

# Savage D&D – Feats

## Introduction

The purpose of this document is to examine the feats of D&D compared to the Edges of Savage Worlds. In doing so I'll try to find the best representation of each feat in Savage Worlds using Edges, Powers or just skills. Where necessary I'll create new Edges or Powers.

If an Edge and feat share the same name and do roughly the same thing, I won't mention it here.

## Armor Proficiency Feat

These three feats (light medium and heavy) allow a character to use armor without suffering penalties on rolls. This really has no place in *Savage Worlds*, the only penalties that armor gives you is those inflicted by encumbrance. However, this feat does suggest a new Edge to me:

### Trademark Armor

**Edge Type:** Combat

**Requirements:** Novice, Strength d10+

Your hero has a unique suit of armor; maybe it displays his family crest and has been handed down for generations or has been made from the hide of a dangerous beast that you slew in combat. Whatever the reason the armour fits you extremely well, its weight is halved when figuring encumbrance.

This Edge can be applied to Shields.

### Improved Trademark Armor

**Edge Type:** Combat

**Requirements:** Veteran, Trademark Armor

As above but now the character also gains a +2 to his Parry.

## Blind-Fight Feat

The Blind-Fight Feat allows a character to re-roll misses caused by concealment. In *Savage Worlds* terms this is a high Notice skill and the Alertness Edge.

## Cleave and Great Cleave Feats

This feat allows a character that kills a foe to launch an immediate, extra melee attack against another creature in the immediate vicinity. The Sweep Edge covers this well.

## Combat Casting Feat

This feat allows a spellcaster to ignore distractions and cast spells. The closest that *Savage Worlds* gets to this is the Disruption rule, a spellcaster should have a high arcane skill anyway.

## Combat Reflexes Feat

This is the First Strike Edge.

## **Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item and Forge Rings Feats**

All of these feats are covered by the Enchant and Improved Enchant Edges found on the Pinnacle website.

### **Deflect Arrows Feat**

This has already been covered in the Monk write-up, but it could also be available for those who haven't taken the Martial Artist Arcane Background, albeit not as efficiently as a Martial Artist.

### **Arrow Cutting**

**Edge Type:** Combat

**Requirements:** Novice, Agility d10+, First Strike.

Attempts to hit you with a projectile are treated as a "Ranged Weapon in Close Combat". This works only if the projectile is not faster than a crossbow bolt. If you are unarmed when attempting to use this Edge then the attacker gets a +2 bonus to his Shooting roll as per the Unarmed Defender rule.

### **Dodge Feat**

Despite its name, this is the Block Edge.

## **Enlarge Spell, Empower Spell, Extend Spell, Heighten Spell, Maximize Spell, Quicken Spell, Silent Spell, and Still Spell Feats**

The Metamagic feats for D&D are rarely taken in my experience and I suspect that this would be even rarer still in *Savage Worlds*. Pinnacle forum member Ragnorak came up with the following edge that rolls them all into one package.

He did the lions share of the work, I tweaked it a bit though.

### **Metamagic Mastery**

**Edge Type:** Power

**Requirements:** Arcane Background, Arcane Skill d8+

You have an instinctive and growing mastery of your magic, by paying the additional power points required you can get the following effects. You have to meet the Rank requirement before certain Metamagic abilities become available. You can stack Metamagic abilities if you so wish and the Wizard Edge applies as normal.

<i>Metamagic Ability</i>	<i>Effect</i>	<i>Rank</i>	<i>Increased Power Point Cost</i>	<i>Notes</i>
Heighten Spell	Opposed and Agility rolls of opponents are lowered by one	Novice	+1 Power Point	
Silent Spell	Can be cast even if the caster is mute or gagged	Novice	+1 Power Point	Not available to those with the Spellsinger Arcane Background
Still Spell	Can be cast even if the caster is bound	Novice	+1 Power Point	
Empower Spell	Roll a Wild Die with each damaging effect.	Seasoned	+2 Power Points	
Enlarge Spell	Doubles the Range of a spell	Seasoned	+2 Power Points	
Extend Spell	Doubles the base duration of a spell	Seasoned	+2 Power Points	
Maximize Spell	Spell inflicts either your damage roll or the maximum you could roll without aces.	Veteran	+3 Power Points	
Quicken Spell	Cast a spell as a free action.	Veteran	+4 Power Points	

## Endurance Feat

This feat allows a character to better perform an extended physical action, such as long distance running, swimming or holding one's breath. In *Savage Worlds* this is best represented by a high Vigor stat.

However, Pinnacle forum member Ragnorak, suggested an Athlete Professional Edge, so here it is.

## Athlete

**Edge Type:** Professional

**Requirements:** Novice, Agility d8+, Vigor d8+

Those who have had formal endurance training or are naturally tough have this Edge. It adds +2 to all rolls made to perform feats of endurance or strength (such as foot chases, swimming and lifting rolls), and +1 to all thrown weapons damage rolls.

## Extra Turning Feat

Holy/Unholy Warriors are able to turn undead. Take the Power Points edge to ensure that the character has lots of Power Points to spare.

## **Exotic Weapon, Weapon Focus and Weapon Specialization Feats.**

This is the Trademark Weapon Feat. Exotic weapons in D&D are usually just variations on standard weapons (broadsword, hook hammer, dwarven axe, elven rapier etc.)

## **Expertise Feat**

This feat is the Block and Improved Block Edge.

## **Far Shot Feat**

This increases the range of a bow, crossbow and (presumably) a pistol by one half and doubles the range of thrown weapons.

## **Far Shot**

**Edge Type:** Combat

**Requirements:** Novice, Notice d8+, Shooting or Throwing d10+

Missiles often travel further than person firing or shooting can effectively aim. This Edge allows you to increase the effective range of missile or thrown weapons by one-half.

***Example:** The elven archer Dwindolin Wren-Eye has the Far Shot Edge and his bow has a effective range of 18/36/72. The orcish war chief Grug Shatterthrow is feared for his ability with throwing axes, which in his hands have an effective range of 4/9/18. The triad sniper feared by the Hong Kong police force and codenamed Milesshot has an effective range of 75/150/350 with his Barrett Sniper rifle.*

## **Fly-By Attack, Multiattack, Multidexterity and Multiweapon Fighting Feats**

This is a special ability that certain monsters may have.

## **Great Fortitude Feat**

A high Vigor stat more than covers this feat.

## **Improved Bull Rush**

Rather than an Edge or Power this feat suggests a new combat maneuver to me.

Run at your opponent and attempt to body slam him. Roll an opposed Strength roll (you get a +2 for having a medium shield or larger). On a success he is pushed before you until your movement ends; on a raise he is thrown 2" away from you and is Shaken. You suffer a -2 to your Parry until your next action. On a fumble (a 1 on your Fighting die) you are knocked prone and are Shaken.

## **Improved Critical and Improved Disarm Feats**

These feats improve the chances of specialized hits. A critical hit in D&D multiplies damage by 2, 3, or even 4. Aces in either the combat or the damage roll cover critical hits in Savage Worlds. However, there is another kind of "critical hit" – called shots against the limbs or head of a foe, this gives the attacker penalties that can be offset by both aiming and the Marksman Edge.

## **Improved Initiative Feat**

Use the Quick, Level Headed, or Improved Level Headed Edges.

## **Improved Trip Feat**

Trip attacks are a variation on the Trick combat maneuver. If you envision your character using such underhanded tactics ensure that he has a high Agility.

## **Improved Two-Weapon Fighting Feat**

Use either the Ambidextrous, Two-Fisted Edge, or for best results, both.

## **Improved Unarmed Strike Feat**

There is already a mystical version of this Edge available for those who take the Arcane Background (Martial Arts) Edge. However, there are always those who are just good at beating the snot out of their opponents without having followed the Way of the Lotus, or whatever. They are scrappers and just very good with their fists (and elbows, knees and feet),

## **Brawler**

**Edge Type:** Combat

**Requirements:** Novice, Fighting d6+

Brawlers can ignore the Unarmed Defender rule in melee combat.

## **Iron Will Feat**

This is simply a high Spirit stat. Pick up the Strong Willed Social Edge to make sure.

## **Leadership Feat**

*Savage Worlds* characters tend to attract followers before long – the games Fast, Furious and Fun mechanics make them a breeze to handle, indeed there is a whole slew of Leadership Edges that increase follower's abilities, skills and more. Sadly the *D&D* system handles the whole idea of followers much less well.

If a character wants a cohort then he is going to have to attain the Sidekick Legendary Edge.

## **Lightning Reflexes Feat**

This is simply a high Spirit stat. Pick up the Acrobat Edge to make sure.

## **Martial Weapon, Shield and Simple Weapon Proficiency Feats**

These are simply the Fighting or Shooting Skills.

## **Mobility Feat**

This feat allows D&D characters to avoid the dreaded attacks of opportunity. This feat raises their armor class by 4 when being subjected to such an attack.

*Savage Worlds* mostly avoids attacks of opportunity apart from in two instances. If a character runs from melee combat, his opponents get a free attack against him, and similarly when attacking someone who has the First Strike Edge. I think there is a possibility of an Edge here.

## **Sidestep**

**Edge Type:** Combat

**Requirements:** Novice, Agility d8

When you are targeted by a free attack --such as when you are disengaging from melee or attacked by a foe with the First Strike Edge --your opponent suffers a -2 to his Fighting roll.

### **Mounted Archery Feat**

This feat halves the penalties that an archer suffers from when firing an arrow from horseback (and I presume dragonback). In *Savage Worlds* use the Steady Hands Edge.

### **Mounted Combat Feat**

This Feat allows a rider to negate hits upon his mount with a Ride skill roll. This could be the Ace Edge, but that seems to be purely for vehicles, but it is a simple thing to adapt Ace to mounts; replace all references to Boating, Driving and Piloting with Riding and change the name of the Edge to Horse (or Dragon, Rhino, Dino, or even Orca) Master.

### **Point Blank Feats**

This is the Marksman Edge.

### **Power Attack Feat**

This Feat is covered by the Wild Attack combat maneuver.

### **Precise Shot Feat**

This feat allows an archer to fire his arrows unerringly into a melee without fear of hitting an ally.

### **Precise Shot**

**Edge Type:** Combat

**Requirements:** Seasoned, Marksman Edge

Your character only hits Innocent Bystanders when he rolls a 1's on both his Shooting and Wild dice.

### **Rapid Shot Feat**

This feat is covered by both the Double Shot and Improved Double Shot Edges from *The Evernight* Setting book.

### **Ride-By Attack Feat**

This feat allows a rider to attack a foe and then ride away without incurring an Attack of Opportunity. In *Savage Worlds* this is already in the standard combat maneuvers as movement is a free action. If the rider wishes to avoid the free attack that his opponent gets as he disengages he should pick up the Sidestep Edge that I detailed above.

### **Run Feat**

This is the Fleet-Footed Edge.

### **Shot on the Run Feat**

This Feat allows an archer to move before and after his attack. This is already a feature of the *Savage Worlds* rules.

### **Skill Focus Feat**

This feat is replaced by the many Professional Edges available in *Savage Worlds*.

### **Spell Penetration Feat**

This feat allows a spell to blast through a creature's Spell Resistance (if it has one). I am inclined to turn this into an Edge, but I do wonder if anyone would take it.

### **Arcane Penetration**

**Edge Type:** Power

**Requirements:** Novice, Spirit d6

Your spells pack an extra punch that is able to ignore 2 Points of arcane armor provided by Arcane Resistance, Improved Arcane Resistance Edges and even the *armor* power.

### **Spell Focus Feat**

This Feat improves the potency of spells from one distinct school of magic. *Savage Worlds* does not divide spells into individual schools; however SlasherEpoch on the Pinnacle/Great White Games Forums had a superb suggestion.

Simply house rule that a trademark weapon can be applied to spells, substitute their arcane skill for Fighting or Shooting.

### **Spell Mastery Feat**

This feat improves a wizard's ability to memorize certain spells. The closest analogue to it in *Savage Worlds* is the Wizard Edge.

### **Spirited Charge Feat**

This feat doubles the damage of a rider on a charging mount. In *Savage Worlds* a charging rider already gets a +4 to damage instead of the normal +2.

### **Springing Attack Feat**

This feat is similar to Ride-By Attack in that it allows a melee attacker to move before and after an attack without incurring an Attack of Opportunity. In *Savage Worlds* this is already in the standard combat maneuvers as movement is a free action. If the character wishes to avoid the free attack that his opponent gets as he disengages he should pick up the Sidestep Edge that I detailed above.

### **Stunning Fist Feat**

This is only available to those who have taken the Arcane Background (Martial Artist)

### **Sunder Feat**

There is a Sunder and Improved Sunder Edge in the *Evernight* Setting book. I would house rule that these Edges also reduce the toughness of objects as well, and drop the dwarf only restriction.

### **Toughness Feat**

This is simply a high Vigor stat. If your character reaches the Legendary Rank, be sure to pick up the Tough as Nails and Improved Tough as Nails Edges.

### **Track Feat**

This is simply a high Track skill, possible enhanced by the Woodsman Edge.

### **Trample Feat**

This feat allows a rider's trained mount to attack a foe. *Savage Worlds* already includes rules for such an attack.

### **Two-Weapon Fighting Feat**

This is simply a combination of the Ambidextrous, and Two-Fisted Edges. Pick up the Florentine Edge as well and make your character really deadly!

### **Weapon Finesse Feat**

This feat allows a character to use his Dexterity bonus to increase his chance to hit, rather than Strength, with certain light weapons. In *Savage Worlds* the Fighting skill is already associated with the Agility stat.

### **Whirlwind Attack**

There is a Whirlwind Edge in the *Evernight* Setting book.