

COMBAT ADVANTAGE

I have to admit something here: I'm not as big a fan of feats in 4E like I was in 3E. Playing a fighter in 3E was the only way to go for me because I could choose so many feats to make me a unique fighter and stand out from all others that came along. At one point, I was playing a half-orc with Improved Unarmed Combat – I was punching more than I was using my two-handed hammer. This was the benefit of feats, now toned down with powers and reducing feats to little perks here and there.

I've always been a fan of giving out feats as rewards and this was an idea devised for **Campaign Options: Commoners**. As a bonus prize to adventurers, they gain a feat to represent their infamy in the community. As adventurers go up in level and become famous for their deeds, they will gain some clout for good and bad. Reputation feats are a way to bring that into the game and give your players feats for which there is a story. A character with the Dragon Killer feat can use it to beef up his presence in town before the locals or can even suffer the consequences when another dragon specifically tracks him down to avenge its brother's death. No one said getting a free feat was a good idea.

Todd Crapper

Reputation Feats

Reputation feats are bonus feats given to players or available for selection at any tier. They are representations of specific actions and outcomes in their travels across the World and can be used to gain minor or extremely significant benefits during or in-between adventures.

Reputation feats are divided into three types: minor, major, and significant. Minor feats can be given away by the DM as part of a story-based award and provide an average bonus of +2 to social encounters within the local community. These benefits are level-based, allowing higher level characters to carry the word of their deeds further than lower level adventurers. Minor reputation feats cannot be selected by a player, they have to be awarded by the DM.

Major feats can only be purchased by the player when a new feat is available to him and have prerequisites which must be met in a previous adventure. For example, the Doomsayer feat requires the character to have survived an encounter with a powerful demon, devil, or other immortal creature. Major reputation feats grant unique bonuses for specific creature types or keywords and commonly have a conditional side effect connected with the event. In many cases, the hero will be targeted by monsters similar to those connected to the feat for the remainder of the campaign or until the player replaces the reputation feat with another. Major reputation feats are not recommended for story-based awards.

Significant reputation feats are rare and reserved for unique events in a character's career. These feats are granted for those near-impossible tasks where the hero was certainly beyond their scale to complete and yet succeeded nonetheless. Almost all significant reputation feats provide a new feat power for the hero's disposal. Significant reputation feats are not awarded as minor feats are and must be purchased by the player after accomplishing their impossible task. One example of a significant reputation feat, Lone Warrior, is provided below.

NOTE: Most major reputation feats list their benefits to creature which have been marked, but this is not exclusive to marking an opponent. Rangers may use these feats against any creature listed as their quarry. Warlocks can also use these feats against any creature they have cursed. So long as the intended creature falls under the conditions of the reputation feat, it is allowed.

Incorporating Reputation Feats into the Campaign

Simply having the feat does not have to be the sole function of a feat – they are historical markers of past adventurers and DMs and players are highly encouraged to devise character elements to explain the feat. While such details are not provided in the individual feat descriptions below, there is nothing to stop a player from drafting up a visual connection to the feat.

For example, a druid with the Dragon Slayer feat can carry a large dragon scale with him and stitch it into the back of his cloak, forever marking him as a dragon slayer.

Reputation feats continue to function without these cues, but DMs may choose to provide a +2 bonus to their benefits for players who provide such details.

Corpse Killer (Major Reputation)

Prerequisite: Must have slain an undead creature at least three levels higher than yourself.

Benefit: You gain a +2 bonus to resisting necrotic attacks and inflict twice as much damage against a marked undead creature.

Special: You are instantly marked by any other undead while in combat, even if the undead does not have the ability to mark an opponent. This only applies to creatures with the undead keyword.

Aberrant Slayer (Major Reputation)

Prerequisite: Must have slain an aberrant creature at least three levels higher than yourself.

Benefit: You add your Intelligence modifier to your damage roll against any aberrant creature.

Special: You are instantly marked by any aberrant creature while in combat, even if the aberrant creature does not have the ability to mark an opponent. This only applies to creatures with the aberrant origin.

Doomsayer (Major Reputation)

Prerequisite: You must have survived an encounter with an immortal creature.

Benefit: You gain a +4 bonus to all Knowledge checks involving immortal creatures. You also gain a +2 bonus to any binding, divination, scrying, travel, or warding rituals (player's choice).

Special: You are instantly marked by any other immortal while in combat, even if the immortal does not have the ability to mark an opponent.

Dragon Slayer (Major Reputation)

Prerequisite: Must have slain a dragon at least three levels higher than yourself.

Benefit: You gain a +4 bonus to any Bluff, Diplomacy, Intimidate, and Streetwise checks with any member of the core races in your campaign (DMs discretion) and receive a -10% bonus to the cost of any armour purchased from them.

Special: You are instantly marked by any other dragon while in combat, even if the dragon does not have the ability to mark an opponent. This only applies to creatures with the dragon keyword.

Elemental Killer (Major Reputation)

Prerequisite: Must have slain an elemental at least three levels higher than yourself.

Benefit: You gain a +4 bonus to all Perception, Nature, or Knowledge checks to detect a hiding or concealed elemental and gain a +2 bonus to your Reflex defence against elemental attacks.

Special: You are instantly marked by an elemental creature while in combat, even if the elemental does not have the ability to mark an opponent. This only applies to creatures with the elemental origin.

Favourite Guest (Minor Reputation)

Prerequisite: You must have completed a quest involving a local innkeeper or other appropriate establishment.

Benefit: You can sleep and eat for free at the establishment. Any party members or guests can do so for 50% off.

Fey Tracker (Major Reputation)

Prerequisite: Must have slain a fey creature at least three levels higher than yourself.

Benefit: You gain a +4 bonus to all Knowledge and Nature checks involving fey creatures and can increase your speed by 2 while in pursuit of a fey creature.

Special: You are instantly marked by any fey creature while in combat, even if the fey creature does not have the ability to mark an opponent. This only applies to creatures with the fey origin.

Giant Killer (Major Reputation)

Prerequisite: Must have slain a creature at least two sizes larger than yourself.

Benefit: You gain one action point whenever you encounter any creature at least two sizes larger than yourself.

Special: You are instantly marked by any creature engaged in battle using this feat, even if the creature does not have the ability to mark an opponent.

Infamous Blade (Minor Reputation)

Requirement: You must choose a specific weapon in your arsenal and display it for others to see.

Benefit: Holding your weapon or implement before others enralls them. You gain a +2 bonus to any Diplomacy or Intimidate skill check.

Legend (Minor Reputation)

Prerequisite: Saviour

Benefit: You gain the Saviour feat to the number of communities equal to one-fourth your level. The DM chooses those communities for you.

Lone Warrior (Significant Reputation)

Requirement: You must have defeated a solo opponent single-handedly.

Benefit: You gain the Lone Warrior power as described below.

Lone Warrior

Feat Power

Summoning the strength and courage from your inspiring past battles, you rise above your weaknesses and lash out with your sword.

Daily * Martial

Immediate Reaction

Melee weapon

Trigger: You are bloodied.

Attack: Strength vs. AC

Damage: 2[W] plus Charisma modifier damage

Effect: You recover a number of hit points equal to the amount you have inflicted on your opponent.

Mark of Death (Major Reputation)

Prerequisite: You must have been reduced to less than 0 hp and survived on your third and final save throw.

Benefit: You can receive a fourth save throw to avoid death when dropped to less than 0 hp.

Professional Touch (Minor Reputation)

Benefit: You can save 20% off equipment repairs or other costs to restore a damaged or weakened item, such as a weapon, armour, or an implement.

Royal Seal (Minor Reputation)

Prerequisite: Meet and establish good communication with any member of a royal family.

Benefit: You can use this feat to automatically succeed at a skill check of your choice.

Special: This feat grants you a physical seal or marker to demonstrate your allegiance and servitude to the royal family. You can use this feat any number of times up to one-half your level and gain an additional use for every two levels increased in the campaign.

Saviour (Minor Reputation)

Benefit: You save 40% off any purchases made within the community.

Special: This feat is only connected to a particular community. You must be present within the community when given this feat.

Shadow Scar (Major Reputation)

Prerequisite: Must have slain a shadow creature at least three levels higher than yourself.

Benefit: You gain a +4 bonus to all Dungeoneering, Perception, or Insight checks involving shadow creatures and gain a +2 bonus to all defenses against any shadow creature you have marked.

Special: You are instantly marked by any shadow creature while in combat, even if the shadow creature does not have the ability to mark an opponent. This only applies to creatures with the shadow origin.

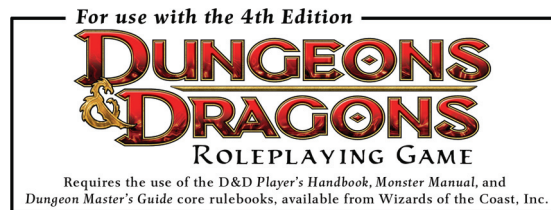
Swooning Fans (Minor Reputation)

Prerequisite: Any other minor reputation feat.

Benefit: You gain a +2 bonus to any skill check involving a member of the opposite sex while using any other minor reputation feat. For example, if you are using the Favourite Guest feat to stay for free at an inn, you gain a +2 bonus to your skills while flirting with the barmaid.

*Combat Advantage is a series of free supplemental material for the
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