

# Feat Table

The following table lists all the feats available in *Phoenix*, including those that comes from the SRDs (*D&D*, *d20 Modern*, and *The Psionics Handbook*). Feats in **bold face** are unique to, or altered for, *Phoenix*. All others are unchanged from the SRDs (either *D&D* or *d20 Modern*). Psionic feats are labelled with a P.

Feat	Prerequisites	Benefit
<u>Action Hero</u>		Convert 4PPs to 1AP
<u>Aerobatics</u>	Tumble 4	Tumble +4 in the air
<u>Aircraft Operation</u>	Pilot 4	No -4 penalty on Pilot checks or attack rolls with selected aircraft
<u>Anti-Vehicle Specialty</u>		attack +2 vs. vehicles, damage to vehicles +1d6
<u>Improved Anti-Vehicle Specialty</u>	Anti-Vehicle Specialty	Additional attack +2 vs. vehicles (total +4), addition +1d6 damage (total +2d6), double critical threat range vs. vehicles
<u>Astrobatix</u>	Dex 13, Tumble 4	No attack/skill penalties in zero gravity
<u>Augment Summoning</u>	Spell Focus (conjuration)	Summoned creatures gain +4 Str, +4 Con
<u>Blind Fight</u>		Re-roll miss chance for concealment in mêlée
<u>Blind Shot</u>	Wis 13, Blind Fight	Re-roll miss chance for concealment with ranged weapons
<u>Brawl</u>		unarmed attacks +1, 1d6 NL + Str bonus
<u>Improved Brawl</u>	BA +3, Brawl	unarmed attacks +2, 1d8 NL + Str bonus
<u>Improved Grapple</u>	Dex 13, Brawl	grapple checks +4; no attack of opportunity
<u>Agile Wrestling</u>	Dex 13, Brawl, Improved Grapple	Dexterity bonus to all grapple checks
<u>Break Hold</u>	Brawl, Improved Grapple	+4 to escape a grapple (Escape Artist or Strength)
<u>Sleeper Hold</u>	Str 15, Brawl, Improved Grapple	Increasing NL in grapple until unconsciousness
<u>Sucker Punch</u>	BA +3, Brawl	auto-crit using Brawl against flat-footed target
<u>Improved Sucker Punch</u>	BA +6, Brawl, Sucker Punch	as Sucker Punch, but crit is x3
<u>Streetfighting</u>	BA +2, Brawl	+1d4 damage once per round with unarmed attack
<u>Improved Feint</u>	BA +2, Int 13, Brawl, Streetfighting	Feint in combat as move action

<a href="#">Chaotic Mind</a>	Cha 15	People with insight bonuses cannot use them to affect you
<a href="#">Chemical Resistance</a>	Con 13	Save vs. drugs and poisons +4
<a href="#">Cloak Dance</a>	Stealth 10, Perform (dance) 2	Expend move action for concealment, full-round action for total concealment
<a href="#">Cloakfall</a>	Dex 13	Subtract 10 ft. from falling damage when wearing cape/cloak
<a href="#">Combat Casting</a>		Concentration +4 to cast or manifest defensively
<a href="#">Improved Combat Casting</a>	Combat Casting	Additional Concentration +4 (total +8)
<a href="#">Combat Diagnosis</a>	Wis 13	Estimate your opponent's remaining HPs
<a href="#">Combat Driving</a>	Drive 5	vehicle-mounted weapon attacks +4 while driving
<a href="#">Combat Expertise</a>	Int 13	Trade attack bonus for Defence bonus, maximum +/- 5
<a href="#">Improved Combat Expertise</a>	Int 13, Combat Expertise	Trade attack bonus for Defence bonus, maximum +/- 10
<a href="#">Awesome Combat Expertise</a>	Int 13, Combat Expertise, Improved Combat Expertise	Trade attack bonus for Defence bonus, maximum +/- 20
<a href="#">Improved Disarm</a>	Int 13, Combat Expertise	disarm +4, no attack of opportunity
<a href="#">Turnabout Attack</a>	Dex 13, Int 13, Combat Expertise, Improved Disarm	Free Attack of Opportunity when you successfully disarm
<a href="#">Improved Trip</a>	Int 13, Combat Expertise	trip +4; no attack of opportunity
<a href="#">Light Knockback</a>	Dex 15, Int 13, Combat Expertise	Avoid knocking opponents back
<a href="#">Precise Strike</a>	Int 13, Combat Expertise	Avoid doing mêlée damage to buildings
<a href="#">Precise Sunder</a>	Int 13, Combat Expertise	Sunder with ranged and blunt weapons
<a href="#">Combat Martial Arts</a>	BA +1	1d4 + Str for HP or NL damage, considered "armed"
<a href="#">Back-Roll Throw</a>	BA +2, Combat Martial Arts	throw attack +2 vs. failed charge or bull rush
<a href="#">Blinding Strike</a>	Dex 13, BA +4, Combat Martial Arts	Blind opponent's with an unarmed strike
<a href="#">Improved Combat Martial Arts</a>	BA +4, Combat Martial Arts	Unarmed strike threatens critical hit on 19 or 20
<a href="#">Advanced Combat Martial Arts</a>	BA +8, Combat Martial Arts, Improved Combat Martial Arts	Unarmed strike critical hit deals x3 damage
<a href="#">Improved Unarmed Damage</a>	BA +1, Combat Martial Arts	Increases unarmed strike damage die/dice

<a href="#"><u>Pressure-Point Attack</u></a>	Dex 13, Combat Martial Arts	Attack +1, Defence -2, 1d6 rounds
<a href="#"><u>Crippling Blow</u></a>	Str 13, Dex 15, Combat Martial Arts, Pressure-Point Attack	Strength or Dexterity -1
<a href="#"><u>Stunning Fist</u></a>	Dex 13, Wis 13, BA +8, Combat Martial Arts	Unarmed strike stuns opponent
<a href="#"><u>Combat Pilot</u></a>	Pilot 5	attack +2 with vehicle-mounted weapons
<a href="#"><u>Combat Reflexes</u></a>		Attacks of opportunity equal to your Dexterity modifier
<a href="#"><u>Improved Combat Reflexes</u></a>	Dex 21, Combat Reflexes	Unlimited attacks of opportunity
<a href="#"><u>Cross Trained</u></a>		Make two cross-class skills class skills
<a href="#"><u>Damage Threshold, Improved</u></a>		Add Con score to current massive damage threshold
<a href="#"><u>Daredevil Driver</u></a>	Drive 5	Drive +4 in situations of immediate risk
<a href="#"><u>Daredevil Pilot</u></a>	Pilot 5	Pilot +4 in situations of immediate risk
<a href="#"><u>Daring Escape</u></a>		+4 to escape a dangerous situation
<a href="#"><u>Deadly Precision</u></a>	Dex 15, BA +8, Sneak Attack	Re-roll 1's on sneak attack damage
<a href="#"><u>Defensive Martial Arts</u></a>		Dodge +2 against mêlée attacks
<a href="#"><u>Combat Throw</u></a>	Defensive Martial Arts	Str/Dex checks +2 on trips and grapples
<a href="#"><u>Improved Combat Throw</u></a>	BA +3, Defensive Martial Arts, Combat Throw	Free trip attack when opponent misses you
<a href="#"><u>Elusive Target</u></a>	Dex 13, Defensive Martial Arts	While you're in mêlée, ranged attacks -4 against you
<a href="#"><u>Unbalance Opponent</u></a>	BA +6, Defensive Martial Arts	Opponent receives no Str bonus to attack, only to damage
<a href="#"><u>Deflect Arrows</u></a>	Defensive Martial Arts	Deflect 1 ranged attack per round
<a href="#"><u>Snatch Arrows</u></a>	Defensive Martial Arts, Deflect Arrows	Catch a deflected ranged attack
<a href="#"><u>Improved Deflect Arrows</u></a>	Dex 15, Defensive Martial Arts, Deflect Arrows	Deflect as many arrows as you have hands
<a href="#"><u>Infinite Deflect Arrows</u></a>	Dex 21, Defensive Martial Arts, Deflect Arrows, Improved Deflect Arrows	Deflected an unlimited number of arrows
<a href="#"><u>Dodge</u></a>	Dex 13	Dodge +2 to against designated opponent
<a href="#"><u>Agile Riposte</u></a>	Dex 13, Dodge	Attack of opportunity when opponent misses in mêlée
<a href="#"><u>Infighter</u></a>	Dex 13, Dodge	Attacks of opportunity against you -2
<a href="#"><u>Mobility</u></a>	Dex 13, Dodge	+4 dodge bonus to Defence against some attacks of opportunity

<a href="#"><u>Spring Attack</u></a>	BA +4, Dex 13, Dodge, Mobility	Move before and after a mêlée attack
<a href="#"><u>Multi-Spring</u></a>	BA +4, Dex 13, Dodge, Mobility, Spring Attack	Multiple spring attacks (requires <a href="#"><u>Bonus Actions</u></a> )
<a href="#"><u>Whirlwind Attack</u></a>	Dex 13, Int 13, BA +4, Combat Expertise, Dodge, Mobility, Spring Attack	One mêlée attack against each opponent within reach
<a href="#"><u>Improved Whirlwind Attack</u></a>	Dex 21, Int 13, BA +4, Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack	Make a Whirlwind Attack as a standard action
<a href="#"><u>Flyby Attack</u></a>	Dodge, Mobility, ability to fly	hit-and-run, in the air
<a href="#"><u>Improved Flyby Attack</u></a>	Dodge, Mobility, Flyby Attack, ability to fly	hit-and-run, even better
<a href="#"><u>Drive-By Attack</u></a>		No speed penalty when attacking from a moving vehicle
<a href="#"><u>Endurance</u></a>		+4 on various Constitution/Fortitude checks
<a href="#"><u>Improved Endurance</u></a>	Con 13, Endurance	Additional +4 to checks related to Endurance
<a href="#"><u>Diehard</u></a>	Con 13, Endurance	Remain conscious at -1 to -9 hp
<a href="#"><u>Resist Fatigue</u></a>	Con 15, Endurance	Ignore fatigue effect, once per session
<a href="#"><u>Environmental Combat Specialty</u></a>	BA +1	+1 attack and +1 doge bonus in one, particular environment
<a href="#"><u>Favoured Enemy</u></a>		attack +2, damage +4 vs. one type of creature
<a href="#"><u>Favoured Enemy Focus</u></a>	Favoured Enemy	additional +2 (+4 total), double critical threat range
<a href="#"><u>Field Commander</u></a>	Cha 13	Reposition your teammates on the battlefield
<a href="#"><u>Great Fortitude</u></a>		+2 on Fortitude saves
<a href="#"><u>Awesome Fortitude</u></a>	Con 13, Great Fortitude	Additional +2 on Fortitude saves (+4 total)
<a href="#"><u>Supreme Fortitude</u></a>	Con 15, Great Fortitude, Awesome Fortitude	Additional +2 on Fortitude saves (+6 total)
<a href="#"><u>Frightful Presence</u></a>	Cha 15, Intimidate 9 ranks	Foes can become <i>shaken</i> (Will save negates)
<a href="#"><u>Heightened Immune System</u></a>		+4 to Fortitude saves vs. pathogens
<a href="#"><u>Heroic Intervention</u></a>	Dex 13	Switch places with threatened comrade
<a href="#"><u>Heroic Surge</u></a>		Extra move or attack action
<a href="#"><u>Hidden Power</u></a>		+4 Power Points
<a href="#"><u>Holdout</u></a>	Stealth 5	+10 to Stealth objects about your person
<a href="#"><u>Home Turf Advantage</u></a>		+2 to Gather Information, Knowledge (local), and Stealth in your city

<u>Hostile Mind</u> <sup>P</sup>	Cha 15	Cause 2d6 damage to attempts to use discipline (telepathy) against you +1 to attack with vehicle-mounted weapons systems
<u>Hotshot</u>		hover as a move action
<u>Hover</u>	ability to fly	Ignore Range Increment penalties
<u>Improved Throwing, Improved</u>	Dex 13, Improvised Weapons Proficiency	
<u>Awesome Improved Throwing</u>	Dex 13, Improvised Weapons Proficiency, Improved Improvised Throwing	10 Range Increments (instead of 5)
<u>Supreme Improved Throwing</u>	Dex 13, Improvised Weapons Proficiency, Improved Improvised Throwing, Awesome Improvised Throwing	No maximum Range Increments
<u>Improved Counterspell</u>		Counterspell with a spell of same school
<u>Improved Critical Range</u>	BA +8, Proficiency	Double threat range of weapon
<u>Improved Critical Damage</u>	BA +8, Proficiency, Improved Critical Range	Add x2 to your critical damage
<u>Improved Initiative</u>		+4 bonus on initiative checks
<u>Combat Nerves</u>	Dex 13, BA +4, Improved Initiative	Roll 2d20s for initiative, choose the highest
<u>Dire Charge</u>	Dex 21, BA +8, Improved Initiative	Make a full attack when charging
<u>Awesome Initiative</u>	Dex 13, Improved Initiative	Additional +4 to initiative checks (total +8)
<u>Supreme Initiative</u>	Dex 15, Improved Initiative, Awesome Initiative	Additional +4 to initiative checks (total +12)
<u>Improved Swinging</u>	Dex 13	+4 to Tumble and Jump checks related to swinging
<u>Improved Staple</u>		+4 on Staple attacks, improved range, increased Strength check DC
<u>Combat Swinging</u>	Dex 13, Improved Swinging	Retain Dexterity and dodge bonuses while swinging.
<u>Inquisitor</u> <sup>P</sup>	Wis 13	Expend psi focus, +10 bonus to Sense Motive check to oppose Bluff
<u>Iron Will</u>		+2 on Will saves
<u>Awesome Will</u>	Wis 13, Iron Will	Additional +2 to Will saves (total +4)
<u>Supreme Will</u>	Wis 15, Iron Will, Awesome Will	Additional +2 to Will saves (total +6)
<u>Lab Magic Mastery</u>	<u>Mystic Spellcasting</u> (3rd-level Spells), Ad: Laboratory	+4 competence bonus to Spellcraft while in your laboratory
<u>Last Desperate Trick</u>		Extra use of one "once per day/session" special ability

<b>Legendary Climber</b>	Dex 21, Climb 20	Ignore speed penalties for climbing
<b><u>Lethal Hurling</u></b>	Str 15, Dex 13, BA +2, Proficiency	+2 to damage with thrown weapons
<b><u>Light-Footed</u></b>	Dex 13	Stand up from prone as a free action
<b><u>Lightning Reflexes</u></b>		+2 on Reflex saves
<b><u>Awesome Reflexes</u></b>	Dex 13, Lightning Reflexes	Additional +2 to Reflex saves (total +4)
<b><u>Supreme Reflexes</u></b>	Dex 15, Lightning Reflexes, Awesome Reflexes	Additional +2 to Reflex saves (total +6)
<b><u>Low Profile</u></b>		Reduce Reputation by 3
<b><u>Low-Light Vision</u></b>		Double range of sight in low-light conditions equipment bonus +1; weapons attack +1; armour/shields Max Dex/Equipment Penalty +1 equipment bonus +2; weapons attack/damage +1; armour/shields Max Dex/Equip Penalty +2, defence +1 equipment +3; weapons attack/damage +2; armour/shields Max Dex/Equip Penalty +3, defence +2 equipment bonus +4; weapons attack/damage +3; armour/shields Max Dex/Equip Penalty +4 and defence +4
<b><u>Mastercraft</u></b>	Int 13, Craft (any) 5	Expend psi focus, +10 bonus to Jump check
<b><u>Improved Mastercraft</u></b>	Int 15, Craft (any) 5, Mastercraft	No penalty for using mêlée weapons to cause NL
<b><u>Awesome Mastercraft</u></b>	Int 17, Craft (any) 5, Mastercraft, Improved Mastercraft	Non-lethal coup de grace
<b><u>Supreme Mastercraft</u></b>	Int 19, Craft (any) 5, Mastercraft, Improved Mastercraft, Advanced Mastercraft	x2 damage against objects
<b><u>Mental Leap</u></b> <sup>P</sup>	Str 13, Jump 5	x3 damage against objects
<b><u>Merciful Mauler</u></b>		x4 damage against objects
<b><u>Mercy Blow</u></b>		Negate hits to the mount with a Ride check
<b><u>Mighty Smashing</u></b>	Str 17	Half penalty for ranged attacks while mounted
<b><u>Awesome Smashing</u></b>	Str 17	Move before and after a mounted charge
<b><u>Supreme Smashing</u></b>	Str 17	Double damage with mounted charge
<b><u>Mounted Combat</u></b>	Ride 1	Target cannot avoid mounted overrun
<b><u>Mounted Shot</u></b>	Mounted Combat	+4 bonus to Concentration checks to become psionically focused
<b><u>Ride-By Attack</u></b>	Mounted Combat	+2 to Save vs. 1 Origin
<b><u>Spirited Charge</u></b>	Mounted Combat, Ride-By Attack	
<b><u>Trample</u></b>	Mounted Combat	
<b><u>Narrow Mind</u></b> <sup>P</sup>	Wis 13	
<b><u>Origin Resistance</u></b>		

<a href="#"><u>Improved Origin Resistance</u></a>	Origin Resistance	DR 4 vs. 1 Origin
<a href="#"><u>Point-Blank Shot</u></a>		+2 competence bonus on ranged attack and damage within 30 ft.
<a href="#"><u>Double Tap</u></a>	Point-Blank Shot	-2 on attack, +1 die damage
<a href="#"><u>Hail of Bullets</u></a>	Point-Blank Shot, Rapid Shot, Double Tap	Burst fire with revolvers and semi-automatic pistols
<a href="#"><u>Far Shot</u></a>	Point-Blank Shot	Increase unmodified Range Increments by +50% (+100% thrown)
<a href="#"><u>Dead Aim</u></a>	Wis 13, Point-Blank Shot, Far Shot	+4 on ranged attack if full round spent aiming
<a href="#"><u>Precise Shot</u></a>	Point-Blank Shot	No -4 penalty for shooting into mêlée
<a href="#"><u>Improved Precise Shot</u></a>	Point-Blank Shot, Precise Shot	Ignore cover/concealment short of total cover/total concealment
<a href="#"><u>Deadeye</u></a>	BA +11, Dex 19, Blank Shot, Precise Shot, Improved Precise Shot	Add Dexterity modifier to ranged attacks (max equals character level)
<a href="#"><u>Combat Shot</u></a>	Point-Blank Shot, Precise Shot	You do not provoke attacks of opportunity for firing guns in mêlée
<a href="#"><u>Grazing Shot</u></a>	Dex 13, Blank Shot, Precise Shot	NL with firearms
<a href="#"><u>Sharpshooter</u></a>	Point-Blank Shot, Far Shot, Precise Shot	+2 competence bonus to attack with firearms from more than 30 feet
<a href="#"><u>Sniper</u></a>	Sneak Attack, Blank Shot, Precise Shot, Sharpshooter	Sneak attack with a rifle and a scope
<a href="#"><u>Skip Shot</u></a>	Dex 13, Point-Blank Shot, Precise Shot	Ignore cover, -2 on attack, -1 die damage
<a href="#"><u>Rapid Shot</u></a>	Dex 13, Point-Blank Shot	One extra ranged attack each round, -2 to all attacks
<a href="#"><u>Manyshot</u></a>	Dex 17, BA +6, Point-Blank Shot, Rapid Shot	One extra ranged attack sequence each round, additional -2 (total -4)
<a href="#"><u>Greater Manyshot</u></a>	Dex 17, BA +6, Point-Blank Shot, Rapid Shot, Manyshot	Make manyshot attacks against separate targets
<a href="#"><u>Gun Fu</u></a>	Dex 19, BA +21, Point-Blank Shot, Rapid Shot, Manyshot, Greater Manyshot	You get a number of attacks equal to your Dexterity bonus when Two-Weapon fighting with guns
<a href="#"><u>Shot on the Run</u></a>	Dex 13, BA +4, Dodge, Mobility, Point-Blank Shot	Move before and after ranged attack
<a href="#"><u>Sliding Shot</u></a>	Dex 13, Dodge, Mobility, Point-Blank Shot, Shot on the Run	Slide half your move during a full attack action

<a href="#"><u>Blazing Charge</u></a>	Dex 13, Dodge, Mobility, Point-Blank Shot, Shot on the Run	Firearms charge attack, victims potentially shaken
<a href="#"><u>Mixed Two-Weapon Fighting</u></a>	Dex 15, Point-Blank Shot	Wield a mêlée and a ranged weapon, simultaneously. Trade attack bonus for damage (up to your base attack bonus)
<a href="#"><u>Power Attack</u></a>	Str 13	Extra mêlée attack after dropping target
<a href="#"><u>Cleave</u></a>	Str 13, Power Attack	No limit to cleave attacks each round
<a href="#"><u>Great Cleave</u></a>	BA +4, Str 13, Power Attack, Cleave	+4 on bull rush attempts; no attack of opportunity
<a href="#"><u>Improved Bull Rush</u></a>	Str 13, Power Attack	+4 to knockbacks
<a href="#"><u>Improved Knockback</u></a>	Str 17, Power Attack	+4 to knockbacks (total +8)
<a href="#"><u>Awesome Knockback</u></a>	Str 19, Power Attack, Improved Knockback	Additional +4 to knockbacks (total +12)
<a href="#"><u>Supreme Knockback</u></a>	Str 21, Power Attack, Improved Knockback, Awesome Knockback	Knockback distance is equal to knockback damage
<a href="#"><u>Distance Knockback</u></a>	Str 17, Power Attack, Improved Knockback	+4 on overrun attempts; no attack of opportunity
<a href="#"><u>Improved Overrun</u></a>	Str 13, Power Attack	+4 on sunder attempts; no attack of opportunity
<a href="#"><u>Improved Sunder</u></a>	Str 13, Power Attack	Unarmed strike, trip, and grapple as one action
<a href="#"><u>Tackle</u></a>	Str 13, Power Attack	+2 on save DC to resist one power
<a href="#"><u>Power Focus</u></a>		Additional +2 to DC to resist one power (total +4)
<a href="#"><u>Improved Power Focus</u></a>	Power Focus	Additional +2 to DC to resist one power (total +6)
<a href="#"><u>Greater Power Focus</u></a>	Power Focus, Improved Power Focus	+2 on checks to defeat resistances
<a href="#"><u>Power Penetration</u></a>		Additional +2 to checks to defeat resistances (total +4)
<a href="#"><u>Improved Power Penetration</u></a>	Power Penetration	Add armour bonus to Defence and no armour penalty on attack rolls
<a href="#"><u>Proficiency: Armour</u></a>		Armour Penalty and Max Dex +1
<a href="#"><u>Armour Focus</u></a>	Proficiency: Armour	Penalty and Max Dex +1 (+2 total), Armour Bonus by +1
<a href="#"><u>Armour Specialization</u></a>	Proficiency: Armour, Armour Focus	Spell Failure when wearing armour reduces by 10%
<a href="#"><u>Arcane Armour Mastery</u></a>	Proficiency: Armour	Add armour bonus to Defence, no armour penalty on attack rolls
<a href="#"><u>Proficiency: Armour (Powered)</u></a>	Proficiency: Armour	Proficient with firearms, no penalty on attack rolls
<a href="#"><u>Proficiency: Firearms</u></a>		

<a href="#">Burst Fire</a>	Wis 13, Proficiency: Firearms	-4 on attack, +2 dice damage
<a href="#">Proficiency: Firearms (exotic)</a>	Proficiency: Firearms	Proficient in a class of exotic firearms
<a href="#">Strafe</a>	Proficiency: Firearms	On auto-fire, affect four 5-foot squares
<b><a href="#">Proficiency: Shields</a></b>		
<a href="#">Shield Focus</a>	Shield Proficiency	Add Shield bonus to defence, no penalty on attack rolls
<a href="#">Shield Specialization</a>	Shield Proficiency, Shield Focus	+1 to Defence when using a shield
<a href="#">Improved Shield Bash</a>	Shield Proficiency	Additional +1 to Defence when using a shield, -1 to armour penalty
<b><a href="#">Proficiency: Weapon (exotic)</a></b>		
<a href="#">Entangle</a>	Dex 13, Exotic Weapon (chain or whip)	Retain shield bonus to Defence when shield bashing
<a href="#">Improved Entangle</a>	Dex 13, Exotic Weapon (chain or whip), Entangle	Proficient with one exotic mêlée weapon, no penalty on attack rolls
<a href="#">Third Hand</a>	Dex 13, Exotic Weapon (chain or whip), Entangle	Equip. bonus +3 to Trip/Grapple
<a href="#">Sidewinder</a>	Dex 13, Exotic Weapon (chain or whip)	Use whips to entangle, victims are at -4 to attack, -6 to Defence
<b><a href="#">Proficiency: Weapons (mêlée)</a></b>		
<b><a href="#">Proficiency: Weapons (ranged)</a></b>		
<a href="#">Improvised Weapons</a>	Proficiency: Weapons (mêlée) <i>or</i> (ranged)	Ignore shields/cover with chain/whip
<a href="#">Over-Sized Weapons</a>	Proficiency: Weapons (mêlée) <i>or</i> (ranged)	Use a rope- or chain-based weapon to keep from falling and/or flip disarmed objects into your free hand
<b><a href="#">Prone Fighting, Improved</a></b>	BA +1	Use a rope- or chain-based weapon to keep from falling and/or flip disarmed objects into your free hand
<a href="#">Psicrystal Affinity<sup>P</sup></a>	<a href="#">Psionic Manifestation</a>	Proficient with mêlée weapons, no penalty on attack rolls
<a href="#">Improved Psicrystal<sup>P</sup></a>	<a href="#">Psionic Manifestation</a> , Psicrystal Affinity	Proficient with ranged and thrown weapons , no penalty on attack rolls
<a href="#">Psicrystal Containment<sup>P</sup></a>	<a href="#">Psionic Manifestation</a> (2nd Level), Psycrystal Affinity	use everyday objects as weapons
<a href="#">Psionic Endowment<sup>P</sup></a>		use two-handed weapons one-handed
		-1 to mêlée attacks and +1 to ranged attacks when you are prone
		Create a psicrystal
		Implant a second personality fragment into a psicrystal
		Focus your psicrystal and use it in place of expending your own focus
		Expend psi focus, +1 to DC against your psi-powers

<a href="#"><u>Greater Psionic Endowment</u></a> <sup>P</sup>	Psionic Endowment	Expend psi focus, another +1 to DC against your psionics (total +2)
<a href="#"><u>Psionic Meditation</u></a> <sup>P</sup>	Wis 13, Concentration 7	Take a move action to become psionically focused
<a href="#"><u>Quick Draw</u></a>	BA +1	Draw weapon as free action
<a href="#"><u>Quick Change</u></a>		Don a costume in 1 fewer rounds
<a href="#"><u>Quick Sheath</u></a>	BA +1	Sheath or holster weapon as free action
<a href="#"><u>Rapid Reload</u></a>	BA +1	Reload firearm as free or move action
<a href="#"><u>Renown</u></a>		+3 Reputation bonus
<a href="#"><u>Resistant Powers</u></a>	one power	+4 to Fortitude saves to resist Metapowers
<a href="#"><u>Improved Resistant Powers</u></a>	one power, Resistant Powers	additional +4 to Fortitude saves to resist Metapowers (total +8)
<a href="#"><u>Awesome Resistant Powers</u></a>	one power, Resistant Powers, Improved Resistant Powers	additional +4 to Fortitude saves to resist Metapowers (total +12)
<a href="#"><u>Supreme Resistant Powers</u></a>	one power, Resistant Powers, Improved Resistant Powers, Supreme Resistant Powers	additional +4 to Fortitude saves to resist Metapowers (total +16)
<a href="#"><u>Run</u></a>		Run at x5, +4 Jump checks with running start
<a href="#"><u>Fast Move</u></a>	Dex 13, Run	+10 feet to your Speed Bonus to your Speed equal to your Strength or Dexterity modifier
<a href="#"><u>Sprint</u></a>	Run	+4 to save vs. hallucinations, illusions, etc.
<a href="#"><u>Scepticism</u></a>	Wis 13	Additional +4 to save vs. hallucinations, illusions, etc. (total +8)
<a href="#"><u>Improved Scepticism</u></a>	Wis 13, Scepticism	+4 to Drive checks made to come to an immediate stop
<a href="#"><u>Screeching Halt</u></a>	Drive 5	Maximum ranks in one class skill becomes level +6
<a href="#"><u>Skill Aptitude</u></a>		Grapple opponents any time you hit
<a href="#"><u>Snatch</u></a>	Size Huge or larger	Apply Dexterity modifier to damage with sneak attacks
<a href="#"><u>Sneak Attack, Dexterous</u></a>	Dex 13, BA +1, Sneak Attack	+10 feet to speed when psi-focused and not wearing heavy armour
<a href="#"><u>Speed of Thought</u></a> <sup>P</sup>	Wis 13	+1 on save DCs against specific school of magic
<a href="#"><u>Spell Focus</u></a>		Additional +1 on save DCs against specific school of magic (total +2)
<a href="#"><u>Greater Spell Focus</u></a>	Spell Focus	

<u>Stand Still</u>	Str 13	Give up attack of opportunity to keep foe in place
<u>Standing Jump</u>	Str 13, Jump 5	Making long/high jumps without a running start
<u>Super Strike</u>	Str 17 or Dex 17	Mêlée attack becomes Super +2 to Charisma-based check, once per session per Charisma modifier
<u>Super Style</u>	Cha 13	No -4 penalty on Drive checks or attacks rolls with selected vehicle
<u>Surface Vehicle Operation</u>	Drive 4	Operate any vehicle of any kind untrained
<u>Control Anything</u>	Drive 4, Pilot 4	No -4 penalty for performing surgery
<u>Surgery</u>	Treat Injury 4	Recover 1 PP per hour, or 2PP per hour of rest
<u>Swift Power-Point Recovery</u>		Attack of opportunity against someone aiding another or being aided
<u>Team Breaker</u>	BA +4, Dex 13, Int 13, Combat Reflexes	Aid Attack/Defence +4 (instead of +2); +6 with multiple Team Players
<u>Team Player</u>		Aid Attack/Defence as a Swift action
<u>Improved Team Player</u>	Team Player	Aid Attack and Defence as one Swift action
<u>Awesome Team Player</u>	Team Player, Improved Team Player	Aid Attack/Defence grants additional +2 per five points you beat the DC +5 HPs
<u>Supreme Team Player</u>	Team Player, Improved Team Player, Awesome Team Player	Die at -15HPs, 20% chance of stabilizing per round
<u>Toughness</u>		Heal a number of HPs per day equal to your Constitution modifier
<u>Hard to Kill</u>	Con 13, Toughness	Use Survival skill to track
<u>Swift Healing</u>	Con 13, Toughness	Two-weapon fighting penalties lower by 2 (dominant) and 6 (off-hands)
<u>Track</u>		Off-hand weapon grants +2 shield bonus to Defence
<u>Two-Weapon Fighting</u>	Dex 15	Gain iterative attacks with your off-hand weapon(s)
<u>Two-Weapon Defence</u>	Dex 15, Two-Weapon Fighting	+4 vs. fear, horror, demoralization
<u>Improved Two-Weapon Fighting</u>	Dex 17, BA +6, Two-Weapon Fighting	Additional +4 vs. fear, horror, demoralization (+8 total)
<u>Unshakable</u>		Run up a vertical surface as part of a move action when psi-focused
<u>Fearless</u>	Wis 13, Unshakable	
<u>Up the Walls<sup>P</sup></u>	Wis 13	

<a href="#">Vehicle Dodge</a>	Dex 13, Drive 5 ranks	+2 dodge bonus to Defence when you're driving
<a href="#">Improved Vehicle Dodge</a>	Dex 13, Drive 5 ranks, Vehicle Dodge	Additional +2 dodge bonus to Defence when you're driving (total +4)
<a href="#">Force Stop</a>	Dex 13, Drive 5 ranks, Vehicle Dodge	Force a surface vehicle to stop
<a href="#">Vehicle Focus</a>	Drive 5	+1 to checks and Defence on a specific vehicle
<a href="#">Greater Vehicle Focus</a>	Drive 5, Vehicle Focus	Additional +1 to checks and Defence on a specific vehicle (total +2)
<a href="#">Wariness</a>	Wis 13, Observe 5 ranks	Trade standard action for +2 to all Saves
<a href="#">Weapon Finesse</a>	BA +1	Use Dex mod instead of Str mod on attack rolls
<a href="#">Weapon Familiarity</a>	BA +1, Proficiency (mêlée or ranged)	your non-proficient penalty is only -2
<a href="#">Weapon Focus</a>	BA +1, Proficiency	+1 to attack and +2 damage with focused weapon
<a href="#">Improved Weapon Focus</a>	BA +4, Proficiency, Weapon Focus	Additional +1 to attack, +2 damage with focused weapon (total +2/+4)
<a href="#">Awesome Weapon Focus</a>	BA +8, Proficiency, Weapon Focus, Improved Weapon Focus	Additional +1 to attack, +2 damage with focused weapon (total +3/+6)
<a href="#">Supreme Weapon Focus</a>	BA +12, Proficiency, Weapon Focus, Improved Weapon Focus, Awesome Weapon Focus	Additional +1 to attack, +2 damage with focused weapon (total +4/+8)
<a href="#">Weapon Parry</a>	BA +4, Proficiency, Weapon Focus	Shield bonus +2 when wielding focused weapon (mêlée only)
<a href="#">Weapon Speed</a>	BA +4, Proficiency, Weapon Focus	Initiative bonus +8 when wielding focused weapon
<a href="#">Will to Live</a>		+4 to resist instant death effects, either mundane or super

#### **Mystical Item-Creation Feats**

<a href="#">Scribe Scroll</a>	Spellcasting (1st Level), a Laboratory	Scribe mystic scrolls
<a href="#">Brew Potion</a>	Spellcasting (2nd Level), a Laboratory	Brew mystic potions
<a href="#">Craft Mystical Armaments</a>	Spellcasting (3rd Level), a Laboratory	Craft mystic weapons and armour
<a href="#">Craft Wand</a>	Spellcasting (3rd Level), a Laboratory	Craft mystic wands

#### **Psionic Item-Creation Feats**

<a href="#">Craft Psi-Stone</a>	<a href="#">Psionic Manifestation</a> (1st Level)	You can imprint crystals with psi-powers
<a href="#">Craft Cognizance Crystal</a>	<a href="#">Psionic Manifestation</a> (2nd Level)	You can infuse crystals with Power Points

<a href="#"><u>Craft Psionic Armaments</u></a>	<a href="#"><u>Psionic Manifestation</u></a> (3rd Level)	You can create psionically-enhanced arms and armour
<a href="#"><u>Craft Dorje</u></a>	<a href="#"><u>Psionic Manifestation</u></a> (3rd Level)	You can imprint crystals with multiple psi-powers
	<b>Supertech Item-Creation Feats</b>	
<a href="#"><u>Invent Superchemicals</u></a>	Int 17, <a href="#"><u>Supertech Invention</u></a> (power)	You can invent Superchemicals
<a href="#"><u>Invent Super Gear</u></a>	Int 17, <a href="#"><u>Supertech Invention</u></a> (power)	You can invent Supertech tools
<a href="#"><u>Invent Super Armaments</u></a>	Int 17, <a href="#"><u>Supertech Invention</u></a> (power), Invent Super Equipment	You can invent Supertech weapons and armour
<a href="#"><u>Invent Doohicky</u></a>	Int 19, <a href="#"><u>Supertech Invention</u></a> (power), Invent Super Equipment	You can invent Doohickies
<a href="#"><u>Invent Ray Gun</u></a>	Int 21, <a href="#"><u>Supertech Invention</u></a> (power), Invent Super Equipment, Invent Doohicky	You can invent Ray Guns with up to 20CPs
<a href="#"><u>Improved Ray Gun</u></a>	Int 21, <a href="#"><u>Supertech Invention</u></a> (power), Invent Super Equipment, Invent Doohicky, Invent Ray Gun	You can invent Ray Guns with more than 20CPs
<a href="#"><u>Invent Gizmo</u></a>	Int 23, <a href="#"><u>Supertech Invention</u></a> (power), Invent Super Equipment, Invent Doohicky, Invent Ray Gun	You can invent Gizmos
	<b>Metamagic Feats</b>	
<a href="#"><u>Improved Counter-Spell</u></a>		Counter-spell 1 school of spells at 1 level higher
<a href="#"><u>Empower Spell</u></a>		Increase spell's variable, numeric effects by 50%; cost +2 levels
<a href="#"><u>Enlarge Spell</u></a>		Double spell's range; cost +1 level
<a href="#"><u>Eschew Materials</u></a>		Ignore mundane material components; cost +1 level
<a href="#"><u>Extend Spell</u></a>		Double spell's duration; cost +1 level
<a href="#"><u>Heighten Spell</u></a>		Cast spells as higher level; cost equals level of increase
<a href="#"><u>Maximize Spell</u></a>		Maximize spell's variable numeric effects; cost +3 levels
<a href="#"><u>Natural Spell</u></a>		Cast spells in animal form
<a href="#"><u>Quicken Spell</u></a>		Cast a spell as a free action; cost +4 levels
<a href="#"><u>Silent Spell</u></a>		Cast spells without verbal components; cost +1 level
<a href="#"><u>Still Spell</u></a>		Cast spells without somatic components; cost +1 level

<a href="#">Widen Spell</a>		Double spell's area; cost +3 levels
	<b>Metapsionic Feats</b>	
<a href="#">Burrowing Psi</a>		Psi-power goes through walls/barriers; cost +2 levels
<a href="#">Chain Psi</a>		Psi-power hits target, chains to additional targets; cost +4 levels
<a href="#">Delay Psi</a>		Psi-power goes off later; cost +1 levels
<a href="#">Empower Psi</a>		Increase psi-power's variable numeric effects by 50%; cost +2 levels
<a href="#">Enlarge Psi</a>		Double psi-power's range; cost +1 level
<a href="#">Extend Psi</a>		Double psi-power's duration; cost +1 level
<a href="#">Maximize Psi</a>		Maximize psi-power's variable numeric effects; cost +3 levels
<a href="#">Opportunity Psi</a>		Make psionically-enhanced attacks of opportunity; cost +4 levels
<a href="#">Quicken Psi</a>		Manifest a psi-power as a free action; cost +4 levels
<a href="#">Split Psionic Ray</a>	Any other psionic feat	Attack two targets with a single ray; cost +2 levels
<a href="#">Twin Psi</a>		Manifest same psi-power twice, simultaneously; cost doubles
<a href="#">Unconditional Psi</a>		Manifest psi-power even when disabled; cost +4 levels
<a href="#">Widen Psi</a>		Double psi-power's area; cost +3 levels