

# FEATS D&G

## 11 Armour Cruncher STR +3

The plates that were meant to protect them... they shall be molded to your liking.

Add opponent's armour dice to damage when using **blunt** weapons.

## 13 Axe Warden AGI +1, STR +1

The angle of the weapon and the weight of the strike engraved discipline into your muscles.

Test **DRL2 Strength** to disarm someone with your axe, warpick, polearm or scythe.

**DRL6** to use this instead of a defense test.

Attacking the environment doesn't damage your weapon.

## 15 Battle-hardened Deathspeak WIL +1

You were called to battle, not for your prowess with blade and shield.

Not for your speed and might.

But because the words you spoke brought death to your enemies.

You may cast **Powers** with medium armour and **Light** zweihand weapons.

Taking this feat a second time to also include

Heavy armour and **Heavy** zweihand weapons.

## 21 Blood Pact WIL +0

It's a cruel world to be all alone in.

But you've found a way to avoid this fate.

Form a blood pact with a creature. You can communicate by thought no matter the distance, **this never goes away**. Whatever one experiences, so does the other. This includes **Injury** and **Death**.

## 23 Bone Crafter PRE +1, WIL -1

You don't believe in letting things go to waste.

You can craft equipment of strangely high quality using a number of **Humanoid** corpses:

**d6 weapon**, 1 corpse worth of bones.

**shield**, 4 corpses worth of bones.

**Light armour**, 8 corpses worth.

## 25 Calm Killer AGI +2

The knife or arrow that is most careful is the deadliest.

You have a sharp eye for gaps and fins in armour.

Twice per combat when making a **ranged** or **melee** attack, you may reroll the damage dealt and keep the **higher** result.

## 31 Culveriner AGI -0, PRE +1

Through undisturbed breath your hands remain steady, with blazing rods of iron to ignite your path.

Spend an **Omen** to automatically succeed an attack with a **Gun** against an unaware enemy. Crits give you an **Omen**; Taking damage removes one, reducing the damage taken by **d2**.

## 33 First Strike AGI +2

You believe that the Shimmering Fields are for those who leap into battle, those who are first to reap glory.

Whether your side passes or fails the initiative roll, you may **Always** act **First**.

Your **First** action in combat has **-2DR**.

## 34 Gutsy Strike STR +3

You once saw a man decapitate a horse with a giant sword. It was less a sword and more a large slab of iron. You can't help but think of the beast's vacant eyes whenever you swing your own sword.

When wielding **Zweihand** weapons, you swing with **+4DR**. If the attack lands you add **d6** to your damage.

## 12 Assassin's Deathblow STR +0

A firm grip. A sharp knife. That's all it takes for someone to disappear into the alleys of Galgenbeck. You've become adept at it over the years.

Succeeding a **DRL2 Strength** test allows you to grapple an unaware foe and automatically **Crit** with a one handed bladed weapon.

## 14 Banned hunter -1 STR, +1 WILL

May it be a curse through your bloodline? Fate?

There is only one certainty held within your mind...

Impurity is a disease that must be purged from this world.

Your blood when spilled travels towards the nearest Impure, Unclean, or Heavily Wounded creature.

Eating the **Fresh** Heart of an Unclean creature restores your **Power**, up to 4+Will max.

You cannot regain **Power** by resting.

## 16 Beastly Scholar PRE +1, WIL +1

You study the beasts of the land.

Gutting them and spilling viscera to uncover secrets of the world.

You may scry and see the future with an animal's innards. Gain an **Omen** for every **10 hp** the beast had, but never more than your maximum omens.

Usable **once** per animal kind. The beasts' innards may also provide enlightening information.

## 22 Bloodthirsty Rage STR +1

The rush of combat is addictive.

You're always chasing that high.

It's fill or be filled. You can't stop to ask questions.

When landing an attack that kills a creature you **must** move and attack another (this includes allies), adding **d6 damage** for every creature slain. Your onslaught stops when you fail to kill and you fall to the ground exhausted, **losing** your next turn.

## 24 Bulwark STR +1, TOU +2

The grit of war is something that should be relished.

You prefer using the more direct approach.

Defence is **DR8 Toughness**, success reduces damage by **d4**.

## 26 Cats Eyes PRE +2

You looked up at the birds for a sign. Scattered bones, spilled entrails.

For naught.

But one day you saw your fate in the eyes of a cat lurking in the shadows.

Near perfect vision in darkness, but the light of the sun burns your eyes.

**-2DR Presence** when in darkness,

**+2DR Presence** when in daylight

Staring into the eyes of a creature let's you feel whatever it is feeling.

## 32 Fateful Visions PRE -0, WIL +0

The fates steer your journey across the dying world.

One can only hope they guide you to redemption and not destruction.

Consume an **Omen** and spend a few moments in quiet meditation. Ask the **Game Master** a question pertaining to the current situation.

You will be granted a bizarre vision that provides enlightening information. GM rolls a **d4 in secret**, on a 1 the vision is **Deceptive**.

## 35 Harbinger of Misery All -0

You feel a dark blessing course through your veins.

You have dedicated yourself to the black disk which will block out the sun.

Gain **4 Maximum Omens** instead of 2.

As long as you live the **GM** rolls

**Two** misery dice every day.

### 36 Herbalist Healer PRE +1

You've spent what seemed like an eternity under the haze filled apprenticeship of a herbalist master. You left with a new outlook on life, and a few extra skills.

**Once per day** you may scrounge to find the necessary herbs and flora to create an infection curing elixir that also heals **d4 HP**.

**GM** rolls a **d4**, on 1 you create a Toxin dealing **d4 damage**. **DR14 Presence** to notice it's a poison.

### 42 Immortal Memory WIL +1

You are haunted by the memories of those that have fallen. Even if their spirits have moved on, and the bodies are dust, their memories linger for eternity.

Whenever encountering a place of Great Suffering. You may relive the tragedy through a memory that lingers, gain an **Omen**.

There is a **1/20** chance that things become all too real. You suffer the same fate in reality. This might cause Creatures and **Magicks** to reappear.

### 44 Intimidating PRE -2, STR +0

Lifeless eyes that breed unease will befall those who cross your path.

**Persuasion/Negotiation** tests only succeed when rolled **below 10**.

Spend an **Omen** to cause a **Morale** test.

### 46 Iron Stomach TOU +2

When crops fail, and livestock births inedible abominations. One learns to not be picky when it comes to food.

You may consume Rotting, Putrid Flesh with a **DR6 Toughness** test. Others witnessing this may find it disgusting. Outcasts roll **Morale**.

### 52 Masochist HP +3, WIL +1

The sensation of stripped flesh and nerve crackling pain brings your mind complete clarity.

Losing more than **half your max HP** in a fight gives you a **Extra Action**.

**Morale** tests that are caused by pain are always successful.

### 41 Hyper Awareness PRE +1, AGI +1

You are paranoid. Seeing danger in every shadow.

Everything wants to kill you. You are jittery with bird-like movements.

You can never be the victim of a Surprise Attack, and your side takes the initiative on a **3+**. Roll **3d6** for **Morale** and choose the two lowest dice.

### 43 Interrupter AGI +2

You have tingling impulses that act before you do, you've managed to survive because of it.

**Once per combat** you may sacrifice your next turn to interrupt an Enemy's action.

**DR12 Agility** to Stop their turn, Attack them, or do something else right before they do.

### 45 Inventive PRE +3

A tool can serve many functions, It is only right that you are to exploit it.

Improvised and Broken weapons deal **d6 damage**, but they are **Destroyed** after one hit.

### 51 Lucky 3 abilities equal to 0

Fate? Sounds ominous. You prefer luck. Good things always seem to happen to you. This has lulled you into a false sense of security. How long will this last?

You do not have any **Omens**. And no **Omens** can be spent to influence your roll. Instead you always roll **2d20** for your tests and pick the highest result.

However, you still **Fumble** if either of them come up as 1. Your luck has to run out eventually.