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1337 Ph347

[Tongue-In-Cheek][Offensive]

You are are not prone to getting Pwned

Prerequisite: Base Attack +5

Benefit: Your 1337 skillz reduce Pwned damage against you by 1 die. You can take this feat up to five times. Its effects stack.

Action Hero

[General]

You can turn guts into glory.

Benefit: You can convert 4 Power Points into 1 Action Point. The conversion is a free action, but you must then use that Action Point immediately, in that same round (i.e., you can't "bank" them).

Advanced Combat Martial Arts

[Offensive]

Prerequisites: BA +8, Combat Martial Arts, Improved Combat Martial Arts

Benefit: When the character scores a critical hit on an opponent with an unarmed strike, the character deals triple damage.

Normal: An unarmed strike critical hit deals double damage.

Aerobatics

[Skill]

You are especially agile in the air.

Prerequisites: Tumble 4 ranks

Benefit: You get a +4 to Tumble checks that you make while you're in the air, including falling or flying.

Agile Riposte

[Defensive]

Prerequisites: Dex 13, Dodge

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Benefit: Once per round, if the opponent the character has designated as his or her dodge target (see the Dodge feat) makes a melee attack or melee touch attack against the character and misses, the character may make an attack of opportunity against that opponent. Resolve and apply the effects from both attacks simultaneously.

Even a character with the Combat Reflexes feat can't use the Agile Riposte feat more than once per round. This feat does not grant more attacks of opportunity than the character is normally allowed in a round.

Agile Wrestling

[Offensive]

Your wrestling skills are precise and controlled.

Prerequisites: Dex 13, Combat Martial Arts, Improved Grapple.

Benefit: Apply your Dexterity modifier rather than your Strength modifier to all grapple checks.

Aircraft Operation

[Vehicles]

Prerequisite: Pilot 4

Benefit: Select a class of aircraft (heavy aircraft, helicopters, jet fighters, or spacecraft). The character is proficient at operating that class of aircraft.

The heavy aircraft class includes jumbo passenger airplanes, large cargo planes, heavy bombers, and any other aircraft with three or more engines. Helicopters include transport and combat helicopters of all types. Jet fighters include military fighter and ground attack jets. Spacecraft are vehicles such as the space shuttle and the lunar lander.

Amazing Holdout

[Tongue-In-Cheek] [Saves]

Is that a battle-axe in your pocket, or...?

Prerequisite: Holdout

Benefit: When you use Stealth to hide a weapon or item on your person, you get a circumstance bonus +20 vs. Observe checks. In addition, you can hide things that should not, by all logic, fit on your person, like an M-16, a long sword, or a suit of armour under your clothes. This feat does not affect anyone's ability to Search your body.

Anti-Vehicle Speciality

[Vehicle]

When you shoot at vehicles, they blow up real good.

Benefit: You get a +2 competence bonus to all attack rolls that you make against vehicles, although not against targets in or on your vehicle, and a +1d6 damage bonus to any successful attack upon a vehicle. You do not multiply this damage when you score critical hits (i.e., just like a Sneak Attack).

Arcane Armour Mastery

[Mystical]

You are trained to cast spells while impeded by armour

Prerequisites: Light Armour Proficiency

Benefit: The feat reduces by 10% the Arcane Spell Failure of any armour you wear and are proficient with. This feat cannot lower your chance of spell failure to less than 5%.

Armour Focus

[Defensive]

You are particularly good in a specific kind of armour.

Prerequisites: Proficiency with the armour

Benefit: Choose one specific piece of armour or protective gear. When you wear it, you get a +1 to both your Maximum Dexterity bonus and your armour penalty (i.e., a Max Dex +4 becomes +5, and an Equipment Penalty of -3 becomes -2).

Special: You can take this feat multiple times. Each time, it applies to a different type of armour. You can apply this feat to *Power Armour*.

Armour Specialization

[Defensive]

Your favoured armour is a second skin.

Prerequisites: Proficiency (armour), Armour Focus

Benefit : As armour focus, but an additional +1 to your Max Dex (total +2), and a +1 to your armour bonus when you wear it. You can take this feat multiple times. Each time, it applies to a different kind of armour for which you already have Armour Focus.

Special: You can take this feat multiple times. Each time, it applies to a different kind of armour for which you already have Armour Focus.

Astroatics

[Skill]

You are trained in both zero- and low-gravity environments.

Prerequisites: Dex 13, Tumble 4 ranks

Benefits: You take no penalties to movement or skills when in a zero-gravity environment or a low-gravity environment.

Normal: You take a -4 to attacks, Jump, and Tumble checks in zero-/low-gravity environments (see [Zero-G Movement](#)).

Augment Summoning

[Mystical]

Prerequisite: Spell Focus (conjuration)

Benefit: Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Awesome Combat Expertise

[Defensive]

You never let your guard down.

Prerequisites: Int 13, Combat Expertise, Improved Combat Expertise

Benefit: As Combat Expertise, except that the maximum points you can trade is 20 and can exceed your Base Attack.

Awesome Fortitude

[Saves]

You are unusually tough, even for a super-hero.

Prerequisites: Con 13, Great Fortitude

Benefit: As Great Fortitude, with an additional +2 (+4 total).

Awesome Initiative

[Combat]

You respond to danger in the blink of an eye.

Prerequisites: Dex 13, Improved Initiative

Benefit: As Improved Initiative, with an additional +4 (+8 total).

Awesome Knockback

[Offensive]

Your knockbacks make the laws of physics cringe.

Prerequisites: Str 25, Power Attack, Improved Knockback

Benefit: As Improved Knockback with an additional +4 (+8 total). You can apply this feat to the power Energy Attack if you take the Knockback enhancement. You do not need Power Attack or a Strength score of 25.

Awesome Mastercraft

[Skill]

Prerequisite: Intelligence 17, Craft (subtype) 5 ranks, Mastercraft (subtype), Improved Mastercraft

Benefit: Your mastercraft items have a higher bonus, cost more, take more time to build, and are more difficult to make:

- +3 to relevant skill
- **Weapons** : +2 to attack and damage
- **Protective Gear** : +3 Max Dex and Equipment Penalty as well as +2 to defence
- **Build Time** : x4
- **PDC** : cost of item +3
- **Craft Check** : normal +5

If you fail the Craft check for an Advanced Mastercraft item, but you do make what would be the check for an improved mastercraft or basic mastercraft item, then the item has only the lesser bonus. Sometimes, your work just doesn't turn out quite as well as you'd hoped.

You can take this feat multiple times. Each time, it applies to a Craft subtype to which you already applied Improved Mastercraft.

Special: You cannot buy Awesome Mastercraft items from retail stores. They are available only through in-game negotiations with specialist craftspeople.

Awesome Reflexes

[Saves]

You have the reflexes of an Olympic fencer.

Prerequisites: Dex 13, Lightning Reflexes

Benefit: You get another +2 to all Reflex saves (total +4).

Awesome Resistant Powers

[Saves]

Your powers are extremely hard to meddle with.

Prerequisite: Resistant Powers, Improved Resistant Powers

Benefit: As Resist Power, with another +4 (+12 total).

Awesome Team Player

[Combat]

You can multitask in combat.

Prerequisite: Team Player, Improved Team Player

Benefit: You can both Aid Attack and Aid Defence in one Swift action.

Normal: Aid Attack and Defence are separate manoeuvres.

Awesome Weapon Focus

[Offensive]

Prerequisite: BA +8, Weapon Focus, Improved Weapon Focus

Benefit: You get an additional +1 to attack and +2 to damage with the weapon you chose for Weapon Focus, for a total of +3/+6.

Awesome Will

[Saves]

You are incredibly resistant to mental or social domination.

Prerequisites: Wis 13, Iron Will

Benefit: You get an additional +2 bonus to all Willpower saving throws (for a total bonus of +4).

Back-Roll Throw

[Defensive]

You can flip someone who tries to Bull Rush you.

Prerequisites: BA +2, Combat Martial Arts

Benefit: Whenever an opponent charges or bull rushes you and fails the attack roll, you can make an immediate unarmed attack roll with a +2 circumstance bonus. If you're successful, you throw your opponent 5 ft. behind you, and they fall prone. You must have at least one hand free in order to use this feat.

Battle Cry

[Tongue-In-Cheek] [Verbal]

You can strike fear into your enemies.

Prerequisite : Charisma 13, Intimidate 5 ranks

Benefit : You must first **invent a battle cry** that is thematically appropriate to your character's persona. It needs to be something sufficiently intimidating and/or magnificent to genuinely strike fear into your enemy's hearts, something along the lines of "I am the terror in the night" or "No one escapes the Spanish Inquisitor."

Yelling your Battle Cry at the **beginning of combat** (i.e., your surprise round or your first action after rolling initiative) constitutes an **Intimidate check against all enemies** in earshot. Any enemies in earshot who do not understand your language roll against half your Intimidate roll (e.g., if you roll a total of 22, they would roll against 11). Even in another language, you can scare the crap out of people. The effects of this Intimidation last 2d4 rounds instead of the normal single round. Yelling your Battle Cry requires a move action and constitutes an action in combat, so you are no longer flat-footed after you do it.

Beyond Pwned

[Tongue-In-Cheek] [Offensive]

Prerequisite: Stealth 5 ranks, Pwned, Pwned Hard, Major Pwnage, OMG U Lzr... Pwned

Benefit: As Pwned Attack, with an additional morale bonus to damage +1d4 (total +5d4). Also, any of the victim's allies who witness this spanking must make Will saves (DC 15) or be Shaken for 1 round out of the sheer embarrassment for even knowing a noob who let himself get so thoroughly spanked.

Blazing Charge

[Ranged]

You have perfected the delicate art of running straight at your opponents while screaming at the top of your lungs and pulling the trigger as fast as you can.

Prerequisites: Dex 13, Dodge, Mobility, Point-Blank Shot, Shot on the Run

Benefit: If you have a firearm in hand, you can execute a full-attack while charging. At the beginning of a Blazing Charge, you must have at least 4 shots/bullets left in your firearm, and at the end of it, you deplete them all, regardless of how many times you actually attacked.

You make all your iterative attacks, just like a normal full-attack, but you make them along the line of your charge. You can, therefore, choose where to make your attacks from, although you have to make them in order, of course. You take -2 to attack and -4 to Defence until the beginning of your next turn.

If you strike a target or miss them by 5 points or less during your Blazing Charge, then those targets must make Will saves (DC 15) or be shaken for 1d4 rounds.

Blind Fight

[Offensive]

Benefit: In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Defence and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.

Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to Defence. The speed reduction for darkness and poor visibility also applies.

Blind Shot

[Ranged]

Targets can hide from your eyes, but not from your guns.

Prerequisites: Wis 13, Alertness, Blind-Fight

Benefit: If you make a ranged attack and miss because of concealment, you can re-roll the miss chance once.

Blinding Strike

[Offensive]

You are skilled at making a swift, precise strike to the eyes.

Prerequisites: Dex 13, BA +4, Combat Martial Arts

Benefit: To make a Blinding Strike, you sacrifice one attack and take a -4 penalty to hit, plus -4 per size category the target is different than you (because their eyes are harder to strike). If your opponent's eyes are covered by goggles or heavier protection (like a helmet), then you cannot make a Blinding Strike at all. If you hit, you blind your opponent for 1d4 rounds. Blinding Strikes do no actual damage. You cannot make more than one Blinding Strike attack in a round.

Brawl

[Offensive]

Benefit: When you make unarmed attacks, you receive competence +1 to attack rolls, and you do non-lethal damage equal to 1d6 + Strength modifier.

Normal: Unarmed attacks normally deal non-lethal damage equal to 1d3 + Strength modifier.

Break Hold

[Defensive]

You are great at breaking out of grapples.

Prerequisites: Combat Martial Arts, Improved Grapple

Benefit: You get a +4 bonus to any roll you make to break out of a grapple (Escape Artist or Strength check).

Brew Potion

[Mystical]

You can create mystic potions.

Prerequisite: [Mystical Spellcasting](#) (2nd Level)

Benefit: You can create a potion of any spell of **3rd-level or lower** that you know and that **targets one or more creatures**. Brewing a potion requires a Laboratory (see Chapter 1: Character Creation), and takes a number of **hours equal to the spell's level + the caster level** of the spell. When you create a potion, you **set the caster level**, which must be sufficient to cast the spell in question and no higher than your own effective caster level. You **make any and all choices about the spell's effects** at the time of brewing the potion.

The **Purchase DC is 17 + the spell's level + the caster level** of the potion (whatever you decide to set it at) for the materials you need to create the potion. This cost is in addition to the costs for any and all material components necessary for the spell itself.

Within any given seven-day period, the number of mystical items you can make is limited by the total levels' worth of spells in them. This includes scrolls, potions, arms, and wands. A 4th-level spell counts as four levels' worth, for example, and weapon enhancements count as 1 spell level per +1 equivalent. **You cannot create more levels worth of spells in 7 days than your Constitution modifier x4**. For example, if you have Constitution 18 (+4), then you cannot make more than 16 levels worth of items in one seven-day period.

Burrowing Psi

[Psionic]

Your powers sometimes bypass barriers.

Benefit: To use this feat, you must expend your psionic focus. You can attempt to manifest your powers against targets that are sheltered behind a wall or force effect. Your power briefly skips through the Astral Plane to bypass the barrier.

The strength and thickness of the barrier determine your chance of success. To successfully bypass the barrier with your power, you make a Psicraft check against a DC equal to 10 + the hardness of the barrier + 1 per foot of thickness (minimum 1). Assign a hardness of 20 to barriers without a hardness rating, such as force effects (or a wall of ectoplasm). Force walls or walls of ectoplasm are assumed to have less than 1 foot of thickness unless noted otherwise.

If a power requires line of sight (which includes most powers that affect a target or targets instead of an area), you cannot manifest it as a burrowing power unless you can somehow see the target, such as with clairvoyant sense. Using this feat increases the PP cost by two levels.

Burst Fire

[Ranged]

Prerequisites: Wisdom 13, Proficiency: Firearms

Benefit: When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target. The character receives a -4 penalty on the attack roll, but deal +2 dice of damage. Firing a burst expends five bullets and can only be done if the weapon has five bullets in it.

Normal: Autofire uses ten bullets, targets a 10-foot-by-10-foot area, and can't be aimed at a specific target. Without this feat, if a character attempts an autofire attack at a specific target, it simply counts as a normal attack and all the extra bullets are wasted.

Special: If the firearm has a three-round burst setting, firing a burst expends three bullets instead of five and can be used if the weapon has only three bullets in it.

Cape Misdirection

[Tongue-In-Cheek] [Defensive]

You can hide within the flowing folds of your own cape.

Prerequisite: a billowing cape or cloak

Benefit : As a swift action, you can whip up your cape in such a way that it hides the exact shape of your body; this action grants you Concealment (20% miss chance) against mêlée and ranged attacks. You can declare your intention to use Cape Misdirection at any time during combat, and you can effectively "leave it on" as long as you keep moving. You never stop moving in combat, so you can leave it on the entire time, but if you do stop for any reason, you have to drop it. You cannot use Cape Misdirection if, for any reason, you are denied your Dexterity bonus to Defence.

Catch Bullets

[Tongue-In-Cheek] [Defensive]

You can pluck a speeding bullet out of the air.

Prerequisite: Dexterity 17, Defensive Martial Arts, Deflect Arrows, Dodge, Dodge Bullets, Lightning Reflexes

Benefit : As an Immediate action, if someone fires a gun at you, you can elect to try to catch the bullet *with your bare friggin' hands*. To use this feat, you must have line of sight on your attack, be aware that he, she, or it is firing at you, and you cannot be denied your Dexterity bonus to Defence. You cannot catch shotgun pellets.

Attempting to catch a bullet requires an opposed roll, your Reflex save versus the attacker's attack roll. If you succeed, you catch the bullet. If you fail, the bullet hits you, regardless of whether the attack roll beat your Defence score because you deliberately interposed yourself in front of that there bullet.

Chain Psi

[Psionic]

You can manifest powers that arc to hit other targets in addition to the primary target.

Benefit: To use this feat, you must expend your psionic focus. You can chain any power that affects a single target and that deals either acid, cold, electricity, fire, or sonic damage. After the primary target is struck, the power can arc to a number of secondary targets equal to your manifester level (maximum twenty). The secondary arcs each strike one target and deal half as much damage as the primary one did (round down).

Each target gets to make a saving throw, if one is allowed by the power. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example).

Using this feat increases the PP cost by 4 levels.

Chaotic Mind

[Psionic]

The turbulence of your thoughts prevents others from gaining insight into your actions.

Prerequisite: Cha 15

Benefit: Creatures and characters who have an insight bonus on their attack rolls, an insight bonus to their Defence, or an insight bonus on skill checks or ability checks do not gain those bonuses against you. The benefit of this feat applies only to insight bonuses gained from psi-powers and psi-like abilities. This is an exception to the psionics–magic transparency rule. **Special:** You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

Chemical Resistance

[Save]

You are great at shaking off the ill effects of chemicals.

Prerequisites: Con 13

Benefit: You get a +4 bonus to all rolls you make to resist drugs and poisons.

Special: You can take this feat twice. Its effects stack.

Cloak Dance

[Defensive]

You are skilled at using optical tricks to make yourself seem to be where you are not.

Prerequisites: Hide 10, Perform (dance) 2

Benefit: You can take a move action to obscure your exact position. Until your next turn, you have concealment. Alternatively, you can take a full-round action to entirely obscure your exact position. Until your next action, you have total concealment.

Cloakfall

[General]

You can use a cape as a glider.

Prerequisites: Dex 13.

Benefit: If you wear a cape or cloak, you can reduce your falling damage by 10 ft. if you either take the fall deliberately or roll a Reflex save (DC 15) if you fall by accident.

Combat Casting

[Mystical][Psionic]

You keep your mind focused when you're in a fight.

Benefit: You a +4 bonus on Concentration checks you make to cast a spell or manifest a psi-power on the defensive or while you are grappling or pinned.

Combat Diagnosis

[Combat]

You have an eye for telling how hurt people are.

Prerequisites: Wis 13.

Benefit: You can (as a free action, once per round) estimate approximately how much of a subject's total HPs he or she has left. You diagnose the subject's remaining HPs as a percentage and to within 10% their total. For example, a subject with

80HPs left out of 100 would look 80% healthy, as would a subject with 8HPs out of 10.

Combat Driving

[Vehicle]

You are trained to handle vehicles in a battle.

Prerequisites: Drive (any) 5 ranks.

Benefit: You get a competence bonus +2 to attack with vehicle-mounted weapons, but only when you're driving.

Combat Expertise

[Defensive]

Prerequisite: Int 13

Benefit: When you use the attack action or the full attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Defence. This number may not exceed your base attack bonus. The changes to attack rolls and Defence last until your next action.

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attack rolls and gain a +2 dodge bonus to Defence.

Combat Martial Arts

[Offensive]

Prerequisite: BA +1

Benefit: With an unarmed strike, the character deals lethal or nonlethal damage (the character's choice) equal to 1d4 + the character's Strength modifier. The character's unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when the character attacks them unarmed. The character may make attacks of opportunity against opponents who provoke such attacks.

Normal: Without this feat, a character deals only 1d3 points of nonlethal damage. Unarmed attacks normally provoke attacks of opportunity, and unarmed combatants cannot normally make attacks of opportunity.

Combat Nerves

[Combat]

Nobody gets the drop on you.

Prerequisites: Dex 13, BA +4, Improved Initiative

Benefit: When you roll for Initiative, roll 2 twenty-sided dice and pick the highest.

Combat Pilot

[Vehicle]

You are trained to handle aircraft in a battle.

Prerequisites: Pilot (any) 5 ranks.

Benefit: You get a competence bonus +2 to attack with vehicle-mounted weapons, but only when you're piloting.

Combat Reflexes

[Combat]

Benefit: You may make a number of additional attacks of opportunity equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow you to use the opportunist ability more than once per round.

Combat Shot

[Ranged]

You are accustomed to gun-play in mêlée.

Prerequisites: Point-Blank Shot, Precise Shot

Benefit: You do not provoke attacks of opportunity when you shoot a firearm (similar futuristic/alien weapon) or loose an arrow while you're threatened.

Normal: Firing a gun or loosing an arrow provokes an attack of opportunity if you're threatened.

Combat Swinging

[Defensive]

You're deadly on the end of a rope.

Prerequisite: Dex 13, Improved Swinging

Benefit: You retain your Dexterity and dodge bonuses while you swing in combat.

Combat Throw

[Offensive]

Prerequisite: Defensive Martial Arts

Benefit: The character gains a +2 bonus on opposed Strength and Dexterity checks any time the character attempts trip or grapple attacks, or when the character tries to avoid a trip or grapple attack made against him or her.

Control Anything

[Vehicle]

You can drive, fly, or pilot just about anything.

Prerequisites: Surface Vehicle Operation, Drive 4 ranks *or* Pilot 4 ranks.

Benefit: You can now operate any vehicle as if you were trained. This includes any vehicle that can be controlled by a single pilot, even things as esoteric as flying saucers and anti-grav speeders.

Normal: Ordinarily, driving or piloting a strange vehicle counts as a "trained action," so you cannot attempt it without the appropriate skill.

Craft Cognizance Crystal

[Psionic]

You can infuse crystals with spare power points.

Prerequisite: [Psionic Manifestation](#) (2nd-Level)

Benefit: You can create a cognizance crystal, which stores mental energy that can be converted to psionically-attuned PPs (i.e., for manifesting psi-powers only). You can create a cognizance crystal with a **number of PPs equal to the PP cost of the highest level of psi-powers you can manifest**. This is the effective manifesting level of the crystal, which is used to determine the crafting time, the PDC of the raw materials, and the XP cost.

The crafting process requires a Laboratory (see Chapter 1: Character Creation) and a **number of hours equal to the effective manifesting level**, the **Purchase DC = 17 + the effect manifesting level**, and the **XP cost** is the effective manifesting level squared and then multiplied by the PDC of the raw materials.

Within any given seven-day period, the number of psionic items you can make is limited by the total levels' worth of psi-powers in them. This includes cognizance crystals, dorjes, arms, and psi-stones. A 4th-level psi-power counts as four levels' worth, for example, and weapon enhancements count as 1 spell level per +1 equivalent. **You cannot create more levels worth of psi-powers in 7 days than your Constitution modifier x4.** For example, if you have Constitution 18 (+4), then you cannot make more than 16 levels worth of items in one seven-day period.

Note: Cognizance crystals are the rough equivalent of potions and Superchemicals. For more information about cognizance crystals, see Chapter 6: "F/X".

Craft Dorje

[Psionic]

You can make crystals that stores a psi-power.

Prerequisite: [Psionic Manifestation](#) (3rd-Level)

Benefit: You can attune a dorje with any psi-power that you know. When you attune a dorje, you set the manifesting level of its psi-powers, which must be sufficient to manifest the psi-power in question and no higher than your effective manifesting level. You make any and all choices about the psi-power's effects at the time of attuning the dorje, including the effective manifesting level of the dorje itself.

Attuning a dorje requires a Laboratory (see Chapter 1: Character Creation) and a **number of hours equal to the psi-power's level + the manifesting level of the psi-power** (whatever you decided to set it at), multiplied by 3. A 3rd-level psi-power with an effective manifesting level 2, for example, would take 15 hours ($[3 + 2] \times 3 = 15$). The PDC for materials needed to attune the dorje is 19 + the psi-power's level + the manifesting level of the dorje (whatever you decide to set it at).

Within any given seven-day period, the number of psionic items you can make is limited by the total levels' worth of psi-powers in them. This includes cognizance crystals, dorjes, arms, and psi-stones. A 4th-level psi-power counts as four levels' worth, for example, and weapon enhancements count as 1 spell level per +1 equivalent. **You cannot create more levels worth of psi-powers in 7 days than your Constitution modifier x4.** For example, if you have Constitution 18 (+4), then you cannot make more than 16 levels worth of items in one seven-day period.

Note: Dorjes are the direct analogue of wands and Ray Guns. For more information about dorjes, see Chapter 6: "F/X".

Craft Mystical Armament

[Mystical]

You can craft mystic weapons and armour.

Prerequisite: [Mystical Spellcasting](#) (3rd-Level)

Benefit : You can enchant weapons and protective gear with up to a +5 enhancement bonus and a +5 equivalent in special abilities. Chapter 6: F/X contains a list of special arms/armour abilities, but that list is by no means exhaustive.

Crafting Mystic Armaments requires a Laboratory (see Chapter 1: Character Creation) and a mastercraft item to enchant. You can either make your own mastercraft item or enchant an existing one. To enchant an existing item, you must first acquire raw materials for the enchantment process. The **PDC = 19, and increases by 2 for every +1 enhancement** (or equivalent). Thus a +2 item requires a Wealth check DC 23. The enchanting process takes a **half-day for every +1 enhancement** bonus (or equivalent). If you enchant a piece of armament with a special ability, you must cast the spell associated with it as part of the enchantment process. The appropriate spell is listed with the special ability description.

If you make your own item, add the time that it takes to make the item (see the Mastercraftskill) to the enchanting time. Furthermore, the PDC for the raw materials **equals the PDC of the item, +2 for every +1 enhancement** bonus (or equivalent).

Within any given seven-day period, the number of mystical items you can make is limited by the total levels' worth of spells in

them. This includes scrolls, potions, arms, and wands. A 4th-level spell counts as four levels' worth, for example, and weapon enhancements count as 1 spell level per +1 equivalent. **You cannot create more levels worth of spells in 7 days than your Constitution modifier x4.** For example, if you have Constitution 18 (+4), then you cannot make more than 16 levels worth of items in one seven-day period.

Note: For more information about Mystic Armaments, see Chapter 6: F/X.

Craft Psi-Stone

[Psionic]

Prerequisite: [Psionic Manifestation](#) (1st-Level)

You can imprint crystals with psi-powers.

Benefit: You can create a psi-stone with any psi-power that you know. It takes a number of hours equal to the **psi-power's level + the manifesting level of the manifester** (whatever you decide to set it at). When you imprint a psi-stone, you set the manifesting level, which must be sufficient to manifest the psi-power in question and no higher than your own effective manifesting level. You make any and all choices about the psi-power's effects at the time of imprinting the psi-stone.

Attuning a Psi-Stone requires a Laboratory (see Chapter 1: Character Creation) and fresh materials, the cost of which is **PDC 15 + spell level + the manifesting level** of the psi-stone (whatever you decide to set it at). This cost is in addition to the costs for any and all material components necessary for the psi-power itself.

Within any given seven-day period, the number of psionic items you can make is limited by the total levels' worth of psi-powers in them. This includes cognizance crystals, dorjes, arms, and psi-stones. A 4th-level psi-power counts as four levels' worth, for example, and weapon enhancements count as 1 spell level per +1 equivalent. **You cannot create more levels worth of psi-powers in 7 days than your Constitution modifier x4.** For example, if you have Constitution 18 (+4), then you cannot make more than 16 levels worth of items in one seven-day period.

Note: Psi-stones are the rough equivalent of scrolls and Gizmos. They are called "power stones" in all other published sources, but we have renamed them to alleviate confusion with actual powers. For more information about psi-stones, see [E/X](#).

Craft Psionic Armaments

[Psionic]

You can craft psionic weapons and armour.

Prerequisite: [Psionic Manifestation](#) (3rd-Level)

Benefit: You can attune weapons and protective gear with up to a +5 enhancement bonus and a +5 equivalent in special abilities. Chapter 6: F/X contains a list of special arms/armour abilities, but that list is by no means exhaustive.

Crafting Psionic Armaments requires a Laboratory (see Chapter 1: Character Creation) and a mastercraft item to enchant. You can either make your own mastercraft item or attune an existing item. To attune an existing item, you must first acquire raw materials for the attuning process. The **PDC = 19, and increases by 2 for every +1 enhancement** (or equivalent). Thus a +1 item requires a Wealth check DC 21. The attuning process takes **a half-day for every +1 enhancement** bonus (or equivalent). If you attune a piece of armament with a special ability, you must have the psi-power associated with it and manifest that psi-power it as part of the attunement process. The appropriate psi-power is listed with the special ability description.

If you make your own item, add the time that it takes to make the item (see the Mastercraftskill) to the attuning time.

Furthermore, the **PDC for the raw materials is the PDC of the item, +2 for every +1 enhancement** bonus (or equivalent).

Within any given seven-day period, the number of psionic items you can make is limited by the total levels' worth of psi-powers in them. This includes cognizance crystals, dorjes, arms, and psi-stones. A 4th-level psi-power counts as four levels' worth, for example, and weapon enhancements count as 1 spell level per +1 equivalent. **You cannot create more levels worth of psi-powers in 7 days than your Constitution modifier x4.** For example, if you have Constitution 18 (+4), then you cannot make more than 16 levels worth of items in one seven-day period.

Note: For more information about psionic armaments, see [E/X](#).

Craft Wand

[Mystical]

You can make mystic wands.

Prerequisite: [Mystic Spellcasting](#) (3rd-Level)

Benefit : You can create a wand with any spell that you know. When you craft a wand, you set the caster level of its spells, which must be sufficient to cast the spell in question and no higher than your effective caster level. You make any and all choices about the spell's effects at the time of crafting the wand. Crafting a wand takes a number of **hours equal to the spell level + the caster level of the spell, multiplied by 3.** A 3rd-level spell with a caster level of 2, for example, would take 15 hours ($[3 + 2] \times 3 = 15$).

Crafting a wand requires a Laboratory (see Chapter 1: Character Creation) and fresh materials, the cost of which is **PDC 21 + the spell's level + the caster level of the wand** (whatever you decide to set it at). This is in addition to the costs for any and all material components necessary for the spell itself, which must expend 50 times (once for each charge on the wand).

Within any given seven-day period, the number of potions you can brew is limited by the total levels worth of spells in them. That number cannot exceed your **Constitution modifier times 4.** For example, if you have Constitution 18 (+4), then you cannot make more than 12 levels worth of devices in one seven-day period. A single potion with a 2nd-level spell is two levels worth of spells.

Within any given seven-day period, the number of mystical items you can make is limited by the total levels' worth of spells in them. This includes scrolls, potions, arms, and wands. A 4th-level spell counts as four levels' worth, for example, and weapon enhancements count as 1 spell level per +1 equivalent. **You cannot create more levels worth of spells in 7 days than your Constitution modifier x4.** For example, if you have Constitution 18 (+4), then you cannot make more than 16 levels worth of items in one seven-day period.

Note: Wands are the direct analogue of dorjes and Ray Guns. For more information about wands, see [E/X](#).

Crippling Blow

[Offensive]

You can cripple your opponents with an unarmed strike.

Prerequisites: Str 13, Dex 15, Combat Martial Arts, Pressure Point Attack

Benefit: You can designate any unarmed strike as a Crippling Blow. If you hit, you cause **1 temporary point of Strength or Dexterity damage** (player's choice) that lasts for 1d4 rounds. You can make only one Crippling Blow per round. The effects of

Crippling Blow are cumulative. The target of a Crippling Blow must have discernible humanoid anatomy and physiology. Anyone with an armour or natural Defence bonus of more than +6 is immune to this feat's effects.

Cross Trained

[Skill]

You have skills that your colleagues don't.

Benefit: You gain 2 new Class skills. You can take this feat multiple times. Each time, you gain 2 Class skills. This feat grants no bonuses to your actual skill rolls.

Daredevil Driver

[Vehicle]

You are the bastard child of the God of Cars

Prerequisites: Drive (any) 5 ranks.

Benefit: You get a Competence bonus +4 to any roll you make to operate a motorized ground vehicle in a situation of immediate risk (i.e., if failing the roll will result in the vehicle or the drive/occupants being harmed in some fashion).

Daredevil Pilot

[Vehicle]

Yer mamma was an F14.

Prerequisites: Pilot (any) 5 ranks

Benefit: You get a Competence bonus +4 to any roll you make to operate an airplane, helicopter, or other flying vehicle in a situation of immediate risk (i.e., if failing the roll will result in the vehicle or the drive/occupants being harmed in some fashion).

Daring Escape

[Skills]

You are good at leaping from danger's maw.

Benefit: You get a Competence bonus +4 to any skill check you make while escaping from a dangerous situation, provided that the escape has some element of risk. This includes but is not limited to diving out a plate-glass window, swinging across a deep chasm, or jumping a speeding motorcycle over a flaming barricade. This bonus is not designed to apply to all your skill checks all the time. It represents a flair for cinematic exits.

The bonus applies to all rolls you make in the process of escaping. For example, if you leap from a sixth-story balcony (Jump check), look around for a soft spot to land (Observe check) and attempt to break your fall by landing in a dumpster (Tumble check), the bonus would apply to each roll.

Dead Aim

[Ranged]

You are a trained sniper.

Prerequisites: Wisdom 13, Point-Blank Shot, Far Shot

Benefit: Before you make a ranged attack, you can take a full-round action to line up your shot. This grants a Circumstance bonus +2 on your next attack roll. Once you begin aiming, you can't move, even to take a 5-foot step, until after you make your next attack. If you move or otherwise lose your concentration, you lose the circumstance bonus.

Deadeye

[Ranged]

Your hand is steady and deadly.

Prerequisites: BA +11, Dex 19, Point-Blank Shot, Precise Shot, Improved Precise Shot

Benefit: Add your Dexterity modifier to your ranged attack damage.

Deadly Precision

[Offensive]

Your Sneak Attacks pack a punch.

Prerequisites: BA +8, Dex 15

Benefit: You can re-roll your 1's on sneak attack damage.

Defensive Martial Arts

[Defensive]

You're hard to tag in a fight.

Benefit: You gain a Dodge bonus +2 against mêlée attacks. If you lose your Dexterity bonus to Defence, you also lose this +2 dodge bonus.

Deflect Arrows

[Defensive]

Prerequisites: Dex 13, Improved Unarmed Strike

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flatfooted.

Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by spell effects can't be deflected.

Delay Psi

[Psionic]

You can manifest powers that go off up to 5 rounds later.

Benefit: To use this feat, you must expend your psionic focus. You can manifest a power as a delayed power. A delayed power doesn't activate immediately. When you manifest the power, you choose one of three trigger mechanisms:

1. The power activates when you take a standard action to activate it.
2. It activates when a creature enters the area that the power will affect (only powers that affect areas can use this trigger condition).
3. It activates on your turn after 5 rounds pass.

If you choose one of the first two triggers and the conditions are not met within 5 rounds, the power activates automatically on the fifth round.

Only area and personal powers can be delayed.

Any decisions you would make about the delayed power, including attack rolls, designating targets, or determining or shaping an area, are decided when the power is manifested. Any effects resolved by those affected by the power, including saving throws, are decided when the delay period ends.

A delayed power can be dispelled normally during the delay, and can be detected normally in the area or on the target by the use of powers that can detect psionic effects.

Using this feat increases the PP cost by 1 level.

Dexterous Sneak Attack

[Offensive]

Your hand is deadly steady when making sneak attacks.

Prerequisites: Dex 13, BA +1, Sneak Attack Ability

Benefit: Whenever you make a sneak attack with a mêlée weapon, apply your Dexterity modifier to damage (rather than your

Strength modifier), regardless of what you strike with.

Diehard

[Combat]

Prerequisite: Endurance.

Benefit: When reduced to between -1 and -9 hit points, you automatically become stable. You don't have to roll d% to see if you lose 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach -10 hit points, you immediately die.

Normal: A character without this feat who is reduced to between -1 and -9 hit points is unconscious and dying.

Dire Charge

[Offensive]

Prerequisite: Dex 13, BA +21, Improved Initiative

Benefit: If the character charges a foe during the first round of combat (or the surprise round, if the character is allowed to act in it), he or she can make a full attack against the opponent charged.

Normal: Without this feat, a character may only make a single attack as part of a charge.

Distance Knockback

[Offensive]

Your knockbacks *really* send people flying.

Prerequisite : Str 25, Power Attack, Improved Knockback

Benefit: Your knockbacks throw your targets a number of squares equal to 1/5th your damage roll (i.e., the total damage, in feet).

Normal: Knockback causes victims to be flung a number of squares equal to 1/10th the damage of the knockback attack (i.e., a number of feet equal to half the damage).

NB: You can apply this feat to the power Energy Attack if you take the Knockback enhancement. You do not need Power

Attack or a Strength score of 25.

Dodge

[Defensive]

Prerequisites: Dex 13

Benefit: You get a Dodge bonus +2 against a single opponent. In *mêlée*, this automatically applies to whoever attacked you first, but you can choose to apply it to anyone you can see or otherwise identify individually. In the case of ranged attacks, this bonus automatically applies *after* a ranged attacker fires at you for the first time, but again, you can apply it to any ranged attacker you've already seen or identified. You can take this feat up to 3 times. Its effects stack.

Dodge Bullets

[Tongue-In-Cheek] [Defensive]

Welcome to bullet time.

Prerequisite : Dexterity 17, Dodge, Deflect Arrows, Defensive Martial Arts

Benefit: You get a Dodge bonus +8 against all firearm attacks if you can see and are aware of your attacker(s), and you retain your Dexterity bonus to Defence.

Dodge Energy

[Tongue-In-Cheek] [Defensive]

You are good at avoiding getting zapped.

Prerequisite : Dexterity 17, Dodge, Deflect Arrows, Defensive Martial Arts

You get a Dodge bonus +8 against energy-based attacks. This primarily includes the power *Energy Attack*, but can also include spells, psi-powers, energy-based technological weapons, etc. You gain the benefits of this feat if you can see and are aware of your attacker(s), and you retain your Dexterity bonus to Defence.

Double Tap

[Ranged]

Prerequisites: Dex 13, Point Blank Shot

Benefit: When you use a semiautomatic firearm with at least two bullets loaded, you can fire two bullets as a single attack against a single target. You receive a -2 penalty on this attack, but deal +1 die of damage with a successful hit. Using this feat fires two bullets and can only be done if the weapon has two bullets in it.

Drive-By Attack

[Vehicles]

Benefit: The character takes no vehicle speed penalty when making an attack while in a moving vehicle. Also, if the character is the driver, he or she can take his or her attack action to make an attack at any point along the vehicle's movement.

Normal: When attacking from a moving vehicle, a character takes a penalty based on the vehicle's speed. Passengers can ready an action to make an attack when their vehicle reaches a particular location, but the driver must make his or her attack action either before or after the vehicle's movement.

Elusive Target

[Defensive]

Prerequisites: Dex 13, Defensive Martial Arts

Benefit: When fighting an opponent or multiple opponents in melee, other opponents attempting to target the character with ranged attacks take a -4 penalty. This penalty is in addition to the normal -4 penalty for firing into melee, making the penalty to target to character -8.

Special: An opponent with the Precise Shot feat has the penalty lessened to -4 when targeting the character.

Empower Psi

[Psionic]

You can manifest powers to greater effect.

Benefit: To use this feat, you must expend your psionic focus. You can empower a power. All variable, numeric effects of an empowered power are increased by one-half. An empowered power deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. Augmented powers can also be empowered (multiply 1-1/2 times the damage total of the augmented power). Saving throws and opposed checks (such as the one you make when you manifest dispel psionics) are not affected, nor are powers without random variables.

Using this feat increases the PP cost by 2 levels.

Empower Spell

[Mystical]

Benefit: All variable, numeric effects of an empowered spell increase by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell PP's two levels higher than the spell's actual level.

Endurance

[General]

Benefit: You gain a +4 bonus on the following checks/saves:

- Swim checks to resist taking NL from drowning;
- Constitution checks to continue Running;
- Constitution checks to avoid NL from a forced march, starvation, or thirst;
- Constitution checks to hold your breath;
- Fortitude saves to avoid NL from hot or cold environments;
- Fortitude saves to resist damage from suffocation.

Also, you can sleep in uncomfortable circumstances?on a kitchen chair, folded up in a car trunk, or wearing heavy armour?without become fatigued the next day.

Enlarge Psi

[Psionic]

You can manifest powers farther than normal.

Benefit: To use this feat, you must expend your psionic focus. You can alter a power with a range of close, medium, or long to increase its range by 100%. An enlarged power with a range of close has a range of 50 feet + 5 feet per level, a medium-range power has a range of 200 feet + 20 feet per level, and a long-range power has a range of 800 feet + 80 feet per level. Powers whose ranges are not defined by distance, as well as powers whose ranges are not close, medium, or long, are not affected. Using this feat increases the PP cost by 1 level.

Enlarge Spell

[Mystical]

Benefit: You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. An enlarged spell uses PPs one level higher than the spell's actual level. Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not have increased ranges.

Entangle

[Combat]

You are better than normal at entangling targets.

Prerequisites: Dex 13, Proficiency: Weapon (exotic: whip or chain)

Benefit: You get a +3 on your opposed rolls to Trip or Disarm if you're using a whip or chain.

Environmental Combat Speciality

[Combat]

You are trained to fight in a specific environment.

Prerequisites: BA +1

Benefit: Select one environment from the following list:

- Arctic
- Desert
- Forest (Temperate)
- Jungle
- Mountain
- Ocean
- Outer Space
- Subterranean

In that environment, you get a competence bonus +1 to attack and a dodge bonus +1.

Special : You can take this feat multiple times. Every time, it applies to a new environment.

Epic 1337

[Tongue-In-Cheek] [Offensive]

Prerequisites: Base Attack +5, 1337 Ph347

Benefit: Any attempt to Pwn you that would normally hit instead triggers an opposed level check between the Pwner and the Leet. The loser of this opposed check takes 1d4 morale damage per point of difference between the rolls. It's epic spank or epic fail, but either way, the screenshots will end up on the forums.

Equipment Cache

[Tongue-In-Cheek][General]

You were a Boy Scout in a former life.

Prerequisite: Plot Device

Benefit: When you're in your home territory (usually a city), you can spend an Action Point to remember that you miraculously thought ahead and stowed a cache of supplies 1d6 blocks away (down an alley, under a dumpster, etc.). The cache can contain any or indeed all of the following items:

- spare clothes (a superhero costume or regular clothes, nothing that grants a Defence bonus)
- money (a wad of cash, a spare credit card, etc.; grants +1d4 Wealth for the remainder of the session)
- ammunition (1d4 mags, bundles of arrows, Supertech batteries, whatever is appropriate to your weapon)
- food and water (enough to feed you for a day)
- one Plot Device

If you are outside of your home territory, your GM *might* allow you to spend 2APs to have a cache nearby (in a tree, under an over-pass, etc.). In a truly exotic location (inside a villain's lair, on the Moon, etc.), and if you ask *really* nicely, your GM could be on enough antihistamines to allow you to spend 3APs to have a cache nearby.

Eschew Materials

[Mystical]

Benefit: You can cast any spell that has a material component costing PDC 3 or less without needing that component. (The casting of the spell still provokes attacks of opportunity as normal.) If the spell requires a material component that costs more than PDC 3, you must have the material component at hand to cast the spell, just as normal.

Extend Psi

[Psionic]

You can manifest powers that last longer than normal.

Benefit: To use this feat, you must expend your psionic focus. You can manifest an extended power. An extended power lasts twice as long as normal. A power with a duration of concentration, instantaneous, or permanent is not affected by this feat. Using this feat increases the PP cost by 1 level.

Extend Spell

[Mystical]

Benefit: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses PPs one level higher than the spell's actual level.

Far Shot

[Ranged]

Prerequisite: Point-Blank Shot

Benefit: Increase the base Range Increment of your ranged attacks by half, or it doubles the RI for thrown weapons (i.e., not bows or firearms).

Special: Range Increment increases are always relative to the original, unmodified RI of the weapon.

Fast Move

[General]

You are extremely fleet-footed.

Prerequisites: Dex 13, Run

Benefit: Increase your base speed by 10 feet, but only when unarmoured and unencumbered.

Favoured Enemy

[Combat]

You are great at hurting a particular creature.

Benefit: You get a competence bonus +2 to attack and a competence bonus +4 to damage against foes that fall into one of the following categories (player's choice):

- Aliens (extra-terrestrial, interdimensional, etc.)
- Constructs
- Mutants (human)
- Mystical/Mythic Beasts
- Plants
- Undead

You can take this feat multiple times. Each time, it applies to a new Favoured Enemy type.

Favoured Enemy Focus

[Combat]

You are *really* great at hurting a particular creature.

Prerequisites: Favoured Enemy

Benefit : As Favoured Enemy, plus an additional +2 to attack (total +4), and you double the critical threat range of all your attacks against your favoured enemy, regardless of weapon. You can take this feat multiple times, once for each time you take Favoured Enemy.

Fearless

[Save]

You laugh in the face of danger, *Ha ha!* (just like that)

Prerequisites: Wis 13, Unshakable

Benefit: As Unshakable, with an additional +4 (total +8).

Field Commander

[Combat]

You can bark orders on the battlefield.

Prerequisite: Cha 15

Benefit: On your turn, as a swift action, you can reposition your teammates. You do this by barking out an order or yelling some last-minute, life-saving advice, whatever you'd be more likely to do. You can take this feat multiple times. Each time, it increases the number and distance you can reposition people.

1. 1 teammate, 5 ft. reposition (1 square).
2. 2 teammates, 5 ft. reposition (1 square).
3. 3 teammates, 10 ft. reposition (2 squares).
4. 4 teammates, 10 ft. reposition (2 squares).
5. 4 teammates, 15 ft. reposition (3 squares).

Focused Strike

[Offensive]

You can focus on one, good hit.

Prerequisite: BA +6

Benefit: You can sacrifice an interactive attack and apply its BAB to another attack you make in that round. You must declare your intention to do so before you attack, and you can apply this bonus to only one attack at once. For example, if you had BA +7/+2, you could choose to make a single attack at +9. For example, if you had BA +7/+2, you could make a single attack at +9.

Force Stop

[Vehicle]

Prerequisites: Dex 14, Drive 5, Vehicle Dodge

Benefit: When you attempt a sideswipe stunt with a surface vehicle, you can force the other vehicle to a stop by nudging it into a controlled sideways skid. In addition to the normal requirements for attempting a sideswipe stunt, you must have sufficient movement remaining to move a number of squares equal to the character's turn number.

After you succeed on the check to attempt the sideswipe, you make a Drive check opposed by the other driver. If you succeed, turn the other vehicle 90 degrees across the front of your vehicle, so that the two vehicles form a tee. Finally, move them forward a distance equal to your turn number.

The vehicles end their movement at that location, at stationary speed, and take their normal sideswipe damage.

If you fail the check, resolve the sideswipe normally.

Frightful Presence

[General]

Thugs have nightmares about *you*.

Prerequisites: Cha 15, Intimidate 10 Ranks

Benefit: You have one "frightful" action—charging, bellowing a catchphrase, flourishing a signature weapon, etc.—that provokes a Will save (DC = 10 + ½ CL + Cha mod). If they fail, they are *shaken* for 2d6 rounds. If they succeed, they're immune for 24 hours. This affects any opponent who has as many or fewer Hit Dice than you.

Glasses of Disguise

[Tongue-In-Cheek][General]

You can hide behind a pair of specs.

Benefit : By wearing a pair of glasses in your everyday life and not wearing them in your superheroic persona, or vice-versa, you get the equivalent benefit to wearing a Full-Face mask when you're in costume (DC 25 to recognise you, see [Secret Identities](#)) and no mask in your everyday life. After all, you couldn't possibly be the same person; one wears glasses and the other one is a *superhero*.

Grazing Shot

[Ranged]

You can aim glancing shots that hurt but don't kill.

Prerequisites: Dex 13, Point-Blank Shot, Precise Shot

Benefit: You can deal NL with a ranged firearm attack if you so choose. You must choose before you make the attack.

Great Fortitude

[Saves]

Benefit: You get a +2 bonus on all Fortitude saving throws.

Greater Manyshot

[Ranged]

You are skilled at firing many arrows at once, even at different opponents.

Prerequisites: Dex 17, BA+6, Point Blank Shot, Rapid Shot, Manyshot

Benefit: When you use the Manyshot feat, you can fire each arrow at a different target instead of firing all of them at the same target. You make a separate attack roll for each arrow, regardless of whether you fire them at separate targets or the same target. Your precision-based damage applies to each arrow fired, and, if you score a critical hit with more than one of the arrows, each critical hit deals critical damage.

Greater Power Focus

[General]

Your super power is astoundingly effective.

Prerequisites: Power Focus, Improved Power Focus.

Benefit : As Power Focus, with an additional +2 (+6 total).

Greater Psionic Endowment

[Psionic]

You can use meditation to focus your powers.

Prerequisite: Psionic Endowment

Benefit: When you use the Psionic Endowment feat, you add +2 to the save DC of a psi-power you manifest instead of +1.

Greater Spell Focus

[Mystical]

Prerequisites: Spell Focus

Benefit: Choose a school of magic to which you already have applied the Spell Focus feat. Add +1 to the DC for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Special: You can gain this feat multiple times. Each time, it applies to a new school of magic to which you already have applied the Spell Focus feat.

Greater Vehicle Focus

[Vehicles]

You have an instinctive rapport with your vehicle of choice.

Prerequisites: Drive 5 ranks, Vehicle Focus

Benefit: As Vehicle Focus, with another +1 to both skill checks and Defence bonus (total +2).

Special: You can take this feat multiple times. Each time, it applies to a make and model that you selected for Vehicle Focus.

Gun Fu

[Ranged]

You are a walking, one-man, John-Woo movie.

Prerequisites

: Dex 19, BA +8, Point-Blank Shot, Rapid Shot, Manyshot, Greater Manyshot

Benefit: As a full-round action, when you are two-gun fighting, you can make a number of firearm attacks per hand equal to your Dexterity modifier. Instead of your normal attack progression, all Gun Fu attacks use your highest attack bonus. The attack expends all your loaded ammunition at the end of the full-round action, regardless of how much you started with, but you do not run out of bullets during the attack. You can perform Gun Fu once per session for every 4 character levels you have.

Hail of Bullets

[Ranged]

You have a particularly speedy trigger finger.

Prerequisites : Dex 13, Point-Blank Shot, Rapid Shot, Double Tap

Benefit: You can burst-fire guns that do not normally feature this capability such as revolvers and semi-automatic pistols. Each burst requires, and expends, three rounds of ammunition.

Hard to Kill

[General]

You just don't give up the ghost.

Prerequisites: Con 13, Toughness

Benefit: You die at -15HPs, and you have a 20% chance of Stabilising when you're in negative HPs. You can take the feat multiple times. Each time, it increases the chance to stabilize by 10% and decreases your death threshold by 5HPs.

Normal: You have a 10% chance per round of stabilizing when you're in negative HPs and you die at -10 HPs.

Heighten Spell

[Mystical]

Benefit: A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs) are calculated according to the heightened level. The heightened spell costs the same as the spell of its effective level.

Heightened Immune System

[Saves]

Your immune system is an overachiever.

Benefit: You get +4 to resist diseases, viruses, bacteria, and any other invasive pathogens.

Special: You can take this feat twice. Its effects stack.

Heroic Comeback

[Tongue-In-Cheek] [Combat]

You just. Won't. Die!

Prerequisite: Constitution 13, Toughness

Benefit: Once per game session, you can use 1AP to bring yourself from zero or lower HPs to 5HPs. You must actually be alive to use this feat. Raising your HPs requires a Swift action, but getting up from where ever your corpse landed is another matter.

Heroic Intervention

[Combat]

You are great at taking hits meant for others.

Prerequisites: Dex 13

Benefit: Once per round, you can instantly switch places with any medium- or large-sized person directly adjacent to you (i.e., within five feet) specifically in order to take the damage from a successful attack meant for that adjacent person. You must invoke this feat after the GM or player announces the successful hit but before they announce the damage. You *will* be hit by the attack you intercept because that's how you're keeping it from hitting the other person. Using this feat requires a swift action. You cannot use this feat flat-footed.

Heroic Surge

[Combat]

Benefit: The character may take an extra move action or attack action in a round, either before or after the character's regular actions. The character may use Heroic Surge a number of times per day depending on his or her character level (as shown below), but never more than once per round.

- Level 1 - 4: once per day
- Level 5 - 8: twice per day
- Level 9 - 12: three times per day
- Level 13 - 16: four times per day
- Level 17 - 20: five times per day

Hidden Power

[General]

You have deep reserves of spiritual energy.

Benefit: You gain 4PPs. You can take this feat multiple times. Its effects stack.

Holdout

[Skills]

You are adept at concealing things about your person.

Prerequisites: Stealth 5 ranks

Benefit: When you conceal a weapon or item on your person using Stealth, the Observe check to detect it takes a -10 circumstance penalty.

Home Turf Advantage

[Skill]

You know your territory like the back of your hand.

Benefit: In your home turf, you get a Circumstance bonus +2 to Gather Information, Knowledge (current events), and Knowledge (popular culture), and when you're outside or in a public space, Stealth. Your "turf" is anywhere you have lived for at least five years.

Hostile Mind

[Psionic]

Your mind recoils violently against those who use psionics against you.

Prerequisite: Cha 15.

Benefit: Whenever you are subject to a psi-power from the telepathy discipline (regardless of whether the power is harmful or beneficial to you), the manifester must make a Will save (DC 10 + 1/2 your CL + your Charisma bonus) or take 2d6 points of damage. The benefit of this feat applies only to psi-powers and psi-like abilities. This is an exception to the psionics–magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use psi-powers or psi-like abilities.

Hotshot

[Vehicle]

You are great at using vehicles weapon systems.

Benefit: You get a Competence bonus +1 to all attack rolls you make with any vehicle's weapon system.

Improved Anti-Vehicle Specialty

[Vehicle]

When you're around, bad guys walk to work.

Prerequisites: Anti-Vehicle Specialty

Benefit: As Anti-Vehicle Speciality, but an additional +2 to attack (+4 total), and an additional +1d6 damage (total +2d6). Also, double the critical threat range of any weapon you use to attack a vehicle.

Improved Brawl

[Offensive]

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making an unarmed attack, the character receives a +2 competence bonus on his or her attack roll, and the character deals nonlethal damage equal to 1d8 + the character's Strength modifier.

Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

Improved Bull Rush

[Offensive]

Prerequisites: Str 13, Power Attack

Benefit: When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.

Improved Cape Misdirection

[Tongue-In-Cheek] [Defensive]

You disappear into your own cape.

Prerequisite: a billowing cape or cloak, Cape Misdirection

Benefit: This feat functions exactly the same way as Cape Misdirection, but your Concealment goes up to a 40% miss chance.

Improved Combat Casting

[Mystical][Psionic]

In the violent chaos of battle, nothing makes you flinch.

Prerequisite : Combat Casting

Benefit: As Combat Casting, with an additional +4 (total +8).

Improved Combat Expertise

[Defensive]

The best offence is a good defence.

Prerequisites: Int 13, Combat Expertise

Benefit: As Combat Expertise, except that the maximum points you can trade is 10 and can exceed your Base Attack.

Improved Combat Martial Arts

[Offensive]

Prerequisites: BA +4, Combat Martial Arts

Benefit: The character's threat range on an unarmed strike improves to 19–20.

Normal: A character without this feat threatens a critical hit with an unarmed strike only on a 20.

Improved Combat Reflexes

[Combat]

Prerequisites: Dex 21, Combat Reflexes

Benefit: You can make an unlimited number of attacks of opportunity in a given round, but you can make only one attack of opportunity for a given opportunity.

Improved Combat Throw

[Offensive]

Prerequisites: Defensive Martial Arts, Combat Throw, BA +3

Benefit: In melee combat, if an opponent attacks and misses the character, the character may immediately make a trip attack against the opponent. This counts as an attack of opportunity, which the character can make even if he or she is unarmed. Attacking unarmed in this way does not provoke an attack of opportunity.

Special: This feat doesn't grant the character more attacks of opportunity than he or she is normally allowed in a round.

Improved Counter-spelling

[Mystical]

Benefit: When you perform a counter-spell, you can use a spell of the same school that is one or more spell levels higher than the target spell.

Normal: Without this feat, you can counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

Improved Counterspell

[Mystical]

Benefit: When you are counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.

Normal: Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

Improved Critical Damage

[Offensive]

Your critical hits hurt more.

Prerequisites: BA +8, Proficiency with weapon, Improved Critical Range

Benefit: With one particular weapon, **add x2 to its critical hit damage**. Thus, if you had a weapon with a x3 to crits, this feat would change it to a x4. You can take this feat multiple times, but its effects do not stack. Instead, it applies to a new weapon.

Special: This feat stacks with supernatural enhancements that grant a critical multiplier.

Improved Critical Range

[Offensive]

You are good at scoring critical hits.

Prerequisites: BA +8, Proficiency with weapon

Benefit: With one particular weapon, **double the critical threat range**. Thus, if you had a weapon with a critical range of 20, this feat would change it to 19-20. If you had a weapon with a critical range of 19-20, this feat would change it to 17-20.

You can take this feat multiple times, but its effects do not stack. Instead, it applies to a new weapon.

Special : This feat stacks with supernatural enhancements that increase critical threat range.

Improved Damage Threshold

[Defensive]

You take a licking and keep on ticking.

Benefit: Your massive damage threshold increases by a number of points equal to your Constitution score.

Normal: Massive Damage maxes out at 50 HPs.

Improved Deflect Arrows

[Defensive]

You brush arrows aside like they are butterflies.

Prerequisites : Dex 15, Combat Martial Arts, Deflect Arrows

Benefit: You can Deflect as many arrows per round as you have hands. All other conditions and limitations still apply.

Special: If you have the Snatch Arrows feat as well, then you can snatch as many arrows per round as you have free hands.

Improved Disarm

[Combat]

Prerequisites: Int 13, Combat Expertise

Benefit: You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.

Improved Endurance

[Skill]

You have the stamina of a triathlete.

Prerequisites : Con 13, Endurance

Benefit: This feat increases the Endurance bonus by an additional +4 (total +8). Additionally, you can sleep practically anywhere?on pavement in the Winter, in a locker at the airport, during a U2 concert?without becoming fatigued the next day.

Improved Entangle

[Combat]

You can entangle opponents with your chain or whip.

Prerequisite: Dex 13, Combat Expertise, Proficiency: Weapon (exotic: chain or whip)

Benefit: You can *entangle* opponents with your chain/whip. An entangle attack resolves exactly the same way as a trip attack (ranged touch followed by opposed test: your strength vs. target's strength or dexterity).

If the target makes a strength check and beats a set DC (whip: 20, chain: 25), then she breaks the weapon, regardless of your strength check.

If you win, the target is *entangled* (half speed, cannot run/charge, attack -2, defence -4). The chain or whip must remain around the target to maintain the entanglement, of course.

Improved Feint

[Combat]

Prerequisites: Int 13, Combat Expertise

Benefit: You can make a Bluff check to feint in combat as a move action.

Normal: Feinting in combat is a standard action.

Improved Flyby Attack

[Offensive]

You are great at aerial hit-and-runs.

Prerequisite: Dodge, Mobility, Flyby Attack, ability to fly

Benefit: When you use Flyby Attack, you don't provoke attacks of opportunity by moving out of any squares threatened by the target of your attack.

Normal: Using Flyby attack does provoke attacks of opportunity from the target of your attack.

Special: You can combine Flyby Attack with Bonus Actions in order to make multiple hit-and-run attacks in the air during a single round and provoking no attacks of opportunity along the way.

Improved Grapple

[Offensive]

Prerequisites: Dex 13, Improved Unarmed Strike

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Normal: Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

Improved Improvised Throwing

[Ranged]

You are dead accurate with a brick.

Prerequisites: Dex 13, Improvised Weapon Proficiency

Benefit: Whenever you throw an improvised weapon, you ignore the Range Increment penalties for the first 4 increments.

Normal: You suffer a -2 penalty for every Range Increment after the first one.

Improved Initiative

[Combat]

Benefit: You get a +4 bonus on initiative checks.

Improved Knockback

[Offensive]

You're particularly good at smacking people around.

Prerequisites: Str 25, Power Attack

Benefit: You receive a +4 bonus to your effective damage rolls for the purposes of determining whether you knock opponents back. This does not affect actual distance or damage, but instead affects whether or not you can meet or beat your target's Knockback Threshold.

NB: You can apply this feat to the power Energy Attack if you take the Knockback enhancement. You do not need Power Attack or a Strength score of 25.

Improved Mastercraft

[Skills]

You can create equipment of astoundingly high quality.

Prerequisite: Intelligence 15, Craft (subtype) 5 ranks, Mastercraft (subtype)

Benefit: Your Mastercraft items have a higher bonus, cost more, take more time to build, and are more difficult to make:

- +2 to relevant skill
- **Weapons:** +1 to attack and damage
- **Protective Gear :** +2 Max Dex and Equipment Penalty as well as +1 to defence
- **Build Time :** x3
- **PDC :** cost of item +2
- **Craft Check :** normal +4

If you fail the Craft check for an Improved Mastercraft item, but you do make what would be the check for Mastercraft, then the item has only the regular Mastercraft bonus. Sometimes, your work just doesn't turn out quite as well as you'd hoped.

You can take this feat multiple times. Each time, it applies to a Craft subtype to which you already applied Mastercraft.

Special: You can buy an Improved Mastercraft item for PDC +4. Such items are available at speciality stores, and thus, they double the shopping time required.

Improved Origin Resistance

[Defensive]

You are extremely toughened against a particular Origin.

Benefit: You have DR4 versus damage that comes from one Origin (player's choice). You can take this feat up to five times. It applies to a different Origin each time.

Improved Overrun

[Offensive]

Prerequisites: Str 13, Power Attack

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

Improved Parley

[Tongue-In-Cheek] [Verbal]

Talk while you fight

Prerequisite: Charisma 15, Parley

Benefit: As Parley, but you can also use a verbal action during a standard action or a full-attack action. For example, you can attempt to Intimidate while attacking, or Bluff while casting a spell.

Special: This feat is incompatible with the Monologuer Comp.

Improved Power Focus

[General]

One of your powers is much more potent.

Prerequisites: Power Focus

Benefit: As Power Focus, with an additional +2 (+4 total).

Improved Power Penetration

[General]

Your powers eviscerate Resistance.

Prerequisite: Power Penetration

Benefit: As Power Penetration, with an additional +2 (+4 total).

Improved Precise Shot

[Ranged]

Prerequisites: Dex 19, BA +11, Point Blank Shot, Precise Shot

Benefit: Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks. In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

Normal: See the normal rules on the effects of cover and concealment. Without this feat, a character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

Improved Prone Fighting

[Combat]

You fight well from the ground.

Prerequisites: BA +1

Benefit: While prone, you suffer only a Circumstance penalty -1 to mêlée attacks and mêlée attacks against you gain only a

+1.

Normal: Ordinarily, while prone, you suffer a Circumstance penalty -4 to all your mêlée attacks, and opponents making mêlée attacks against you get a +4.

Improved Psicrystal

[Psionic]

You can upgrade your psicrystal.

Prerequisites: Psicrystal Affinity

Benefit: You can implant another personality fragment in your psicrystal. You gain the benefits of both psicrystal personalities. Your psicrystal's personality adjusts and becomes a blend between all implanted personality fragments. From now on, when determining the abilities of your psicrystal, treat your manifester level as one higher than your normal manifester level.

Special: You can gain this feat multiple times. Each time, you implant a new personality fragment in your psicrystal, from which you derive the noted benefits, and you treat your level as one higher for the purpose of determining your psicrystal's abilities.

Improved Ray Gun

[Supertech]

You can make extremely powerful Ray Guns.

Prerequisites: Int, [Supertech Invention](#) (power), [Invent Super Gear](#), [Invent Doohicky](#), [Invent Ray Gun](#)

Benefit: This feat grants you the ability to load powers of any CP cost into your Ray Gun (i.e., there is no 20CP limit).

Improved Resistant Powers

[Saves]

Your powers are even harder to meddle with.

Prerequisite: Resistant Power

Benefit: As Resist Power, with another +4 (+8 total).

Improved Scepticism

[Saves]

Nobody invites you to their magic shows.

Prerequisites : Wis 13, Scepticism

Benefit: As Scepticism, with an additional +4 (+8 total).

Improved Shield Bash

[Offensive]

Prerequisite: Proficiency: Shield

Benefit: When you perform a shield bash, you can still apply the shield's shield bonus to your Defence.

Normal: Without this feat, when you shield bash, you lose the shield's shield bonus to Defence until his or her next turn.

Improved Staple

[Combat]

You are very good at pinning people by their clothes.

Benefit: You get a +4 to hit when you make Staple attacks, and if you Staple with a ranged weapon, you can perform the manoeuvre up to one range increment away or 30 feet, whichever is greater. If the Stapled person chooses to take a move action to remove the weapon, she must make a Strength check (DC 10), and if she attempts to rip her clothes, she must make a Strength check (DC 15). Increase the DC of the Strength check by +4 for every additional staple. For example, if you use three attacks to throw three daggers at a target and Staple her to a wall, the Strength DC is 22.

Normal: See the [Staple](#) rules for more information.

Improved Sucker Punch

You really know how to smack people before they're ready

[Offensive]

Prerequisites: BA +6, Brawl, Sucker Punch

Benefit: As Sucker Punch, and your critical multiplier increases by x2 (i.e., one multiplier).

Special: This feat has been changed from "Improved Knockout Punch" in order to more accurately reflect its true function.

Improved Sunder

[Combat]

You are good at smashing and slashing objects.

Prerequisites: Int 13, Power Attack

Benefit

: You receive a Competence bonus +4 to hit when you perform the Sunder manoeuvre and you do not provoke an attack of opportunity. This bonus stacks with Precise Sunder.

Improved Swinging

[Skills]

You're downright majestic when you dangle on a rope.

Prerequisites: Dex 13

Benefit: You get a Competence bonus +4 to Tumble and Jump checks while swinging.

Improved Team Player

[Combat]

You're exceptionally good at supporting your allies.

Prerequisites: Team Player

Benefit: You can Aid Attack/Defence as a swift action.

Normal: Aid another requires a standard action.

Improved Trip

[Combat]

Prerequisites: Int 13, Combat Expertise

Benefit: You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent.

If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

Normal: Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

Improved Two-Weapon Fighting

[Offensive]

You can make multiple attacks with your off-hand weapon

Prerequisites: Dex 17, BA +6, Two-Weapon Fighting

Benefit: When you fight with more than one weapon or a double-weapon, you get an **extra iterative attack with your off-hand (or one of your off hands) as part of a full-attack sequence**. You can take this feat multiple times. Each time, it adds another iterative attack as part of that full-attack sequence. You cannot have more iterative attacks with your off-hand than you already have with your primary hand. You can take this feat multiple times. Each time, it grants an extra iterative attack to your off hand (or one of your off hands).

Example: You have a BA of +12, your off-hand weapon is "light," and you take both Two-Weapon Fighting and Improved Two-Weapon Fighting. Your full-attack sequence with your primary hand is +10/+5/+0 (because it takes a -2 for two-weapon fighting), and your full-attack sequence with your off-hand is +10/+5. You can now make a single, two-weapon full-attack at +10/+10/+5/+5/+0. Because you took Improved Two-Weapon Fighting only once, it grants only one *extra* iterative attack as part of the off-hand full-attack sequence. You could take the feat again to gain one last iterative attack on your off-hand, which would give you a full-attack sequence of +10/+10/+5/+5/+0/+0.

Improved Unarmed Damage

[Offensive]

You hit harder than you should.

Prerequisites: BA +1, Combat Martial Arts

Benefit: Your unarmed damage increases by one step on the list below. You can take this feat up to 12 times, increasing your damage to 4d12.

- 1d3
- 1d4
- 1d6
- 1d10
- 2d6
- 2d8
- 2d10
- 3d8
- 3d10
- 3d12
- 4d10
- 4d12

Improved Vehicle Dodge

[Vehicle]

You are can avoid danger behind the wheel.

Prerequisites: Dex 13, Drive 5 ranks, Vehicle Dodge

Benefit: As Vehicle Dodge, with an additional +2 (+4 total).

Improved Weapon Focus

[Offensive]

Prerequisite: BA +4, Weapon Focus

Benefit: You get an additional +1 to attack and +2 damage with the weapon you chose for Weapon Focus, for a total of +2/+4.

Improved Whirlwind Attack

[Offensive]

Prerequisites: Dex 21, Int 13, BA +4, Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack

Benefits: You can make a Whirlwind Attack as a standard action. Note that because it's a standard action, you cannot take a five-foot step between individual attacks.

Improvised Throwing, Awesome

[Ranged]

You are the master of throwin' stuff.

Prerequisites: Dex 13, Improvised Weapon Proficiency

Benefit: As Improved Improvised Throwing, but an additional 4 Range Increments (8 total).

Normal: You suffer a -2 penalty for every Range Increment after the first one.

Improvised Throwing, Supreme

[Ranged]

You can take down a jet with a soup can.

Prerequisites: Dex 13, Improvised Weapon Proficiency

Benefit: As Improved Improvised Throwing, but an additional 4 Range Increments (12 total).

Normal: You suffer a -2 penalty for every Range Increment after the first one.

Improvised Weapons

[Combat / Ranged]

You are accustomed to fighting with what's at hand.

Prerequisite: either Proficiency: Weapons (mêlée) *or* Proficiency: Weapons (ranged)

Benefit: You do not take a -4 penalty when you use improvised weapons.

Special: Improvised weapons have a 50% chance of breaking every time they deal damage, or in the case of thrown objects, strike a hard surface.

Infighter

[Defensive]

You are adept at close-quarters combat.

Prerequisites: Dex 13, Dodge

Benefit: All mêlée attacks of opportunity against you suffer a Circumstance penalty -2 to attack. This is a penalty to the attack roll and not a dodge bonus to Defence, so it doesn't go away when you are caught flat-footed.

Infinite Deflection

[Defensive]

Prerequisites: Dex 21, Defensive Martial Arts, Deflect Arrows, Improved Deflect Arrows

Benefit: You can perform an unlimited number of deflections each round, as per the Deflect Arrows feat.

Inquisitor

[Psionic]

You know when others lie.

Prerequisite: Wis 13

Benefit: To use this feat, you must expend your psionic focus. You gain an enhancement bonus +10 on a Sense Motive check to oppose a Bluff check. You must decide whether or not to use this feat prior to making a Sense Motive check. If your check fails, or if the opponent isn't lying, you still expend your psionic focus.

Invent Doohicky

[Supertech]

You can make one-shot Supertech devices.

Prerequisite: Int 19, [Supertech Invention](#) (power), [Invent Super Gear](#)

Benefit: You can build a [Doohicky](#) with any power that you can load into a device via the [Supertech Invention](#) power.

Inventing a Doohicky requires a [Laboratory](#) and fresh materials, the cost of which is **PDC 15 + the CP cost of the power**. You make any and all choices about the power's effect at the time when you build it, including ranks, enhancement, limitations, energy or damage types, etc..

The build time of a Doohicky equals the CP cost of its power in hours. Under emergency circumstances (i.e., during a game session), you can spend up to 16 hours a day building a Doohicky, but under normal circumstances (i.e., "down time" between games), you can work a maximum of 8 hours a day.

To actually build the device requires a [Powercraft](#) check. The **DC is 10 + the total CP cost of the power you load into the Doohicky** (DC = 10 + CP cost).

Within any given seven-day period, the number of devices you can build is limited by the total CP cost of the powers you load into them. That number cannot exceed your **Constitution modifier times ten**. For example, if you have Constitution 18 (+4), then you cannot make more than 40CPs worth of devices in one seven-day period.

Invent Empowered Gear

[Supertech]

You can put powers into Inventions.

Prerequisites: Intelligence 17, [Supertech Invention](#) (power), [Invent Super Gear](#)

Benefits: You can now build powers (but not traits, spells, or psi-powers) into Super Gear as part of the Invention process (i.e., using [Invent Super Gear](#)). Every 2CP-worth of powers is equivalent to a +1 enhancement.

Invent Gizmo

[Supertech]

You can make multi-use, multi-power Supertech devices.

Prerequisite: Int 23, [Supertech Invention](#) (power), [Invent Super Gear](#), [Invent Doohicky](#), [Invent Ray Gun](#)

Benefit: You can build a [Gizmo](#) with any powers that you can load into a device via [Supertech Invention](#).

Inventing a Gizmo requires a [Laboratory](#) and fresh materials, the cost of which is **PDC 21 + the CP cost of the power**. You make any and all choices about the power's effect at the time when you build it, including ranks, enhancement, limitations, energy or damage types, etc..

To actually build the device requires a [Powercraft](#) check. The **DC is 10 + the total CP cost of the power you load into the Doohicky** (DC = 10 + CP cost).

The build time of a Gizmo equals three times the CP cost of its power in hours. Under emergency circumstances (i.e., during a game session), you can spend up to 16 hours a day building a Gizmo, but under normal circumstances (i.e., "down time" between games), you can work a maximum of 8 hours a day.

Within any given seven-day period, the number of devices you can build is limited by the total CP cost of the powers you load into them. That number cannot exceed your **Constitution modifier times ten**. For example, if you have Constitution 18 (+4), then you cannot make more than 40CPs worth of devices in one seven-day period.

Invent Ray Gun

[Supertech]

You can make hand-held, multi-use, power projectors.

Prerequisite: Int 21, [Supertech Invention](#) (power), [Invent Super Gear](#), [Invent Doohicky](#)

Benefit: You can build a [Ray Gun](#) with any power that you can load into a device via the [Supertech Invention](#) power, the **cost of which is 20CP or lower**.

Inventing a Ray Gun requires a [Laboratory](#) and fresh materials, the cost of which is **PDC 19 + the CP cost of the power**. You make any and all choices about the power's effect at the time when you build it, including ranks, enhancement, limitations, energy or damage types, etc..

The build time of a Ray Gun equals twice the CP cost of its power in hours. Under emergency circumstances (i.e., during a game session), you can spend up to 16 hours a day building a Ray Gun, but under normal circumstances (i.e., "down time" between games), you can work a maximum of 8 hours a day.

To actually build the device requires a [Powercraft](#) check. The **DC is 10 + the total CP cost of the power you load into the Ray Gun** (DC = 10 + CP cost).

Within any given seven-day period, the number of devices you can build is limited by the total CP cost of the powers you load into them. That number cannot exceed your **Constitution modifier times ten**. For example, if you have Constitution 18 (+4), then you cannot make more than 40CPs worth of devices in one seven-day period.

Invent Super Armaments

[Supertech]

You can make armour fit for the gods.

Prerequisites: Int 17, [Supertech Invention](#) (power), [Invent Super Gear](#)

Benefit: You can make Super armaments with **up to a +10 enhancement bonus (Supertech), and up to +10 worth of Supertech armour and weapon abilities**. You cannot load powers into Super Armaments. This feat applies to both weapons and protective gear (armour or shields). An enhancement bonus +1 on a weapon grants a +1 to attack and a +1 to damage. An enhancement bonus +1 on a shield or suit of armour grants a +1 to its Defence bonus, and if applicable, its Equipment Penalty.

Inventing Super Armaments requires a [Laboratory](#) and fresh materials, the cost of which equals the **PDC to build or purchase the Mastercraft item + 3 for every +1 enhancement** (or equivalent).

The **build time** of Super Armaments equals a number of hours equal to the total enhancement value, including special abilities, multiplied by 3.

To actually build the device requires a [Powercraft](#) check. The **DC is the same as for building a Mastercraft item of the same kind, but add twice the enhancement bonus to the DC** (i.e., DC = ordinary DC + [enhancement bonus x 2]). If you **already have a Mastercraft item** and you're upgrading it to Supertech, then the DC equals 10 + [enhancement bonus x 2]).

Within any given seven-day period, the number of devices you can build is limited by the total CP cost of the powers you load into them. That number cannot exceed your **Constitution modifier times ten**. For example, if you have Constitution 18 (+4), then you cannot make more than 40CPs worth of devices in one seven-day period.

Invent Super Gear

[Supertech]

You can make devices of super proportions.

Prerequisites: Int 17, [Supertech Invention](#) (power)

Benefit: You can make tools and technology (not weapons or protective gear) that **grants a +1 to a +10 enhancement bonus (Supertech) on skill checks**. This bonus stacks with the item's normal equipment bonus, if any.

Inventing Super Equipment requires a [Laboratory](#) and fresh materials, the cost of which equals the **PDC to build or purchase the Mastercraft item, + 2 for every +1 enhancement** (or equivalent).

The total **build time** of Super Gear equals the build time for the item itself, but **increases by x2 for every +1 enhancement bonus** (i.e., +1 doubles the build time, +2 triples it, etc.).

To actually build the device requires a [Powercraft](#) check. The **DC is the same as for building a Mastercraft tool of the same kind, but add twice the enhancement bonus to the DC** (i.e., DC = ordinary DC + [enhancement bonus x 2]). If you **already have a Mastercraft item** and you're upgrading it to Supertech, then the DC equals 10 + [enhancement bonus x 2]).

You can upgrade an existing piece of super gear, either ordinary or mastercraft. To do that, halve the PDC for the raw materials and the build time, but the [Powercraft](#) check remains the same.

Within any given seven-day period, the number of devices you can build is limited by the total CP cost of the powers you load into them. That number cannot exceed your **Constitution modifier times ten**. For example, if you have Constitution 18 (+4), then you cannot make more than 40CPs worth of devices in one seven-day period.

Note: This feat grants an enhancement bonus, not a Mastercraft bonus. Enhancement bonuses and Mastercraft bonuses do not stack.

Invent Superchemicals

[Supertech]

You can mix up a formula that creates a Super effect.

Prerequisite: Int 17, [Supertech Invention](#) (power)

Benefit: You can make a dose of [Superchemicals](#) with any power that you can load into a device via *Supertech Invention*. The cost of the power must be 15CP or lower.

Inventing a superchemical requires a [Laboratory](#) and fresh materials, the cost of which is **PDC 17 + the CP cost of the power**. You make any and all choices about the power's effect at the time when you build it, including ranks, enhancement, limitations, energy or damage types, etc.. The duration of any Superchemical is 2d4 rounds, minutes, or hours, depending on the Sustain time(s) listed in the power. A power in rounds gets 2d4 rounds, a power in minutes gets 2d4 minutes, etc.

Superchemicals come in one of three forms: **potable, intravenous, or pill**. Intravenous Superchemicals reduce the PDC by -2. Pills increase the PDC by +2.

The creation time of a Superchemical equals the CP cost of its power in hours. Under emergency circumstances (i.e., during a game session), you can spend up to 16 hours a day building a Superchemical, but under normal circumstances (i.e.,

"down time" between games), you can work a maximum of 8 hours a day.

To actually create the Superchemical requires a [Powercraft](#) check. The DC is 10 + the total CP cost of the power you load into it (DC = 10 + CP cost).

Within any given seven-day period, the number of devices you can build is limited by the total CP cost of the powers you load into them. That number cannot exceed your Constitution modifier times ten. For example, if you have Constitution 18 (+4), then you cannot make more than 40CPs worth of devices in one seven-day period.

Iron Will

[Saves]

Benefit: You get a +2 bonus on all Will saving throws.

Lab Magic Mastery

[Mystical]

You know your way around your mystical laboratory.

Prerequisites: Mystic Spellcasting (level 3 spells), a Laboratory (Ad)

Benefit: You get a +4 competence bonus to all Spellcraft checks you make to analyse spells or magic items as well as invent new spells, while you are sequestered in your lab.

Last Desperate Trick

[General]

You always have one last card up your sleeve.

Benefit: This feat allows you to use any single class ability, special ability, or feat ability again after you have used it the maximum number of times per day or session. You can also use any class feature that normally requires that you spend an Action Point without expending one.

Special: You can use this feat only once per day. It does not allow you to use an ability that requires PPs.

Lethal Hurling

[Ranged]

You throw weapons like a Major League pitcher.

Prerequisites : Str 15, Dex 13, BA +2, proficiency with thrown weapons

Benefit: You gain a +2 damage bonus with all thrown weapons. This bonus applies only to directly thrown weapons. Do not add it to projectiles, bullets, grenades, or grenade-like weapons.

Light Footed

[General]

You leap to your feet with ease and speed.

Prerequisites: Dex 13

Benefit: You can stand up from prone as a swift action, but it still provokes an attack of opportunity.

Normal: Standing up from prone is a move action.

Light Knockback

[Combat]

You are good at pulling your punches.

Prerequisites : Int 13, Dex 15, Combat Expertise

Benefit: You strike opponents in such a way that you do not cause knockback unless you want to.

NB: You can apply this feat to the power Energy Attack if you take the Knockback enhancement. You do not need Power Attack or a Strength score of 25.

Lightning Reflexes

[Save Enhancer]

Benefit: You get a +2 bonus on all Reflex saving throws.

Low Light Vision

[General]

Your eyes are unusually sharp in poor illumination.

Benefit: You can see twice as far as usual in conditions of dim illumination and see as well as you normally can in moonlit conditions.

Special: This feat does not stack with any other low light or dark vision abilities.

Low Profile

[General]

Benefit: Reduce your Reputation bonus by 3 points.

Major Pwnage

[Tongue-In-Cheek] [Offensive]

Prerequisite: 5 ranks in Stealth, Pwned, Pwned Hard

Benefit: As Pwned, with an additional morale bonus +1d4 to damage (total +3d4).

Manyshot

[Ranged]

Prerequisites: Dex 17, BA +6 Point Blank Shot, Rapid Shot

Benefit: As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a -4 penalty) to determine success and deal damage normally (but see Special). For every five points of base attack bonus you have above +6, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +16. However, each arrow after the second adds a cumulative -2 penalty on the attack roll (for a total penalty of -6 for three arrows and -8 for four). Damage reduction and other resistances apply separately against each arrow fired.

Special: Regardless of the number of arrows you loose, you apply precision-based damage only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

Mastercraft

[Skills]

You can create mastercraft equipment.

Prerequisite: Intelligence 13, Craft (subtype) 5 ranks

Benefit: You can make mastercraft equipment from scratch. You must apply this feat to one of the Craft subtypes, below:

- **Chemical** : explosives, corrosives, and reactants
 - **Electronic**: anything with electronic or electrical components, from computers to lamps
 - **Mechanical**: anything with moving parts, including firearms and vehicles, and any solid object that needs to be machined, like car parts or mêlée weapons.
 - **Pharmaceutical**: drugs (legal or otherwise) and naturopathic remedies
 - **Structural**: buildings, bridges, and the like
-

Different kinds of mastercraft items gain **different bonuses**:

- +1 to relevant skill
- **Weapons** : +1 to attack
- **Protective Gear** : +1 Max Dex and Equipment Penalty

"**Protective Gear**" includes modern items as well as archaic armour and shields. A +1 to an item's Equipment Penalty lowers the penalty (e.g., Max Dex -4 becomes Max Dex -3).

A Craft, or Repair check (DC 10) allows someone to detect mastercraft quality after cursory inspection (a move action to visually inspect the item will do), but most of the time mastercraft quality is visible at a glance. The item's parts fit better and move more smoothly when manipulated. It doesn't rattle or creak when handled. The grips are comfortable in the hand. It generally feels more solid and more reliable.

It takes **twice as long to build** mastercraft equipment than it would to build the same ordinary item.

The PDC for the raw materials to make a mastercraft item equals the normal PDC to build it + 1 (see the Craft skill). To upgrade an ordinary item to mastercraft, the PDC for the materials equals half the PDC to build the item.

The Craft DC to make mastercraft equipment equals the normal DC to make that item + 3. You must have Craft in the appropriate subtype for the item you're building. The GM makes this roll for you. If you succeed, you have built the device. If you fail, then you just couldn't get it to work. If you fail by more than 10, the device tests fine in the lab, but in the field it falls apart, shoots sparks, or otherwise refuses to function.

Not all items are sturdy enough to even be mastercraft. A mastercraft T-shirt, for example, wouldn't be significantly different than a normal T-shirt. The GM will make a final call on whether an item can be mastercraft at all.

You can take this feat multiple times. Each time, it applies to a new subtype of the Craft skill.

Special: You can buy a Mastercraft item for PDC +2. Such items are readily available at retail stores.

Maximize Psi

[Psionic]

You can manifest powers to maximum effect.

Benefit: To use this feat, you must expend your psionic focus. You can maximize a psi-power. All variable, numeric effects of a psi-power modified by this feat are maximized. A maximized psi-power deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on, as appropriate. Saving throws and opposed checks are not affected, nor are powers without random variables. Augmented psi-powers can be maximized; a maximized augmented power deals the maximum damage (or cures the maximum hit points, and so on) of the augmented psi-power. An empowered and maximized psi-power gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result. Using this feat increases the PP cost by 3 levels.

Maximize Spell

[Mystical]

Benefit: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not

affected, nor are spells without random variables. A maximized spell uses PPs three levels higher than the spell's actual level. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Mental Leap

[Psionic]

You can make amazing jumps.

Prerequisite: Str 13, Jump 5

Benefit: To use this feat, you must expend your psionic focus. You gain an enhancement +10 bonus on a Jump check.

Merciful Mauler

[Combat]

You are especially good at pulling your punches.

Benefit: You can make *mêlée* attacks that do non-lethal damage with no penalty to hit. This ability includes edged and piercing weapons, unarmed strikes enhanced by a Super Ability (e.g., Strength, Dexterity, etc.), and thrown objects, but not projectiles and firearms. How you manage to attack with, say, a lance and not do lethal damage is up to you to describe.

Normal: To deal NL with a lethal weapon usually incurs a penalty to hit -4.

Mercy Blow

[General]

You can put your opponents down without killing them.

Benefit: When you make a *coup de grace* attack against a helpless foe, you have the option of declaring a "mercy blow" rather than a killing blow. Carry out the *coup de grace attack* as normal. If the attack succeeds, the victim suffers NL equal to their current HP total +1.

Mind Over Body

[Psionic]

Your ability damage heals more rapidly.

Prerequisite: Con 13

Benefit: You heal ability damage and ability burn damage more quickly than normal. You heal a number of ability points per day equal to 1 + your Constitution bonus.

Normal: You heal ability damage and ability burn damage at a rate of 1 point per day.

Mixed Two-Weapon Fighting

[Ranged]

You can combine ranged and mêlée weapons.

Prerequisites: Dex 15, Two-Weapon Fighting, Point Blank Shot

Benefit: You can simultaneously wield a mêlée weapon and a firearm. You must be able to wield each weapon in on hand.

Mobility

[Defensive]

Prerequisites: Dex 13, Dodge

Benefit: You get a +4 dodge bonus to Defence against attacks of opportunity caused when you move out of or within a threatened area, regardless of mode of movement (running, flying, etc.). A condition that makes you lose your Dexterity bonus to Defence (if any) also makes you lose dodge bonuses.

NB: Dodge bonuses stack with each other, unlike most types of bonuses.

Moral Authority

[Tongue-In-Cheek] [Verbal]

You can deliver a hell of a homily.

Prerequisite: Charisma 13, Allegiance to an institution/philosophy with a moral tone (e.g., government, religion, political party, etc.)

Benefit: If you can convincingly explain to a villain what their moral failings are, the ethical conundrum in their minds can imbue a -4 Bogus penalty to all their rolls for 1d4+1 rounds (in combat) or 1d4+1 minutes (out of combat). You can invoke this feat only once per session. In combat, you must expend a standard action to deliver your heroic message of goodness, fiscal responsibility, personal hygiene, or whatever.

For example : The evil Apocalypso has cornered Constable Courage on a narrow catwalk. "Now I will beat you to within an inch of your life!" the madman cackles as he advances with fists raised.

"Not likely," the good Constable responds, "clearly, my strict, Royal Canadian Mounted Police regimen of callisthenics and restrained eating habits give me a physical advantage over a reckless and unhealthy miscreant such as yourself. After all, your henchmen raided the Tasty Loins Pork Processing Plant last week solely to indulge your late-night craving for bacon!"

[They roll an opposed test, Apocalypso loses.]

"Blast!" cries Apocalypso, as he is filled with self-doubt. Clearly, the Constable is correct. He is getting a little wide around the middle.

"Let this be a lesson in the virtues of physical fitness!" cries the Constable, as he beats Apocalypso into unconsciousness.

Mounted Combat

[General]

You and your ride look out for each other.

Prerequisite: Ride (rank 1)

Benefit: Once per round, as a reaction to your mount taking damage from an attack, you can substitute a Ride check for your mount's Defence score. Thus, if your Ride check exceeds the attack roll that hit your mount, then you negate the attack. For the purposes of using this feat, a "mount" includes both animals and mechanical mounts (e.g., horses, motorcycles, etc.).

Mounted Shot

[Ranged]

You can shoot and ride.

Prerequisites: Ride (rank 1), Mounted Combat

Benefit: You take only half the standard penalty for riding while shooting: -2 during a double-move and -4 during a Run. "Riding" includes both animals and vehicles, and "shooting" includes all manner of ranged projectiles: firearms, bows, etc.

Normal: You take a -4 to attack with ranged weapons during a mounted double-move, and -8 during a mounted run.

Multi-Spring

[Combat]

You are a hit-and-run expert.

Prerequisite: Dodge, Mobility, Spring Attack

Benefit: You can move between attack actions, which means that you can keep moving and keep attacking as long as you have speed and actions to spare. All other rules of Spring Attack apply.

NB: To use this feat, you must have the ability to make additional attack actions (i.e., [Bonus Actions](#)).

Mumbo-Jumbo

[Tongue-In-Cheek] [Verbal]

Your mystical insights are stronger when you mumble.

Prerequisite: Wisdom 13

Benefit: You gain a Awesome bonus +4 to skills you make to build, repair, or study a mystical item, provided that you (the player) can ad-lib a vaguely believable load of arcane blither before you make the roll. This does not add any time to your skill check. You (the character) actually mumble while you work. You can mutter about ley-lines or "blind forces of the Universe" or whatever. These essentially meaningless phrases help you concentrate.

Narrow Mind

[Psionic]

Your ability to concentrate is as keen as an arrowhead, allowing you to gain your psionic focus even in the most turbulent situations.

Prerequisite: Wis 13

Benefit: You gain an enhancement bonus +4 on Concentration checks you make to become psionically focused.

Natural Spell

[Mystical]

You can cast spells in non-human form.

Prerequisites: *Animal Form* or *Metamorph* (powers)

Benefit: You can cast spells while you're in a non-human shape due to the effects of the *Animal Form* or *Metamorph* powers or any spell that alters your physical body such that you could not reasonably perform your verbal/somatic components. You substitute noises, gestures, grunts, or mechanical sounds.

You can also use any material components or focuses you possess even if they have melded within your current form. This feat does not allow you to use magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to coherently speak.

New-Age Nonsense

[Tongue-In-Cheek] [Verbal]

The inner eye sees through nonsense.

Prerequisite: Charisma 13

Benefit: You gain a Awesome bonus +4 to skills you make to build, repair, or study a psionic item, provided that you (the player) can ad-lib a vaguely believable load of new-age nonsense before you make the roll. You can witter on about crystals or chakras or whatever. These essentially meaningless phrases help you concentrate. This does not add any time to your skill check. You (the character) actually mumble while you work.

OMG U Lzr... Pwned!

[Tongue-In-Cheek] [Offensive]

Prerequisite: Stealth 5 ranks, Pwned Attack, Pwned Hard, Major Pwnage

Benefit: As Pwned, with an additional morale bonus +1d4 to damage (total +4d4).

One Liner

[Tongue-In-Cheek] [Verbal]

You have a penchant for glib wisecracks.

Prerequisite: Charisma 13, Diplomacy 5 ranks

Benefit: If you can deliver a clever pun, witty double-entendre, or snappy retort at the top of your round, you can grant yourself an Awesome bonus to all rolls that round, except for damage rolls. Delivering the one-liner requires a swift action, and the GM decides if the bonus is worth +2 or +4, depending how clever it was and/or how much everyone at the table laughed.

Onomatopoeia

[Tongue-In-Cheek] [Verbal]

Biff! Pow!

Benefit: If you (both you at the table, and you, your character) can yell an appropriate onomatopoeia while you roll your attack dice (Wham! Bonk!), you can grant yourself a Awesome bonus +4 to your damage roll. (Kronk! Slam!) You can use this feat three times per session, and you have to yell a different onomatopoeia each time (Zing! Kablamo!). If you repeat an onomatopoeia and anyone at the table notices, you instead take a Bogus -4 penalty to damage.

Opportunity Psi

[Psionic]

You can make psi-enhanced attacks of opportunity.

Benefit: To use this feat, you must expend your psionic focus. When you make an attack of opportunity, you can use any psi-power you know with a range of touch, if you have at least one hand free. Manifesting this psi-power is an immediate action. You cannot use this feat with a touch psi-power whose manifesting time is longer than 1 full-round action. Using this feat increases the PP cost by 4 levels.

Normal: Attacks of opportunity can be made only with mêlée weapons.

Origin Resistance

[Saves]

You are particularly resistant to one Origin.

Benefit : You gain +2 bonus on all Saves you make against one Origin (player's choice). You can take this feat up to five times. It applies to a different Origin each time.

Over-Sized Weapons

[Combat]

You can wield big weapons in one hand.

Prerequisite: either Proficiency: Weapons (mêlée) *or* Proficiency: Weapons (ranged)

Benefit: You can wield two-handed weapons in one hand, including firearms and weapons not sized for you. For example, you can wield a quarterstaff with one hand, or if you were a medium-sized person you could wield a weapon sized for a large person in one hand. You also wield medium-sized weapons in your off-hand as if they were light weapons (i.e., you do not incur the standard penalty for two-weapon-fighting with a medium-sized or larger weapon in your off-hand).

NB: You cannot take this feat multiple times. Its effects do not stack.

Parley

[Tongue-In-Cheek] [Verbal]

Have a lively conversation while on the move.

Prerequisite: Charisma 13

Benefit: You can use a verbal action/feat while you execute a move action or full-round action that includes only movement (e.g., Run). For example, you can attempt to Bluff while moving your full Speed or a full-round Diplomacy check while Running.

Special: This feat is incompatible with the Monologuer Comp.

Plot Device

[Tongue-In-Cheek]

Where *do* you get those wonderful toys?

Benefit: Once per session, you can dig into your pockets and find a single, extremely **useful mundane tool or device** that you happen to need at the time: an electronic lock-pick, a grappling hook gun, a re-breather, a compact motorcycle repair kit, etc. It can be **up to Purchase DC 15**. For the remainder of the session, you have that specific device, but by the next session, it can be anything again. Invoking the Plot Device does not require a purchase roll and it does not affect your Wealth score because you had it the whole time (wink, wink).

You can take this feat **up to three times**. Each time, you get one more plot device per session.

Point-Blank Shot

[Ranged]

You're great at shooting close-up.

Benefit: You get a competence bonus +2 with any ranged attack from within 30 ft. of the target.

Power Attack

[Offensive]

Prerequisite: Str 13

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.

Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

Power Focus

[General]

Your super power is more effective than most.

Benefit: Choose a super power. Add +2 to the Difficulty Class for all saving throws against the super power you select.

Special : This feat has no effect on powers that don't provoke saving throws. You can take this feat multiple times. It applies to a new power each time.

Power Penetration

[General]

Your powers blast through Resistance.

Benefit : You get a Competence bonus +2 on power checks (1d20 + net CP value of power), *or* caster checks (1d20 + caster level), *or* manifester checks (1d20 + manifester level) you make to overcome Power Resistance, Spell Resistance, or Psionic Resistance (player's choice).

Special: You can take this feat up to 3 times. It applies to a new kind of resistance each time. The feats Spell Penetration and Power Penetration (for psionics) have been removed from *Phoenix*.

Powerful Strike

[Offensive]

You can turn precision into damage.

Prerequisite: BA +7, Focused Strike

Benefit: You can sacrifice an interactive attack and apply half of its BAB to a damage roll that you make in that round. You must declare your intention to do so before you attack, and you can apply this bonus to only one attack at once. For example, if you had BA +7/+2, you could choose to make a single attack at +7 with a +1 damage bonus.

Precise Shot

[Ranged]

Prerequisite: Point Blank Shot

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Precise Strike

[Combat]

You're conscientious about property values.

Prerequisites: Int 13, Combat Expertise

Benefit: When you're in mêlée, if you and your opponent(s) are standing adjacent to a building and you miss with a mêlée attack, you can choose to not do damage to the building due to a wild swing.

Normal: If you and your mêlée opponents are both adjacent to a building and either of you miss each other, you strike the building.

Precise Sunder

[Offensive]

Prerequisites: Int 13, Combat Expertise

Benefit: You can now Sunder with a piercing weapon or a bludgeoning weapon if you're within close range (30 feet). This feat also allows you to make extremely delicate Sunder attempts without risk of harming the wearer/wielder of the object: cutting off a target's necklace without touching her neck or slashing off his belt. This feat stacks with the benefits of Improved Sunder.

Pressure-Point Attack

[Offensive]

You can strike painful nerves with great skill.

Prerequisites: Dex 13, Combat Martial Arts

Benefit: You can make a Pressure-Point Attack instead of an unarmed strike. If you hit, you inflict a -1 penalty to your target's attack rolls and a -2 penalty to their Defence score. These effects last 1d6 rounds but cause no other damage. Multiple pressure-point attacks can cause cumulative penalties. You can make only one Pressure-Point Attack per round. The target of a Pressure-Point Attack must have discernible humanoid anatomy and physiology. Anyone with an armour or natural Defence bonus higher than +6 is immune to this feat's effects.

Proficiency Armour

[Proficiency]

You can wear and use armour.

Benefit: You can apply your armour's Defence bonus without penalties, everything from a leather jacket to full-plate.

Normal: You apply your Equipment Check Penalty to your attack rolls if you are not Proficient.

Proficiency: Armour (powered)

[Proficiency]

You are skilled in the use of Power Armour.

Benefit: You can apply your *Power Armour's* Defence bonus without any penalties.

Normal: You apply your Equipment Check Penalty to your attack rolls if you are not Proficient.

Proficiency: Firearms

[Proficiency]

You are trained to use guns.

Benefit: You can attack with a Handgun or Longarm without penalty.

Normal: You apply a -4 non-proficiency penalty to attack rolls if you are not proficient.

Proficiency: Firearms (exotic)

[Ranged]

Prerequisites: Proficiency: Firearms (exotic)

Benefit: Choose a weapon type from the following list:

- cannons
- heavy machine guns
- grenade launchers
- rocket launchers

You make attack rolls with the weapon normally.

Normal: Using a weapon without being proficient inflicts a -4 penalty to attack.

Special: You can gain take this feat up to four times. Each time, it applies to one of the weapons in the list, above.

Proficiency: Shields

[Proficiency]

You can wield a shield.

Benefit: You can apply your shield's Defence bonus without any penalties.

Normal: You apply your Equipment Check Penalty to your attack rolls if you are not Proficient.

Proficiency: Weapons (exotic)

[Proficiency]

You are trained with an usual weapon.

Benefit: You can wield one particular exotic weapon?mêlée, ranged, or firearm?without a penalty.

Normal: You apply a -4 non-proficiency penalty to attack rolls if you are not proficient.

Proficiency: Weapons (melee)

[Proficiency]

You are trained with most mêlée weapons.

Benefit: You can wield all mêlée weapons, from daggers to pole arms, without penalty.

Normal: You apply a -4 non-proficiency penalty to attack rolls if you are not proficient.

Proficiency: Weapons (ranged)

[Proficiencies]

You are skilled with conventional ranged weapons.

Benefit: You can use bows/crossbows and thrown weapons (anything from a rock to a throwing axe) with no penalty.

Normal: You apply a -4 non-proficiency penalty to attack rolls if you are not proficient.

Psionic Endowment

[Psionic]

You can endow your manifestations with more concentrated focus.

Benefit: To use this feat, you must expend your psionic focus. You add 1 to the save DC of a psi-power you manifest.

Psionic Meditation

[Psionic]

You can focus your mind faster than normal, even under duress.

Prerequisite: Wis 13, Concentration 7

Benefit: You can take a move action to become psionically focused.

Normal: A character without this feat must take a full-round action to become psionically focused.

Pwned

[Tongue-In-Cheek][Offensive]

You like sneaking up on noobs.

Prerequisite: Stealth 5 ranks

Benefit: You can make a Pwned attack against anyone who fails an Observe check to notice you, or is otherwise unaware of your presence. Pwned attacks grant an extra morale bonus +1d4 to damage because who doesn't love laying the smack on a loser noob?

Pwned Hard

[Tongue-In-Cheek] [Offensive]

Prerequisite: Stealth 5 ranks, Pwned

Benefit: As Pwned, with an additional morale bonus +1d4 to damage (total of +2d4).

Quick Draw

[Combat]

Prerequisite: BA +1

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see Sleight of Hand) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

Quick Sheath

[Combat]

You can sheath your weapon in heartbeat.

Prerequisites: BA +1

You can sheath a sword or holster a firearm with a free action. This does not alter the amount of time it takes to hide a weapon on your person, nor does it apply either a bonus or a penalty to how well you hide it.

Normal: Sheathing or holstering a weapon requires a move action.

Quicken Psi

[Psionic]

You can manifest a psi-power with a moment's thought.

Benefit: To use this feat, you must expend your psionic focus. You can quicken a psi-power. You can perform another action, even manifest another psi-power, in the same round that you manifest a quickened psi-power. You can manifest only one quickened psi-power per round. A psi-power whose manifesting time is longer than 1 round cannot be quickened. Using this feat increases the PP cost by 4 levels. Manifesting a quickened power does not provoke attacks of opportunity.

Quicken Spell

[Mystical]

Benefit: Casting a quickened spell is a free action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 1 full round action cannot be quickened. A quickened spell uses PPs four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

Rapid Reload

[Ranged]

Prerequisite: Proficiency: Firearms *or* Proficiency: Weapons (ranged)

Benefit: Choose one weapon that takes ammunition. The time required for you to reload that weapon lowers by one action step: full-round, standard, move, free, swift. Reloading still provokes an attack of opportunity.

If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full attack action as you could attack if you were using a bow.

Special: You can take this feat multiple times. Each time, it applies to a new ranged weapon that takes ammunition.

Rapid Shot

[Ranged]

Prerequisites: Dex 13, Point Blank Shot

Benefit: You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty. You must use the full attack action to use this feat.

Renown

[General]

Benefit: Your Reputation bonus increases by +3.

Resist Fatigue

[General]

You keep going and going and going...

Prerequisites: Con 15, Endurance

Benefit: Once per session when you would ordinarily become fatigued, you can instead totally ignore the fatigue-causing effect. If it arises from a situation from which there is no immediate relief (thirst, starvation, etc.) then using this feat will delay the onset of fatigue by four hours.

Resistant Powers

[Saves]

Your powers are hard to meddle with.

Benefit: You gain a +4 to Fortitude saves against the effects of all metapowers.

Ride-By Attack

[Vehicles]

Prerequisites: Ride 1, Mounted Combat

Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Scepticism

[Saves]

You have a knack for spotting phantasms.

Prerequisites: Wis 13

Benefit: You get a Competence bonus +4 to resist hallucinations, see through illusions, and the like.

Screeching Halt

[Vehicles]

When you slam on the brakes, you can stop on a dime.

Prerequisites: Drive (any) 5 ranks

Benefit: You get a Competence bonus +4 on Drive checks when you have to stop suddenly or precisely.

Scribe Scroll

[Mystical]

Prerequisite: [Mystical Spellcasting](#) (1st level), Laboratory (Ad)

You can write mystical scrolls.

Benefit: You can create a scroll with any spell that you know. It takes a number of **hours equal to the spell's level + the caster level of the spell**. When you scribe a scroll, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own effective caster level. You make any and all choices about the spell's effects at the time of scribing the scroll.

Scribing a scroll requires a Laboratory (see Chapter 1: Character Creation) and fresh materials, the cost of which is **PDC 15 + spell level + the caster level of the scroll** (whatever you decide to set it at). This cost is in addition to the costs for any and all material components necessary for the spell itself.

Within any given seven-day period, the number of scrolls you can scribe is limited by the total levels worth of spells in them. That number cannot exceed your Constitution modifier times 4. For example, if you have Constitution 18 (+4), then you cannot make more than 12 levels worth of devices in one seven-day period. A single scroll with a 2nd-level spell is two levels worth of spells.

Sharpshooter

[Ranged]

You are skilled at making long-range shots.

Prerequisites: Point-Blank Shot, Precise Shot, Far Shot.

Benefit: You get a Competence bonus +2 to attack rolls you make with ranged weapons at a range of more than 30 feet.

Shield Focus

[Defensive]

You are practised at using shields effectively.

Prerequisites: Proficiency: Shields

Benefit: You get a Circumstance +1 bonus to Defence when you use a shield.

Shield Specialization

[Defensive]

You are particularly adept with a single type of shield.

Prerequisites: Proficiency: Shields, Shield Focus

Benefit: As Shield Focus, with an additional Defence +1 (total +2), and Equipment Penalty -1.

Shot on the Run

[Ranged]

Prerequisites: Dex 13, BA +4, Dodge, Mobility, Point Blank Shot

Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Sidewinder

[Offensive]

You can bend your whip/chain around barriers.

Prerequisite: Dex 13, Proficiency: Weapon (exotic: whip or chain)

Benefit: When you attack with a chain or whip, you ignore shield bonuses and cover bonuses because you can bend the chain around the barrier.

Silent Spell

[Mystical]

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell

uses PPs one level higher than the spell's actual level.

Skill Aptitude

[Skills]

Your capacity to learn a particular skill increases.

Benefit: The **maximum ranks in one of your class skills increases by +3** (i.e., it's now CL +6). You can take this feat multiple times. Each time, it applies either to a new skill or it stacks with an existing Skill Aptitude feat. If you take this feat 5 times in a single skill, then you have no Max Ranks in that skill any more, and you can take as many ranks in it as you can afford.

Normal : Your maximum ranks in a class skill is Level +3.

Sleeper Hold

[Offensive]

You can put opponents to sleep with your grip.

Prerequisites: Str 15, Combat Martial Arts, Improved Grapple

Benefit: If you have successfully initiated a grapple, you can declare that you are beginning a Sleeper Hold. On your next turn, you inflict 1d6 NL, and on the next turn after that, 2d6, until either your opponent breaks the grapple or falls unconscious. You can perform a Sleeper Hold only on creatures with discernible anatomy whose neck is small enough that you can get your arms around it.

Sliding Shot

[Ranged]

You can slide across the ground and just keep shooting!

Prerequisites: Dex 13, Dodge, Point Blank Shot, Mobility, Shot On The Run

Benefit: As part of a full attack action, you can slide or roll along the ground up to half your normal movement distance while taking a full-attack action with a firearm or firearms. You are prone for the duration of this manoeuvre and remain so at the end of it (Defence +4 vs. ranged attacks, Defence -4 vs. mêlée attacks). You do not trigger attacks of opportunity when you use this feat.

Special: Improved Prone Fighting and Light Footed do, indeed, combine with this feat. If you had both feats and executed a Sliding Shot, your Defence during the action would be +1 against ranged attacks and -1 against mêlée attacks, and you could stand up without provoking an attack of opportunity. Pretty sweet, eh?

Snatch

[Offensive]

You're good at grabbing little folks 'cause you're so big.

Prerequisite: Size Huge or larger.

Benefits: You can choose to attempt to start a grapple any time you hit with an unarmed strike. You deal normal damage and start the grapple as a free action, and doing so does not provoke an attack of opportunity. You do not need to make a touch attack to initiate. Instead of moving into your target's space, you pull it into your space (which does not provoke an attack of opportunity). You can move and carry the opponent's weight if you can take the weight.

You can use this feat only against opponents that are at least one size category smaller than you. You can perform the grapple with your whole body or just the attacking limb (e.g., an enlarged hand). If the target is three or more sizes smaller, then you can deal damage to your opponent as per the grapple rules, but without having to roll to attack. If you use only one limb, you take a -20 penalty to your grapple checks, but you are not in the grapple (i.e., no loss of Dexterity to Defence, still threaten an area, use remaining attacks against other opponents, etc.).

You can fling someone you have *snatched* as a free action or use a standard action to throw them using the . If you fling them, they travel 1d6 x 10 feet. They take 1d6 damage per 10 feet of distance: either lateral distance *or* falling damage, whichever is greater (not both).

Normal: Grappling requires that you move into your target's square, that you use all your limbs, that you roll to hit to do damage, and that you are immobilized.

Sniper

[Ranged]

You are trained in shooting from great distances.

Prerequisites: Point Blank Shot, Precise Shot, Dead Aim, Sharpshooter, Sneak Attack Ability

Benefit: You can apply your full sneak attack damage to any successful surprise attack you make with a rifle equipped with a telescopic sight. Such an attack requires that you spend a full round aiming just before the round in which you make the attack.

Normal: You cannot ordinarily make sneak attacks at a range beyond 30 feet.

Speed of Thought

[Psionic]

The energy of your mind energizes the alacrity of your body.

Prerequisite: Wis 13

Benefit: As long as you are psionically focused and not wearing heavy armour, you gain an insight bonus to your speed of 10 feet.

Spell Focus

[Mystical]

Benefit: Choose a school of magic. Add +1 to the DC for all saving throws against spells from the school of magic you select.

Special: You can take this feat multiple times. Each time, it applies to a new school of magic.

Spirited Charge

[Vehicles]

Prerequisites: Ride 1, Mounted Combat, Ride-By Attack.

Benefit: When you are mounted and using the charge action, you add a multiplier to your mêlée weapon.

Split Psionic Ray

[Psionic]

You can affect two targets with a single ray.

Prerequisite: Any other metapsionic feat.

Benefit: To use this feat, you must expend your psionic focus. You can split psionic rays you manifest. The split ray affects any two targets that are both within the power's range and within 30 feet of each other. If the ray deals damage, each target takes as much damage as a single target would take. Using this feat increases the PP cost by 2 levels.

Spring Attack

[Offensive]

Prerequisites: Dex 13, BA +4, Dodge, Mobility

Benefit: You can move both before and after you make an attack with a mêlée weapon, regardless of your mode of movement (run, fly, etc.). This movement does not provoke an attack of opportunity from the defender you attack. You can't use this feat if you are wearing heavy armour. It has no effect on the distance you can travel.

Sprint

[General]

You can channel your inner cheetah.

Prerequisite: Run

Benefit: You can add a number of feet equal to your Strength *or* Dexterity modifier (player's choice, permanent choice) to your speed for 1 round at a time. Every round you Sprint, you must make a Constitution check, starting at DC 10 but increasing +2 every round. If you fail the check, you cannot Sprint again for a number of rounds equal to the number of rounds you spent Sprinting, but you can still Run or take a double-move action.

Stand Still

[Psionic]

You can prevent foes from fleeing or closing.

Prerequisite: Str 13

Benefit: When a foe's movement out of a square you threaten grants you an attack of opportunity, you can give up that attack and instead attempt to stop your foe in his tracks. Make your attack of opportunity normally. If you hit your foe, he must succeed on a Reflex save against a DC of 10 + your damage roll (the opponent does not actually take damage), or immediately halt as if he had used up his move actions for the round. Since you use the Stand Still feat in place of your attack of opportunity, you can do so only a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

Normal: Attacks of opportunity cannot halt your foes in their tracks.

Standing Jump

[Skills]

Physics is for normals.

Prerequisite: Str 13, Jump 5 ranks

Benefit: You can make long jumps and high jumps without a running start. The DC equals the distance in feet.

Normal: When you make a high or long jump, you must have a running start of 20 feet, or else the DC is doubled.

Still Spell

[Mystical]

Benefit: A stilled spell can be cast with no somatic components. Spells without somatic components are not affected. A stilled spell uses PPs one level higher than the spell's actual level.

Strafe

[Ranged]

Prerequisites: Proficiency: Firearms

Benefit: When using a firearm on autofire, the character can affect an area four 5-foot squares long and one square wide (that is, any four squares in a straight line).

Normal: A firearm on autofire normally affects a 10-foot-by-10-foot area.

Streetfighting

[Offensive]

Prerequisites: BA +2, Brawl

Benefit: Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals an extra 1d4 points of damage.

Stunning Fist

[Offensive]

Prerequisites: Dex 13, Wis 13, BA +8, Improved Unarmed Strike

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next action). A stunned character can't act, loses any Dexterity bonus to Defence, and takes a -2 penalty to Defence. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Sucker Punch

[Offensive]

You can put people down when they're not looking

Prerequisites: BA +3, Brawl

Benefit: You automatically score a critical hit if you use Brawl against a Flat-Footed target.

Special: This feat name has been changed from "Knockout Punch" in order to more accurately reflect its true function.

Super Strike

[Offensive]

You can deliver super-powered blows with anything.

Prerequisites: Str 18 *or* Dex 18

Benefit: When you make a mêlée attack with a normal weapon, your attack counts as Super.

Normal: Ability scores of 25 are super.

Super Style

[Skills]

You are a trend-setter.

Prerequisites: Cha 13

Benefit: Once per session per point of Charisma modifier you possess, you can add a +2 circumstance bonus to any Charisma-based skill or ability check in which your outstanding dress sense and force of personality might be used to lend some charm-power.

Supreme Fortitude

[Saves]

You could eat broken glass.

Prerequisites: Con 15, Great Fortitude, Awesome Fortitude

Benefit: As Great Fortitude, with an additional +2 (+6 total).

Supreme Initiative

[Combat]

You react to threats almost before they appear.

Prerequisites: Dex 15, Improved Initiative, Awesome Initiative

Benefit: As Improved Initiative, with an additional +4 (+12 total).

Supreme Knockback

[Offensive]

Your knockbacks put foes in the hospital... and then out the other side.

Prerequisites: Str 25, Power Attack, Improved Knockback, Awesome Knockback

Benefit: As Improved Knockback with an additional +4 (+12 total).

NB: You can apply this feat to the power Energy Attack if you take the Knockback enhancement. You do not need Power Attack or a Strength score of 25.

Supreme Mastercraft

[Skills]

Prerequisite: Intelligence 19, Craft (subtype) 5 ranks, Mastercraft (subtype), Improved Mastercraft

Benefit: Your Mastercraft items have a higher bonus, cost more, take more time to build, and are more difficult to make:

- +4 to relevant skill
- **Weapons:** +3 to attack and damage
- **Protective Gear** : +4 Max Dex and Equipment Penalty as well as +3 to defence
- **Build Time** : x5
- **PDC** : cost of item +4
- **Craft Check** : normal +6

If you fail the Craft check for a Supreme Mastercraft item, but you do make what would be the check for an Awesome, Improved, or basic Mastercraft item, then the item has only the lesser bonus. Sometimes, your work just doesn't turn out quite as well as you'd hoped.

You can take this feat multiple times. Each time, it applies to a Craft subtype to which you already applied Awesome Mastercraft.

Special: You cannot buy Supreme Mastercraft items from retail stores. They are available only through in-game negotiations with specialist craftspeople.

Supreme Reflexes

[Save]

You have reflexes that would shame a mongoose.

Prerequisites: Dex 15, Lightning Reflexes, Awesome Reflexes

Benefit: You get another +2 to Reflex saves (total +6).

Supreme Resistant Powers

[Saves]

Your powers are nigh invulnerable to meddling.

Prerequisite: Resistant Power, Improved Resistant Powers, Supreme Resistant Powers

Benefit: As Resistant Power, with another +4 (total +16).

Supreme Team Player

[Combat]

You have mastered co-operative combat.

Prerequisites: Team Player, Improved Team Player, Awesome Team Player

Benefit: When you Aid Attack and/or Defence, you grant your standard bonus (+4 or +6), and you grant an additional +2 for every five points by which you beat the DC.

Normal: You grant only a +2 (or +4, or +6).

Supreme Weapon Focus

[Offensive]

Prerequisite: BA +12, Weapon Focus, Improved Weapon Focus, Awesome Weapon Focus,

Benefit: You get an additional +1 to attack and +2 to damage with the weapon you chose for Weapon Focus, for a total of +4/+8.

Supreme Will

[Save]

You're even more stubborn than a grumpy house cat.

Prerequisites: Wis 15, Iron Will, Awesome Will

Benefit: You get an additional +2 bonus to all Will saves (for a total bonus of +6).

Surface Vehicle Operation

[Vehicles]

Prerequisite: Drive 4

Benefit: Select a class of surface vehicle (heavy wheeled, powerboat, sailboat, ship, or tracked). The character is proficient at operating that class of vehicle.

The heavy wheeled class includes all kinds of semi-trucks and tractor-trailers, as well as wheeled construction vehicles (such as earth movers) and wheeled armoured vehicles (such as some armoured personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Sailboats are wind-powered water vessels. Ships are large, multi-crewed water vessels. Tracked vehicles include bulldozers and tanks and other military vehicles.

The character takes no penalty on Drive checks or attack rolls made when operating a surface vehicle of the selected class.

Normal: Characters without this feat take a -4 penalty on Drive checks made to operate a surface vehicle that falls under any of these classes, and to attacks made with vehicle weapons. There is no penalty when you operate a general-purpose surface

vehicle.

Special: A character can gain this feat as many as five times. Each time the character takes the feat, he or she selects a different class of surface vehicle.

Surgery

[Skills]

Prerequisite: Treat Injury 4

Benefit: You can use the Treat Injury skill to perform surgery without penalty. See the Treat Injury skill description.

Normal: Without this feat, you take a -4 penalty on Treat Injury checks to perform surgery.

Swift Healing

[General]

You bounce back from injury faster than normal.

Prerequisites: Con 13, Toughness

Benefit: You heal an additional number of Hit Points per day equal to your Constitution modifier.

Normal: Ordinarily, you heal one hit point per day per character level.

Swift Power Point Recovery

[General]

You regain power points faster than normal.

Benefit: You recover 2PPs per character level every six hours of regular activity and 4PPs of total rest (lying down, not fighting, not concentrating, not spell-casting, etc.).

Normal: You ordinarily recover a number of PPs equal to your character level every six hours.

Tackle

[Offensive]

You've got a little NFL in you.

Prerequisite: Str 13, Power Attack

Benefit: You can combine a trip, a grapple, and an unarmed strike into a single attack in which, if you're successful, you drag your target to the ground as well as causing damage. You must move at least 20 ft. before you tackle your target, at which

point you resolve all three attacks separately: strike, trip, and grapple. The tackle itself does not provoke an attack of opportunity, but moving through a threatened square still can. The strike must hit the target's touch defence in order for you to attempt the trip and grapple, but it doesn't have to hit for damage. The individual attempts are otherwise unrelated to each other, so you can lose the grapple but succeed at the trip or vice-vice.

Normal: You'd have to make all three of these attacks as separate attack actions.

Tactical Nudity Advantage

[Tongue-In-Cheek] [Defensive]

Clothes only slow you down.

Benefit: Once per game session, you can utterly **destroy your costume and/or armour** (rip it to shreds, burst out of it, cut it off with your weapon, etc.) leaving only strategically placed scraps for the sake of your dignity. The costume is permanently destroyed.

When you activate this feat, you gain a **Awesome bonus +4 to your Defence** on top of whatever bonus your costume might have offered when it was still intact. This bonus lasts a **number of rounds equal to your Charisma bonus + 2**. At the end of this time, the Awesome effect wears off and you lose the +4 awesome bonus as well as any Defence bonuses you might have received from your costume.

You can **voluntarily destroy your costume as a move action**, or you can activate this feat when someone attacks you in such a way that would logically destroy your costume (e.g., an explosion, being burned, a particularly nasty attack; GM has final say on whether the attack would destroy the costume). In this latter case, you can **reactively activate the feat as an immediate action**, directly after the costume is destroyed, even if it's not your turn.

Team Breaker

[Defensive]

You are trained to fight people working in groups.

Prerequisites: BA +4, Dex 13, Int 13, Combat Reflexes

Benefit: Whenever an opponent uses Aid Attack/Defence against you in mêlée, you get an attack of opportunity against either the one who's Aiding or the one being Aided (player's choice).

Special: This feat does not allow you to make more attacks of opportunity than you normally can.

Team Player

[Combat]

You are trained in team-based combat.

Benefit: When you Aid Attack or Aid Defence you grant a Circumstance bonus +4 to attack or Defence. If the character you Aid also has the Team Player feat, then you grant a +6 instead of the normal +4.

Normal: Aid Attack/Defence ordinarily confers only a +2.

Technobabble

[Tongue-In-Cheek] [Verbal]

Your muttering helps you concentrate.

Prerequisite: Intelligence 13

Benefit: You gain a Awesome bonus +4 to skills you make to build, repair, or study a technological device, provided that you (the player) can ad-lib a vaguely believable load of cockamammie nonsense before you make the roll. You can blither about "reversing the polarity of the neutron flow" or "rerouting the power conduits through the tertiary containment systems" or whatever. These essentially meaningless geek-mantras help you concentrate. This does not add any time to your skill check. You (the character) actually mumble while you work.

Third Hand

[General]

You can snag objects and protrusions.

Prerequisites: Dex 13, Proficiency: Weapon (exotic: whip or chain), Entangle, Improved Entangle

Benefit: Your whip/chain is now a "third hand." With it, you can perform two additional useful tricks.

First, if you fall or are pushed from a height, you can make a Reflex check, DC 15, to snag an available outcropping or protrusion and thus halt your fall. There must be something to wrap your weapon around, of course, and the GM has final say as to whether it can take your weight. You can attempt to snag a person, but that person must be strong enough to support your weight or be tied firm to something that can.

Second, if you perform the disarm manoeuvre, you can use a move action to flip the disarmed weapon or object into any square within your weapon's reach, including your own, in which case you can deposit it into your own hands (assuming you have enough hands free to hold the object). You can drop an object or weapon as a free action in order to free up a hand to catch the disarmed weapon.

Toughness

[General]

You are as tough as a concrete wall.

Prerequisites: Con 15

Benefit: You permanently gain +5 HPs.

Special: You can this feat multiple times. Its effects stack.

Track

[Skills]

Benefit: To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on the table below:

Surface	Track DC
Very Soft	DC 5
Soft	DC 10
Firm	DC 15
Hard	DC 20

- **Very Soft:** Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.
- **Soft:** Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the quarry leaves frequent but shallow footprints.
- **Firm:** Most normal outdoor or exceptionally soft or dirty indoor surfaces. The quarry might leave some traces of its passage, but only occasional or partial footprints can be found.
- **Hard:** Any surface that doesn't hold footprints at all, such as bare rock, concrete, metal decking, or indoor floors. The quarry leaves only traces, such as scuff marks. If the character fails a Survival check, he or she can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Condition	Modifier
Every three targets in the group being tracked	DC -1
Target's Size ¹	DC +8
Fine	DC +8
Diminutive	DC +4
Tiny	DC +2
Small	DC +1
Medium	DC +0
Large	DC -1
Huge	DC -2
Gargantuan	DC -4
Colossal	DC -8
Ginormous	DC -16
Every 24 hours since the trail was made	DC +1
Every hour of rain since the trail was made	DC +1
Fresh snow cover since the trail was made	DC +10
Visibility ²	-
Overcast or moonless night	DC +6
Moonlight	DC +3
Fog/Precipitation	DC +3
Tracked target hides trail (and moves at 1/2 speed)	DC +5

1. For a group of mixed sizes, apply only the modifier for the largest size category represented.
2. Apply only the largest modifier from this category.

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: Without this feat, you can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage using the DCs given above, but you can't use Search to follow tracks, even if someone else has already found them.

Special: This feat does not allow you to find or follow the tracks made by a subject of a pass without trace spell.

Turnabout Defence

[Combat]

You give your opponents a taste of their own medicine.

Prerequisites: Dex 13, Int 13, Combat Expertise, Improved Disarm

Benefit: Whenever you disarm an opponent in mêlée and take their weapon away, you get an attack of opportunity against that opponent using the stolen weapon. In order to use this feat, you must have at least one hand free.

Special: This does not allow you to make more attacks of opportunity than you are normally allowed to.

Twin Psi

[Psionic]

You can manifest a power simultaneously with another power just like it.

Benefit: To use this feat, you must expend your psionic focus. You can twin a power. Manifesting a power altered by this feat causes the power to take effect twice on the area or target, as if you were simultaneously manifesting the same power two times on the same location or target. Any variables in the power (such as duration, number of targets, and so on) are the same for both of the resulting powers. The target experiences all the effects of both powers individually and receives a saving throw (if applicable) for each. In some cases, such as a twinned psionic charm, failing both saving throws results in redundant effects (although, in this example, any ally of the target would have to succeed on two dispel attempts to free the target from the charm effect). Using this feat double the PP cost.

Two-Weapon Defence

[Defensive]

Prerequisites: Dex 15, Two-Weapon Fighting.

Benefit: When you wield a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +2 shield bonus to your Defence. When you Fight Defensively or use the Total Defence action, this shield bonus increases to +4.

Special: You can take this feat multiple times if you have more than two limbs. The feat's bonus increases by +2 for every additional off-hand weapon you wield (e.g., with two off-hand weapons, you get a +4 shield bonus).

Two-Weapon Fighting

[Offensive]

You are skilled at fighting with more than one weapon

Prerequisite: Dex 15

Benefit: This feat reduces your attack penalties for fighting with double-weapons or more than one weapon. With this feat, the penalties are **-4 to both hands** (primary and off-hand). It reduces your penalties to **-2 on both hands if your off-hand weapon is "light."** This feat applies equally to **mêlée and thrown weapons** but not projectile weapons (bows, firearms, etc.).

Special: You can take this feat multiple times if you have more than two limbs. Each time, it **applies to a new off-hand limb** (e.g., if you have four arms, you can apply this feat to all three of your off-hands).

Normal : Two-Weapon Fighting applies a penalty of -6 to the primary hand and -10 to the off-hand, or -4 and -8 if the off-hand weapon is "light."

Unbalance Opponent

[Defensive]

Prerequisites: BA +6, Defensive Martial Arts

Benefit: During the character's action, the character designates an opponent no more than one size category larger or smaller than the character. That opponent doesn't get to add his or her Strength modifier to attack rolls when targeting the character. (If the opponent has a Strength penalty, he or she still takes that penalty.) The opponent's Strength modifier applies to damage, as usual. The player can select a new opponent on any action.

Unconditional Psi

[Psionic]

Disabling conditions do not hold you back.

Benefit: To use this feat, you must expend your psionic focus. Your mental strength is enough to overcome some otherwise disabling conditions. You can manifest an unconditional psi-power when you are dazed, confused, nauseated, shaken, or stunned. Only personal psi-powers and psi-powers that affect your person can be manifested as unconditional psi-powers. Using this feat increases the PP cost by 4 levels.

Unshakable

[Saves]

You don't spook easily.

Benefit: You get Competence bonus +4 to resist fear, horror, and demoralisation (e.g., *Charm Person* or *Charismatic Aura*, as well as *Imposing Presence*, *Scare Tactics*, or *Bombastic Aura*). In the case of numerical effects, like *Bombastic Aura*, you ignore 4 points worth of the effect.

Vehicle Dodge

[Vehicles]

You aced your driver's exam.

Prerequisites: Dex 13, Drive 5 ranks

Benefit: While driving, your vehicle gets a Dodge bonus +2 to Defence. This bonus applies to attacks against the vehicle.

Vehicle Focus

[Vehicle]

You have a significant affinity for a single type of vehicle.

Prerequisite: Drive 5 ranks

Benefit: With one specific make and model of automobile (player's choice), you get a +1 competence bonus to all Drive, Repair, and Craft checks. In addition, when you drive that vehicle, you grant it Defence +1 as a competence bonus.

Special: You can take this feat multiple times. Each time, it applies to a different make and model.

Verbal Riposte

[Tongue-In-Cheek] [Verbal]

You can cut witty folks down to size.

Prerequisite: Charisma 15, One-Liner

Benefit: If and when an opponent uses a verbal feat (Battle Cry, One-Liner, Technobabble, Mumbo-Jumbo, or New-Age Nonsense) you can attempt to ad-lib a witty retort to cancel the effect. You must make an opposed Diplomacy test with your opponent, and of course you must actually come up with something witty to say. GMs are encouraged to grant circumstance modifiers for particularly witty remarks. Using Verbal Riposte requires an immediate action, which means you can use it during someone else's round. You can also use Verbal Riposte on a Verbal Riposte, in which case you can cancel the attempt to cancel your effect. You get only 1 immediate action per round, so you can counter a Verbal Riposte only once.

Example : Razor Shark attempts to use his Battle Cry, "I'm gonna eat ya!" on a group of heroes, which would normally imbue a Bogus penalty -2 on them, but the Glib Gladiator uses Verbal Riposte, "It'll be hard to eat once we've knocked out your teeth!" Shark and Gladiator roll opposed Diplomacy tests and Gladiator wins, which would cancel the Battle Cry's effects, but Shark returns with another Verbal Riposte, "Sharks have three rows of teeth!" and negates the Gladiator's attempt to cancel the Battle Cry's effect. The hero takes a -2 Bogus penalty.

Walloping Strike

[Offensive]

Prerequisite: BAB +7, Focused Strike, Powerful Strike

Benefit: You can sacrifice an interative attack and its BAB to a damage roll that you make in that round for the purposes of determining [Knockback](#). You must declare your intention to do so before you attack, and you can apply this bonus to only one attack at once. For example, if you had BA +7/+2, you could choose to make a single attack at +7 and increase your Knockback roll by +2.

Wariness

[Saves]

You can keep yourself on your toes when danger looms.

Prerequisites: Wis 13, Observe 5 ranks

Benefit: You can trade a standard action for a Competence bonus +2 to all your saving throws until your next round. The effects of this feat wear off at the start of your next turn.

Weapon Familiarity

[Offensive]

You have practised with a variety of weapons.

Prerequisite: 3 proficiencies (either *mêlée* or ranged)

Benefit: You take only a Competence penalty -2 (incompetence, really) when you wield a weapon with which you are not proficient. You can take this feat twice. Each time, it applies to either *mêlée* weapons or ranged weapons.

Normal: You take a -4 penalty when you wield a weapon with which you are not proficient.

Weapon Finesse

[Offensive]

Prerequisite: BA +1

Benefit: With a light weapon, rapier, whip, or spiked chain made for someone of your size category, you can use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armour check penalty applies to your attack rolls.

Special: Natural weapons are always light weapons.

Weapon Focus

[Offensive]

Prerequisite: Proficiency

Benefit: You get a Competence bonus +1 to attack and +2 to damage with one kind of weapon (e.g., revolver, quarterstaff, heavy rifle, light sabre, etc.) in which you are proficient.

Weapon Parry

[Defensive]

The best offence is also a pretty good defence.

Prerequisite: BA +4, Proficiency, Weapon Focus

Benefit: When you have your Focused weapon drawn and in-hand, you get a Shield bonus +2. You can apply this feat only to mêlée weapons, including improvised mêlée weapons or ranged weapons that you can wield as mêlée weapons (e.g., pistol whip, bayonet, etc.). You can apply this feat to Unarmed Strikes. You cannot be flat footed to use this feat.

Weapon Speed

[Combat]

Prerequisite: BA +4, Proficiency, Weapon Focus

Benefit: When you have your Focused weapon drawn and in-hand, you get a +8 on Initiative rolls. This bonus stacks with Improved Initiative.

Whirlwind Attack

[Offensive]

Prerequisites: Dex 13, Int 13, BA +4, Combat Expertise, Dodge, Mobility, Spring Attack

Benefit: When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

Widen Psi

[Psionic]

You can increase the area of your powers.

Benefit: To use this feat, you must expend your psionic focus. You can alter a burst, emanation, line, or spread-shaped power to increase its area. (Psi-powers that do not have an area of one of these four sorts are not affected by this feat.) Any numeric measurements of the psi-power's area increase by 100%. Using this feat increases the PP cost by 3 levels.

Widen Spell

[Mystical]

Benefit: You can alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell uses PPs three levels higher than the spell's actual level. Spells that do not have an area of one of these four sorts are not affected by this feat.

Will to Live

[Saves]

You laugh in the face of death! Ha ha! (like that)

Benefit: You get a Competence bonus +4 to any saving throw made to resist instant death, including saves against death attacks and death from massive damage.

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