

## Campy Feats

DMs and players in a more lighthearted campaign may want to spice up their characters with these outrageous feats. Inspired by B-grade horror films, cheap sci-fi television programs and *The Exorcist*, these feats can add campy drama to your characters and villains. The last two feats can be used in conjunction with *The Book of Vile Darkness* sourcebook.

### **Gaze of Power** [Metamagic]

Your threatening gaze unnerves others, and you have the power to back it up.

**Prerequisites:** Cha 13+, 3<sup>rd</sup>-level spellcasting ability.

**Benefit:** When performing an Intimidation check, you may choose to accompany the action at will with a flash of magical light that emanates from your eyes. You get a +4 bonus on Intimidation checks against those viewing the Gaze of Power. You can use your Gaze of Power once per day plus your Charisma bonus.

### **Megalomaniacal Laugh** [General]

You bellow forth maniacal laughter ("*BWA HA-HAA!*") that strikes awe in others.

**Prerequisites:** Cha 15+.

**Benefit:** A Megalomaniacal Laugh is a standard action. Opponents who can hear you laugh and who are within 30 feet of you may become shaken for 1d6 rounds. The Megalomaniacal Laugh affects only opponents with fewer Hit Dice or levels than you have. An affected opponent can resist the effects with a successful Will save against a DC of 10 + 1/2 your character level plus your Charisma modifier. You can use your Megaloamanical Laugh once per day.

Shaken characters suffer a -2 morale penalty on attack rolls, saves and checks.

### **Spew Vomit** [Vile]

As a standard action once per hour, you may spew forth a stream of vomit at will which disgusts others.

**Prerequisite:** Base Fortitude bonus +2 or higher.

**Benefit:** You get a +2 bonus on Intimidation checks made in the presence of those witnessing the revolting regurgitation. You must succeed a Fortitude save (DC 10) to accomplish the feat.

### **Spinning Head** [Vile]

As a fiend in possession of a creature, you may take a standard action to cause the creature's head to rotate around impossibly several times. The possessing fiend must either be an ally of or in control of the possessed creature. See rules of Possession in the *Book of Vile Darkness* for more details.

**Prerequisites:** Possession of a creature.

**Benefit:** You get a +4 bonus on Intimidation checks made in the presence of those witnessing the horrifying exercise.

**Special:** The possessed creature takes 1d4 points of Constitution damage after the head spin. Lost Constitution heals normally.