



## TWICEBOLD FEATS

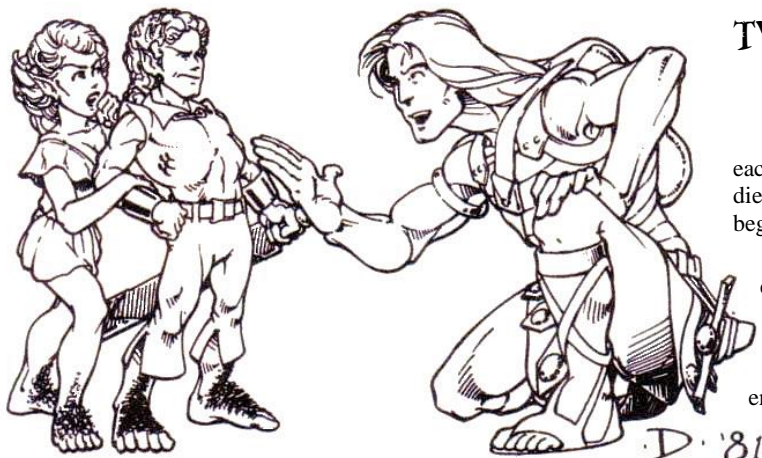
The Twicebold chain (and its base feat, Courageous Words) is inspired by the Twiceborn Leader Paragon path for the Warlord class in the 4th edition D&D book, *Martial Power*. This conversion is an excellent example of the ease at which most D&D classes can be boiled down to either a specialty or (as in this case) a feat chain.

The basic motif of this paragon path is that the character is believed to be an inspiring successor to a hero of the past. Often, the character shares the same name, race, general appearance and even home region as the hero of old. Some even believe that the character is the reincarnation of the fallen hero, or perhaps a descendant, or simply a worthy hero who channels the spiritual power of his predecessor. Regardless of the connection (real or imagined) the character is called a Twiceborn; as the hero of old is born again in the new.

Of course, taken as set of game mechanics and divorcing the feats from the source inspiration allows this feat tree to represent a range of other possible sources. Boiled down, these feats are Basic Combat Feats that mainly deal with teammate Refresh actions and support. Other explanations could be:

- Rather than a connection to a hero of old, these feats could easily represent the charismatic, follow-me-into-hell kind of soldier that isn't actually "charismatic" but damn inspiring in the heat of combat.
- Instead of being a particular hero "born again", it could be a conglomeration of heroic ancestors such as one might expect a Lion Clan samurai from *Legend of the Five Rings* to have backing her up.
- The authority of membership in an organization that others look up to might be represented by these feats. A knightly order, perhaps.
- An inspiring priest of a martial god would be well represented in the heat of combat with this feat chain, and have nothing to do with heroic ancestors in any way!

This feat tree was designed by Scott Gearin.  
Art by Jeff Dee from the 1981 D&D Expert Set.



## BASIC COMBAT FEATS

### COURAGEOUS WORDS

Your encouragement gives others the strength to press on!

**Benefit:** As a full action you may encourage an ally able to see and hear you, restoring vitality equal to twice that character's Career Level (or removing accumulated damage equal to the character's Threat Level, if a standard character). You may not encourage yourself. A character may only benefit from this feat once per scene, even if encouraged by multiple characters.

### TWICEBOLD BASICS

You have limitless daring, tempered only by the desire to see all your companions survive to share in the glory.

**Prerequisites:** Courageous Words

**Benefit:** You may encourage two characters simultaneously with the Courageous Words feat if both of them are your teammates. You also gain a trick.

*Nightbreaker (attack trick):* If the opponent is a *horror*, they suffer a -1 morale penalty to Defense until the end of the current combat. If this attack defeats an adversary, you may grant one teammate able to see and hear you an immediate free attack. They may not apply any tricks to this free attack.

### TWICEBOLD MASTERY

Not all victories come easy. Perseverance may be your greatest virtue.

**Prerequisites:** Twicebold Basics

**Benefit:** Teammates able to see and hear you gain a +1 bonus to Defense while refreshing and may spend an action die to recover wounds and vitality even if they are attacked so long as no attack actually hits them. You also gain a trick.

*Hope's Fury (Attack trick):* You gain a bonus to this attack check and damage roll equal to the number of undefeated teammates you can see and hear who have attempted to refresh during this combat (maximum +5). If this attack misses, it still inflicts the bonus damage. You may only use this trick once per scene.

### TWICEBOLD SUPREMACY

All share in the glory of a good plan well executed.

**Prerequisites:** Twicebold Mastery

**Benefit:** Once per adventure, as a free action you may grant each of your teammates able to see and hear you a bonus d4 action die. These dice do not explode. Discard any unused dice at the beginning of your next initiative count. You also gain a stance.

*Opportunities Seized (Stance):* Choose one teammate as you enter this stance. At the beginning of that teammate's initiative count each round if they can see and hear you they may roll a d20 and set it aside. If they do, the first attack or skill check they make that round will use that die result. You may only enter this stance once per scene.





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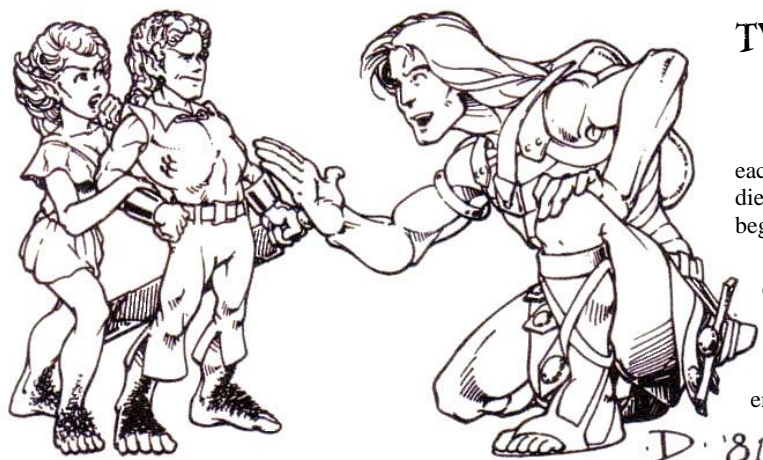
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