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## Feats

The mechanics of feats are nearly unchanged in *Phoenix*: you **get 2 at first level and then 1 every 3 levels thereafter**. In addition, you can also [buy the Feats ad](#) (i.e., 2cp per feat).

The [Feat Table](#), below and in the Tables menu (at right), lists all the feats from the SRDs, which includes everything from *D&D* and *d20 Modern* as well as some from *The Complete Psionics Handbook*. Some of the psionic feats were removed because they don't fit the tone of this game. We have also **removed all feats that grant a flat +2 to two related skills** because you can simply [buy skill points](#) (1CP for 4 skill points), and you can take [Skill Aptitude](#) to raise your maximum ranks.

We've also **raised the power level** of a lot of the old feats, and there is also exactly one metric crap-tonne of **new feats** that are unique to *Phoenix*. These new feats are more powerful than standard feats so that you can perform the death-defying and often physically-impossible stunts that superheroes do. For example, [Dodge](#) grants a +2 to Defence instead of a +1, and [Weapon Focus](#) grants attack +1 and damage +2 instead of just attack +1.

You are free to introduce any other feats from any other expansion books into your games, of course, but we recommend that you double-check to make sure that whatever you import into *Phoenix* isn't already there under a different name or a slightly altered form.

### F/X Feats

All Psionic feats have a prerequisite of either Wild Talent or the power *Psionic Manifestation*. On the [Feat Table](#), Psionic and Metapsionic feats are marked with a P. Please note that not *all* the psionic feats from the SRDs were included. A selection, chosen for their appropriateness to this game system, are listed here. Your GM might allow you to take other Psionic feats, but you shouldn't count on it.

**Metamagic and metapsionic feats increase the activation cost of spells/psi-powers by a factor of one more rank's worth of power points.** For example, Quickening a spell or psi-power costs +4 ranks, so it adds 12PPs to the activation for a spell (3PPs per level) or 16PPs for a psi-power (4PPs per level).

### Tongue-In-Cheek Feats

At the end of the regular feats is a section of feats that are either **specific to the superhero genre, specific to some other genre, or just a little on goofy side**. GMs and players should read over those feats with some care and agree, as a group, to either use them or not. Some of them require a relaxed attitude towards fixed rules and a willingness to embrace a little bit of silliness. Some of them require familiarity with some of the sillier tropes of superhero comics. If you read through those feats and roll your eyes, then you probably shouldn't use them. If you read through them and snicker uncontrollably, then you could probably have a lot of fun with them.

- [Tongue-in-Cheek Feats Table](#)

### Feat Groups

In *Phoenix*, feats belong to [Feat Groups](#). This arrangement helps with organization and class design because you get access to three Feat Groups for your bonus feats. The groups are: Defensive, Combat, Offensive, Ranged, General, Mystical, Proficiencies, Psionic, Saves, Skills, Supertech, Tongue-in-Cheek, Vehicle.

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## Feat Table

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

| Feat  | Prerequisites                        | Benefit  |
|---|--------------------------------------|--|
| <a href="#">Action Hero</a>                     |                                      | Convert 4PPs to 1AP  |
| <a href="#">Aerobatics</a>                      | Tumble 4                             | Tumble +4 in the air   |
| <a href="#">Aircraft Operation</a>              | Pilot 4                              | No -4 penalty on Pilot checks or attack rolls with selected aircraft   |
| <a href="#">Anti-Vehicle Specialty</a>          |                                      | attack +2 vs. vehicles, damage to vehicles +1d6  |
| <a href="#">Improved Anti-Vehicle Specialty</a> | Anti-Vehicle Specialty               | Additional attack +2 vs. vehicles (total +4), addition +1d6 damage (total +2d6), double critical threat range vs. vehicles |
| <a href="#">Astroatics</a>                      | Dex 13, Tumble 4                     | No attack/skill penalties in zero gravity  |
| <a href="#">Augment Summoning</a>               | Spell Focus (conjuration)            | Summoned creatures gain +4 Str, +4 Con   |
| <a href="#">Blind Fight</a>                     |                                      | Re-roll miss chance for concealment in mêlée   |
| <a href="#">Blind Shot</a>                      | Wis 13, Blind Fight                  | Re-roll miss chance for concealment with ranged weapons  |
| <a href="#">Brawl</a>                           |                                      | unarmed attacks +1, 1d6 NL + Str bonus   |
| <a href="#">Improved Brawl</a>                  | BA +3, Brawl                         | unarmed attacks +2, 1d8 NL + Str bonus   |
| <a href="#">Improved Grapple</a>                | Dex 13, Brawl                        | grapple checks +4; no attack of opportunity  |
| <a href="#">Agile Wrestling</a>                 | Dex 13, Brawl, Improved Grapple      | Dexterity bonus to all grapple checks  |
| <a href="#">Break Hold</a>                      | Brawl, Improved Grapple              | +4 to escape a grapple (Escape Artist or Strength)   |
| <a href="#">Sleeper Hold</a>                    | Str 15, Brawl, Improved Grapple      | Increasing NL in grapple until unconsciousness   |
| <a href="#">Sucker Punch</a>                    | BA +3, Brawl                         | auto-crit using Brawl against flat-footed target   |
| <a href="#">Improved Sucker Punch</a>           | BA +6, Brawl, Sucker Punch           | as Sucker Punch, but crit is x3  |
| <a href="#">Streetfighting</a>                  | BA +2, Brawl                         | +1d4 damage once per round with unarmed attack   |
| <a href="#">Improved Feint</a>                  | BA +2, Int 13, Brawl, Streetfighting | Feint in combat as move action   |
| <a href="#">Chaotic Mind</a>                    | Cha 15                               | People with insight bonuses cannot use them to affect you  |
| <a href="#">Chemical Resistance</a>             | Con 13                               | Save vs. drugs and poisons +4  |
| <a href="#">Cloak Dance</a>                     | Stealth 10, Perform (dance) 2        | Expend move action for concealment, full-round action for total concealment  |
| <a href="#">Cloakfall</a>                       | Dex 13                               | Subtract 10 ft. from falling damage when wearing cape/cloak  |
| <a href="#">Combat Casting</a>                  |                                      | Concentration +4 to cast or manifest defensively   |
| <a href="#">Improved Combat Casting</a>         | Combat Casting                       | Additional Concentration +4 (total +8)   |
| <a href="#">Combat Diagnosis</a>                | Wis 13                               | Estimate your opponent's remaining HPs   |
| <a href="#">Combat Driving</a>                  | Drive 5                              | vehicle-mounted weapon attacks +4 while driving  |

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| <a href="#">Combat Expertise</a>             | Int 13  | Trade attack bonus for Defence bonus, maximum +/- 5      |
| <a href="#">Improved Combat Expertise</a>    | Int 13, Combat Expertise  | Trade attack bonus for Defence bonus, maximum +/- 10     |
| <a href="#">Awesome Combat Expertise</a>     | Int 13, Combat Expertise, Improved Combat Expertise                     | Trade attack bonus for Defence bonus, maximum +/- 20     |
| <a href="#">Improved Disarm</a>              | Int 13, Combat Expertise  | disarm +4, no attack of opportunity                      |
| <a href="#">Turnabout Attack</a>             | Dex 13, Int 13, Combat Expertise, Improved Disarm                       | Free Attack of Opportunity when you successfully disarm  |
| <a href="#">Improved Trip</a>                | Int 13, Combat Expertise  | trip +4; no attack of opportunity                        |
| <a href="#">Light Knockback</a>              | Dex 15, Int 13, Combat Expertise  | Avoid knocking opponents back                            |
| <a href="#">Precise Strike</a>               | Int 13, Combat Expertise  | Avoid doing mêlée damage to buildings                    |
| <a href="#">Precise Sunder</a>               | Int 13, Combat Expertise  | Sunder with ranged and blunt weapons                     |
| <a href="#">Combat Martial Arts</a>          | BA +1   | 1d4 + Str for HP or NL damage, considered "armed"        |
| <a href="#">Back-Roll Throw</a>              | BA +2, Combat Martial Arts  | throw attack +2 vs. failed charge or bull rush           |
| <a href="#">Blinding Strike</a>              | Dex 13, BA +4, Combat Martial Arts                                      | Blind opponent's with an unarmed strike                  |
| <a href="#">Improved Combat Martial Arts</a> | BA +4, Combat Martial Arts  | Unarmed strike threatens critical hit on 19 or 20        |
| <a href="#">Advanced Combat Martial Arts</a> | BA +8, Combat Martial Arts, Improved Combat Martial Arts                | Unarmed strike critical hit deals x3 damage              |
| <a href="#">Improved Unarmed Damage</a>      | BA +1, Combat Martial Arts  | Increases unarmed strike damage die/dice                 |
| <a href="#">Pressure-Point Attack</a>        | Dex 13, Combat Martial Arts   | Attack +1, Defence -2, 1d6 rounds                        |
| <a href="#">Crippling Blow</a>               | Str 13, Dex 15, Combat Martial Arts, Pressure-Point Attack              | Strength or Dexterity -1                                 |
| <a href="#">Stunning Fist</a>                | Dex 13, Wis 13, BA +8, Combat Martial Arts                              | Unarmed strike stuns opponent                            |
| <a href="#">Combat Pilot</a>                 | Pilot 5   | attack +2 with vehicle-mounted weapons                   |
| <a href="#">Combat Reflexes</a>              |   | Attacks of opportunity equal to your Dexterity modifier  |
| <a href="#">Improved Combat Reflexes</a>     | Dex 21, Combat Reflexes   | Unlimited attacks of opportunity                         |
| <a href="#">Cross Trained</a>                |   | Make two cross-class skills class skills                 |
| <a href="#">Damage Threshold, Improved</a>   |   | Add Con score to current massive damage threshold        |
| <a href="#">Daredevil Driver</a>             | Drive 5   | Drive +4 in situations of immediate risk                 |
| <a href="#">Daredevil Pilot</a>              | Pilot 5   | Pilot +4 in situations of immediate risk                 |
| <a href="#">Daring Escape</a>                |   | +4 to escape a dangerous situation                       |
| <a href="#">Deadly Precision</a>             | Dex 15, BA +8, Sneak Attack   | Re-roll 1's on sneak attack damage                       |
| <a href="#">Defensive Martial Arts</a>       |   | Dodge +2 against mêlée attacks                           |
| <a href="#">Combat Throw</a>                 | Defensive Martial Arts  | Str/Dex checks +2 on trips and grapples                  |
| <a href="#">Improved Combat Throw</a>        | BA +3, Defensive Martial Arts, Combat Throw                             | Free trip attack when opponent misses you                |
| <a href="#">Elusive Target</a>               | Dex 13, Defensive Martial Arts  | While you're in mêlée, ranged attacks -4 against you     |
| <a href="#">Unbalance Opponent</a>           | BA +6, Defensive Martial Arts   | Opponent receives no Str bonus to attack, only to damage |
| <a href="#">Deflect Arrows</a>               | Defensive Martial Arts  | Deflect 1 ranged attack per round                        |
| <a href="#">Snatch Arrows</a>                | Defensive Martial Arts, Deflect Arrows                                  | Catch a deflected ranged attack                          |
| <a href="#">Improved Deflect Arrows</a>      | Dex 15, Defensive Martial Arts, Deflect Arrows                          | Deflect as many arrows as you have hands                 |
| <a href="#">Infinite Deflect Arrows</a>      | Dex 21, Defensive Martial Arts, Deflect Arrows, Improved Deflect Arrows | Deflected an unlimited number of arrows                  |
| <a href="#">Dodge</a>                        | Dex 13  | Dodge +2 to against designated opponent                  |
| <a href="#">Agile Riposte</a>                | Dex 13, Dodge   | Attack of opportunity when opponent                      |

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|--|---|--|
| <a href="#">Infighter</a>                      | Dex 13, Dodge   | misses in mêlée  |
| <a href="#">Mobility</a>                       | Dex 13, Dodge   | Attacks of opportunity against you -2<br>+4 dodge bonus to Defence against some attacks of opportunity |
| <a href="#">Spring Attack</a>                  | BA +4, Dex 13, Dodge, Mobility  | Move before and after a mêlée attack   |
| <a href="#">Multi-Spring</a>                   | BA +4, Dex 13, Dodge, Mobility, Spring Attack   | Multiple spring attacks (requires <a href="#">Bonus Actions</a> )                                      |
| <a href="#">Whirlwind Attack</a>               | Dex 13, Int 13, BA +4, Combat Expertise, Dodge, Mobility, Spring Attack                           | One mêlée attack against each opponent within reach  |
| <a href="#">Improved Whirlwind Attack</a>      | Dex 21, Int 13, BA +4, Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack         | Make a Whirlwind Attack as a standard action   |
| <a href="#">Drive-By Attack</a>                |   | No speed penalty when attacking from a moving vehicle  |
| <a href="#">Endurance</a>                      |   | +4 on various Constitution/Fortitude checks  |
| <a href="#">Improved Endurance</a>             | Con 13, Endurance   | Additional +4 to checks related to Endurance   |
| <a href="#">Diehard</a>                        | Con 13, Endurance   | Remain conscious at -1 to -9 hp  |
| <a href="#">Resist Fatigue</a>                 | Con 15, Endurance   | Ignore fatigue effect, once per session  |
| <a href="#">Environmental Combat Specialty</a> | BA +1   | +1 attack and +1 doge bonus in one, particular environment   |
| <a href="#">Favoured Enemy</a>                 |   | attack +2, damage +4 vs. one type of creature  |
| <a href="#">Favoured Enemy Focus</a>           | Favoured Enemy  | additional +2 (+4 total), double critical threat range   |
| <a href="#">Field Commander</a>                | Cha 13  | Reposition your teammates on the battlefield   |
| <a href="#">Great Fortitude</a>                |   | +2 on Fortitude saves  |
| <a href="#">Awesome Fortitude</a>              | Con 13, Great Fortitude   | Additional +2 on Fortitude saves (+4 total)  |
| <a href="#">Supreme Fortitude</a>              | Con 15, Great Fortitude, Awesome Fortitude  | Additional +2 on Fortitude saves (+6 total)  |
| <a href="#">Frightful Presence</a>             | Cha 15, Intimidate 9 ranks  | Foes can become <i>shaken</i> (Will save negates)  |
| <a href="#">Heightened Immune System</a>       |   | +4 to Fortitude saves vs. pathogens  |
| <a href="#">Heroic Intervention</a>            | Dex 13  | Switch places with threatened comrade  |
| <a href="#">Heroic Surge</a>                   |   | Extra move or attack action  |
| <a href="#">Hidden Power</a>                   |   | +4 Power Points  |
| <a href="#">Holdout</a>                        | Stealth 5   | +10 to Stealth objects about your person   |
| <a href="#">Home Turf Advantage</a>            |   | +2 to Gather Information, Knowledge (local), and Stealth in your city                                  |
| <a href="#">Hostile Mind<sup>P</sup></a>       | Cha 15  | Cause 2d6 damage to attempts to use discipline (telepathy) against you                                 |
| <a href="#">Hotshot</a>                        |   | +1 to attack with vehicle-mounted weapons systems  |
| <a href="#">Improvised Throwing, Improved</a>  | Dex 13, Improvised Weapons Proficiency  | Ignore 4 Range Increments worth of attack penalties  |
| <a href="#">Awesome Improvised Throwing</a>    | Dex 13, Improvised Weapons Proficiency, Improved Improvised Throwing                              | Ignore an additional 4 Range Increments (8 total)  |
| <a href="#">Supreme Improvised Throwing</a>    | Dex 13, Improvised Weapons Proficiency, Improved Improvised Throwing, Awesome Improvised Throwing | Ignore an additional 4 Range Increments (12 total)   |

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| <a href="#">Improved Counterspell</a>    |  | Counterspell with a spell of same school   |
| <a href="#">Improved Critical Range</a>  | BA +8, Proficiency   | Double threat range of weapon  |
| <a href="#">Improved Critical Damage</a> | BA +8, Proficiency, Improved Critical Range                                    | Add x2 to your critical damage   |
| <a href="#">Improved Initiative</a>      |  | +4 bonus on initiative checks  |
| <a href="#">Combat Nerves</a>            | Dex 13, BA +4, Improved Initiative   | Roll 2d20s for initiative, choose the highest  |
| <a href="#">Dire Charge</a>              | Dex 21, BA +8, Improved Initiative   | Make a full attack when charging   |
| <a href="#">Awesome Initiative</a>       | Dex 13, Improved Initiative  | Additional +4 to initiative checks (total +8)  |
| <a href="#">Supreme Initiative</a>       | Dex 15, Improved Initiative, Awesome Initiative                                | Additional +4 to initiative checks (total +12)   |
| <a href="#">Improved Swinging</a>        | Dex 13   | +4 to Tumble and Jump checks related to swinging   |
| <a href="#">Improved Staple</a>          |  | +4 on Staple attacks, improved range, increased Strength check DC                                    |
| <a href="#">Combat Swinging</a>          | Dex 13, Improved Swinging  | Retain Dexterity and dodge bonuses while swinging.   |
| <a href="#">Inquisitor<sup>P</sup></a>   | Wis 13   | Expend psi focus, +10 bonus to Sense Motive check to oppose Bluff                                    |
| <a href="#">Iron Will</a>                |  | +2 on Will saves   |
| <a href="#">Awesome Will</a>             | Wis 13, Iron Will  | Additional +2 to Will saves (total +4)   |
| <a href="#">Supreme Will</a>             | Wis 15, Iron Will, Awesome Will  | Additional +2 to Will saves (total +6)   |
| <a href="#">Lab Magic Mastery</a>        | <a href="#">Mystic Spellcasting</a> (3rd-level Spells), Ad: Laboratory         | +4 competence bonus to Spellcraft while in your laboratory   |
| <a href="#">Last Desperate Trick</a>     |  | Extra use of one "once per day/session" special ability  |
| <a href="#">Legendary Climber</a>        | Dex 21, Climb 20   | Ignore speed penalties for climbing  |
| <a href="#">Lethal Hurling</a>           | Str 15, Dex 13, BA +2, Proficiency   | +2 to damage with thrown weapons   |
| <a href="#">Light-Footed</a>             | Dex 13   | Stand up from prone as a free action   |
| <a href="#">Lightning Reflexes</a>       |  | +2 on Reflex saves   |
| <a href="#">Awesome Reflexes</a>         | Dex 13, Lightning Reflexes   | Additional +2 to Reflex saves (total +4)   |
| <a href="#">Supreme Reflexes</a>         | Dex 15, Lightning Reflexes, Awesome Reflexes                                   | Additional +2 to Reflex saves (total +6)   |
| <a href="#">Low Profile</a>              |  | Reduce Reputation by 3   |
| <a href="#">Low-Light Vision</a>         |  | Double range of sight in low-light conditions  |
| <a href="#">Mastercraft</a>              | Int 13, Craft (any) 5  | equipment bonus +1; weapons attack +1; armour/shields Max Dex/Equipment Penalty +1                   |
| <a href="#">Improved Mastercraft</a>     | Int 15, Craft (any) 5, Mastercraft   | equipment bonus +2; weapons attack/damage +1; armour/shields Max Dex/Equip Penalty +2, defence +1    |
| <a href="#">Awesome Mastercraft</a>      | Int 17, Craft (any) 5, Mastercraft, Improved Mastercraft                       | equipment +3; weapons attack/damage +2; armour/shields Max Dex/Equip Penalty +3, defence +2          |
| <a href="#">Supreme Mastercraft</a>      | Int 19, Craft (any) 5, Mastercraft, Improved Mastercraft, Advanced Mastercraft | equipment bonus +4; weapons attack/damage +3; armour/shields Max Dex/Equip Penalty +4 and defence +4 |
| <a href="#">Mental Leap<sup>P</sup></a>  | Str 13, Jump 5   | Expend psi focus, +10 bonus to Jump check  |
| <a href="#">Merciful Mauler</a>          |  | No penalty for using mêlée weapons to cause NL   |
| <a href="#">Mercy Blow</a>               |  | Non-lethal coup de grace   |
| <a href="#">Mounted Combat</a>           | Ride 1   | Negate hits to the mount with a Ride check   |

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| <a href="#">Mounted Shot</a>               | Mounted Combat   | Half penalty for ranged attacks while mounted  |
| <a href="#">Ride-By Attack</a>             | Mounted Combat   | Move before and after a mounted charge   |
| <a href="#">Spirited Charge</a>            | Mounted Combat, Ride-By Attack   | Double damage with mounted charge  |
| <a href="#">Trample</a>                    | Mounted Combat   | Target cannot avoid mounted overrun  |
| <a href="#">Narrow Mind</a> <sup>P</sup>   | Wis 13   | +4 bonus to Concentration checks to become psionically focused                               |
| <a href="#">Origin Resistance</a>          |  | +2 to Save vs. 1 Origin  |
| <a href="#">Improved Origin Resistance</a> | Origin Resistance  | DR 4 vs. 1 Origin  |
| <a href="#">Point-Blank Shot</a>           |  | +2 competence bonus on ranged attack and damage within 30 ft.                                |
| <a href="#">Double Tap</a>                 | Point-Blank Shot   | -2 on attack, +1 die damage  |
| <a href="#">Hail of Bullets</a>            | Point-Blank Shot, Rapid Shot, Double Tap                                 | Burst fire with revolvers and semi-automatic pistols   |
| <a href="#">Far Shot</a>                   | Point-Blank Shot   | Increase unmodified Range Increments by +50% (+100% thrown)                                  |
| <a href="#">Dead Aim</a>                   | Wis 13, Point-Blank Shot, Far Shot                                       | +4 on ranged attack if full round spent aiming   |
| <a href="#">Precise Shot</a>               | Point-Blank Shot   | No -4 penalty for shooting into mêlée  |
| <a href="#">Improved Precise Shot</a>      | Point-Blank Shot, Precise Shot   | Ignore cover/concealment short of total cover/total concealment                              |
| <a href="#">Deadeye</a>                    | BA +11, Dex 19, Blank Shot, Precise Shot, Improved Precise Shot          | Add Dexterity modifier to ranged attacks (max equals character level)                        |
| <a href="#">Combat Shot</a>                | Point-Blank Shot, Precise Shot   | You do not provoke attacks of opportunity for firing guns in mêlée                           |
| <a href="#">Grazing Shot</a>               | Dex 13, Blank Shot, Precise Shot   | NL with firearms   |
| <a href="#">Sharpshooter</a>               | Point-Blank Shot, Far Shot, Precise Shot                                 | +2 competence bonus to attack with firearms from more than 30 feet                           |
| <a href="#">Sniper</a>                     | Sneak Attack, Blank Shot, Precise Shot, Sharpshooter                     | Sneak attack with a rifle and a scope  |
| <a href="#">Skip Shot</a>                  | Dex 13, Point-Blank Shot, Precise Shot                                   | Ignore cover, -2 on attack, -1 die damage  |
| <a href="#">Rapid Shot</a>                 | Dex 13, Point-Blank Shot   | One extra ranged attack each round, -2 to all attacks  |
| <a href="#">Manyshot</a>                   | Dex 17, BA +6, Point-Blank Shot, Rapid Shot                              | One extra ranged attack sequence each round, additional -2 (total -4)                        |
| <a href="#">Greater Manyshot</a>           | Dex 17, BA +6, Point-Blank Shot, Rapid Shot, Manyshot                    | Make manyshot attacks against separate targets   |
| <a href="#">Gun Fu</a>                     | Dex 19, BA +21, Point-Blank Shot, Rapid Shot, Manyshot, Greater Manyshot | You get a number of attacks equal to your Dexterity bonus when Two-Weapon fighting with guns |
| <a href="#">Shot on the Run</a>            | Dex 13, BA +4, Dodge, Mobility, Point-Blank Shot                         | Move before and after ranged attack  |
| <a href="#">Sliding Shot</a>               | Dex 13, Dodge, Mobility, Point-Blank Shot, Shot on the Run               | Slide half your move during a full attack action   |
| <a href="#">Blazing Charge</a>             | Dex 13, Dodge, Mobility, Point-Blank Shot, Shot on the Run               | Firearms charge attack, victims potentially shaken   |
| <a href="#">Mixed Two-Weapon Fighting</a>  | Dex 15, Point-Blank Shot   | Wield a mêlée and a ranged weapon, simultaneously.   |
| <a href="#">Power Attack</a>               | Str 13   | Trade attack bonus for damage (up to your base attack bonus)                                 |
| <a href="#">Cleave</a>                     | Str 13, Power Attack   | Extra mêlée attack after dropping target   |
| <a href="#">Great Cleave</a>               | BA +4, Str 13, Power Attack, Cleave                                      | No limit to cleave attacks each round  |
| <a href="#">Improved Bull Rush</a>         | Str 13, Power Attack   | +4 on bull rush attempts; no attack of opportunity   |
| <a href="#">Improved Knockback</a>         | Str 25, Power Attack   | +4 to knockbacks   |



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| <a href="#">Awesome Knockback</a>              | Str 25, Power Attack, Improved Knockback                    | +4 to knockbacks (total +8)   |
| <a href="#">Supreme Knockback</a>              | Str 25, Power Attack, Improved Knockback, Awesome Knockback | Additional +4 to knockbacks (total +12)   |
| <a href="#">Distance Knockback</a>             | Str 25, Power Attack, Improved Knockback                    | Knockback distance is equal to knockback damage   |
| <a href="#">Improved Overrun</a>               | Str 13, Power Attack  | +4 on overrun attempts; no attack of opportunity  |
| <a href="#">Improved Sunder</a>                | Str 13, Power Attack  | +4 on sunder attempts; no attack of opportunity   |
| <a href="#">Tackle</a>                         | Str 13, Power Attack  | Unarmed strike, trip, and grapple as one action   |
| <a href="#">Power Focus</a>                    |   | +2 on save DC to resist one power   |
| <a href="#">Improved Power Focus</a>           | Power Focus   | Additional +2 to DC to resist one power (total +4)  |
| <a href="#">Greater Power Focus</a>            | Power Focus, Improved Power Focus                           | Additional +2 to DC to resist one power (total +6)  |
| <a href="#">Power Penetration</a>              |   | +2 on checks to defeat resistances  |
| <a href="#">Improved Power Penetration</a>     | Power Penetration   | Additional +2 to checks to defeat resistances (total +4)  |
| <a href="#">Proficiency: Armour</a>            |   | Add armour bonus to Defence and no armour penalty on attack rolls                                       |
| <a href="#">Armour Focus</a>                   | Proficiency: Armour   | Armour Penalty and Max Dex +1   |
| <a href="#">Armour Specialization</a>          | Proficiency: Armour, Armour Focus                           | Penalty and Max Dex +1 (+2 total), Armour Bonus by +1   |
| <a href="#">Arcane Armour Mastery</a>          | Proficiency: Armour   | Spell Failure when wearing armour reduces by 10%  |
| <a href="#">Proficiency: Armour (Powered)</a>  | Proficiency: Armour   | Add armour bonus to Defence, no armour penalty on attack rolls  |
| <a href="#">Proficiency: Firearms</a>          |   | Proficient with firearms, no penalty on attack rolls  |
| <a href="#">Burst Fire</a>                     | Wis 13, Proficiency: Firearms                               | -4 on attack, +2 dice damage  |
| <a href="#">Proficiency: Firearms (exotic)</a> | Proficiency: Firearms                                       | Proficient in a class of exotic firearms  |
| <a href="#">Strafe</a>                         | Proficiency: Firearms                                       | On auto-fire, affect four 5-foot squares  |
| <a href="#">Proficiency: Shields</a>           |   | Add Shield bonus to defence, no penalty on attack rolls   |
| <a href="#">Shield Focus</a>                   | Shield Proficiency  | +1 to Defence when using a shield   |
| <a href="#">Shield Specialization</a>          | Shield Proficiency, Shield Focus                            | Additional +1 to Defence when using a shield, -1 to armour penalty                                      |
| <a href="#">Improved Shield Bash</a>           | Shield Proficiency  | Retain shield bonus to Defence when shield bashing  |
| <a href="#">Proficiency: Weapon (exotic)</a>   |   | Proficient with one exotic mêlée weapon, no penalty on attack rolls                                     |
| <a href="#">Entangle</a>                       | Dex 13, Exotic Weapon (chain or whip)                       | Equip. bonus +3 to Trip/Grapple   |
| <a href="#">Improved Entangle</a>              | Dex 13, Exotic Weapon (chain or whip), Entangle             | Use whips to entangle, victims are at -4 to attack, -6 to Defence                                       |
| <a href="#">Third Hand</a>                     | Dex 13, Exotic Weapon (chain or whip), Entangle             | Ignore shields/cover with chain/whip  |
| <a href="#">Sidewinder</a>                     | Dex 13, Exotic Weapon (chain or whip)                       | Use a rope- or chain-based weapon to keep from falling and/or flip disarmed objects into your free hand |
| <a href="#">Proficiency: Weapons (mêlée)</a>   |   | Proficient with mêlée weapons, no penalty on attack rolls   |
| <a href="#">Proficiency: Weapons (ranged)</a>  |   | Proficient with ranged and thrown weapons , no penalty on attack rolls                                  |

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|--|--|---|
| <a href="#">Improvised Weapons</a>                     | Proficiency: Weapons (mêlée) <i>or</i> (ranged)                                  | use everyday objects as weapons   |
| <a href="#">Over-Sized Weapons</a>                     | Proficiency: Weapons (mêlée) <i>or</i> (ranged)                                  | use two-handed weapons one-handed                                       |
| <a href="#">Prone Fighting, Improved</a>               | BA +1  | -1 to mêlée attacks and +1 to ranged attacks when you are prone         |
| <a href="#">Psicrystal Affinity</a> <sup>P</sup>       | <a href="#">Psionic Manifestation</a>  | Create a psicrystal   |
| <a href="#">Improved Psicrystal</a> <sup>P</sup>       | <a href="#">Psionic Manifestation</a> , Psicrystal Affinity                      | Implant a second personality fragment into a psicrystal                 |
| <a href="#">Psicrystal Containment</a> <sup>P</sup>    | <a href="#">Psionic Manifestation</a> (2nd Level), Psicrystal Affinity           | Focus your psicrystal and use it in place of expending your own focus   |
| <a href="#">Psionic Endowment</a> <sup>P</sup>         |  | Expend psi focus, +1 to DC against your psi-powers                      |
| <a href="#">Greater Psionic Endowment</a> <sup>P</sup> | Psionic Endowment  | Expend psi focus, another +1 to DC against your psi-powers (total +2)   |
| <a href="#">Psionic Meditation</a> <sup>P</sup>        | Wis 13, Concentration 7  | Take a move action to become psionically focused                        |
| <a href="#">Quick Draw</a>                             | BA +1  | Draw weapon as free action  |
| <a href="#">Quick Change</a>                           |  | Don a costume in 1 fewer rounds   |
| <a href="#">Quick Sheath</a>                           | BA +1  | Sheath or holster weapon as free action                                 |
| <a href="#">Rapid Reload</a>                           | BA +1  | Reload firearm as free or move action                                   |
| <a href="#">Renown</a>                                 |  | +3 Reputation bonus   |
| <a href="#">Resistant Powers</a>                       | one power  | +4 to Fortitude saves to resist Metapowers                              |
| <a href="#">Improved Resistant Powers</a>              | one power, Resistant Powers  | additional +4 to Fortitude saves to resist Metapowers (total +8)        |
| <a href="#">Awesome Resistant Powers</a>               | one power, Resistant Powers, Improved Resistant Powers                           | additional +4 to Fortitude saves to resist Metapowers (total +12)       |
| <a href="#">Supreme Resistant Powers</a>               | one power, Resistant Powers, Improved Resistant Powers, Supreme Resistant Powers | additional +4 to Fortitude saves to resist Metapowers (total +16)       |
| <a href="#">Run</a>                                    |  | Run at x5, +4 Jump checks with running start                            |
| <a href="#">Fast Move</a>                              | Dex 13, Run  | +10 feet to your Speed  |
| <a href="#">Sprint</a>                                 | Run  | Bonus to your Speed equal to your Strength <i>or</i> Dexterity modifier |
| <a href="#">Scepticism</a>                             | Wis 13   | +4 to save vs. hallucinations, illusions, etc.                          |
| <a href="#">Improved Scepticism</a>                    | Wis 13, Scepticism   | Additional +4 to save vs. hallucinations, illusions, etc. (total +8)    |
| <a href="#">Screeching Halt</a>                        | Drive 5  | +4 to Drive checks made to come to an immediate stop                    |
| <a href="#">Skill Aptitude</a>                         |  | Maximum ranks in one class skill becomes level +6                       |
| <a href="#">Snatch</a>                                 | Size Huge or larger  | Grapple opponents any time you hit                                      |
| <a href="#">Sneak Attack, Dexterous</a>                | Dex 13, BA +1, Sneak Attack  | Apply Dexterity modifier to damage with sneak attacks                   |
| <a href="#">Speed of Thought</a> <sup>P</sup>          | Wis 13   | +10 feet to speed when psi-focused and not wearing heavy armour         |
| <a href="#">Spell Focus</a>                            |  | +1 on save DCs against specific school of magic                         |
| <a href="#">Greater Spell Focus</a>                    | Spell Focus  | Additional +1 on save DCs against specific school of magic (total +2)   |
| <a href="#">Stand Still</a>                            | Str 13   | Give up attack of opportunity to keep foe in place                      |
| <a href="#">Standing Jump</a>                          | Str 13, Jump 5   | Making long/high jumps without a running start                          |

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|---|--|---|
| <a href="#">Super Strike</a><br><a href="#">Super Style</a>   | Str 18 or Dex 18<br>Cha 13                                 | Mêlée attack becomes Super<br>+2 to Charisma-based check, once per session per Charisma modifier                                    |
| <a href="#">Surface Vehicle Operation</a>   | Drive 4  | No -4 penalty on Drive checks or attacks rolls with selected vehicle  |
| <a href="#">Control Anything</a><br><a href="#">Surgery</a><br><a href="#">Swift Power-Point Recovery</a> | Drive 4, Pilot 4<br>Treat Injury 4                         | Operate any vehicle of any kind untrained<br>No -4 penalty for performing surgery<br>Recover 1 PP per hour, or 2PP per hour of rest |
| <a href="#">Team Breaker</a>  | BA +4, Dex 13, Int 13, Combat Reflexes                     | Attack of opportunity against someone aiding another or being aided   |
| <a href="#">Team Player</a>   |  | Aid Attack/Defence +4 (instead of +2); +6 with multiple Team Players  |
| <a href="#">Improved Team Player</a><br><a href="#">Awesome Team Player</a>                               | Team Player<br>Team Player, Improved Team Player           | Aid Attack/Defence as a Swift action<br>Aid Attack and Defence as one Swift action  |
| <a href="#">Supreme Team Player</a>   | Team Player, Improved Team Player, Awesome Team Player     | Aid Attack/Defence grants additional +2 per five points you beat the DC   |
| <a href="#">Toughness</a><br><a href="#">Hard to Kill</a>   | Con 13, Toughness  | +5 HPs<br>Die at -15HPs, 20% chance of stabilizing per round  |
| <a href="#">Swift Healing</a>   | Con 13, Toughness  | Heal a number of HPs per day equal to your Constitution modifier  |
| <a href="#">Track</a><br><a href="#">Two-Weapon Fighting</a>  | Dex 15   | Use Survival skill to track<br>Two-weapon fighting penalties lower by 2 (dominant) and 6 (off-hands)                                |
| <a href="#">Two-Weapon Defence</a>  | Dex 15, Two-Weapon Fighting                                | Off-hand weapon grants +2 shield bonus to Defence   |
| <a href="#">Improved Two-Weapon Fighting</a>  | Dex 17, BA +6, Two-Weapon Fighting                         | Gain iterative attacks with your off-hand weapon(s)   |
| <a href="#">Unshakable</a><br><a href="#">Fearless</a>  | Wis 13, Unshakable   | +4 vs. fear, horror, demoralization<br>Additional +4 vs. fear, horror, demoralization (+8 total)                                    |
| <a href="#">Up the Walls</a> <sup>P</sup>   | Wis 13   | Run up a vertical surface as part of a move action when psi-focused   |
| <a href="#">Vehicle Dodge</a>   | Dex 13, Drive 5 ranks                                      | +2 dodge bonus to Defence when you're driving   |
| <a href="#">Improved Vehicle Dodge</a>  | Dex 13, Drive 5 ranks, Vehicle Dodge                       | Additional +2 dodge bonus to Defence when you're driving (total +4)   |
| <a href="#">Force Stop</a><br><a href="#">Vehicle Focus</a>   | Dex 13, Drive 5 ranks, Vehicle Dodge<br>Drive 5            | Force a surface vehicle to stop<br>+1 to checks and Defence on a specific vehicle   |
| <a href="#">Greater Vehicle Focus</a>   | Drive 5, Vehicle Focus                                     | Additional +1 to checks and Defence on a specific vehicle (total +2)  |
| <a href="#">Wariness</a><br><a href="#">Weapon Finesse</a>  | Wis 13, Observe 5 ranks<br>BA +1                           | Trade standard action for +2 to all Saves<br>Use Dex mod instead of Str mod on attack rolls   |
| <a href="#">Weapon Familiarity</a><br><a href="#">Weapon Focus</a>  | BA +1, Proficiency (mêlée or ranged)<br>BA +1, Proficiency | your non-proficient penalty is only -2<br>+1 to attack and +2 damage with focused weapon  |
| <a href="#">Improved Weapon Focus</a>   | BA +4, Proficiency, Weapon Focus                           | Additional +1 to attack, +2 damage with focused weapon (total +2/+4)  |
| <a href="#">Awesome Weapon Focus</a>  | BA +8, Proficiency, Weapon Focus, Improved Weapon Focus    | Additional +1 to attack, +2 damage with focused weapon (total +3/+6)  |
| <a href="#">Supreme Weapon Focus</a>  | BA +12, Proficiency, Weapon Focus,                         | Additional +1 to attack, +2 damage with   |

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|  | Improved Weapon Focus, Awesome Weapon Focus  | focused weapon (total +4/+8)                                      |
| <a href="#">Weapon Parry</a>             | BA +4, Proficiency, Weapon Focus   | Shield bonus +2 when wielding focused weapon (mêlée only)         |
| <a href="#">Weapon Speed</a>             | BA +4, Proficiency, Weapon Focus   | Initiative bonus +8 when wielding focused weapon                  |
| <a href="#">Will to Live</a>             |  | +4 to resist instant death effects, either mundane or super       |
| <b>Mystical Item-Creation Feats</b>      |  |   |
| <a href="#">Scribe Scroll</a>            | Spellcasting (1st Level), a Laboratory   | Scribe mystic scrolls   |
| <a href="#">Brew Potion</a>              | Spellcasting (2nd Level), a Laboratory   | Brew mystic potions   |
| <a href="#">Craft Mystical Armaments</a> | Spellcasting (3rd Level), a Laboratory   | Craft mystic weapons and armour                                   |
| <a href="#">Craft Wand</a>               | Spellcasting (3rd Level), a Laboratory   | Craft mystic wands  |
| <b>Psionic Item-Creation Feats</b>       |  |   |
| <a href="#">Craft Psi-Stone</a>          | <a href="#">Psionic Manifestation</a> (1st Level)  | You can imprint crystals with psi-powers                          |
| <a href="#">Craft Cognizance Crystal</a> | <a href="#">Psionic Manifestation</a> (2nd Level)  | You can infuse crystals with Power Points                         |
| <a href="#">Craft Psionic Armaments</a>  | <a href="#">Psionic Manifestation</a> (3rd Level)  | You can create psionically-enhanced arms and armour               |
| <a href="#">Craft Dorje</a>              | <a href="#">Psionic Manifestation</a> (3rd Level)  | You can imprint crystals with multiple psi-powers                 |
| <b>Supertech Item-Creation Feats</b>     |  |   |
| <a href="#">Invent Superchemicals</a>    | Int 17, <a href="#">Supertech Invention</a> (power)  | You can invent Superchemicals                                     |
| <a href="#">Invent Super Gear</a>        | Int 17, <a href="#">Supertech Invention</a> (power)  | You can invent Supertech tools                                    |
| <a href="#">Invent Super Armaments</a>   | Int 17, <a href="#">Supertech Invention</a> (power), Invent Super Equipment                                  | You can invent Supertech weapons and armour                       |
| <a href="#">Invent Doohicky</a>          | Int 19, <a href="#">Supertech Invention</a> (power), Invent Super Equipment                                  | You can invent Doohickies   |
| <a href="#">Invent Ray Gun</a>           | Int 21, <a href="#">Supertech Invention</a> (power), Invent Super Equipment, Invent Doohicky                 | You can invent Ray Guns with up to 20CPs                          |
| <a href="#">Improved Ray Gun</a>         | Int 21, <a href="#">Supertech Invention</a> (power), Invent Super Equipment, Invent Doohicky, Invent Ray Gun | You can invent Ray Guns with more than 20CPs                      |
| <a href="#">Invent Gizmo</a>             | Int 23, <a href="#">Supertech Invention</a> (power), Invent Super Equipment, Invent Doohicky, Invent Ray Gun | You can invent Gizmos   |
| <b>Metamagic Feats</b>                   |  |   |
| <a href="#">Improved Counter-Spell</a>   |  | Counter-spell 1 school of spells at 1 level higher                |
| <a href="#">Empower Spell</a>            |  | Increase spell's variable, numeric effects by 50%; cost +2 levels |
| <a href="#">Enlarge Spell</a>            |  | Double spell's range; cost +1 level                               |
| <a href="#">Eschew Materials</a>         |  | Ignore mundane material components; cost +1 level                 |
| <a href="#">Extend Spell</a>             |  | Double spell's duration; cost +1 level                            |
| <a href="#">Heighten Spell</a>           |  | Cast spells as higher level; cost equals level of increase        |
| <a href="#">Maximize Spell</a>           |  | Maximize spell's variable numeric effects; cost +3 levels         |
| <a href="#">Natural Spell</a>            |  | Cast spells in animal form  |
| <a href="#">Quicken Spell</a>            |  | Case a spell as a free action; cost +4 levels                     |
| <a href="#">Silent Spell</a>             |  | Cast spells without verbal components; cost +1 level              |
| <a href="#">Still Spell</a>              |  | Cast spells without somatic components; cost +1 level             |

[Widen Spell](#)

### Metapsionic Feats

Double spell's area; cost +3 levels

[Burrowing Psi](#)

Psi-power goes through walls/barriers; cost +2 levels

[Chain Psi](#)

Psi-power hits target, chains to additional targets; cost +4 levels

[Delay Psi](#)

Psi-power goes off later; cost +1 levels

[Empower Psi](#)

Increase psi-power's variable numeric effects by 50%; cost +2 levels

[Enlarge Psi](#)

Double psi-power's range; cost +1 level

[Extend Psi](#)

Double psi-power's duration; cost +1 level

[Maximize Psi](#)

Maximize psi-power's variable numeric effects; cost +3 levels

[Opportunity Psi](#)

Make psionically-enhanced attacks of opportunity; cost +4 levels

[Quicken Psi](#)

Manifest a psi-power as a free action; cost +4 levels

[Split Psionic Ray](#)

Any other psionic feat

Attack two targets with a single ray; cost +2 levels

[Twin Psi](#)

Manifest same psi-power twice, simultaneously; cost doubles

[Unconditional Psi](#)

Manifest psi-power even when disabled; cost +4 levels

[Widen Psi](#)

Double psi-power's area; cost +3 levels

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## Feat Groups

### Combat

- [Combat Diagnosis](#)
- [Combat Nerves](#)
- [Combat Reflexes](#)
  - [Improved Combat Reflexes](#)
- [Diehard](#)
- [Disarm, Improved](#)
- [Entangle](#)
  - [Entangle, Improved](#)
- [Environmental Combat Specialty](#)
- [Favoured Enemy](#)
  - [Favoured Enemy Focus](#)
- [Feint, Improved](#)
- [Field Commander](#)
- [Heroic Intervention](#)
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- [Improvised Weapons](#)
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- [Light Knockback](#)
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- [Prone Fighting, Improved](#)
- [Quick Draw](#)
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- [Staple, Improved](#)
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  - [Improved Team Player](#)
  - [Awesome Team Player](#)
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- [Trip, Improved](#)
- **[Turnabout Attack](#)**
- [Weapon Speed](#)

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- [Armour Focus](#)
- [Armour Specialization](#)
- [Back-Roll Throw](#)
- [Break Hold](#)
- [Chaotic Mind](#)
- [Cloak Dance](#)
- [Combat Expertise](#)
  - [Improved Combat Expertise](#)
  - [Awesome Combat Expertise](#)
- [Combat Swinging](#)
- [Damage Threshold, Improved](#)
- [Defensive Martial Arts](#)
- [Deflect Arrows](#)
  - [Improved Deflect Arrows](#)
  - **[Infinite Deflect Arrows](#)**
- [Dodge](#)
- [Elusive Target](#)
- [Infighter](#)
- [Mobility](#)
- [Origin Resistance, Improved](#)
- [Shield Focus](#)
  - [Shield Specialization](#)
- [Snatch Arrows](#)
- **[Team Breaker](#)**
- **[Two-Weapon Defence](#)**
- [Unbalance Opponent](#)
- [Wariness](#)
- [Weapon Parry](#)

## General

- [Action Hero](#)

- Cloakfall
- [Endurance](#)
  - [Improved Endurance](#)
- [Fast Move](#)
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- [Power Focus](#)
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  - [Great Power Focus](#)
- [Power Penetration](#)
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- [Quick Change](#)
- [Resist Fatigue](#)
- [Renown](#)
- [Run](#)
  - [Sprint](#)
- [Swift Healing](#)
- [Swift Power-Point Recovery](#)
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- [Track](#)

## Offensive

- [Agile Wrestling](#)
- [Blind Fight](#)
- [Blinding Strike](#)
- [Brawl](#)
  - [Improved Brawl](#)
- [Bull Rush, Improved](#)
- [Cleave](#)
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- [Combat Martial Arts](#)
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- [Combat Throw](#)
  - [Improved Combat Throw](#)
- [Crippling Blow](#)
- [Critical Damage, Improved](#)
- [Critical Range, Improved](#)
- [Deadly Precision](#)
- [Dire Charge](#)
- [Grapple, Improved](#)
- [Knockback, Improved](#)
  - [Awesome Knockback](#)
  - [Distance Knockback](#)
  - [Supreme Knockback](#)

- [Mercy Blow](#)
- [Overrun, Improved](#)
- [Power Attack](#)
- [Snatch](#)
- [Sunder, Precise](#)
- [Pressure-Point Attack](#)
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- [Weapon Finesse](#)
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- [Whirlwind Attack](#)
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## Proficiencies

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  - [Proficiency: Armour \(Powered\)](#)
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  - [Proficiency: Firearms \(exotic\)](#)
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## Psionic

- [Burrowing Psi](#)
- [Chain Psi](#)
- [Combat Casting](#)
  - [Improved Combat Casting](#)
- [Craft Cognizance Crystal](#)
- [Craft Dorje](#)
- [Craft Psionic Armaments](#)
- [Craft Psi-Stone](#)



- [Delay Psi](#)
- [Empower Psi](#)
- [Enlarge Psi](#)
- [Extend Psi](#)
- [Hostile Mind](#)
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- [Maximize Psi](#)
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- [Psicrystal Affinity](#)
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## **Ranged**

- [Blazing Charge](#)
- [Blind Shot](#)
- [Burst Fire](#)
- [Combat Shot](#)
- [Dead Aim](#)
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- [Grazing Shot](#)
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- [Sliding Shot](#)
- [Sniper](#)
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- [Armour Mastery, Arcane](#)
- [Augment Summoning](#)
- [Brew Potion](#)
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## Saves

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- [Daring Escape](#)
- [Fearless](#)
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- [Astroatics](#)
- [Cross Trained](#)
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- [Legendary Climber](#)
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  - [Supreme Mastercraft](#)
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- [Surgery](#)
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- [Invent Doohicky](#)
- [Invent Empowered Equipment](#)
- [Invent Gizmo](#)
- [Invent Ray Gun](#)
- [Invent Ray Gun, Improved](#)
- [Invent Super Armaments](#)
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  - [Improved Anti-Vehicle Specialty](#)
- [Combat Driving](#)
- [Combat Pilot](#)
- [Control Anything](#)
- [Daredevil Driver](#)
- [Daredevil Pilot](#)
- [Drive-By Attack](#)

- [Force Stop](#)
- [Hotshot](#)
- [Mounted Combat](#)
- [Ride-By Attack](#)
- [Screeching Halt](#)
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- [Surface Vehicle Operation](#)
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## Tongue-In-Cheek

- [1337 Ph347](#)
  - [Epic 1337](#)
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- [Battle Cry](#)
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  - [Improved Cape Misdirection](#)
- [Catch Bullets](#)
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## Tongue-in-Cheek Feats Table

The Tongue-in-Cheek feats are genre-specific and kind of silly, but in the right gaming group, they can be a lot of fun. They're not grouped with all the other feats because you should decide collectively if they want to use them at all. Some of these feats grant Awesome bonuses (or the inverse, Bogus penalties), which is a new bonus type that follows all the same rules as other

bonus types.

| <b>Feat</b>                                | <b>Prerequisites</b>   | <b>Benefit</b>                                     |
|--|--|--|
| <a href="#">1337 Ph347</a>                 | Base Attack +5   | Reduce Pwn damage by 1 die.                        |
| <a href="#">Epic 1337</a>                  | Base Attack +5, 1337 Ph347   | Trigger level contest on Pwnage.                   |
| <a href="#">Amazing Holdout</a>            | Holdout  | Stealth +20 to conceal objects about your person   |
| <a href="#">Battle Cry</a>                 | Charisma 13, Intimidate 5  | Intimidate multiple enemies for 2d4 rounds         |
| <a href="#">Cape Misdirection</a>          | billowing cape or cloak  | Your cape/cloak grants Concealment (20%)           |
| <a href="#">Improved Cape Misdirection</a> | Cape Misdirection, billowing cape  | Your cape/cloak grants Concealment (40%)           |
| <a href="#">Dodge Bullets</a>              | Dex 17, Defensive Martial Arts, Deflect Arrows, Dodge                                    | Dodge +8 against firearms                          |
| <a href="#">Catch Bullets</a>              | Dex 17, Defensive Martial Arts, Deflect Arrows, Dodge, Dodge Bullets, Lightning Reflexes | Catch bullets with your <i>bare friggin' hands</i> |
| <a href="#">Dodge Energy</a>               | Dex 17, Defensive Martial Arts, Deflect Arrows, Dodge, Dodge Bullets, Dodge Bullets      | Dodge +8 against energy attacks                    |
| <a href="#">Glasses of Disguise</a>        |  | Conceal your identity behind a pair of glasses     |
| <a href="#">Heroic Comeback</a>            | Con 13, Toughness  | Get up after being reduced to zero or fewer HPs    |
| <a href="#">Moral Authority</a>            | Cha 13, Allegiance (special)   | Fill villains with self-doubt (-4 Bogus penalty)   |
| <a href="#">Mumbo-Jumbo</a>                | Wis 13   | Awesome +4 to mystical skills                      |
| <a href="#">New-Age Nonsense</a>           | Cha 13   | Awesome +4 to psionic skills                       |
| <a href="#">Onomatopoeia</a>               |  | Spag! Wang! Awesome +2 to damage                   |
| <a href="#">One Liner</a>                  | Cha 15, Diplomacy 5  | Awesome bonus for making a funny                   |
| <a href="#">Verbal Riposte</a>             | Cha 15, Diplomacy 5, One Liner   | You can cancel verbal-based feats                  |
| <a href="#">Parley</a>                     | Cha 13   | You can perform verbal actions while moving        |
| <a href="#">Improved Parley</a>            | Cha 15, Parley   | You can perform verbal actions while attacking     |
| <a href="#">Plot Device</a>                |  | One useful object per session                      |
| <a href="#">Equipment Cache</a>            | Plot Device  | A conveniently-placed cache of Useful Stuff        |
| <a href="#">Pwned</a>                      | Stealth 5  | Morale bonus to damage, +1d4                       |
| <a href="#">Pwned Hard</a>                 | Stealth 5, Pwned   | Morale bonus to damage, +2d4                       |
| <a href="#">Major Pwnage</a>               | Stealth 5, Pwned, Pwned Hard   | Morale bonus to damage, +3d4                       |
| <a href="#">OMG U Lzr... Pwned!</a>        | Stealth 5, Pwned, Pwned Hard, Major Pwnage   | Morale bonus to damage, +4d4                       |
| <a href="#">Beyond Pwned</a>               | Stealth 5, Pwned, Pwned Hard, Major Pwnage, OMG U Lzr Pwned                              | Morale bonus to damage, +5d4                       |
| <a href="#">Tactical Nude Advantage</a>    |  | Destroy your costume for a +4 to Defence           |
| <a href="#">Technobabble</a>               | Int 13   | Awesome +4 to supertech skills                     |

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