

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.

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>Astrobatcs</u>	Dex 13, Tumble 4	No attack/skill penalties in zero gravity
<u>Augment Summoning</u>	Spell Focus (conjunction)	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
<u>Chaotic Mind</u>	Cha 15	People with insight bonuses cannot use them to affect you
<u>Chemical Resistance</u>	Con 13	Save vs. drugs and poisons +4
<u>Cloak Dance</u>	Stealth 10, Perform (dance) 2	Expend move action for concealment, full- round action for total concealment
<u>Cloakfall</u>	Dex 13	Subtract 10 ft. from falling damage when wearing cape/cloak

<u>Combat Casting</u>		Concentration +4 to cast or manifest defensively
<u>Improved Combat Casting</u>	Combat Casting	Additional Concentration +4 (total +8)
<u>Combat Diagnosis</u>	Wis 13	Estimate your opponent's remaining HPs
<u>Combat Driving</u>	Drive 5	vehicle-mounted weapon attacks +4 while driving
<u>Combat Expertise</u>	Int 13	Trade attack bonus for Defence bonus, maximum +/- 5
<u>Improved Combat Expertise</u>	Int 13, Combat Expertise	Trade attack bonus for Defence bonus, maximum +/- 10
<u>Awesome Combat Expertise</u>	Int 13, Combat Expertise, Improved Combat Expertise	Trade attack bonus for Defence bonus, maximum +/- 20
<u>Improved Disarm</u>	Int 13, Combat Expertise	disarm +4, no attack of opportunity
<u>Turnabout Attack</u>	Dex 13, Int 13, Combat Expertise, Improved Disarm	Free Attack of Opportunity when you successfully disarm
<u>Improved Trip</u>	Int 13, Combat Expertise	trip +4; no attack of opportunity
<u>Light Knockback</u>	Dex 15, Int 13, Combat Expertise	Avoid knocking opponents back
<u>Precise Strike</u>	Int 13, Combat Expertise	Avoid doing mêlée damage to buildings
<u>Precise Sunder</u>	Int 13, Combat Expertise	Sunder with ranged and blunt weapons

<u>Combat Martial Arts</u>	BA +1	1d4 + Str for HP or NL damage, considered "armed"
<u>Back-Roll Throw</u>	BA +2, Combat Martial Arts	throw attack +2 vs. failed charge or bull rush
<u>Blinding Strike</u>	Dex 13, BA +4, Combat Martial Arts	Blind opponent's with an unarmed strike
<u>Improved Combat Martial Arts</u>	BA +4, Combat Martial Arts	Unarmed strike threatens critical hit on 19 or 20
<u>Advanced Combat Martial Arts</u>	BA +8, Combat Martial Arts, Improved Combat Martial Arts	Unarmed strike critical hit deals x3 damage
<u>Improved Unarmed Damage</u>	BA +1, Combat Martial Arts	Increases unarmed strike damage die/dice
<u>Pressure-Point Attack</u>	Dex 13, Combat Martial Arts	Attack +1, Defence -2, 1d6 rounds
<u>Crippling Blow</u>	Str 13, Dex 15, Combat Martial Arts, Pressure-Point Attack	Strength or Dexterity -1
<u>Stunning Fist</u>	Dex 13, Wis 13, BA +8, Combat Martial Arts	Unarmed strike stuns opponent
<u>Combat Pilot</u>	Pilot 5	attack +2 with vehicle-mounted weapons
<u>Combat Reflexes</u>		Attacks of opportunity equal to your Dexterity modifier
<u>Improved Combat Reflexes</u>	Dex 21, Combat Reflexes	Unlimited attacks of opportunity
<u>Cross Trained</u>		Make two cross-class skills class skills

<u>Damage Threshold, Improved</u>		Add Con score to current massive damage threshold
<u>Daredevil Driver</u>	Drive 5	Drive +4 in situations of immediate risk
<u>Daredevil Pilot</u>	Pilot 5	Pilot +4 in situations of immediate risk
<u>Daring Escape</u>		+4 to escape a dangerous situation
<u>Deadly Precision</u>	Dex 15, BA +8, Sneak Attack	Re-roll 1's on sneak attack damage
<u>Defensive Martial Arts</u>		Dodge +2 against mêlée attacks
<u>Combat Throw</u>	Defensive Martial Arts	Str/Dex checks +2 on trips and grapples
<u>Improved Combat Throw</u>	BA +3, Defensive Martial Arts, Combat Throw	Free trip attack when opponent misses you
<u>Elusive Target</u>	Dex 13, Defensive Martial Arts	While you're in mêlée, ranged attacks -4 against you
<u>Unbalance Opponent</u>	BA +6, Defensive Martial Arts	Opponent receives no Str bonus to attack, only to damage
<u>Deflect Arrows</u>	Defensive Martial Arts	Deflect 1 ranged attack per round
<u>Snatch Arrows</u>	Defensive Martial Arts, Deflect Arrows	Catch a deflected ranged attack
<u>Improved Deflect Arrows</u>	Dex 15, Defensive Martial Arts, Deflect Arrows	Deflect as many arrows as you have hands
<u>Infinite Deflect Arrows</u>	Dex 21, Defensive Martial Arts, Deflect Arrows, Improved Deflect Arrows	Deflected an unlimited number of arrows

<u>Dodge</u>	Dex 13	Dodge +2 to against designated opponent
<u>Agile Riposte</u>	Dex 13, Dodge	Attack of opportunity when opponent misses in mêlée
<u>Infighter</u>	Dex 13, Dodge	Attacks of opportunity against you -2
<u>Mobility</u>	Dex 13, Dodge	+4 dodge bonus to Defence against some attacks of opportunity
<u>Spring Attack</u>	BA +4, Dex 13, Dodge, Mobility	Move before and after a mêlée attack
<u>Multi-Spring</u>	BA +4, Dex 13, Dodge, Mobility, Spring Attack	Multiple spring attacks (requires <u>Bonus Actions</u>)
<u>Whirlwind Attack</u>	Dex 13, Int 13, BA +4, Combat Expertise, Dodge, Mobility, Spring Attack	One mêlée attack against each opponent within reach
<u>Improved Whirlwind Attack</u>	Dex 21, Int 13, BA +4, Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack	Make a Whirlwind Attack as a standard action
<u>Flyby Attack</u>	Dodge, Mobility, ability to fly	hit-and-run, in the air
<u>Improved Flyby Attack</u>	Dodge, Mobility, Flyby Attack, ability to fly	hit-and-run, even better
<u>Drive-By Attack</u>		No speed penalty when attacking from a moving vehicle
<u>Endurance</u>		+4 on various Constitution/Fortitude checks

<u>Improved Endurance</u>	Con 13, Endurance	Additional +4 to checks related to Endurance
<u>Diehard</u>	Con 13, Endurance	Remain conscious at -1 to -9 hp
<u>Resist Fatigue</u>	Con 15, Endurance	Ignore fatigue effect, once per session
<u>Environmental Combat Specialty</u>	BA +1	+1 attack and +1 doge bonus in one, particular environment
<u>Favoured Enemy</u>		attack +2, damage +4 vs. one type of creature
<u>Favoured Enemy Focus</u>	Favoured Enemy	additional +2 (+4 total), double critical threat range
<u>Field Commander</u>	Cha 13	Reposition your teammates on the battlefield
<u>Great Fortitude</u>		+2 on Fortitude saves
<u>Awesome Fortitude</u>	Con 13, Great Fortitude	Additional +2 on Fortitude saves (+4 total)
<u>Supreme Fortitude</u>	Con 15, Great Fortitude, Awesome Fortitude	Additional +2 on Fortitude saves (+6 total)
<u>Frightful Presence</u>	Cha 15, Intimidate 9 ranks	Foes can become <i>shaken</i> (Will save negates)
<u>Heightened Immune System</u>		+4 to Fortitude saves vs. pathogens
<u>Heroic Intervention</u>	Dex 13	Switch places with threatened comrade
<u>Heroic Surge</u>		Extra move or attack action
<u>Hidden Power</u>		+4 Power Points

<u>Holdout</u>	Stealth 5	+10 to Stealth objects about your person
<u>Home Turf Advantage</u>		+2 to Gather Information, Knowledge (local), and Stealth in your city
<u>Hostile Mind</u> ^P	Cha 15	Cause 2d6 damage to attempts to use discipline (telepathy) against you
<u>Hotshot</u>		+1 to attack with vehicle-mounted weapons systems
<u>Hover</u>	ability to fly	hover as a move action
<u>Improvised Throwing, Improved</u>	Dex 13, Improvised Weapons Proficiency	Ignore Range Increment penalties
<u>Awesome Improvised Throwing</u>	Dex 13, Improvised Weapons Proficiency, Improved Improvised Throwing	10 Range Increments (instead of 5)
<u>Supreme Improvised 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> ^P	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

Legendary Climber	Dex 21, Climb 20	Ignore speed penalties for climbing
<u>Lethal Hurling</u>	Str 15, Dex 13, BA +2, Proficiency	+2 to damage with thrown weapons
<u>Light-Footed</u>	Dex 13	Stand up from prone as a free action
<u>Lightning Reflexes</u>		+2 on Reflex saves
<u>Awesome Reflexes</u>	Dex 13, Lightning Reflexes	Additional +2 to Reflex saves (total +4)
<u>Supreme Reflexes</u>	Dex 15, Lightning Reflexes, Awesome Reflexes	Additional +2 to Reflex saves (total +6)
<u>Low Profile</u>		Reduce Reputation by 3
<u>Low-Light Vision</u>		Double range of sight in low-light conditions
<u>Mastercraft</u>	Int 13, Craft (any) 5	equipment bonus +1; weapons attack +1; armour/shields Max Dex/Equipment Penalty +1
<u>Improved Mastercraft</u>	Int 15, Craft (any) 5, Mastercraft	equipment bonus +2; weapons attack/damage +1; armour/shields Max Dex/Equip Penalty +2, defence +1
<u>Awesome Mastercraft</u>	Int 17, Craft (any) 5, Mastercraft, Improved Mastercraft	equipment +3; weapons attack/damage +2; armour/shields Max Dex/Equip Penalty +3, defence +2

<u>Supreme Mastercraft</u>	Int 19, Craft (any) 5, Mastercraft, Improved Mastercraft, Advanced Mastercraft	equipment bonus +4; weapons attack/damage +3; armour/shields Max Dex/Equip Penalty +4 and defence +4
<u>Mental Leap</u> ^P	Str 13, Jump 5	Expend psi focus, +10 bonus to Jump check
<u>Merciful Mauler</u>		No penalty for using mêlée weapons to cause NL
<u>Mercy Blow</u>		Non-lethal coup de grace
<u>Mighty Smashing</u>	Str 17	x2 damage against objects
<u>Awesome Smashing</u>	Str 17	x3 damage against objects
<u>Supreme Smashing</u>	Str 17	x4 damage against objects
<u>Mounted Combat</u>	Ride 1	Negate hits to the mount with a Ride check
<u>Mounted Shot</u>	Mounted Combat	Half penalty for ranged attacks while mounted
<u>Ride-By Attack</u>	Mounted Combat	Move before and after a mounted charge
<u>Spirited Charge</u>	Mounted Combat, Ride-By Attack	Double damage with mounted charge
<u>Trample</u>	Mounted Combat	Target cannot avoid mounted overrun
<u>Narrow Mind</u> ^P	Wis 13	+4 bonus to Concentration checks to become psionically focused
<u>Origin Resistance</u>		+2 to Save vs. 1 Origin

<u>Improved Origin Resistance</u>	Origin Resistance	DR 4 vs. 1 Origin
<u>Point-Blank Shot</u>		+2 competence bonus on ranged attack and damage within 30 ft.
<u>Double Tap</u>	Point-Blank Shot	-2 on attack, +1 die damage
<u>Hail of Bullets</u>	Point-Blank Shot, Rapid Shot, Double Tap	Burst fire with revolvers and semi-automatic pistols
<u>Far Shot</u>	Point-Blank Shot	Increase unmodified Range Increments by +50% (+100% thrown)
<u>Dead Aim</u>	Wis 13, Point-Blank Shot, Far Shot	+4 on ranged attack if full round spent aiming
<u>Precise Shot</u>	Point-Blank Shot	No -4 penalty for shooting into mêlée
<u>Improved Precise Shot</u>	Point-Blank Shot, Precise Shot	Ignore cover/concealment short of total cover/total concealment
<u>Deadeye</u>	BA +11, Dex 19, Blank Shot, Precise Shot, Improved Precise Shot	Add Dexterity modifier to ranged attacks (max equals character level)
<u>Combat Shot</u>	Point-Blank Shot, Precise Shot	You do not provoke attacks of opportunity for firing guns in mêlée
<u>Grazing Shot</u>	Dex 13, Blank Shot, Precise Shot	NL with firearms
<u>Sharpshooter</u>	Point-Blank Shot, Far Shot, Precise Shot	+2 competence bonus to attack with firearms from more than 30 feet

<u>Sniper</u>	Sneak Attack, Blank Shot, Precise Shot, Sharpshooter	Sneak attack with a rifle and a scope
<u>Skip Shot</u>	Dex 13, Point-Blank Shot, Precise Shot	Ignore cover, -2 on attack, -1 die damage
<u>Rapid Shot</u>	Dex 13, Point-Blank Shot	One extra ranged attack each round, -2 to all attacks
<u>Manyshot</u>	Dex 17, BA +6, Point-Blank Shot, Rapid Shot	One extra ranged attack sequence each round, additional -2 (total -4)
<u>Greater Manyshot</u>	Dex 17, BA +6, Point-Blank Shot, Rapid Shot, Manyshot	Make manyshot attacks against separate targets
<u>Gun Fu</u>	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
<u>Shot on the Run</u>	Dex 13, BA +4, Dodge, Mobility, Point-Blank Shot	Move before and after ranged attack
<u>Sliding Shot</u>	Dex 13, Dodge, Mobility, Point-Blank Shot, Shot on the Run	Slide half your move during a full attack action
<u>Blazing Charge</u>	Dex 13, Dodge, Mobility, Point-Blank Shot, Shot on the Run	Firearms charge attack, victims potentially shaken
<u>Mixed Two-Weapon Fighting</u>	Dex 15, Point-Blank Shot	Wield a m�el�e and a ranged weapon, simultaneously.
<u>Power Attack</u>	Str 13	Trade attack bonus for damage (up to your base attack bonus)

<u>Cleave</u>	Str 13, Power Attack	Extra mêéattack after dropping target
<u>Great Cleave</u>	BA +4, Str 13, Power Attack, Cleave	No limit to cleave attacks each round
<u>Improved Bull Rush</u>	Str 13, Power Attack	+4 on bull rush attempts; no attack of opportunity
<u>Improved Knockback</u>	Str 17, Power Attack	+4 to knockbacks
<u>Awesome Knockback</u>	Str 19, Power Attack, Improved Knockback	+4 to knockbacks (total +8)
<u>Supreme Knockback</u>	Str 21, Power Attack, Improved Knockback, Awesome Knockback	Additional +4 to knockbacks (total +12)
<u>Distance Knockback</u>	Str 17, Power Attack, Improved Knockback	Knockback distance is equal to knockback damage
<u>Improved Overrun</u>	Str 13, Power Attack	+4 on overrun attempts; no attack of opportunity
<u>Improved Sunder</u>	Str 13, Power Attack	+4 on sunder attempts; no attack of opportunity
<u>Tackle</u>	Str 13, Power Attack	Unarmed strike, trip, and grapple as one action
<u>Power Focus</u>		+2 on save DC to resist one power
<u>Improved Power Focus</u>	Power Focus	Additional +2 to DC to resist one power (total +4)
<u>Greater Power Focus</u>	Power Focus, Improved Power Focus	Additional +2 to DC to resist one power (total +6)
<u>Power Penetration</u>		+2 on checks to defeat resistances

<u>Improved Power Penetration</u>	Power Penetration	Additional +2 to checks to defeat resistances (total +4)
<u>Proficiency: Armour</u>		Add armour bonus to Defence and no armour penalty on attack rolls
<u>Armour Focus</u>	Proficiency: Armour	Armour Penalty and Max Dex +1
<u>Armour Specialization</u>	Proficiency: Armour, Armour Focus	Penalty and Max Dex +1 (+2 total), Armour Bonus by +1
<u>Arcane Armour Mastery</u>	Proficiency: Armour	Spell Failure when wearing armour reduces by 10%
<u>Proficiency: Armour (Powered)</u>	Proficiency: Armour	Add armour bonus to Defence, no armour penalty on attack rolls
<u>Proficiency: Firearms</u>		Proficient with firearms, no penalty on attack rolls
<u>Burst Fire</u>	Wis 13, Proficiency: Firearms	-4 on attack, +2 dice damage
<u>Proficiency: Firearms (exotic)</u>	Proficiency: Firearms	Proficient in a class of exotic firearms
<u>Strafe</u>	Proficiency: Firearms	On auto-fire, affect four 5-foot squares
<u>Proficiency: Shields</u>		Add Shield bonus to defence, no penalty on attack rolls
<u>Shield Focus</u>	Shield Proficiency	+1 to Defence when using a shield

<u>Shield Specialization</u>	Shield Proficiency, Shield Focus	Additional +1 to Defence when using a shield, -1 to armour penalty
<u>Improved Shield Bash</u>	Shield Proficiency	Retain shield bonus to Defence when shield bashing
<u>Proficiency: Weapon (exotic)</u>		Proficient with one exotic mêlée weapon, no penalty on attack rolls
<u>Entangle</u>	Dex 13, Exotic Weapon (chain or whip)	Equip. bonus +3 to Trip/Grapple
<u>Improved Entangle</u>	Dex 13, Exotic Weapon (chain or whip), Entangle	Use whips to entangle, victims are at -4 to attack, -6 to Defence
<u>Third Hand</u>	Dex 13, Exotic Weapon (chain or whip), Entangle	Ignore shields/cover with chain/whip
<u>Sidewinder</u>	Dex 13, Exotic Weapon (chain or whip)	Use a rope- or chain-based weapon to keep from falling and/or flip disarmed objects into your free hand
<u>Proficiency: Weapons (mêlée)</u>		Proficient with mêlée weapons, no penalty on attack rolls
<u>Proficiency: Weapons (ranged)</u>		Proficient with ranged and thrown weapons , no penalty on attack rolls
<u>Improvised Weapons</u>	Proficiency: Weapons (mêlée) <i>or</i> (ranged)	use everyday objects as weapons
<u>Over-Sized Weapons</u>	Proficiency: Weapons (mêlée) <i>or</i> (ranged)	use two-handed weapons one-handed

<u>Prone Fighting, Improved</u>	BA +1	-1 to mêlée attacks and +1 to ranged attacks when you are prone
<u>Psicrystal Affinity</u> ^P	<u>Psionic Manifestation</u>	Create a psicrystal
<u>Improved Psicrystal</u> ^P	<u>Psionic Manifestation</u> , Psicrystal Affinity	Implant a second personality fragment into a psicrystal
<u>Psicrystal Containment</u> ^P	<u>Psionic Manifestation</u> (2nd Level), Psycrystal Affinity	Focus your psicrystal and use it in place of expending your own focus
<u>Psionic Endowment</u> ^P		Expend psi focus, +1 to DC against your psi-powers
<u>Greater Psionic Endowment</u> ^P	Psionic Endowment	Expend psi focus, another +1 to DC against your psi-powers (total +2)
<u>Psionic Meditation</u> ^P	Wis 13, Concentration 7	Take a move action to become psionically focused
<u>Quick Draw</u>	BA +1	Draw weapon as free action
<u>Quick Change</u>		Don a costume in 1 fewer rounds
<u>Quick Sheath</u>	BA +1	Sheath or holster weapon as free action
<u>Rapid Reload</u>	BA +1	Reload firearm as free or move action
<u>Renown</u>		+3 Reputation bonus
<u>Resistant Powers</u>	one power	+4 to Fortitude saves to resist Metapowers

<u>Improved Resistant Powers</u>	one power, Resistant Powers	additional +4 to Fortitude saves to resist Metapowers (total +8)
<u>Awesome Resistant Powers</u>	one power, Resistant Powers, Improved Resistant Powers	additional +4 to Fortitude saves to resist Metapowers (total +12)
<u>Supreme Resistant Powers</u>	one power, Resistant Powers, Improved Resistant Powers, Supreme Resistant Powers	additional +4 to Fortitude saves to resist Metapowers (total +16)
<u>Run</u>		Run at x5, +4 Jump checks with running start
<u>Fast Move</u>	Dex 13, Run	+10 feet to your Speed
<u>Sprint</u>	Run	Bonus to your Speed equal to your Strength or Dexterity modifier
<u>Scepticism</u>	Wis 13	+4 to save vs. hallucinations, illusions, etc.
<u>Improved Scepticism</u>	Wis 13, Scepticism	Additional +4 to save vs. hallucinations, illusions, etc. (total +8)
<u>Screeching Halt</u>	Drive 5	+4 to Drive checks made to come to an immediate stop
<u>Skill Aptitude</u>		Maximum ranks in one class skill becomes level +6
<u>Snatch</u>	Size Huge or larger	Grapple opponents any time you hit

<u>Sneak Attack, Dexterous</u>	Dex 13, BA +1, Sneak Attack	Apply Dexterity modifier to damage with sneak attacks
<u>Speed of Thought</u>^P	Wis 13	+10 feet to speed when psi-focused and not wearing heavy armour
<u>Spell Focus</u>		+1 on save DCs against specific school of magic
<u>Greater Spell Focus</u>	Spell Focus	Additional +1 on save DCs against specific school of magic (total +2)
<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
<u>Super Style</u>	Cha 13	+2 to Charisma-based check, once per session per Charisma modifier
<u>Surface Vehicle Operation</u>	Drive 4	No -4 penalty on Drive checks or attacks rolls with selected vehicle
<u>Control Anything</u>	Drive 4, Pilot 4	Operate any vehicle of any kind untrained
<u>Surgery</u>	Treat Injury 4	No -4 penalty for performing surgery
<u>Swift Power-Point Recovery</u>		Recover 1 PP per hour, or 2PP per hour of rest

<u>Team Breaker</u>	BA +4, Dex 13, Int 13, Combat Reflexes	Attack of opportunity against someone aiding another or being aided
<u>Team Player</u>		Aid Attack/Defence +4 (instead of +2); +6 with multiple Team Players
<u>Improved Team Player</u>	Team Player	Aid Attack/Defence as a Swift action
<u>Awesome Team Player</u>	Team Player, Improved Team Player	Aid Attack and Defence as one Swift action
<u>Supreme Team Player</u>	Team Player, Improved Team Player, Awesome Team Player	Aid Attack/Defence grants additional +2 per five points you beat the DC
<u>Toughness</u>		+5 HPs
<u>Hard to Kill</u>	Con 13, Toughness	Die at -15HPs, 20% chance of stabilizing per round
<u>Swift Healing</u>	Con 13, Toughness	Heal a number of HPs per day equal to your Constitution modifier
<u>Track</u>		Use Survival skill to track
<u>Two-Weapon Fighting</u>	Dex 15	Two-weapon fighting penalties lower by 2 (dominant) and 6 (off-hands)
<u>Two-Weapon Defence</u>	Dex 15, Two-Weapon Fighting	Off-hand weapon grants +2 shield bonus to Defence
<u>Improved Two-Weapon Fighting</u>	Dex 17, BA +6, Two-Weapon Fighting	Gain iterative attacks with your off-hand weapon(s)
<u>Unshakable</u>		+4 vs. fear, horror, demoralization

<u>Fearless</u>	Wis 13, Unshakable	Additional +4 vs. fear, horror, demoralization (+8 total)
<u>Up the Walls</u> ^P	Wis 13	Run up a vertical surface as part of a move action when psi-focused
<u>Vehicle Dodge</u>	Dex 13, Drive 5 ranks	+2 dodge bonus to Defence when you're driving
<u>Improved Vehicle Dodge</u>	Dex 13, Drive 5 ranks, Vehicle Dodge	Additional +2 dodge bonus to Defence when you're driving (total +4)
<u>Force Stop</u>	Dex 13, Drive 5 ranks, Vehicle Dodge	Force a surface vehicle to stop
<u>Vehicle Focus</u>	Drive 5	+1 to checks and Defence on a specific vehicle
<u>Greater Vehicle Focus</u>	Drive 5, Vehicle Focus	Additional +1 to checks and Defence on a specific vehicle (total +2)
<u>Wariness</u>	Wis 13, Observe 5 ranks	Trade standard action for +2 to all Saves
<u>Weapon Finesse</u>	BA +1	Use Dex mod instead of Str mod on attack rolls
<u>Weapon Familiarity</u>	BA +1, Proficiency (mêlée or ranged)	your non-proficient penalty is only -2
<u>Weapon Focus</u>	BA +1, Proficiency	+1 to attack and +2 damage with focused weapon

<u>Improved Weapon Focus</u>	BA +4, Proficiency, Weapon Focus	Additional +1 to attack, +2 damage with focused weapon (total +2/+4)
<u>Awesome Weapon Focus</u>	BA +8, Proficiency, Weapon Focus, Improved Weapon Focus	Additional +1 to attack, +2 damage with focused weapon (total +3/+6)
<u>Supreme Weapon Focus</u>	BA +12, Proficiency, Weapon Focus, Improved Weapon Focus, Awesome Weapon Focus	Additional +1 to attack, +2 damage with focused weapon (total +4/+8)
<u>Weapon Parry</u>	BA +4, Proficiency, Weapon Focus	Shield bonus +2 when wielding focused weapon (mêlée only)
<u>Weapon Speed</u>	BA +4, Proficiency, Weapon Focus	Initiative bonus +8 when wielding focused weapon
<u>Will to Live</u>		+4 to resist instant death effects, either mundane or super
	Mystical Item-Creation Feats	
<u>Scribe Scroll</u>	Spellcasting (1st Level), a Laboratory	Scribe mystic scrolls
<u>Brew Potion</u>	Spellcasting (2nd Level), a Laboratory	Brew mystic potions
<u>Craft Mystical Armaments</u>	Spellcasting (3rd Level), a Laboratory	Craft mystic weapons and armour
<u>Craft Wand</u>	Spellcasting (3rd Level), a Laboratory	Craft mystic wands
	Psionic Item-Creation Feats	

<u>Craft Psi-Stone</u>	<u>Psionic Manifestation</u> (1st Level)	You can imprint crystals with psi-powers
<u>Craft Cognizance Crystal</u>	<u>Psionic Manifestation</u> (2nd Level)	You can infuse crystals with Power Points
<u>Craft Psionic Armaments</u>	<u>Psionic Manifestation</u> (3rd Level)	You can create psionically-enhanced arms and armour
<u>Craft Dorje</u>	<u>Psionic Manifestation</u> (3rd Level)	You can imprint crystals with multiple psi-powers
	Supertech Item-Creation Feats	
<u>Invent Superchemicals</u>	Int 17, <u>Supertech Invention</u> (power)	You can invent Superchemicals
<u>Invent Super Gear</u>	Int 17, <u>Supertech Invention</u> (power)	You can invent Supertech tools
<u>Invent Super Armaments</u>	Int 17, <u>Supertech Invention</u> (power), Invent Super Equipment	You can invent Supertech weapons and armour
<u>Invent Doohicky</u>	Int 19, <u>Supertech Invention</u> (power), Invent Super Equipment	You can invent Doohickies
<u>Invent Ray Gun</u>	Int 21, <u>Supertech Invention</u> (power), Invent Super Equipment, Invent Doohicky	You can invent Ray Guns with up to 20CPs
<u>Improved Ray Gun</u>	Int 21, <u>Supertech Invention</u> (power), Invent Super Equipment, Invent Doohicky, Invent Ray Gun	You can invent Ray Guns with more than 20CPs

<u>Invent Gizmo</u>	Int 23, <u>Supertech Invention</u> (power), Invent Super Equipment, Invent Doohicky, Invent Ray Gun	You can invent Gizmos
Metamagic Feats		
<u>Improved Counter-Spell</u>		Counter-spell 1 school of spells at 1 level higher
<u>Empower Spell</u>		Increase spell's variable, numeric effects by 50%; cost +2 levels
<u>Enlarge Spell</u>		Double spell's range; cost +1 level
<u>Eschew Materials</u>		Ignore mundane material components; cost +1 level
<u>Extend Spell</u>		Double spell's duration; cost +1 level
<u>Heighten Spell</u>		Cast spells as higher level; cost equals level of increase
<u>Maximize Spell</u>		Maximize spell's variable numeric effects; cost +3 levels
<u>Natural Spell</u>		Cast spells in animal form
<u>Quicken Spell</u>		Cast a spell as a free action; cost +4 levels
<u>Silent Spell</u>		Cast spells without verbal components; cost +1 level

Still Spell		Cast spells without somatic components; cost +1 level
Widen Spell		Double spell's area; cost +3 levels
Metapsionic Feats		
Burrowing Psi		Psi-power goes through walls/barriers; cost +2 levels
Chain Psi		Psi-power hits target, chains to additional targets; cost +4 levels
Delay Psi		Psi-power goes off later; cost +1 levels
Empower Psi		Increase psi-power's variable numeric effects by 50%; cost +2 levels
Enlarge Psi		Double psi-power's range; cost +1 level
Extend Psi		Double psi-power's duration; cost +1 level
Maximize Psi		Maximize psi-power's variable numeric effects; cost +3 levels
Opportunity Psi		Make psionically-enhanced attacks of opportunity; cost +4 levels
Quicken Psi		Manifest a psi-power as a free action; cost +4 levels

Split Psionic Ray	Any other psionic feat	Attack two targets with a single ray; cost +2 levels
Twin Psi		Manifest same psi-power twice, simultaneously; cost doubles
Unconditional Psi		Manifest psi-power even when disabled; cost +4 levels
Widen Psi		Double psi-power's area; cost +3 levels