

Nest of Vipers Feats :

Source : aftertheboardgame.com

Warlord Saga of the Storm (Archives).

- 1) **Charisma** - React: Once per turn, after another character you control within one rank makes a die roll: Succeed with a Charisma check (DC 20) to force the character to re-roll the die roll.
- 2) **Defend** - React: Once per turn, after an adjacent character you control is targeted with a strike or action: Succeed with a Defend check (DC 20) to redirect the strike or action to this character.
- 3) **Magic Resistance** - React: Once per turn, after this character is targeted with a spell: Succeed with a Magic Resistance check (DC 20) to cancel the spell.
- 4) **Marksmanship** - React: Once per turn, before this character targets a non-spell ranged strike: Succeed with a Marksmanship check (DC 20) to either allow the strike to target an additional rank away, or gain +5 to the die roll, or have the strike inflict an additional wound.
- 5) **Medecine** - Order: Once per turn, target a wounded character in this rank: Succeed with a Medicine check (DC 20) to remove one wound from the target.
- 6) **Powerattack** - React: Once per turn, before this character makes a melee strike roll: Succeed with a Powerattack check (DC 20) to have the strike inflict an additional wound.
- 7) **Riding** - Order: Once per turn, target a spent or stunned Steed equipped to this character: Succeed with a Riding check (DC 20) to ready the target.

8) Riposte - React: Once per turn, after target character performs a melee strike against this character: Succeed with a Riposte check (DC 20) to perform a melee strike against the target. (This strike may not be redirected.).

9) **Scribe** - Order: Once per turn, reveal a spell in your hand that this character may cast when ready: Succeed with a Scribe check (DC 20) to attach the spell to this character. This character may later detach the spell to cast it. If the Scribe check fails, discard the spell.

10) **Stealth** - 2 abilities; 1. Order: Once per turn: If this character is ready in the front rank of your formation, succeed with a Stealth check (DC 20) to spend and move him into the front rank of another formation. 2. React: After this character is targeted with a strike: Succeed with a Stealth check (DC 20) to cancel the strike. This action may be performed a number of times per turn equal to the characters level while in another formation plus once per turn while in your formation.
