this talent can break his movement up and make his attack at any point during his movement, rather than just at the beginning or end of his movement. If he gains multiple attacks from any source other than Cleave or Great Cleave, he can move between each attack too. This feat of arms applies only to melee attacks made on foot.

**Halfling Hurling (talent)**

**Prerequisite:** Halfling

**Benefit:** Halflings have an innate aptitude for learning hurled weapons, with this feat of arms they gain +1 to hit and damage with any proficient thrown weapon.

**Hero's Leap (action)**

**Prerequisite:** strength 15+; human, half-elf, or half-orc

**Benefit:** the character must move at least 4 inches and then may leap over a man-sized or smaller enemy and land behind it. He may then make an attack (but not one that uses a

“action” feat of arms). Alternately, the character can leap onto a horse and ride the horse that very round up to ½ the horse’s move. The hero’s leap may be done once per turn.

### **Horse Archer (proficiency)**

**Prerequisite:** first level of a character class

**Benefit:** the character may shoot a long or short composite bow, or a light crossbow or throwing weapons such as javelins, darts etc., from horseback without suffering a -4 to hit. He may also shoot a longbow, but only to the left side or to the rear of the horse.

### **Horse’s Bane (talent)**

**Prerequisite:** cleave, using 2-handed bladed weapon

**Benefit:** if the character uses a 2-handed sword, halberd, pole-axe, great axe or either a bastard sword or battle axe in 2 hands, and strikes at a horse, he will decapitate the horse, killing it instantly, if he rolls a natural 18, 19 or 20 on his attack roll. This applies only to normal horses, ponies, mules, camels or zebras. It does not affect paladin’s special war horses, nor magical creatures such as pegasi.

### **Intimidating War Cry (action)**

**Prerequisite:** charisma 13+

**Benefit:** the character decides to give up his attacks for the round and instead issues a horrifying battle-call or war-horn blast. This causes all intelligent enemies of fewer HD than the character’s level within 12” to make an immediate morale check, subtracting the character’s reaction bonus from their morale number. If they fail, they all suffer -1 to hit and damage for 10 melee rounds. This may only be attempted once per turn.

### **Inspiring War Cry (action)**

**Prerequisite:** charisma 13+

**Benefit:** the character can, instead of making an attack, make a mighty war cry to his allies, granting them all within 18” a +1 to hit and damage for that round. This can be used at most once per turn.

### **Lead the Charge (talent)**

**Prerequisite:** charisma 13+

**Benefit:** if a character makes a charge attack, and a squad of henchmen, followers or hirelings also charge, the underlings all gain a +2 to their damage rolls if they hit on the charge attack. The bonus applies to 1 squad of up to 10 men, all of whom must be within 12” of the character.

### **Little Bastard (talent)**

**Prerequisite:** gnome, Halfling, dwarf

**Benefit:** the character can break melee contact with an enemy without letting that enemy get a free attack against him, as long as that enemy is in contact with at least 1 other combatant on the escaping character’s side.

### **Mad Frenzy (action)**

**Prerequisite:** constitution 13+, level 4<sup>th</sup>+

**Benefit:** the character frantically whacks at his enemies, heedlessly. He may make up to seven attacks, and must decide how many before he begins the sequence. The first attack he makes is at -2 to hit, the second is -3 to hit and does 1 point of damage to the attacker, the third -4 to hit and 2 points, the fourth is -5 to hit and does 3 points, the fifth is -6 to hit and does 4 points, the sixth is -7 to hit and does 5 points, and the seventh is -8 to hit and does 6 points of damage. The frenzied attacker will drop 2 points of AC until his movement next round.

**Mighty Sprinter (talent)**

**Prerequisite:** none

**Benefit:** the character adds 2" to his movement rate and always gets a maximum +8" on the 2d4 roll for extra movement due to Charge or Fleeing.

**Mobility (talent)**

**Prerequisite:** Dodge

**Benefit:** A character with this talent gets +4 AC against the free attacks that arise when he Flees or does a Reckless Disengage from combat.

**Mounted Combat (proficiency)**

**Prerequisite:** none

**Benefit:** the character can fight from a warhorse and gain the normal +1 to hit for mounted characters fighting characters on foot. Characters without this proficiency may ride a horse, but must either dismount to fight or suffer a -4 to all melee attacks.

**Orcish Bloodlust (action)**

**Prerequisite:** half-orc

**Benefit:** if a half-orc character with this feat spends a round licking the blood from his weapon after he has downed a foe, he will gain +1 to hit and +1 to damage on melee attacks for the following 10 rounds.

**Opportunism (talent)**

**Prerequisite:** weapon focus in dagger/knife or sword

**Benefit:** when the character has any weapon on the "Daggers, Knives and Swords" list in his hand and a melee opponent rolls a natural 1 on an attack roll against him, the character gets a free attack against the opponent with a +4 on the "to-hit" roll.

**Pass Through (talent)**

**Prerequisite:** none

**Benefit:** the character may freely move through spaces occupied by friendly characters instead of having to move around them.

**Power Attack (action)**

**Prerequisite:** using a 2-handed weapon other than a staff

**Benefit:** the character decides to take a -2 on his "to hit" roll in exchange for +4 damage, if he uses a two-handed weapon, other than a staff.

**Power Attack, Greater (action)**

**Prerequisite:** power attack, experience level 8, 2-handed weapon

**Benefit:** the character decides to take a -5 on his "to hit" roll in exchange for +10 damage if he uses a two-handed weapon, other than a staff.

**Powerful Charge (action)**

**Prerequisite:** fighter, paladin, ranger or berserker, level 4+

**Benefit:** the character charges (as a normal charge) and receives a +4 to his damage roll if he hits.

**Quick Draw (talent)**

**Prerequisite:** none

**Benefit:** the character may switch between any weapon carried by him or on his mount or carried by his faithful adjacent sword-caddy without any loss of movement or attack.

**Rampage (action)**

**Prerequisite:** fighter, paladin, ranger, or berserker level 1+

**Benefit:** as long as all enemies he is in melee contact with are less two full hit dice, the character may make 1 attack per experience level.

**Rampage, Greater (action)**

**Prerequisite:** fighter, paladin, ranger, or berserker level 7+

**Benefit:** as long as all enemies he is in melee contact with are less than 5 full hit dice, the character may make 1 attack per experience level, however, he does 1 hit point of damage to himself for each attack he makes above his normal number of attacks.

**Rapid Shot (talent)**

**Prerequisite:** weapon focus (missile weapon), experience level 6 (see elf archery)

**Benefit:** the character increases the RoF by 1 for any 1 missile weapon for which he already has a Weapon Focus. If he chooses Heavy Crossbow, the RoF becomes 1. This feat of arms can be taken multiple times, as long as a different weapon is chosen each time.

**Ride-By Attack (talent)**

**Prerequisite:** mounted combat or horse archer

**Benefit:** A mounted character with this talent can break his movement up and make his attack at any point during his movement, rather than just at the beginning or end of his movement. If he gains multiple attacks from any source other than Cleave or Great Cleave, he can move between each attack too. If the character has Mounted Combat only, this feat of arms applies only to melee attacks made on horseback (or similar mount). If the character has Horse Archer Talent only, the feat applies to missile attacks made from horseback (or similar mount).

**Shield Attack (talent)**

**Prerequisite:** shield proficiency, two-weapon fighting

**Benefit:** the character can use his shield as an offensive weapon as well as a defensive one. He gains one additional attack per round, using his shield, with normal penalties for 2 weapon fighting applying (modified by dex and two-weapon fighting feat). A wooden shield does 1d4 damage, a normal shield does 1d6 damage, and a large shield does 1d8 damage. He still gets the defensive bonus that comes from his shield.

**Shield Brothers (talent)**

**Prerequisite:** shield proficiency

**Benefit:** the character can form a shield wall with a single partner who knows the same Feat of Arms, rather than requiring 3 or more members. The feat will work with any partner who knows the feat, it is not specific to one partner only.

**Shield Proficiency (proficiency)**

**Prerequisite:** thief, canon, bard, magic-user, summoner, or illusionist

**Benefit:** the character may wear any sort of shield. This does not give Magic-User, Illusionist or Summoner the ability to cast spells while carrying a shield.

**Shield and Pike (proficiency)**

**Prerequisite:** proficiency in long spear or pike and shield use.

**Benefit:** the character can use a two-handed long spear, or a 2-handed pike, and a normal-sized shield at the same time, even in a shield wall.

**Shield Specialty (talent)**

**Prerequisite:** shield proficiency

**Benefit:** the character gains an additional +1 AC when using a shield, beyond the normal +1 or the large +2.

**Shot on the Run (talent)**

**Prerequisite:** 4<sup>th</sup> experience level; (see elf archery)

**Benefit:** A character with this talent can break his movement up and make his missile attacks at any point during his movement, rather than just at the beginning or end of his movement. This feat of arms applies only to missile attacks made on foot.

**Siege Weapons (proficiency)**

**Prerequisite:** intelligence 10+

**Benefit:** A character is proficient in the construction and operation of all siege weapons.

**Spear Catching (talent)**

**Prerequisite:** Dexterity 13+

**Benefit:** If a character has 1 hand free, he can attempt to catch a hurled weapon that is thrown at him and either keep it or throw it back at whoever threw it at him. He can only attempt this once per round. He must roll his dexterity or less on a d20 to successfully catch the weapon, and then may make a normal to hit roll to hurl it back.

**Sunder (action)**

**Prerequisite:** strength 13+, power attack

**Benefit:** the character attacks an enemy weapon or shield instead of his body. He rolls to hit normally, and if he hits he will automatically break a non-magical spear, lance, pole-arm, club, heavy club, staff or wooden shield, other weapons or shields require an Open Doors check.

**Sweep Attack (action)**

**Prerequisite:** power attack, using a 2-handed weapon

**Benefit:** the character decides to not move in the round and uses a 2-handed weapon, he may make one melee attack against each and every enemy in melee contact with him during the round.

**Terrifying War Cry (action)**

**Prerequisite:** Either Inspiring War Cry or Intimidating War Cry

**Benefit:** the character decides to give up his attacks for the round and instead issues a horrifying battle-call or war-horn blast. This causes all intelligent enemies of fewer HD than the character's level within 12" to make an immediate morale check, subtracting the character's reaction bonus from their morale number. If they fail the check, they flee until rallied. This may only be attempted once per turn.

**To-The-Hilt (action)**

**Prerequisite:** using a dagger

**Benefit:** the character declares he is driving his dagger “to the hilt” he gains +1 to damage with it, and if it scores a natural 20, in place of the normal critical effect, it does 8 points of “rolled” damage and becomes lodged in the target, doing an additional 1 point of damage each round until it is pulled out (a full attack action).

**Toughness (talent)**

**Prerequisite:** Constitution 10+

**Benefit:** the character gets 3 additional hit points added to his total. He may take this feat multiple times, gaining 3 points each time.

**Trample (action)**

**Prerequisite:** mounted combat

**Benefit:** when charging on a war horse, the rider, in addition to making his standard melee attack, may also pick a target and make a second melee attack with his horse. If that attack succeeds the victim is knocked prone and the horse then makes 4 normal hoof attacks against the target. Because it is part of a charge attack, this may only be attempted once per turn.

**Trip (action)**

**Prerequisite:** using a spear, staff or pole-arm or having Unarmed Master feat

**Benefit:** instead of making a normal attack, the character attempts to sweep a single opponent’s feet from under him. If he hits, he scores no damage but the enemy is knocked prone. If the target is an NPC with class and level he can attempt to make a save vs. paralysis to avoid the fall. This action will not work against creatures of a greater size code than the attacker.

**Two-Weapon Fighting (talent)**

**Prerequisite:** dexterity 13+

**Benefit:** the character’s penalty for using two weapons is reduced by 1. Also, in addition to a dagger or hand axe, the character may use a knife, saxe, stiletto, short sword, horseman’s pick, horseman’s mace, horseman’s flail, war-hammer, bull-whip or scourge as his off-hand weapon.

**Unarmed Master (talent)**

**Prerequisite:** Dexterity 13+

**Benefit:** A character with this talent does not suffer the -2 to hit when fighting without a weapon against an armed opponent. Monks receive this Feat of Arms as a bonus for free at first level.

**War Dogs (proficiency)**

**Prerequisite:** none

**Benefit:** the character may act as a dog trainer and handler in combat, as indicated in the Badlands rule books.

**Weapon Proficiency: Additional (proficiency)**

**Prerequisite:** none

**Benefit:** a character may use an additional weapon, not on his class list, without non-proficiency penalty. Clerics, Druids and Monks may not take this Feat of Arms for philosophical and religious reasons.



**Weapon/Armor Proficiency: Class (proficiency)**

**Prerequisite:** first level of a character class

**Benefit:** the character can use any weapon or suit of armor or shield allowed to his character class, as listed on page 6 of the Badlands character book, without suffering a non-proficiency penalty of any kind. This feat of arms does not count toward the number of feats that the character may chose.

**Weapon Finesse (talent)**

**Prerequisite:** proficiency in the given weapon, Dexterity 16+

**Benefit:** the character can use his Dexterity Reaction/Attacking bonus in place of his Strength "to hit bonus" with one named weapon.

**Weapon Focus (talent)**

**Prerequisite:** proficiency in the given weapon

**Benefit:** the character gets +1 to hit with one particular weapon (e.g. broadsword, javelin, or pole-axe). This talent can be taken multiple times, but with a different weapon each time. This feat can be take for magic items that require a "to-hit" roll.

**CHANGES TO RULES ARISING FROM THESE FEATS OF ARMS:**

**ELVES:** elves whose class permit them to use such weapons are considered to have Weapon Focus Feat of Arms for long sword, short sword, long bow and short bows in place of the race ability, so they may not take an additional focus in those weapons.

**Ride-By and Split Fire:** delete the rules on Ride-By Attacks and Split Fire on page 6 of the Badlands Combat book, they are replaced by the Ride-By Attack and Shot on the Run feats of arms.

**Mounted Combat:** apply a -4 to hit to all melee attacks made from horseback to all who do not have Mounted Combat Feat of Arms. Apply a -4 to hit to all missile attacks made from horseback to all who do not have Horse Archer Feat of Arms.