Masters of the Earth Feats

By: Paul S. Williams (gammahammer@yahoo.com)   Presented By: The Post Apocalyptic Forge

Feat Groups and Feat Trees

Feats have been altered from their SRD/OGC source in the following manner. All feats are now associated with at least one specific Feat Group and occasionally more than one. They are displayed in the Feats Tables by group, but in alphabetical order in the feat description section. Most, if not all, of the feats have been changed in some way. Please read through them carefully. Feat Groups are listed in *italics* and **bold** in the Feat Groups Tables below.
In addition to the 18 regular Feat Groups available to characters, there are Feat Trees found at the end of the Feats descriptions. Each character may, at select times in his or her career choose a Feat Tree from which to select additional feats that grant special abilities and powers. These feats are selected and cost a feat slot, just as any other feat. However, a player may only select feats from the chosen Feat Trees. No other feats from other Feat Trees will EVER be available to that character.

Character Feat selection

Feat selections for characters have been altered in the following ways. At the time of creation (or whenever the Intelligence modifier changes up or down) a player selects 3+Int Mod in Feat Groups from which he or she is able to select feats from for the rest of their adventuring lives. Even with negative Intelligence modifiers a character has a minimum of one Feat Group. A character MUST select the *Feats Group: General* as his or her first feat group, which is a requirement for all characters. Alternatively and at GM discretion a player may hold open, or leave feat groups unselected to be chosen at a later date. It is recommended that a player never be allowed to select feats or feat groups while adventuring, that this function be done between adventuring periods. Players may only select feats from a Feat Group in which he is eligible and has purchased access to, feats that are not part of any Feat Group in which the player has not purchased access to cannot be taken. Otherwise, the feat selection process is unchanged.

Feat Group Access

On occasion, during the course of play a character's Intelligence score, and thus his or her Intelligence modifier may change, thus affecting access to the number of Feat Groups the character has available to him or her.
For increases in the Intelligence modifier of one or more points, simply increase the number of Feat Groups in a corresponding amount that the player's character has access to.
For decreases in the Intelligence modifier of one or more points, simply decrease the number of Feat Groups in a corresponding amount that the player's character has access to. This can be done either randomly, or at the discretion of the GM or player according to the GM's preferred method of game control. It is recommended that Feat Groups least related to the characters style and direction of development be chosen, if the selection method is being used. The character in question looses ALL access to any NEW feats from the lost Feat Group. Feats already selected are not lost and the character retains knowledge and access to those feats, but can no longer select feats from the lost Feat Group.

Feat Descriptions

FEAT NAME [FEAT GROUP/S] * = MOTE specific feat ~ = Changed from original text in some way
Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or a class level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.
Benefit: What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.
In general, having a feat twice is the same as having it once.
Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.
Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

Feat Eligibility

Not all feats are open to all types of characters. Some have restrictions based on the class or genotype of the character in question.

   Mutants
- Only mutant characters may select Feat Groups from the Mutational Group

   Androids
- Only Automatons (Androids) may select Feat Groups from the Automaton Group

   Humans and Androids
- Only Humans and Androids are eligible to take the following feats:
   Weapon Specialization, Greater Weapon Specialization, Electrical-complex, Mechanical-complex, Armor-Complex, Cybernetic Surgery, Structural-Modern, Vehicle-Space, Weapons-Complex Ranged, Program, Improved Precise Shot, Powered Armor, Road Hog and Genegeneer.

   Humans
- The following feats are exclusive to Humans:
   Master Assassin, Combat Martial Arts, Defensive Martial Arts, Dark Mind, Natural Talent, Hacker, Jack of All Trades, Standout Leader, Unbalance Opponents and Tactics.

In all cases refer to the particular feats description, under the **Special:** heading, for details on restrictions.

Changes and Additions

Nearly all the SRD, MSRD and FSRD feats have been changed in some way. Usually the changes were made to accommodate the genre (Post Apocalyptic) and the setting (Masters of the Earth). You should spend some time reading through the feats to familiarize yourself with those changes. Most changes are minor, but some can be quite extensive.
Occasionally, feats that did not fit the genre or setting were deleted entirely. So, if a feat is missing, that may be the case. If you feel that that particular feat still has some value or merit, simply continue to use it and use the original SRD source. Changed feats are denoted by a ~ on the feat name line.
In addition to the many changes, 109 feats, specific to the MOTE setting have been added. These are denoted by an * on the feat name line.

Feat Groups Table

Automaton
Access Lost Data
Alertness
Ancient
Armor, Complex
Armor, Simple
Basic Weapon Proficiency
Blind-Fight
Burst Attack
Called Shot, Melee
Called Shot, Ranged
Cautious
Chemical, Complex
Chemical, Simple
Cybernetic Surgery
Dead Aim
Demolitions
Drive-By Attack
Electrical, Complex
Electrical Locks
Electrical Simple
Electrical Traps
Explosive Traps
Far Shot
Forgery
General, Complex
General, Simple
Greater Two-Weapon
                Fighting
Horticulturist
Improved Initiative
Improved Precise Shot
Improved Sunder
Improved Two-Weapon
                Fighting
Long-Term Care
Mechanical, Complex
Mechanical Locks
Mechanical, Simple
Mechanical Traps
Medic
Modern Surgery
On Guard
Pharmacology, Complex
Pharmacology, Simple
Plug and Play
Point Blank Shot
Power Attack
Precise Shot
Primitive Surgery
Program
Relic Identification
Relic Weapon Proficiency
Repair Quirk
Road Hog
Road Warrior
Security Systems
Sharpshooter

Skip Shot
Snipe
Spacer
Spaceship Gunnery
Structural, Modern
Structural, Primitive
Structural, Stone
Structural, Wood
Suppression Fire
Surgeon
Track, Urban or Rural
Treat Disease
Treat Poison
Twigit
Two-Weapon Defense
Two-Weapon Fighting
Vehicle, Air
Vehicle, Land
Vehicle, Sea
Vehicle, Space
Vet
Weapons-Melee Complex
Weapons-Melee Simple
Weapons-Ranged
                Complex
Weapons-Ranged Simple
Xenomedic

Build
Armor, Complex
Armor, Simple
Chemical, Complex
Chemical, Simple
Demolitions
Electrical, Complex
Electrical, Simple
General, Complex
General, Simple
Mechanical, Complex
Mechanical, Simple
Pharmacology, Complex
Pharmacology, Simple
Structural, Modern
Structural, Primitive
Structural, Stone
Structural, Wood
Vehicle, Air
Vehicle, Land
Vehicle, Primitive
Vehicle, Sea
Vehicle, Space
Weapons-Melee Complex
Weapons-Melee Simple
Weapons-Ranged
                Complex
Weapons-Range Simple

Charismatic
Animal Affinity
Animal Companion

Beast Lord
Confident
Handle Beast
Intimidating Presence
Interrogator
Leadership
Negotiator
Persuasive
Standout Leader
Tactics

Combat
Advanced Combat Martial
                Arts
Agile Riposte
Assassin
Basic Weapon Proficiency
Blind-Fight
Brawl
Burst Attack
Called Shot, Melee
Called Shot, Ranged
Cleave
Combat Martial Arts
Combat Reflexes
Dead Aim
Drive-by Attack
Exotic Weapon
                Proficiency
Far Shot
Great Cleave
Greater Two-Weapon
                Fighting
Greater Weapon Focus
Greater Weapon
                Specialization
Improved Brawl
Improved Bull Rush
Improved Combat Martial
                Arts
Improved Combat Throw
Improved Critical
Improved Feint
Improved Grapple
Improved Knockout Punch
Improved Overrun
Improved Precise Shot
Improved Shield Bash
Improved Sunder
Improved Two-Weapon
                Fighting
Improved Unarmed Strike
Knockout Punch
Manyshot
Master Assassin
Mounted Archery
Nerve Pinch
Point Blank Shot

Power Attack
Precise Shot
Quick Draw
Quick Load
Rapid Reload
Rapid Shot
Ride-by Attack
Road Warrior
Sharpshooter
Shot on the Run
Skip Shot
Spaceship Gunnery
Spirited Charge
Spring Attack
Streetfighting
Stunning Fist
Suppression Fire
Tactics
Trample
Two-Weapon Fighting
Weapon Finesse
Weapon Focus
Weapon Specialization
Whirlwind Attack

Defensi ve
Agile Riposte
Armor Focus
Basic Armor Proficiency
Combat Expertise
Combat Throw
Defensive Martial Arts
Deflect Arrows
Dodge
Elusive Target
Greater Disarm
Improved Combat
                Throw
Improved Disarm
Improved Feint
Improved Trip
Mobility
Mounted Combat
Powered Armor
Quick Draw
Relic Armor Proficiency
Shield Focus
Shield Proficiency
Snatch Arrows
Two-Weapon Defense
Unbalance Opponent
Vehicle Dodge

Environmental
Camper
Directional Prodigy
Disease Resistance
Endurance
Environmental
                Adaptation

Feat Groups Continued…..

Environmental Cont…
Improved Hit Die
Radiation Resistance
Self-Sufficient
Toxin Resistance
Track
Ultra-Immune System
Urban Tracking
Wasteland Walker
Relic Weapon Proficiency

General
Attentive
Creative
Deft Hands
Educated
Focused
Great Fortitude
Improved Damage
        Threshold
Investigator
Iron Will
Jack of All Trades
Lightning Reflexes
Oathbound
Skill Focus
Technology Level II
Technology Level III
Technology Level IV
Windfall

Language
Ancient
Beast
Read Lips
Regional
Trade Tongue

Medical
Cybernetic Surgery
Genegeneer
Horticulturist
Long-Term Care
Medic
Modern Surgery
Primitive Surgery
Surgeon
Treat Disease
Treat Poison
Vet
Xenomedic

Miscellaneous Physical
Acrobatic

Agile
Athletic
Diehard
Disease Resistance
Efficient Rooting
Endurance
Environmental Adaptation
Fertile
Fleet Feet
Improved Hit Die
Medical Susceptibility
Radiation Resistance
Run
Swim
Toughness
Toxin Resistance
Tumble
Ultra-Immune System

Mutational
Augment Summoning
Combat Invocation
Mutation Focus
Mutation Penetration
Shed Defect
Superior Mutation

Repair
Armor, Complex
Armor, Simple
Chemical, Complex
Chemical, Simple
Demolitions
Electrical, Complex
Electrical, Simple
General, Complex
General, Simple
Mechanical, Complex
Mechanical, Simple
Pharmacology, Complex
Pharmacology, Simple
Structural, Modern
Structural, Primitive
Structural, Stone
Structural, Wood
Vehicle, Air
Vehicle, Land
Vehicle, Primitive
Vehicle, Sea
Vehicle, Space
Weapons-Melee Complex
Weapons-Melee Simple

Weapons-Ranged
        Complex
Weapons-Ranged Simple

Sensory
Alertness
Dark Mind
Diligent
Directional Prodigy
Natural Talent
On Guard
Track
Urban Tracking

Task
Climb
Forgery
Handle Beast
Hide
Move Silently
Read Lips
Swim
Sleight of Hand
Tumble

Technical
Cautious
Electrical Locks
Electrical Traps
Explosive Traps
Hacker
Mechanical Locks
Mechanical Traps
Technical
Relic Identification
Sabotage
Salvage
Scavenger
Snipe
Tinker
Twigit
Zero-G Training

Thievery
Climb
Deceitful
Demolitions
Electrical Locks
Electrical Traps
Explosive Traps
Forgery
Hacker
Hide
Mechanical Locks

Mechanical Traps
Move Silent
Sabotage
Security Systems
Sleight of Hand
Stealthy
Urban Tracking

Use Object
Chemical, Complex
Chemical, Simple
Electrical, Complex
Electrical, Simple
General, Complex
General, Simple
Mechanical, Complex
Mechanical, Simple
Pharmaceutical,
        Complex
Pharmaceutical, Simple
Vehicle, Air
Vehicle, Land
Vehicle, Primitive
Vehicle, Sea
Vehicle, Space

Vehicle
Drive-by Attack
Force Stop
Gearhead
Road Hog
Spacer
Vehicle, Air
Vehicle Dodge
Vehicle, Land
Vehicle, Primitive
Vehicle, Sea
Vehicle, Space
Zero-G Training

ACCESS LOST DATA [Automaton]*
Benefit: An android is now able to access a core module that was lost or damaged due to malfunction and do not count toward any skill or memory slot limits. These additional skills have a fixed rank of +10 and may not be improved by purchasing additional skill ranks.

1- Ancient Knowledge: You gain the equivalent of Knowledge, History -Ancient Lore, but with greater detail and clarity, as if you lived during that era….and you did.

2- Ancient Places: You know where some special military or scientific locations may have been from before the Black Days. Whether they are accessible is another story. Knowledge, Military -Military Installations

3- Android Propagation Tech: You gain the equivalent of Knowledge, High Tech Sciences-Androids and can create parts and complete androids given the time, materials, and facilities.

4- Self Repair: You can repair some or all of your quirks using the feat Repair Quirk.

5- SID Level Access: You have Service I.D. access to other automatons and can repair or alter them (provided you have the prerequisite skills and feats).

6- Supervisory Status: You may boss other automatons of equal or lower level security ratings. Roll a D3+1, this is your security level. The security type is Civilian 75% of the time, and Military otherwise.

etc….add others as you desire (If you do let me know so I can add them)

Special: This feat can be selected more than once. Each time is another memory bank selection.

ACROBATIC [Misc. Physical]~
Benefit: You get a +2 bonus on all Perform Task-Jump checks and Perform Task-Tumble checks.

ADVANCED COMBAT MARTIAL ARTS [Combat]
Prerequisites: Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +8.
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.

AGILE [Misc. Physical]~
Benefit: You get a +2 bonus on all Perform Task-Balance checks and any check required to escape bonds or restraints using Perform Task-Sleight of Hand.

AGILE RIPOSTE [Defensive, Combat]
Prerequisites: Dexterity 13, Dodge
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 with a melee weapon 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.

ALERTNESS [Sensory, Automaton]~
Benefit: You get a +2 bonus on all Listen checks and Spot checks.

ANCIENT [Language, Automaton]*
Prerequisite: Int 11 (Mutants require Int 16)
Benefit: Bestows the ability to read, write and speak the language of the ancients. Pick one language group from those listed in the Language skills section.
Special: Each selection of this feat bestows an additional language group from the Language skill section.

ANIMAL AFFINITY [Charismatic]~
Benefit: You get a +2 bonus on all Perform Task-Handle Beast checks and Ride Beast checks.

ANIMAL COMPANION [Charismatic]*
Prerequisite: Animal Affinity, Level 6, Perform Task-Handle Beast +6
Benefit: Potentially gain an animal or plant companion.
> Roll a Perform Task-Handle Beast check vs DC18. If successful an animal or plant companion
> answers your call. Roll on the Companions table for results:

Companions		
D10*	**Creature**	**Notes**
1-2	Small Cat	Normal animal abilities
3-4	Hawk	Normal animal abilities
5	Wolverine	Normal animal abilities
6	Wild Dog	Normal animal abilities
7	Wolf	Normal animal abilities
8	Big Cat	Normal animal abilities
9	Bear	Normal animal abilities
10	Monstrous	Roll again −1 to die. Apply Monstrous Beast Template from MOTE NPC chapter. Do not apply the Freak subtype as indicated.
11	Mutant Beast	Gain the mental abilities of Mutant Beast (+empathy)
12	Symbiote	Gain abilities of Symbiote

* A player may expend character experience to shift the die results up or down. Each shift costs 100xnumber of shifts in Exp.

A character has a special relationship with his animal or plant companion. Those with normal animal companions have an empathic relationship and they may communicate basic information by knowing how each 'feels' about a particular matter being communicated. This does not amount to actual speech or non-verbal communications like telepathy, no actual words or direct communication is involved. This communication ability is at the basic emotional level. The animal is completely devoted to the character in everyway and will under special circumstances, sacrifice its life for the character, though this is usually something done under extreme cases.

Those characters lucky enough to receive a mutant beast as an animal companion may, in addition to the standard empathy, gain the benefits of the animal's special abilities through its actions. This does NOT bestow the creature's powers directly on the player. Any benefits from the creature's abilities are strictly vicarious.

The mammals have all their normal animal abilities and attack forms (heightened smell, low-light vision, claws, teeth, improved movement rates, etc.), Avians have flight, heightened sight, low-light vision, claws, beaks, etc), Reptiles/Amphibians (heightened hearing, heat sense, claws, teeth, some may be able to constrict or have poison or be able to stay underwater for long lengths of time). In addition a mutant beast has the following abilities or powers.

Mutant Beast Powers		
D10*	**Ability**	**Notes**
1	Danger Sense	No surprise, +2 initiative, save vs a DC
2	Intuition	+1 initiative, +2 attack bonus, add wis bonus to surprise checks
3	Psychic Tracking	Track an object or being using its psychic impressions
4	Chameleon Ability	+8 Hide
5	Displacement	-4 attack for opponents
6	Expansion	Next larger size category
7	Heightened Physical Ability	Strength, Dexterity or Constitution +4
8	Dark Vision	See in absence of light
9	Reduction	Next smaller size category
10	Regeneration	Convert 1HS/round and 1HP/hour instead of usual time periods

*Roll Twice

Characters who gain a Symbiote as an animal companion gain the abilities of that Symbiote directly, but may be considered a mutant or thrall or merely weird in many communities, as they each become dependant upon one another for many things. (For purposes of this feat, the Symbiote is subject to the player character rules in the MOTE player's guide, refer to the Beneficial Symbiote section).

When the character attempts to find an animal companion, he or she sends his thoughts into the world. Occasionally a Symbiote may decide to answer. The answer is always telepathically and the character must seek IT out. The Symbiote who answers the character's call will always be the smallest size category. The following are the powers bestowed upon the character upon obtaining a symbiote companion.

Telepathy, gain the symbiotes ability increases as it ages, adds its wisdom and intelligence modifier to saves, and can accelerate HS and HP recovery once per week.

Characters with a beneficial Symbiote are subject to the rules governing player character symbiotes. If the character dies, the Symbiote may die as well.

Symbiote Powers		
D6	Ability	Notes
1	Detect Psionics	Detect mental powers
2	Intuition	+1 initiative, +2 attack
3	Light Generation	Attackers –1
4	Telekinesis	Move objects
5	Anti-Life Leach	Immune to all drain effects
6	Cell Adjustment	Heal wis+level

*Roll Once

Should an animal companion die, the character must wait a full year before making another attempt to call an animal companion. A character may only have one animal companion at a time.

ARMOR, COMPLEX [Build, Repair, Automaton]*
Prerequisite: Armor, Simple
Benefit: Bestows the ability to Build or Repair complex armors, such as modern and powered armors.
Special: Only Androids and Humans are eligible to take this feat.

ARMOR FOCUS [Defensive]*
Prerequisite: proficiency with the armor in question
Benefit: choose one specific type of armor with which you are proficient (i.e. soft leather, chainmail, kevlar, scrap). When wearing that type of armor, it's check penalty is reduced by 1, and its maximum Dex limit is raised by 1. Each time you take this feat, it applies to a different type of armor.
Normal: without this feat, you take the full listed penalties and restrictions.

ARMOR PROFICIENCY (HEAVY)~
deleted

ARMOR PROFICIENCY (LIGHT)~
deleted

ARMOR PROFIC IENCY (MEDIUM)~
deleted

ARMOR, SIMPLE [Build, Repair, Automaton]*
Benefit: Bestows the ability to Build or Repair simple armors.

ASSASSIN [Combat]*
Prerequisite: Basic Attack Bonus +6
Benefit: The character has honed his first strike skills so that he has the ability to take out an opponent with a single melee strike. The weapon damage does not matter because it is the knowledge of a well-placed blow that performs the job. As a full round action, on any opponent that would be denied his Dexterity bonus, an assassin may strike a vulnerable location that causes the knockout effect. Fortitude saves apply. The DC to avoid being knocked out is DC18. To gain the benefits of this feat, the character must wield a melee weapon.

ATHLETIC [Misc. Physical]~
Benefit: You get a +2 bonus on all Perform Task-Climb checks and Perform Task-Swim checks.

ATTENTIVE [General]~
Benefit: The character gets a +2 bonus on all Investigate checks and Sense Motive checks.

AUGMENT SUMMONING [Mutational]~
Prerequisite: Animal Affinity, Cha 11
Benefit: Each time you use your summon creature ability, your creatures either have +1 to their HD or +1 creature answers the summons call. Player selects which benefit he receives at time of feat selection.
Special: This feat may be selected more than once. Each time you select this feat the benefits are cumulative.

BASIC ARMOR PROFICIENCY , Minor/<u>Major</u> [Defensive]*
Benefit: This feat encompasses ALL the armors listed as Basic Armor in the core SRD and other sources. ALL non-relic armor (i.e.Modern) are now encompassed under this one proficiency. Major Basic Armor Proficiency allows the wearing of any basic armor of +6 or greater and must be selected to gain the benefit.
Normal: Anyone capable of wearing armor automatically has the Minor Basic Armor Proficiency, which allows the wearing of armor up to +5 bonus. Those without the Major Basic Armor Proficiency may only wear armor up to +5 benefit.

BASIC WEAPON PROFICIENCY [Combat, Automaton]*
Benefit: This feat encompasses ALL the weapons listed as Basic Weapons in the core SRD and other sources. ALL non-relic weapons are now under this proficiency. Exception is *Exotic Weapon Proficiency.* Each weapon group is a single feat selection. The Basic Weapons Groups are:　　Natural Attack Forms　　　　Misc. Melee Weapons
　　　　　　　　　　　　　　　　　　　　　　　　　　Bladed Weapons　　　　　　　Primitive Missile Weapons
Normal: All characters capable of wielding weapons are automatically eligible to take this feat. Each selection of this feat applies to one of the four listed weapons groups. Characters who select Misc. Melee Weapons are automatically proficient with all listed Misc. Melee Weapons. Ultra-modern melee weapons are Basic Weapons of similar types and their use does not require an additional relic weapon proficiency selection.
Special: Exotic Weapons are non-relic weapons that the GM determines are not common in the region or campaign. A character who desires to be proficient in an exotic weapon must chose that feat to wield those weapons without penalty. Only humanoids who have features or have selected mutations that bestow natural attack forms require the selection of Basic Weapon Proficiency-Natural Attack Forms in order to use their natural weapons without penalty. Those characters in animal form, whether mutated or not do not require the selection of this feat. They are automatically proficient with their natural weapons.

BEAST [Language]*
Benefit: Bestows the ability to speak the language of a specific Talker (NPC mutant animal) type or beast of the wild.
Special: Each selection of this feat grants the ability to speak to one type of beast or Talker.

BEAST LORD [Charismatic]*
Prerequisite: Animal Companion, Level 12
Benefit: A character may have as many additional animal companions as he has Charisma bonus.
Special: A character may have only one special companion (Mutated Beast or Symbiote).

BLIND-FIGHT [Combat, Automaton]~
Benefit: In melee, every time you miss because of concealment, you can re-roll 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 Defense, 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 AC. The speed reduction for darkness and poor visibility also applies.
Special: The Blind-Fight feat is of no use against a character who is *blinking* or fading in and out.

BRAWL [Combat]~
Benefit: When making an unarmed attack, the character receives a +1 competence bonus on attack rolls, and the character deals non-lethal damage equal to 1d6 + his or her Strength modifier.
Normal: Unarmed attacks normally deal non-lethal damage equal to 1d4 + Strength modifier.

BURST ATTACK [Combat, Automaton]*
Prerequisite: Appropriate relic weapon group feat, Dex 13+
Benefit: You are able to effectively utilize the burst and auto fire capabilities of your relic weapons. Using a weapon with the burst feature will get you two attacks and three(3) rounds or charges from your weapon are used up as if a single attack action were spent. Auto fire gets you D2+2 attacks but burns eight(8) rounds or charges from your clip or power source also as if a single attack action were spent.
Normal: Burst affects, such as burst and auto-fire are not allowed by characters despite the capability of the weapon itself.
Special: This feat is only selectable once, it is effective for ALL types of relic weapons in the selected relic weapon group with the burst and auto-fire features.

CALLED SHOT, MELEE [Combat, Automaton]*
Prerequisite: Power Attack, Cleave, Greater Cleave
Benefit: At a -4 attack penalty a character may spend a full round action to strike a vital location on an opponent. This adds one additional die of damage to the equipped weapon on a successful hit. So that a weapon that does d6 damage would do 2d6, a weapon that normally does 2d4+3 would do 3d4+3, etc.
Special: This feat's extra damage is stackable with critical hit damage.

CALLED SHOT, RANGED [Combat, Automaton]*
Prerequisite: Far Shot, Precise Shot, Improved Precise Shot
Benefit: At a -4 attack penalty a character may spend a full round action to strike a vital location on an opponent. This adds one additional die of damage to the equipped weapon on a successful hit. So that a weapon that does d6 damage would do 2d6, a weapon that normally does 2d4+3 would do 3d4+3, etc.
Special: This feat's extra damage is stackable with critical hit damage.

CAMPER [Environmental]*
Prerequisite: Endurance
Benefit: No sleep penalties for sleeping in any type of armor. You may sleep soundly in any type of terrain or weather condition and gain the benefits from a full night's rest if not interrupted.
Normal: Characters who wear armor while sleeping are fatigued the following day.

CAUTIOUS [Technical, Automaton]~
Benefit: The character gets a +2 bonus on all Build, Repair or Bypass Device skill checks when dealing with explosives.

CHEMICAL, COMPLEX [Build, Repair, Use Object, Automaton]*
Prerequisite: Chemical, Simple
Benefit: Enables the Build, Repair and Use Object features that interact with chemical substances other than pharmaceuticals. Allows the character to Build, Repair or Use complex Chemical substances or items. This feat is not usually intended to be used for compounds that are to be consumed by living beings.
Normal: Characters may not Build or Repair complex chemical substances or use items or are required to use substances with a chemical component Untrained with the Use Object skill.
Special: Grants a +2 to the Use Object skill when the characters Tech Level is less than the objects tech level.

CHEMICAL, SIMPLE [Build, Repair, Use, Automaton]*
Benefit: Enables the Build, Repair and Use Object features that interact with chemical substances other than pharmaceuticals. Allows the character to Build, Repair or Use simple Chemical substances or items. This feat is not usually intended to be used for compounds that are to be consumed by living beings.
Normal: Characters may not Build or Repair simple chemical substances or use items or are required to use substances with a chemical component Untrained with the Use Object skill.
Special: Grants a +2 to the Use Object skill when the characters Tech Level is less than the objects tech level.

CLEAVE [Combat]
Prerequisites: Str 13, Power Attack.
Benefit: If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

CLIMB [Task, Thievery]*
Benefit: Enables the Perform Task-Climb skill. The character may use the Perform Task skill Trained when climbing.
Normal: Any character may climb but does so Untrained without the benefits of this feat.

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 Defense. This number may not exceed your base attack bonus. The changes to attack rolls and Defense 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 Defense.

COMBAT INVOCATION [Mutational]*
Prerequisite: Concentration +5
Benefit: You get a +4 competence bonus to concentration checks made to use mental mutations while on the defensive.
Special: Only mutants are eligible to take this feat

COMBAT MARTIAL ARTS [Combat]~
Prerequisite: Base attack bonus +1.
Benefit: With an unarmed strike, the character deals lethal or non-lethal damage (the character's choice) equal to 1d6 + 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 1d4 points of non-lethal damage. Unarmed attacks normally provoke attacks of opportunity, and unarmed combatants cannot normally make attacks of opportunity.
Special: Only Humans are eligible to take this feat.

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.

CYBERNETIC SURGERY [Medical, Automaton]~
You can graft cybernetic attachments onto living tissue as well as safely remove them.
Prerequisites: Medical 8 ranks, Modern Surgery.
Benefit: You can make a Medical-Surgery check (DC 20) to install or remove a cybernetic attachment. If you do not have a surgery kit or access to a medical facility, you may not perform this surgery type. Cybernetic surgery takes 1d4 hours.
The consequences of failure are severe: If your check result fails by 5 or more, the installation or removal of the cybernetic attachment causes undue physical trauma to the patient, who suffers 1d4 points of Constitution damage. If the check result fails by 10 or more, the Constitution damage is treated as Constitution drain instead.
A character who undergoes cybernetic surgery (successful or not) is fatigued for 48 hours. Reduce this time by 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.
Normal: Characters without this feat may not perform Cybernetic Surgery except in the following cases; a –8 penalty if the character attempts this task with the Medical-Modern Surgery and –12 penalty if attempting Cybernetic Surgery using their Medical-Primitive Surgery skill.
Special: Only Androids and Humans are eligible to take this feat.

COMBAT THROW [Defensive]
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.

CONFIDENT [Charismatic]~
Benefit: The character gets a +2 bonus on all Perform Task-Gamble checks and on level checks to resist Bluff-Intimidate or Bluff-Feint attempts.

CREATIVE [General]~
Benefit: Pick two Perform skills and gain +2 on all checks when using those skills.
Special: A character can select this feat as many times as he or she likes. Each time, the character selects two new Perform skills.

DARK MIND [Sensory]*
Prerequisite: Natural Talent, combined Int and Wis score of 28+
Benefit: To those with mental powers that can detect other minds, yours does not exist. You are mentally invisible and are immune to all mind influencing mental mutations whether they are beneficial or detrimental.
Special: Only Humans are eligible to take this feat.

DEAD AIM [Combat, Automaton]
Prerequisites: Wisdom 13, Far Shot.
Benefit: Before making a ranged attack, the character may take a full-round action to line up your shot. This grants the character a +2 circumstance bonus on his or her next attack roll. Once the character begins aiming, he or she can't move, even to take a 5-foot step, until after the character makes his or her next attack, or the benefit of the feat is lost. Likewise, if the character's concentration is disrupted or the character is attacked before his or her next action, the character loses the benefit of aiming.

DECEITFUL [Thievery]~
Benefit: You get a +2 bonus on all Disguise checks and Perform Task-Forgery checks.

DEFENSIVE MARTIAL ARTS [Defense]
Benefit: The character gains a +1 dodge bonus to Defense against melee attacks.
Special: A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses. Only Humans are eligible to take this feat.

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 primitive 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 primitive ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by mutation effects can't be deflected.

DEFT HANDS [General]~
Benefit: You get a +2 bonus on all Perform Task-Sleight of Hand checks and Bypass Device checks.

DIEHARD [Misc. Physical]~
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) 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.
Special: Constructs of all types are ineligible to take this feat.

DEMOLITIONS [Build, Repair, Thievery, Automaton]*
Benefit: Allows the character the ability to *Build* or *Repair* explosive devices.

> Arming or Setting an Explosive Device = Base DC 12 or 16 for complex
> Building an Explosive Device = Base DC 24 or 28 for complex +/- Trigger and Options modifiers
> Repairing an Explosive Device = Base DC 24 or 28 for complex +/- Trigger and Options modifiers

Select an Explosive Type:

#	Device or Substance*	Damage Multiplier
1	Serpentine Powder	0.3
2	Ammonium Nitrate	0.4
3	Grain Powder	0.4
4	Black Powder	0.5
5	Diesel fuel/nitrate fertilizer	0.5
6	Misc. Chemical Explosive	0.6
7	Dynamite	0.8

8	Medium Chemical Battery	0.8
9	PETN(detonation cord)	1
10	TNT	1
11	Large Chemical Battery	1.1
12	Amatol	1.2
13	Gasoline	1.2
14	Tetryl	1.3
15	Composition B	1.4
16	C3	1.4
17	C4	1.4
18	Liquid hydrogen/liquid oxygen	1.5
19	FAE munition	5
20	Fusion Reactor	7
21	Antimatter	10

*These may be used as guides. Feel free to add explosive substances.

Select Triggering Method:

#	Detonator or Trigger Type	Modifiers
1	Fuse Chord - *Timed*	Spot +4 while lit / Arm DC +2
2	Trip Wire – *Proximity* or *Location*	- / Arm DC +2
3	Motion Sensor/Infrared Beam – *Proximity* or *Location*	Spot –2 / -
4	Amonia Sensor – *Proximity*	Spot –2 / -
5	Misc. Mechanical – *Location*	- / Arm DC +2
6	Pressure – *Location*	- / -
7	Laser – *Proximity* or *Location*	Spot –2 of if visible light used +4 / -
8	Heat – *Proximity* or *Location*	Spot –2 / -
9	Impact – *Location*	- / -
10	Audio – *Audio*	Spot –2 / -
11	Visual – *Visual*	Spot –2 / -
12	Electrical Contact – *Location*	- / -
13	Friction Detonator – *Location*	- / -
14	Timed - *Timed*	- / Arm DC +2

Special Feature Options:

#	Feature	DC Mod	Damage Mod
1	Shaped Charge 30deg	+4	+2 die
2	Shaped Charge 60deg	+2	+1die
3	Anti-personnel	-	+1 die Personnel and -1 die Vehicle or Structural
4	Anti-Vehicle or Structural	+2	+1die Vehicle or Structure and -1 die Personnel
5	Concealment	+1 DC per –1 Spot check penalty. -4 max	n/a
6	Increased Disarm	+1 DC per –1 Bypass Device check. -4 max	n/a
7	Bypass	+2	n/a

Improvised explosive devices do a base 2d6 of damage unless specified. Military explosive devices designed for the task do a base of 3d6 of damage, unless specified.

Features can add a die of damage (i.e. improvised explosive device = 3d6) and the specific explosive type adds a multiplier (i.e. improvised explosive [gasoline] = 3d6x1.2) = average of 12.6 rounded to nearest, 13 points of base damage.

Critical Failure means the device has either been ruined and needs repair or it has prematurely exploded causing its explosive damage to anyone in its area of effect.

If the DC is failed by more than 10 the device explodes. Otherwise, it has broken and requires repair. To repair, treat as if the device were being crafted unless the GM wishes to use the repair rules found in the Technology chapter.

Normal: Without this feat, a character may not Build, Repair or Bypass Devices or substances with explosive components.

DILIGENT [Sensory]~
Benefit: You get a +2 bonus on all Tracking checks and Survival-Navigation checks.

DIRECTIONAL PRODIGY [Environmental, Sensory]*
Benefit: The character receives a +4 bonus to all navigation checks.

DISEASE RESISTANCE [Environmental, Misc. Physical]*
Prerequisite: Con 11+
Benefit: Disease does not pose the same degree of hazard to you as it would to anyone else. You receive a +4 bonus to all saves vs diseases and disease effects.

DODGE [Defensive]~
Prerequisite: Dex 13.
Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Defense against attacks from that opponent. You can select a new opponent on any action.

A condition that makes you lose your Dexterity bonus to Defense (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

DRIVE-BY ATTACK [Combat, Vehicle, Automaton]~
Benefit: The driver of a vehicle can take his or her attack action to make an attack at any point along the vehicle's movement track.
Normal: 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.

EDUCATED [General]~
Benefit: Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills.
Special: A character can select this feat as many times as they like. Each time, the character selects two new Knowledge skills.

EFFICIENT ROOTING [Misc. Physical]*
Prerequisite: Mutated Plant Genotype
Benefit: Subtract one hour from the total required time spent in the rooting state without penalty.
Normal: 4 hours per day must be spent 'rooting'.

ELECTRICAL, COMPLEX [Build, Repair, Use Object, Automaton]*
Prerequisite: Electrical, Simple
Benefit: Bestows the ability to Build, Repair, or Use complex electrical objects.
Special: Only Humans are eligible to take this feat. Grants a +2 to the Use Object skill when the characters Tech Level is less than the objects tech level.

ELECTRICAL LOCKS [Technical, Thievery, Automaton]*
Benefit: Bestows the ability to use the Bypass Device skill on these forms of locks.

ELECTRICAL, SIMPLE [Build, Repair, Use Object, Automaton] *
Benefit: Bestows the ability to Build, Repair, or Use simple electrical objects.
Special: Grants a +2 to the Use Object skill when the characters Tech Level is less than the objects tech level.

ELECTRICAL TRAPS [Technical, Thievery, Automaton]*
Benefit: Bestows the ability to use the Bypass Device skill on these forms of traps.

ELUSIVE TARGET [Defensive]
Prerequisites: Dexterity 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.

ENDURANCE [Environmental, Misc. Physical]~
Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist non-lethal damage, Constitution checks made to continue running, Constitution (or Fortitude) checks made to avoid non-lethal damage from a forced march, Constitution checks made to hold your breath, Survival (or Constitution or Fortitude) checks made to avoid non-lethal damage from starvation or thirst, Survival (or Fortitude) saves made to avoid non-lethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation.

ENVIRONMENTAL ADAPTATION [Environmental, Misc. Physical]~
Your physiology has been altered by life on a planet with a harsh climate or adverse environmental conditions.
Benefit: You gain one of the benefits listed below, depending on your planet of origin.
Barren World: You gain a +4 bonus on Survival checks and a +4 bonus on Constitution checks against starvation and thirst.
Cold World: You gain a +4 bonus on Fortitude saves against extreme cold, as well as cold resistance 5.
Dark World: You gain darkvision out to a range of 60 feet. Darkvision is black and white only, but otherwise works as normal sight.
High-G World: You gain a +2 bonus to your Strength. Reduce your base height by 6 inches.
Hot World: You gain a +4 bonus on Fortitude saves against extreme heat, as well as fire resistance 5.
Low-G World: You gain a +2 bonus to your Dexterity. Increase your base height by 6 inches.
Water World: You gain a +4 bonus on Swim checks and can hold your breath for a number of rounds equal to twice your Constitution score.
Special: You may only take this feat at 1st level. You may select this feat more than once, however, if you get multiple feats at 1st level; each time you choose this feat, you gain a different benefit.

EXOTIC WEAPON PROFICIENCY [Combat]~
Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Prerequisite: Base attack bonus +1
Benefit: You make attack rolls with the weapon normally.
Normal: A character who uses a weapon with which he or she is not proficient takes a –4 penalty on attack rolls.
Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon. For the purposes of determining what an exotic weapon might be, it is any weapon not common to the campaign region in which the characters are playing except relic weapons.

EXPLOSIVE TRAPS [Technical, Thievery, Automaton]*
Benefit: Bestows the ability to use the Bypass Device skill on these forms of traps. Disarming an Explosive Device = Base DC 24 or 28 for a complex device.

FAR SHOT [Combat, Automaton]~
Prerequisite: Point Blank Shot.
Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1-1/2). When you use a thrown weapon, its range increment is doubled.

FERTILE [Misc. Physical]*
Prerequisite: Con 11+
Benefit: Allows a PC that is infertile or barren to become fertile and have the ability to procreate and either inseminate or carry to term a baby, hatchling, sporeling, cub, kit, or whatever you call your young, that will carry some of your traits and some of the traits of it's other fertile parent.
Special: Automatons are not eligible to take this feat, they are constructs.

FLEET FEET [Misc. Physical]*
Prerequisite: Dex 13
Benefit: Grants the character an additional 5' of base movement per selection.
Special: The maximum improvable rate of movement is equal to two times the original base movement rate of the character.

FOCUSED [General]
Benefit: The character receives a +2 bonus on all Perform Task-Balance checks and Concentration checks.

FORCE STOP [Vehicle]~
Prerequisites: Vehicle, any 4 ranks, Gearhead
Benefit: When the character attempts a sideswipe stunt with a surface vehicle, the character 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, the character must have sufficient movement remaining to move a number of squares equal to the character's turn number.
After succeeding on the check to attempt the sideswipe, the character makes a Drive check opposed by the other driver. If the character succeeds, turn the other vehicle 90 degrees across the front of the character's, so that they form a tee. Move them forward a distance equal to the character's turn number. The vehicles end their movement at that location, at stationary speed, and take their normal sideswipe damage.
If the character fails the check, resolve the sideswipe normally.

FORGERY [Task, Thievery, Automaton]*
Benefit: The character is able to forge signatures, documents using the Perform Task-Forgery skill.
Normal: Without this feat no character may even attempt to forge documents.

GEARHEAD [Vehicle]~
Benefit: The character gains a +2 bonus to vehicle driving checks when attempting any 'stunts'.

GENEGENEER [Medical]*
Prerequisite: Knowledge, Earth and Life Sciences-Genetics +6, Use Object +6, Medical +6
Benefit: You are the consummate genomic engineer. Able to craft other beings like a true artist. This feat enables the character to create beings using the Build skill and the appropriate facilities or to Repair (cure defects and degenerative genetic disorders) creatures.
Special: The GM is the final arbiter and judge as to ANY and ALL matters concerning the creature being engineered. This includes but is not limited to the exact traits, abilities or features of the creature. Only Humans and Androids are eligible to take this feat. Refer to the Mad Science chapter for creature creation specifics.

GENERAL, COMPLEX [Build, Repair, Use Object, Automaton]*
Benefit: Allows the character to build or repair complex objects, items or systems that do not fall into the specific mechanical or electrical realms of knowledge, such as Androids or single celled life forms using the Build or Repair skills, or using complex medical devices when the character has no ranks in the Medical skill.

GENERAL, SIMPLE [Build, Repair, Use Object, Automaton]*
Benefit: Allows the character to build or repair simple objects, items or systems that do not fall into the specific mechanical or electrical realms of knowledge, such as handicrafts using the Build or Repair skills or using simple medical devices when the character has no ranks in the Medical skill.

GREAT CLEAVE [Combat]~
Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.
Benefit: This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

GREAT FORTITUDE [General]
Benefit: You get a +2 bonus on all Fortitude saving throws.

GREATER DISARM [Defensive]*
Prerequisite: Improved Disarm, level 10
Benefit: On a successful disarm, an opponents weapon now lands in the square behind the disarming character, or in the square if that is impossible due to obstruction.

GREATER TWO-WEAPON FIGHTING [Combat, Automaton]~
Prerequisites: Dex 19, Improved Two-Weapon Fighting, base attack bonus +11.
Benefit: You get a third attack with your off-hand weapon, albeit at a –10 penalty.

GREATER WEAPON FOCUS [Combat]
Choose one type of weapon for which you have already selected Weapon Focus. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.
Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, level 8th.
Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus (see below).
Special: You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

GREATER WEAPON SPECIALIZATION [Combat]
Choose one type of weapon for which you have already selected Weapon Specialization. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.
Prerequisites: Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Specialization with selected weapon, level 12th.
Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization (see below).
Special: You can gain Greater Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

HACKER [Technical, Thievery]*
Prerequisite: Knowledge, High Tech Sciences-Computers, Int 11
Benefit: Your computer skills are those of a prodigy from the ancient world. You gain +4 to all computer related use and programming skill checks.
Normal: Those without the feat suffer a –4 penalty in addition to the Untrained Perform Task skill check when attempting computer related tasks if allowed at all.
Special: Only Humans may take this feat.

HANDLE BEAST [Charismatic, Task]*
Benefit: Selection of this feat enables the character to use the skill Perform Task-Handle Beast, which may only be performed if the character has selected this feat.

Task	Handle Animal DC
Handle an animal	10
"Push" an animal	25
Teach an animal a trick	15 or 20[1]
Train an animal for a general purpose	15 or 20[1]
Rear a wild animal	15 + HD of animal

[1]See the specific trick or purpose below.

General Purpose	DC	General Purpose	DC
Combat riding	20	Hunting	20
Fighting	20	Performance	15
Guarding	20	Riding	15
Heavy labor	15	-	

*Handle a Beast, "Push" an Animal, Teach a Beast a Trick (*Attack, Come, Defend, Down, Fetch, Heel, Perform, Seek, Stay, Track, Work), *Train a Beast for a Purpose, Combat Riding, Fighting, Heavy Labor, Hunting, Performance, Riding, Rear a Wild Animal.*
Normal: If you have no ranks in Perform Task-Handle Animal, then you may not use Perform Task as an Untrained skill check. You must select this feat to interact or train a beast.
Special: You can use this skill on a creature with an Intelligence score of 1 or 2 that is not an animal, but the DC of any such check increases by 5. Such creatures have the same limit on tricks known as animals do.
If you have the Animal Affinity feat, you get a +2 bonus on Handle Beast checks.
Those who have 5 or more ranks in Handle Animal, get a +2 bonus on Ride checks.

HIDE [Task, Thievery]*

Benefit: This feat enables a character the ability to hide without penalties using the Perform Task-Hide skill. Your Hide check is opposed by the Spot check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. When moving at a speed greater than one-half but less than your normal speed, you take a –5 penalty. It's practically impossible (–20 penalty) to hide while attacking, running or charging.

A creature larger or smaller than Medium takes a size bonus or penalty on Hide checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.

You need cover or concealment in order to attempt a Hide check. Total cover or total concealment usually (but not always; see Special, below) obviates the need for a Hide check, since nothing can see you anyway.

If people are observing you, even casually, you can't hide. You can run around a corner or behind cover so that you're out of sight and then hide, but the others then know at least where you went.

If your observers are momentarily distracted (such as by a Bluff check; see below), though, you can attempt to hide. While the others turn their attention from you, you can attempt a Hide check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank you have in Hide.) This check, however, is made at a –10 penalty because you have to move fast.

Sniping: If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again. You take a –20 penalty on your Hide check to conceal yourself after the shot.

Creating a Diversion to Hide: You can use Bluff to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you.

Action: Usually none. Normally, you make a Hide check as part of movement, so it doesn't take a separate action. However, hiding immediately after a ranged attack (see Sniping, above) is a move action.

Normal: A character attempting to use the Perform Task-Hide skill without the Hide feat does so as an Untrained skill and gains no benefits from any skill ranks applied to the Perform Task skill.

Special: If you are invisible, you gain a +40 bonus on Hide checks if you are immobile, or a +20 bonus on Hide checks if you're moving. If you have the Stealthy feat, you get a +2 bonus on Perform Task-Hide checks.

HORTICULTURIST [Medical, Automaton]*

Prerequisite: Knowledge, Earth and Life Sciences-Medical and Horticulture +6
Benefit: +4 to all heal checks involvi ng any plant species, sentient or otherwise.

IMPROVED BRAWL [Combat]~

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 non-lethal damage equal to 1d8 + the character's Strength modifier.
Normal: Unarmed attacks normally deal non-lethal damage equal to 1d4 + Strength modifier.

IMPROVED BULL RUSH [Combat]~

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 COMBAT MARTIAL ARTS [Combat]~

Prerequisites: Combat Martial Arts, base attack bonus +4.
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.
Special: Only Humans are eligible to take this feat.

IMPROVED COMBAT THROW [Defensive, Combat]~

Prerequisites: Defensive Martial Arts, Combat Throw, base attack bonus +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.
Special: This feat doesn't grant the character more attacks of opportunity than he or she is normally allowed in a round. Only Humans may select this feat.

IMPROVED CRITICAL [Combat]~

Choose one type of weapon.
Prerequisite: Proficient with weapon, base attack bonus +8.
Benefit: When using the weapon you selected, your threat range is doubled.
Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.
This effect doesn't stack with any other effect that expands the threat range of a weapon.

IMPROVED DAMAGE THRESHOLD [General]
Benefit: The character increases his or her massive damage threshold by 3 points.
Normal: A character without this feat has a massive damage threshold equal to his or her current Constitution score. With this feat, the character's massive damage threshold is current Con +3.
Special: A character may gain this feat multiple times. Its effects stack.

IMPROVED DISARM [Defensive]~
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.
Normal: See the normal disarm rules.

IMPROVED FEINT [Combat, Defensive]~
Prerequisites: Combat Expertise.
Benefit: You can make a Bluff-Feint check to feint in combat as a move action.
Normal: Feinting in combat is a standard action.

IMPROVED GRAPPLE [Combat]~
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 HIT DIE [Environmental, Misc. Physical]*
Prerequisite: Con 11+
Benefit: Your Hit Die are permanently raised one step from this point forward. A PSH = D10, and Mutant = D8 and an Android = D6.
Normal: PSH's normally have a D8 HD, Mutants have a D6 HD and Androids have a D4 HD. This is selectable once.

IMPROVED INITIATIVE [General, Automaton]~
Benefit: You get a +4 bonus on initiative checks.

IMPROVED KNOCKOUT PUNCH [Combat]
Prerequisites: Brawl, Knockout Punch, base attack bonus +6.
Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This critical hit deals triple damage. The damage is non-lethal damage.
Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always non-lethal.

IMPROVED OVERRUN [Combat]~
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 PRECISE SHOT [Combat, Automaton]~
Prerequisites: Dex 15, Precise Shot, Far Shot, Skip Shot
Benefit: Your ranged attacks ignore the Defense 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.
Special: Only Androids and Humans are eligible to take this feat.

IMPROVED SHIELD BASH [Combat]~
Prerequisite: Shield Proficiency.
Benefit: When you perform a shield bash, you may still apply the shield's shield bonus to your Defense.
Normal: Without this feat, a character who performs a shield bash loses the shield's shield bonus to Defense until his or her next turn.

IMPROVED SUNDER [Combat, Automaton]~
Prerequisites: Str 13, Power Attack.
Benefit: When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity.
You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.
Normal: Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

IMPROVED TRIP [Defensive]~
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 [Combat, Automaton]~
Prerequisites: Dex 17, Two-Weapon Fighting, base attack bonus +6.
Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a –5 penalty.
Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

IMPROVED UNARMED STRIKE [Combat]~
Benefit: You are considered to be armed even when unarmed —that is, you do not provoke attacks or opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you.
In addition, your unarmed strikes can deal lethal or non-lethal damage, at your option.
Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only non-lethal damage with such an attack.

INTERROGATOR [Charismatic]*
Prerequisite: Combined Wisdom and Charisma score of 22+
Benefit: An interrogator receives a +2 to all Sense Motive and Bluff-Intimidate checks.

INTIMIDATING PRESENCE [Charismatic]*
Prerequisite: Basic Attack Bonus +8
Benefit: When a character chooses to use this ability any opponents within site of the character with half or fewer levels must make a Will save (DC=10+½character level+Cha Mod). Any opponent who fails the save suffers from the 'shaken' effect for a number of rounds equal to 1d6+Cha Mod. This ability is a free action once per round. A successful save means the opponent/s are immune to the characters ability. This does not affect creatures of animal intelligence or lower (Int 3).
Special: For each target above and beyond the characters level, each target receives a +1 to their save vs the effect of the characters ability. Automatons are not eligible to take this feat.

INVESTIGATOR [General]~
Benefit: You get a +2 bonus on all Investigation checks and Deduction-Investigative Reasoning checks.

IRON WILL [General]
Benefit: You get a +2 bonus on all Will saving throws.

JACK OF ALL TRADES [General]~

You've picked up a smattering of even the most obscure skills.

Prerequisite: Character level 10th+

Benefit: You can use any skill untrained, even those that normally require training and those that are exclusive to classes you don't have. You cannot, however, gain ranks in a skill unless you are allowed to select it.

Special: only humans are eligible for this feat.

KNOCKOUT PUNCH [Combat]

Prerequisites: Brawl, base attack bonus +3

Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This damage is non-lethal damage.

Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always non-lethal.

LEADERSHIP [Charismatic]~

Prerequisite: Character level 6th.

Benefits: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist him or her. See the table below for what sort of cohort and how many followers the character can recruit.

Leadership Modifiers: Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Cha modifier). A character's reputation (from the point of view of the cohort or follower he is trying to attract) raises or lowers his Leadership score:

Leader's Reputation	Modifier
Great renown	+2
Fairness and generosity	+1
Special power	+1
Considered Wealthy	+1
Failure	−1
Aloofness	−1
Cruelty	−2

Other modifiers may apply when the character tries to attract a cohort:

The Leader . . .	Modifier
Has a familiar, special mount, or animal companion	−2
Recruits a cohort of a different social or political belief system	−1
Caused the death of a cohort	−2*
* Cumulative per cohort killed.	

Followers have different priorities from cohorts. When the character tries to attract a new follower, use any of the following modifiers that apply.

The Leader . . .	Modifier
Has a stronghold, base of operations, guildhouse, or the like	+2
Moves around a lot	−1
Caused the death of other followers	−1.

Leadership Score	Cohort Level	—— Number of Followers by Level ——					
		1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—

13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

Leadership Score: A character's base Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score, as detailed above.

Cohort Level: The character can attract a cohort of up to this level. Regardless of a character's Leadership score, he can only recruit a cohort who is two or more levels lower than himself. The cohort should be equipped with gear appropriate for its level. A character can try to attract a cohort of a particular race, class, and political or social background. The cohort's belief system may not be opposed to the leader's, and the leader takes a Leadership penalty if he recruits a cohort of a belief system different from his own.

Cohorts earn XP as follows: The cohort does not count as a party member when determining the party's XP. Divide the cohort's level by the level of the PC with whom he or she is associated (the character with the Leadership feat who attracted the cohort). Multiply this result by the total XP awarded to the PC and add that number of experience points to the cohort's total. If a cohort gains enough XP to bring it to a level one lower than the associated PC's character level, the cohort does not gain the new level—its new XP total is 1 less than the amount needed attain the next level.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level. Followers are similar to cohorts, except they're generally low-level NPCs. Because they're generally five or more levels behind the character they follow, they're rarely effective in combat.

Followers don't earn experience and thus don't gain levels. However, when a character with Leadership attains a new level, the player consults the table above to determine if she has acquired more followers, some of which may be higher level than the existing followers. (You don't consult the table to see if your cohort gains levels, however, because cohorts earn experience on their own.)

Special: Automaton and Plant genotypes are ineligible for this feat

LIGHTNING REFLEXES [General]
Benefit: You get a +2 bonus on all Reflex saving throws.

LONG-TERM CARE [Medical, Automaton]*
Benefit: Grants the character the ability to use the Medical-Long-Term Care skill without penalty
Normal: Characters use Medical-Long-Term care as an Untrained skill check.

MANYSHOT [Combat]
Prerequisites: Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6
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 fire, 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.

MARTIAL WEAPON PROFICIENCY [ ]~
Deleted

MASTER ASSASSIN [Combat]*
Prerequisite: BAB +8, Assassin, Far Shot, Precise Shot, Improved Precise Shot
Benefit: The character is a master at finding just the right vulnerable spot that will maximize the damage to an opponent with a single ranged shot at –4 to hit and at the cost of a full round action. On a successful hit the target opponent suffers the loss of ½of all current hit points. Each successful hit reduces the opponents current hit points by ½ This ability negates the normal damage associated with the weapon used for the attack.
Special: Creatures that are immune to critical hits or have armor that is completely enclosed with no vulnerable points make the target immune to the master assassin's special attack. Mutants are ineligible for this feat.

MECHANICAL, COMPLEX [Build, Repair, Use Object, Automaton]*
Prerequisite: Mechanical, Simple
Benefit: Bestows the ability to Build, Repair, or Use complex mechanical objects.
Special: Mutants are restricted from this feat. Grants a +2 to the Use Object skill when the characters Tech Level is less than the objects tech level.

MECHANICAL LOCKS [Thievery, Automaton]*
Benefit: Bestows the ability to use the Bypass Device skill on these forms of locks.

MECHANICAL, SIMPLE [Build, Repair, Use Object, Automaton]*
Benefit: Bestows the ability to Build, Repair, or Use simple mechanical objects.
Special: Grants a +2 to the Use Object skill when the characters Tech Level is less than the objects tech level.

MECHANICAL TRAPS [Thievery, Automaton]*
Benefit: Bestows the ability to use the Bypass Device skill on these forms of traps.

MEDIC [Medical, Automaton]*
Benefit: Due to your diligent study habits you gain +2 on all Medical Skill checks.

MEDICAL SUSCEPTIBILITY [Misc. Physical]*
Prerequisite: Con 13+
Benefit: You character gains +2 on the save roll when attempting to use or receive aid from any of the relic medical technology and remedies.
Normal: Mutants must make a Fortitude save to gain the benefits of modern medical techniques or medicines.
Special: Androids and mutated plants are never susceptible to normal biological medical techniques. This feat may be selected up to two times. Only Mutant humanoids and animals are eligible to take this feat.

MOBILITY [Defensive]~
Prerequisites: Dex 13, Dodge.
Benefit: You get a +4 dodge bonus to Defense against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Defense (if any) also makes you lose dodge bonuses.
Dodge bonuses stack with each other, unlike most types of bonuses.

MODERN SURGERY [Medical, Automaton]*
Prerequisite: Primitive Surgery, Combined Int and Dex of 24
Benefit: Grants the character the ability to use the Medical-Modern Surgery skill to treat critical injuries requiring surgical procedures.
Normal: Characters may not perform medical procedures requiring modern surgical skills.

MOUNTED ARCHERY [Combat]~
Prerequisites: Ride Beast +4, Mounted Combat.
Benefit: The penalty you take when using a ranged weapon while mounted is halved: –2 instead of –4 if your mount is taking a double move, and –4 instead of –8 if your mount is running.

MOUNTED COMBAT [Defensive]~
Prerequisite: Ride Beast +4
Benefit: Once per round when your mount is hit in combat, you may attempt a Ride Beast check (as a reaction) to negate the hit. The hit is negated if your Ride Beast check result is greater than the opponent's attack roll. (Essentially, the Ride Beast check result becomes the mount's Defense if it's higher than the mount's regular DF.)

MOVE SILENT [Tasks, Thievery]*
Benefit: This feat enables the character to use the Perform Task-Move Silent skill without penalty.
Normal: Without this feat a character may attempt to Move Silent but, does so as an Untrained skill check.

MUTATION FOCUS [Mutational]*
Prerequisite: Mutation Penetration of a mutation in the same mutation group, only mutants are eligible for this feat
Benefit: Your PC is especially adept at a specific mutation group. You gain a +2 to your level when factoring your DC score when using a mutation from this group.
Special: This feat applies to any applicable mutation that affects other characters and requires a save on their part. Each successive time you take this feat it applies to a new mutation group.

MUTATION PENETRATION [Mutational]*
Prerequisite: Only mutants are eligible to take this feat
Benefit: One of your mutations is especially potent and breaks through mental defenses easier than usual. You gain a +2 to your level when using any of your mutations when factoring the save DC of your opponents.
Special: This feat applies to any applicable mutation that affects other characters and requires a save on their part. Each successive time you select this feat it applies to a new mutation.

NATURAL TALENT [Sensory]*
Prerequisite: Int 15+
Benefit: The character is a natural psionicist capable of minor psionic talents. Roll a D10 and consult the Talents Table below for the specific psionic Talent the character is able to manifest.

D10	Talent
1-3	Telepathy
4	Clairvoyance
5	Clairaudiance
6-7	Empathy
8	Telekinesis
9-10	Intuition

The effects, duration and other variables and factors are all as the mutations with the same name.
Special: This feat, by itself, does not qualify the recipient as a 'mutant' nor does it qualify him for other mutation enhancing feats. Only Humans may take this feat.

NEGOTIATOR [Charismatic]~
Prerequisite: Cha 11
Benefit: You get a +2 bonus on all Diplomacy checks and Sense Motive checks.

NERVE PINCH [Combat]
You can incapacitate foes with a vice-like pinch.
Prerequisites: Combat Martial Arts, base attack bonus +4.
Benefit: You make an unarmed attack against a living creature. If the attack succeeds, the target takes no damage but must succeed on a Fortitude save (DC 10 + one-half your character level + your Strength modifier) or be paralyzed for 1d2(+1 for every five levels) in rounds. If the target's attack of opportunity hits you and deals damage, the nerve pinch automatically fails.
Special: This ability does not work on creatures without nervous systems or discernible anatomies, such as oozes and plants, nor on characters in full armor.

NIMBLE FINGERS [Thievery]~
Benefit: You get a +2 bonus on all Bypass Device checks when disarming traps and opening locks.

NOMEN [Language]*
Benefit: Bestows the ability to speak, read and write one or more NPC humanoid languages (Nomen).
Special: Each selection of this feat is a different Nomen language.

OATHBOUND [General]
You swear undying allegiance to a person, group, organization, nation, planet, stellar empire, ethical philosophy, moral philosophy, or belief system. By doing so, you can better influence others who share your allegiance and more effectively oppose those who don't.
Prerequisites: At least one declared allegiance.
Benefit: Choose one of your allegiances. The allegiance you select becomes your primary allegiance and cannot be

broken, except by you. The strength of your allegiance enables you to better assist other beings who have the same allegiance; if your aid another attempt succeeds, your ally gains a +3 circumstance bonus (instead of +2) on his skill check result or attack roll. Your dedication also grants you a +1 bonus on attack rolls made against creatures that do not have this allegiance. In addition, when recruiting followers from your allegiance group you gain +2 to all leadership rolls.

Special: You cannot apply the benefits of this feat to multiple allegiances. If you break your oathbound allegiance, you forever lose the benefits of this feat but may take the feat again and apply the benefits to a new allegiance.

ON GUARD [Sensory, Automaton]*
Prerequisite: Alertness
Benefit: Characters with this feat are always on their guard, even while sleeping. The character is never flat-footed during the first initiative round and receives a +2 on all surprise checks.
Normal: Characters are flat-footed in the first round (initiative round) of combat before their first action.

PERSUASIVE [Charismatic]~
Benefit: You get a +2 bonus on all Bluff-Intimidate checks and Bluff-Feinting checks.

PHARMACOLOGY, COMPLEX [Build, Repair, Use Object, Automaton]*
Prerequisite: Pharmacology, Simple
Benefit: Bestows the ability to Build or Repair complex pharmacological objects to a character. This feat is used to make chemical compounds (usually remedies and treatments) that is intended to be ingested by living beings. Complex pharmaceutical compounds are generally those of DC30 or greater intensity or effectiveness.

PHARMACOLOGY, SIMPLE [Build, Repair, Use Object, Automaton]*
Benefit: Bestows the ability to Build or Repair simple pharmacological objects to a character. This feat is used to make chemical compounds (usually remedies and treatments) that is intended to be ingested by living beings.

PLUG AND PLAY [Automaton]*
Benefit: An android is able to access a new feature in its maintenance circuitry that allows the android to alter its natural body parts or acquire specialty parts that allow improved skill checks or special effects or even weapons fire. Refer to the Automatons Supplement for specifics.
Special: Each selection of this feat allows a single implant to be placed and used. Only automatons are eligible to take this feat.

POINT BLANK SHOT [Combat, Automaton]~
Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

POWER ATTACK [Combat, Automaton]~
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.)

POWERED ARMOR [Defensive]*
Prerequisite: Relic Armor Proficiency
Benefit: You are able to understand and utilize powered armors of all types.
Special: Only Humans and Androids are eligible to take this feat.

PRECISE SHOT [Combat, Automaton]~
Prerequisite: Far 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.

PRIMITIVE SURGERY [Medical, Automaton]*
Benefit: The character may perform emergency, primitive medical surgical procedures using the Medical-Primitive Surgery skill to alleviate specified conditions caused by critical injuries.
Normal: Characters without this feat may not perform surgical procedures.

PROGRAM [Technical, Automaton]*
Prerequisite: Knowledge, High Tech Sciences-Computers, Int 11
Benefit: With this ability the character may program high tech computer systems and automatons of all types using the appropriate facilities and/or equipment and the Perform Task-Intelligence Based skill check.
Special: Only Humans and Androids may select this feat.

QUICK DRAW [Defensive, Combat]~
Prerequisite: Base attack bonus +1.
Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Perform Task-Sleight of Hand skill) 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 LOAD [Combat]*
Benefit: Reloading a firearm with an already filled box magazine or speed loader is a free action. The character may also reload an additional 2 loose rounds for each listed reload amount for non-magazine loaded relic ranged weapons as a free action.
Normal: Reloading a firearm with an already filled box magazine or speed loader is a move action. The character may only reload a number of rounds listed for each weapon type.
Special: You can never reload more than the maximum capacity of each relic ranged weapon.

RADIATION RESISTANCE [Environmental, Misc. Physical]*
Prerequisite: Con 11+
Benefit: Radiation does not pose the same degree of hazard to you as it would to anyone else. You receive a +4 bonus to all saves vs radiation and radiation effects.

RAPID RELOAD [Combat]~
Choose a type of crossbow (hand, light, or heavy).
Prerequisite: Weapon Proficiency (crossbow type chosen).
Benefit: The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow 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.
Normal: A character without this feat needs a move action to reload a hand or light crossbow, or a full-round action to reload a heavy crossbow.
Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow.

RAPID SHOT [Combat]~
Prerequisites: Dex 13, Far Shot.
Benefit: You can get one extra attack per round with a primitive or basic 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.

READ LIPS [Language, Task]*
Benefit: The character is able to Read Lips using the Perform Task-Read Lips skill.
Normal: Without this feat no character may even attempt to Read Lips.

REGIONAL [Language]*
Benefit: You may speak, read and write one regional language other than the one you were born to.
Normal: Characters may only speak their own regional language.
Special: Each selection of this feat is another regional language.

RELIC ARMOR PROFICIENCY [Defensive]*
Prerequisite: Basic Armor Proficiency, Major
Benefit: Your character will be able to use relic armor of all types, except powered armor.

RELIC IDENTIFICATION [Technical, Automaton]*
Prerequisite: Knowledge, High Tech Sciences skill +6
Benefit: You are a font of ancient relic knowledge. You receive a +3 on your Deduction checks when identifying artifacts.

RELIC WEAPON PROFICIENCY [Combat, Automaton]*
Benefit: You are proficient with Relic Weapons of a specific group. Pick one weapon group per selection of this feat. The groups are….

Energy Pistol	Energy Rifle
Fire Arm Muzzle Loaded	Fire Arm Pistol
Fire Arm Rifle	Support Weapons
Heavy Weapons	Heavy Weapons (ultra-modern)

Normal: Characters without a feat selection in the appropriate Relic Weapons groups may not operate or use weapons from that group without sever penalties.
Special: Each selection of this feat applies to a different Relic Weapons Group.

REPAIR QUIRK [Automaton]*
Prerequisite: Access Lost Data, Self Repair
Benefit: An android is able to repair one point worth of debilitating quirks that inhibits its full capabilities. Each successive selection of this feat may stack with a previous partially repaired quirk or go toward a different quirk. All quirks, until FULLY repaired have the same level of effect as if it had no points allocated to its repair. EX: The 2-point Quirk, Memory Slot Malfunction effects access to 2 skills. If an android character selected Repair Quirk and applied it to the previous listed quirk, it would still affect access to both skills, because only 1 point worth of the 2 point quirk has been repaired. Another selection of the Repair Quirk feat would still be required to fully repair this particular quirk.
Normal: The android is unable to access the core self-repair functions of its processor to repair damage that manifests itself as quirks. Only automatons are eligible to take this feat.

RIDE-BY ATTACK [Combat]~
Prerequisites: Ride Beast +4, 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.

ROAD HOG [Vehicle, Automaton]*
Prerequisite: Vehicle Operation +6, Dex 13
Benefit: You are a superior driver. Gain +4 on any vehicle handling checks.
Special: Only Humans and Androids are eligible to take this feat.

ROAD WARRIOR [Combat, Automaton]*
Prerequisite: Appropriate Weapon Proficiency, Dex 13
Benefit: You are proficient with all weapon types that you are normally proficient with while on or in a vehicle. You can use handheld weapons or mounted weapons better than average. You suffer only a –2 penalty per speed category and no penalty for the slowest speed category.
Normal: Those without this proficiency suffer a –4 firing penalty per speed category of the vehicle.

RUN [Misc. Physical]~
Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Perform Task-Jump skill description), you gain a +4 bonus on your Perform Task-Jump check. While running, you retain your Dexterity bonus to Defense.
Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to Defense.

SABOTAGE [Technical, Thievery]*
Benefit: A character may use the Bypass Device skill to sabotage electrical or mechanical systems, thereby bypassing them by breaking or disabling their functions.

SALVAGE [Technical]~
You can salvage electrical and mechanical parts from destroyed vehicles, mecha, starships, robots, computers, and cybernetic attachments.
Benefit: Salvaging a destroyed vehicle, mecha, starship, robot, computer or cybernetic attachment takes time, as noted in Table: Salvage.
At the end of this time, make a Search check. If the check succeeds, you may garner the indicated amounts of salvaged goods by the amount indicated on the Gleaned Material Points table in the Technology chapter. These parts may be sold for scrap or used to offset the cost of future building projects.

TABLE: SALVAGE		
Salvaged Machine	**Time Required**	**Search Check DC**
Vehicle		
Huge or smaller	30 min.	15
Gargantuan	1 hr.	20
Colossal	3 hr.	25
Mecha		
Huge or smaller	30 min.	25
Gargantuan	1 hr.	30
Colossal	3 hr.	35
Starship		
Huge	1 hr.	30
Gargantuan	3 hr.	35
Colossal	6 hr.	40
Robot		
Tiny or smaller	10 min.	20
Small to Large	30 min.	25
Huge or bigger	1 hr.	30
Computer		
Tiny to Small	15 min.	15
Medium-Huge	30 min.	20
Cybernetic Attachment		
Replacement	10 min.	15
Enhancement	30 min.	20

Special: A particular vehicle, mecha, starship, robot, computer or cybernetic attachment can be successfully salvaged only once. Any further attempts to salvage the wreckage fail automatically.

SCAVENGER [Technical]*
Benefit: Your character is the consummate ruins creeper. Able to spot that special relic among the ruin that others would have walked right by. You gain +2 on Search, and Appraise skill checks when specifically looking for or dealing with relic items from the past.

SECURITY SYSTEMS [Technical, Thievery, Automaton]*
Benefit: A character may use the Bypass Device skill to disable security systems.

SELF-SUFFICIENT [Environmental]~
Benefit: You get a +2 bonus on all Medical checks when self treating and on all Survival checks.

SHARPSHOOTER [Combat, Automaton]*
Prerequisite: Far Shot, Precise Shot, Skip Shot
Benefit: Using a ranged weapon, a character may choose one penalizing effect, range, concealment or cover, the effective penalties are reduced by 2.
Special: 100% cover cannot be decreased in any case.

SHED DEFECT [Mutational]*
Benefit: Your mutant character is able to shed the effects of, or heal a single point cost worth of defects per selection of this feat, so that a 2 point cost defect would require this feat to be selected twice to permanently remove it from your characters list of defects.

SHIELD FOCUS [Defensive]*
Benefit: Because of your superior use of shield technique you gain an additional +1 shield bonus to defense when using shields. This works with all types of shields.

SHIELD PROFICIENCY [Defensive]~
Benefit: You can use a shield and take only the standard penalties.
Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride Beast checks.

SHOT ON THE RUN [Combat]~
Prerequisites: Dex 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4.
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.

SIMPLE WEAPON PROFICIENCY [ ]~
deleted

SKILL FOCUS [General]~
Choose a skill.
Prerequisite: At least 3 ranks in the selected skill
Benefit: You get a +2 bonus on all checks involving that skill.
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different skill.

SKIP SHOT [Combat]
Prerequisites: Point Blank Shot, Precise Shot.
Benefit: If the character has a solid, relatively smooth surface on which to skip a bullet (such as a street or a concrete wall), and a target within 10 feet of that surface, the character may ignore cover between the character and the target. However, the character receives a –2 penalty on his or her attack roll, and the character's attack deals –1 die of damage.
Special: The surface doesn't have to be perfectly smooth and level; a brick wall or an asphalt road can be used. The target can have no more than nine-tenths cover for A character to attempt a skip shot.

SLEIGHT OF HAND [Task, Thievery]*
Prerequisite: Dex 11
Benefit: Grants the ability to use the Perform Task-Sleight of Hand skill.

SNATCH ARROWS [Defensive]~
Prerequisites: Dex 15, Deflect Arrows, Improved Unarmed Strike.
Benefit: When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.
You must have at least one hand free (holding nothing) to use this feat.

SNIPE [Technical, Automaton]*
Benefit: Your character receives a +4 bonus on mechanical Repair checks when repairing an object.

SPACER [Technical, Vehicle, Automaton]~
You have a special affinity for spacecraft and space travel.
Benefits: You gain a +2 bonus on Use Object-Computers checks made to use onboard spacecraft computer systems, a +2 bonus on Space Navigation checks when plotting a course through space, and a +2 bonus on all Space Vehicle checks made to fly a spacecraft.
Special: Only Humans and Androids may take this feat.

SPACESHIP GUNNERY [Combat, Automaton]~
You are proficient with spaceship weapon systems.
Benefit: You do not take a penalty on attack rolls when firing a spaceship weapon.
Normal: Without this feat, you take a –4 non-proficient penalty on attack rolls when firing a spaceship weapon.

SPIRITED CHARGE [Combat]~
Prerequisites: Ride +5, Mounted Combat, Ride-By Attack.
Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

SPRING ATTACK [Combat]~
Prerequisites: Dex 13, Dodge, Mobility, base attack bonus +4.
Benefit: When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor. You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack.

STANDOUT LEADER [Charismatic]*
Prerequisite: Leadership, Level 8+
Benefit: Gain +4 on the characters Leadership score.
Special: Only Humans may take this feat.

STEALTHY [Thievery]~
Benefit: You get a +2 bonus on all Perform Task-Hide checks and Perform Task-Move Silently checks.

STREETFIGHTING [Combat]
Prerequisites: Brawl, base attack bonus +2.
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.

STRUCTURAL, MODERN [Build, Repair, Automaton]*
Benefit: Bestows the ability to Build or Repair modern structures.
Special: Only Humans and Androids are eligible to take this feat.

STRUCTURAL, PRIMITIVE [Build, Repair, Automaton]*
Benefit: Bestows the ability to Build or Repair primitive structures.

STRUCTURAL, STONE [Build, Repair, Automaton]*
Benefit: Bestows the ability to Build or Repair stone structures.

STRUCTURAL, WOOD [Build, Repair, Automaton]*
Benefit: Bestows the ability to Build or Repair wooden structures.

STUNNING FIST [Combat]~
Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.
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 DF, and takes a –2 penalty to DF. 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.

SUPERIOR MUTATION [Mutational]*
Prerequisite: Mutation Focus, Wisdom 15+
Benefit: You have a mutation that is particularly powerful. The duration or damage or range may be doubled. Choose one upon feat selection.
Special: Each selection of this feat applies to a different mutation or a previously selected mutation, but a different feature. Mutations without duration, damage or range may not be improved in this way.

SUPPRESSION FIRE [Combat, Automaton]*
Prerequisite: Appropriate Relic Weapon Proficiency, Far Shot, Burst Attack
Benefit: Instead of a normal attack the character is able to use any weapon with automatic fire capability to suppress his opponents. This uses eight rounds of ammunition just as a normal full auto-attack. All opponents within the weapons short or medium range suffer a –4 attack and defense penalty when not under at least ¾ cover. The act of suppression is a full-round action.

SURGEON [Medical, Automaton]*
Prerequisite: Medic
Benefit: Allows the character to perform complex primitive or modern surgical procedures at a +2 bonus when using the Medical-Primitive or Modern Surgery skill.

SWIM [Task, Misc. Physical]*
Benefit: Bestows the ability to Swim over the surface and below the surface of a liquid using the Perform Task-Swim skill.
Normal: Without this feat a character may attempt to Swim above the surface Untrained, but may not Swim below the surface without selection of the Swim feat.
Special: Androids are ineligible to take this feat. They cannot swim.

TACTICS [Charismatic, Combat]*
Prerequisite: Combined Charisma and Wisdom bonus of 24+, Diplomat, Standout Leader, BAB +5
Benefit: For a character with a diehard wish to be a leader of men or ladies or creatures most foul. All characters in the control range of the leader gain an attack bonus equal to the leaders Charisma or Wisdom bonus. Control range is considered to be the range of voice or mental communications. If obstructions or other factors make communications impossible, then all benefits of the PC's leadership are lost.
Special: Only Humans may select this feat.

TECHNOLOGY LEVEL II [General]*
Benefit: The character's tech level increases one step and he or she is able to use objects and systems of technology level II without penalty.
Normal: Characters suffer a penalty based on the difference of the item's technology level they are attempting to use, build or repair and their own technology level. This penalty is usually added to the DC or complexity rating of the object.

TECHNOLOGY LEVEL III [General]*
Prerequisite: Technology Level II
Benefit: The character's tech level increases one step and he or she is able to use objects and systems of technology level III without penalty.
Normal: Characters suffer a penalty based on the difference of the item's technology level they are attempting to use, build or repair and their own technology level. This penalty is usually added to the DC or complexity rating of the object.

TECHNOLOGY LEVEL IV [General]*
Prerequisite: Technology Level III
Benefit: The character's tech level increases one step and he or she is able to use objects and systems of technology level IV without penalty.
Normal: Characters suffer a penalty based on the difference of the item's technology level they are attempting to use, build or repair and their own technology level. This penalty is usually added to the DC or complexity rating of the object.

TINKER [Technical]*
Prerequisite: Intelligence 13+
Benefit: No relic holds its mysteries for long with your unique mind on the job. You are able to recognize and adapt for use most any relic you come across. In addition you are better at fabricating items from scratch, given the proper tools and parts. Gain +2 Knowledge, High Tech Sciences and Repair skills.

TOUGHNESS [Misc. Physical]
Benefit: You gain +3 hit points.
Special: A character may gain this feat multiple times. Its effects stack.

TOWER SHIELD PROFICIENCY [ ]~
deleted

TOXIN RESISTANCE [Environmental, Misc. Physical]*
Prerequisite: Con 11+
Benefit: Toxins do not pose the same degree of hazard to you as it would to anyone else. You receive a +4 bonus to all saves vs toxins and toxin effects.

TRACK [Environmental, Sensory, Automaton]~
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	Survival DC	Surface Survival	DC
Very soft ground	5	Firm ground	15
Soft ground	10	Hard ground	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.
Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.
Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.
Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).
Several modifiers may apply to the Survival check, as given on the table below.

Condition	Survival DC Modifier
Every three creatures in the group being tracked	–1
Size of creature or creatures being tracked:[1]	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:[2]	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5
1 For a group of mixed sizes, apply only the modifier for the largest size category.	
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.

TRADE TONGUE [Language]*
Benefit: The character speaks the universal trade language of the campaign.
Special: Complex ideas and information may not be communicated with this language.

TRAMPLE [Combat]~
Prerequisites: Ride Beast +4 rank, Mounted Combat.
Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

TREAT DISEASE [Medical, Automaton]*
Benefit: With the selection of this feat the character may treat diseased conditions using the Medical-Treat Disease skill.

TREAT POISON [Medical, Automaton]*
Benefit: The character is able to treat patience that have been poisoned using the Medical-Treat Poison skill.

TUMBLE [Task, Misc. Physical, Defensive]*
Benefit: Grants the ability to use the Perform Task-Tumble skill.
Normal: Without this feat no character may even attempt to use the Tumble skill.
Special: Androids may not select this feat.

TWIGIT [Technical, Automaton]*
Benefit: Your character receives a +4 bonus on electrical Repair checks when repairing an object.

TWO-WEAPON DEFENSE [Defense, Automaton]~
Prerequisites: Dex 15, Two-Weapon Fighting.
Benefit: When wielding a double melee weapon or two melee weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your DF against other melee attacks.
When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

TWO-WEAPON FIGHTING [Combat, Automaton]~
You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Prerequisite: Dex 15.
Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.
Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a −6 penalty with your regular attack or attacks with your primary hand and a −10 penalty to the attack with your off hand. If your off-hand weapon is light the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

ULTRA IMMUNE SYSTEM [Environmental, Misc. Physical]~
You are less susceptible to the ravages of poison and disease.
Prerequisite: Constitution 13.
Benefits: You gain a +2 bonus on Fortitude saving throws to resist poisons and diseases. Furthermore, any permanent ability drain inflicted upon you is treated as temporary ability damage instead.

UNBALANCE OPPONENT [Defensive]~
Prerequisites: Defensive Martial Arts, base attack bonus +6.
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 character can select a new opponent on any action.
Special: Only Humans may take this feat.

URBAN TRACKING [Environmental, Sensory, Thievery, Automaton]~
You can track down the location of missing persons or wanted individuals.
Benefit: To find the trail of an individual or to follow it for 1 hour requires a Investigation check. You must make another Investigation check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.
The DC of the check, and the number of checks required to track down your quarry, depends on the community population and the conditions:

Population	DC	Checks Required
Fewer than 2,000	5	1d4
2,000–9,999	10	1d4+1
10,000–49,999	15	2d4
50,000–99,999	20	2d4+1
100,000–499,999	25	3d4
500,000+	30	3d4+1

Condition	DC Modifier
Every three creatures in the group being sought	–1
Every 24 hours the quarry has been missing or sought	+1
Tracked quarry "lies low"	+5

If you fail an Investigation check, you can retry after 1 hour of questioning. The GM rolls the number of checks required secretly, so the player doesn't know exactly how long the task requires.
Normal: A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.
Special: You can cut the time per Investigation check in half (to 30 minutes per check rather than 1 hour per check), but you suffer a –5 penalty on the check.

VEHICLE, AIR [Automaton, Build, Repair, Use Object, Vehicle]*
Benefit: Bestows the ability to Build, Repair or Use aircraft of most types.

VEHICLE DODGE [Defensive, Vehicle]
Prerequisites: Dexterity 13, Drive 6 ranks, Vehicle Expert.
Benefit: When driving a vehicle, during the character's action the character designates an opposing vehicle or a single opponent. The character's vehicle and everyone aboard it receive a +1 dodge bonus to Defense against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action.

VEHICLE, LAND [Automaton, Build, Repair, Use Object, Vehicle]*
Benefit: Bestows the ability to Build, Repair or Use powered land craft.

VEHICLE, PRIMITIVE [Build, Repair, Use Object, Vehicle]*
Benefit: Bestows the ability to Build, Repair or Use primitive un-powered vehicles.

VEHICLE, SEA [Automaton, Build, Repair, Use Object, Vehicle]*
Benefit: Bestows the ability to Build, Repair or Use sea-craft.

VEHICLE, SPACE [Automaton, Build, Repair, Use Object, Vehicle]*
Benefit: Bestows the ability to Build, Repair or Use spacecraft.
Special: Only Humans are eligible for this feat.

VET [Medical, Automaton]*
Prerequisite: Knowledge, Earth and Life Sciences-Medical +6
Benefit: +4 to all heal checks involving any animal species, sentient or otherwise.

WASTELAND WALKER [Environmental]*
Prerequisite: Combined Intelligence and Wisdom scores of 22+, BAB +4
Benefit: You are the supreme wasteland survivalist. You have learned your lessons well and receive a +2 on one of your selected survival skills and +2 on your spot checks when faced with a potential danger in the wastelands.
Special: Only selectable two times, once each for Survival, Rural and Survival, Urban. The +2 on spot checks is not stackable.

WEAPON FINESSE [Combat]~
Prerequisite: Base attack bonus +1.
Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
Special: Natural weapons are always considered light weapons.

WEAPON FOCUS [Combat]~
Choose one type of weapon. You can also choose unarmed strike, natural weapons, grapple or a mutation as your weapon for purposes of this feat.
 Prerequisites: Proficiency with selected weapon, level 2
Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon or to the effective level of the character when factoring the save DC vs any mutation effects.
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

WEAPONS - MELEE, COMPLEX [Build, Repair, Automaton]*
Prerequisite: Weapons - Melee, Simple
Benefit: Bestows the ability to Build or Repair complex melee weapons objects.

WEAPONS - MELEE, SIMPLE [Build, Repair, Automaton]*
Benefit: Bestows the ability to Build or Repair simple melee weapons objects.

WEAPONS - RANGED, COMPLEX [Build, Repair, Automaton]*
Prerequisite: Weapons - Ranged, Simple
Benefit: Bestows the ability to Build or Repair complex ranged weapons objects.
Special: Only Humans or Automatons may select this feat.

WEAPONS - RANGED, SIMPLE [Build, Repair, Automaton]*
Benefit: Bestows the ability to Build or Repair simple ranged weapons objects.

WEAPON SPECIALIZATION [Combat]~
Choose one type of weapon for which you have already selected the Weapon Focus feat. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.
Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, PSH or Android level 4th.
Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon. Only Androids and Humans are eligible to select this feat.

WHIRLWIND ATTACK [Combat]
Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.
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, mutations or abilities.

WINDFALL [General]~
Benefit: The character receives one randomly rolled beneficial relic artifact upon creation or 1d100x1d4golden worth of tradable commodities, players choice.
Special: A player may only select this once upon character creation and is subject to GM discretion.

XENOMEDIC [Medical, Automaton]~
You know how to provide safe medical treatment to alien life forms.
Prerequisites: Knowledge (earth and life sciences) 6 ranks, Medical 6 ranks, Vet, Horticulturist.
Benefits: You can, without penalty, medically treat, revive or use the Medical-Primitive or Modern Surgery skill to perform surgery on a creature from another world or strange environment regardless of its type.
Normal: Characters without this feat take a –8 penalty on Medical checks when performing surgery on creatures of another world or strange environment.
Special: This feat cannot be used to heal or repair nonliving or inorganic creatures such as constructs.

ZERO-G TRAINING [Technical, Vehicle]
You can function normally in low gravity or zero gravity.
Prerequisites: Dexterity 13, Tumble +4
Benefits: You take no penalty on attack rolls in low-gravity or zero-gravity environments. In addition, you do not suffer the debilitating effects of space sickness.
Normal: Without this feat, you take a –4 penalty on attack rolls while operating in zero-gravity environments, or a –2 penalty on attack rolls while operating in low-gravity environments. In addition, you may be subject to the effects of space sickness.

Character Feat Trees

Every character, upon reaching the 1st level, 5th level and every 5 levels thereafter, is entitled to select a special Feat Tree from which he or she may gain special abilities. This is a voluntary selection, no player has to follow a Feat Tree progression. They may elect to use their feat slots on the standard feat selections listed above. If a player opts NOT to take a feat tree when eligible, the eligibility is lost forever and a Feat Tree may not be selected until that character is eligible again. The feats listed in the individual Feat Tree selections were adapted from the SRD, MSRD and FSRD class features and talent trees and are included here so that players may use them as an additional means of individualizing the single class available to them under the MOTE setting. GM's may use them or discard them or use them as standard feats according to their needs and desires.

Duh Feat Trees

Barbarian Feat Tree

Fast Movement: A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, or light armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Trackless Step: At 5th level, a character leaves no trail in natural surroundings and cannot be tracked. They may choose to leave a trail if so desired.
Prerequisite: 5th level

Rage: A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Defense. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Perform Task-Balance, Bluff-Intimidate, and Ride Beast), the Concentration skill, or any abilities that require patience or concentration, nor can he invoke mutations or activate items requiring complicated processes. He can use any feat he has except Combat Expertise and item creation feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is 15th-level or above, at which point this limitation no longer applies; see below). A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action

Damage Reduction: At 7th level, a barbarian who wears only basic armor or no armor gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three barbarian levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.
Prerequisite: 7th level, and only basic armor (+5 bonus or less) or no armor

Greater Rage: At 11th level, a barbarian's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to Defense remains at -2.
Prerequisite: Rage, 11th level

Indomitable Will: While in a rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resist domination, beguiling or illusionary effects. This bonus stacks with all other modifiers, including the morale bonus on Will saves he also receives during his rage.
Prerequisite: Greater Rage, 14th level
Tireless Rage: At 16th level and higher, a barbarian no longer becomes fatigued at the end of his rage.
Prerequisite: Greater Rage, 16th level
Mighty Rage: At 20th level, a barbarian's bonuses to Strength and Constitution during his rage each increase to +8, and his morale bonus on Will saves increases to +4. The penalty to Defense remains at -2.
Prerequisite: Tireless Rage, 20th level

Beast Lord Feat Tree
Link: A character can handle her animal companion as a free action, or push it as a move action, even if he or she doesn't have any ranks in the Perform Task-Handle Animal skill. The character gains a +4 circumstance bonus on all wild empathy checks and Perform Task-Handle Animal checks made regarding an animal companion.
Prerequisite: Animal Companion
Share Sensory Abilities: At the beast lord's option, he or she may have access to or share, as if they were the creature or vice verse, any sensory ability that they or their animal companion have access to at a range equal to 10' x character's level. If something is distracting the character, such as attempting a difficult task the character must make a Concentration check to maintain the link. If the character is engaged in combat or an extremely difficult task requiring his or her full attention, the Concentration check suffers a –4 penalty.
Prerequisite: Link
Animal Evasion: If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.
Prerequisite: Animal Companion
Devotion: An animal companion gains a +4 morale bonus on Will saves against affects that compel or dominate.
Prerequisite: Animal Companion
Multi-attack: An animal companion gains Multi-attack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.
Prerequisite: Animal Companion
Improved Evasion: When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.
Prerequisite: Animal Companion, Animal Evasion
Share Saving Throws: For each of its saving throws, a beast lords mount or animal companion (but not both) uses its own base save bonus or the beast lord's, whichever is higher. The mount or animal companion applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have.
Prerequisite: Animal Companion if used on an Animal Companion
Improved Speed: Any mount of a beast lord has it's base speed increased by 10'.
Wild Empathy: A character can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The character rolls 1d20 and adds his level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the character and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in

this way takes 1 minute, but as with influencing people, it might take more or less time. The character can also use this ability to influence a mutated or monstrous beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.
Prerequisite: Animal Affinity

Charm Talent Tree

The charismatic hero has an innate talent for being charming and captivating.

Charm: The hero gets a bonus on all Charisma-based skill checks made to influence members of his chosen gender. (Some characters are charming to members of the opposite gender, others to members of the same gender.) The bonus is equal to the character's level. A Charismatic hero can only charm GM characters with attitudes of indifferent or better. The charm bonus can't be used against characters who are unfriendly or hostile.

Favor: The hero has the ability to acquire minor aid from anyone he or she meets. By making a favor check, a hero can gain important information without going through the time and trouble of doing a lot of research. Favors can also be used to acquire the loan of equipment or documents, or to receive other minor assistance in the course of an adventure. A hero spends 2 experience points per DC level to activate this talent. To make a favor check, roll a d20 and add the character's favor bonus, equal to the character's level. The GM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 30 for formidable and highly dangerous, expensive, or illegal favors. A hero can't take 10 or 20 on this check, nor can the hero retry the check for the same (or virtually the same) favor. Favors should help advance the plot of an adventure. A favor that would enable a character to avoid an adventure altogether should always be unavailable to the character, regardless of the result of a favor check. The GM should carefully monitor a hero's use of favors to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor, and getting a favor shouldn't replace good roleplaying or the use of other skills. The GM may disallow any favor deemed to be disruptive to the game.
Prerequisite: Charm

Captivate: The hero has the ability to temporarily beguile a target (a GM character) through the use of words and bearing. The target must have an Intelligence score of 3 or higher to be susceptible to a captivate attempt, must be within 30 feet of the hero, and must be able to see, hear, and understand the hero. To captivate a target, the hero must use an attack action and make a Charisma check (DC 15), adding his or her level as a bonus. If the Charisma check succeeds, the target can try to resist. The target resists the captivation attempt by making a Will saving throw (DC 10 + hero's class level + hero's Cha bonus). If the saving throw fails, the hero becomes the target's sole focus. The target pays no attention to anyone else for 1 round. This focusing of the target's attention allows other characters to take actions of which the captivated target is unaware. The effect ends immediately if the target is attacked or threatened. A hero can concentrate to keep a target captivated for additional rounds. The hero concentrates all his or her effort on the task, and the target gets to make a new Will save each round. The effect ends when the hero stops concentrating, or when the target succeeds on the save.
Prerequisites: Charm, Favor

Chuck-Cho Martial Artist Feat Tree

Living Weapon: The martial artist character attacks with either fist interchangeably, or even with elbows, knees, and feet. This means that the Martial Artist may even make unarmed strikes when his or her hands are full, and there is no such thing as an off-hand attack for a martial artist character striking unarmed.

Critical Strike: The martial artist character deals more damage with unarmed strikes. At 1st level, the martial artist deals +1 points of damage with an unarmed strike. At 3rd level, damage increases to +2. At 6th level, it increases to +3, at 9th level damage increases to +4, at 11th level it increases

to +5, and at 13th level it increases to +6, and at 16th level it increases to +7 and at 19th level it increases to +8 points of damage per unarmed strike.

Flying Kick: Starting at 3rd level, a martial artist can use a charge to deliver a devastating flying kick to an opponent. At the end of this charge, the martial artist adds his or her class level as a bonus to the damage he or she deals with an unarmed strike + damage from the critical strike feat if that feat was previously selected.
Prerequisite: 3rd level

Iron Fist: At 5th level, a martial artists unarmed strikes do 1d8 damage.
Prerequisite: 5th level

Flurry of Blows: At 7th level, a martial artist gains the ability to strike with a flurry of blows at the expense of accuracy. The Martial Artist must be unarmored to use this talent, and he or she must make unarmed strikes to gain the benefit. With a flurry of blows, the martial artist may make one extra attack in a round at his or her highest base attack bonus. This attack and each other attack made in the round take a -2 penalty. Using this ability is a full-round action.
Prerequisite: 7th level

Defense Bonus: At 3rd level and when unarmored and unencumbered, the martial artist adds his or her Wisdom bonus (if any) to her Defense. In addition, a martial artist gains a +1 bonus to Defense at 5th level. This bonus increases by 1 for every five martial artist levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to Defense apply even against touch attacks or when the martial artist is flat-footed. He or she loses these bonuses when immobilized or helpless, when wearing any armor, when carrying a shield, or when carrying a medium or heavy load.
Prerequisite: 3+ levels

Non-Lethal Strike: Usually a martial artist's unarmed strikes deal lethal damage, but the character can choose to deal non-lethal damage instead with no penalty on her attack roll. He or she has the same choice to deal lethal or non-lethal damage while grappling. A martial artist's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of effects that enhance or improve either manufactured weapons or natural weapons.
Prerequisite: 3+ levels

Fast Movement: At 5th level, a martial artist gains an enhancement bonus to their speed of +5' every 5 levels. A martial artist in armor or carrying a medium or heavy load loses this extra speed.
Prerequisite: 5th level

Still Mind: A martial artist of 3rd level or higher gains a +2 bonus on saving throws against abilities or mutations that effect the mind.
Prerequisite: 3rd level

Ki Strike: At 4th level, once a day per level, a martial artist's unarmed attacks may be empowered with ki. Using characters experience (10 experience per 1 point bonus) a character may increase the damage to their blows. The total bonus may never exceed the characters level for each encounter or combat.
Prerequisite: 4th level, Iron Fist

Slow Fall: At 4th level or higher, a martial artist within arm's reach of a wall can use it to slow their descent. When first using this ability, they take damage as if the fall were 20 feet shorter than it actually is. The martial artist's ability to slow his or her fall (that is, to reduce the effective distance of the fall when next to a wall) improves with her martial artist level until at 20th level she can use a nearby wall to slow her descent and fall any distance without harm.
Prerequisite: 4+ levels

Quivering Palm: Starting at 15th level, a martial artist can set up vibrations within the body of another creature that can thereafter be fatal if the martial artist so desires. She can use this quivering palm attack once a week, and the character must announce his or her intent before making the attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the martial artist strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the martial artist can try to slay the victim at any later time, as long as the attempt is made within a number of

days equal to the martial artist's level. To make such an attempt, the martial artist merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the martial artist's level + the martial artist's Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time.
Prerequisite: 15th level, Ki Strike

Combat Specialist Feat Tree

Critical Strike: At 10th level, a characters threat range for a weapon in which they have weapon specialization is quadrupled. This does not stack with other threat range enhancing feats.
Prerequisite: 10th level

Advanced Critical Strike: At 15th level, a character gains the ability to automatically confirm a threat as a critical hit when attacking with the weapon he or she has applied weapon specialization to, eliminating the need to make a roll to confirm the critical hit. This ability may be used a number of times equal to the characters wisdom modifier per day (minimum of once).
Prerequisite: level 15th, Critical Strike

Combat Sense: This ability allows a character of 2nd level or higher to designate a single opponent during his or her action and receive a +1 competence bonus on attacks against that opponent. The character can select a new opponent on any action.

Advanced Combat Sense: At 8th level, the competence bonus increases to +2.
Prerequisite: Combat Sense

Favored Enemy: At 5th level, and possession of a weapon that the character has selected Weapon Focus on, a character may select a type of creature from among those given on Table: Favored Enemies. The character gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 12th level and 19th, the character may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected) increases by 2. If a specific creature falls into more than one category of favored enemy, the character's bonuses do not stack; he simply uses whichever bonus is higher.

Table: Favored Enemies

Type	Subtype
Animal	Amphibious
Construct	Aquatic
Humanoid	Freak
Monstrous Beast	Giant
Monstrous Humanoid	Hardy
Mutated Beast	Morlock
Mutated Humanoid	Mutated
Mutated Plant	Reptilian
Ooze	Resistant
Plant	Shapechanger
Vermin	Swarm

Prerequisite: 5th + level, Weapon Focus

Damage Reduction Feat Tree

The character has an innate talent to ignore a set amount of damage from most weapons, but not from energy or special attack forms (which may or may not exist, depending on the campaign).
Damage Reduction 1/-: The character ignores 1 point of damage from melee and ranged weapons.
Damage Reduction 2/-: The character ignores an additional 1 point of damage from melee and ranged weapons (DR 2/- total).
Prerequisites: Damage reduction 1/-.

<u>Damage Reduction 3/-</u>: The character ignores an additional 1 point of damage from melee and ranged weapons (DR 3/- total).
Prerequisites: Damage reduction 1/-, damage reduction 2/-.

Defensive Feat Tree
The wasteland hero gains the ability to improve his or her innate defensive talents as the hero attains new levels.
<u>Evasion</u>: If the character is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the character suffers no damage if he or she makes a successful saving throw. Evasion can only be used when wearing light armor or no armor.
<u>Uncanny Dodge 1</u>: The character retains his or her Dexterity bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker. (The character still loses his or her Dexterity bonus to Defense if he or she is immobilized.)
Prerequisite: Evasion.
<u>Uncanny Dodge 2</u>: The character can no longer be flanked; the hero can react to opponents on opposite sides of him or herself as easily as he or she can react to a single attacker.
Prerequisites: Evasion, uncanny dodge 1.
<u>Defensive Roll</u>: The character can roll with a potentially lethal attack to take less damage from it. When the character would be reduced to 0 hit points or less by damage in combat (from a ranged or melee attack), the character can attempt to roll with the damage.
A character who opts for this defensive tactic must use a full round action and receives a –2 to any attack rolls the following round. The character must make a Reflex saving throw (DC = damage dealt). If the save succeeds, he or she takes only half damage. The character must be able to react to the attack to execute a defensive roll-if the hero is immobilized, he or she can't use this talent. Since this effect would not normally allow a character to make a Reflex save for half damage, the characters Evasion Feat doesn't apply to the defensive roll.
Prerequisites: Evasion, uncanny dodge 1.
<u>Opportunist</u>: The character can spend a full round action to use this feat. The character can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the characters attack of opportunity for that round. Even a character with the Combat Reflexes feat can't use this talent more than once per round.
Prerequisite: Evasion.

Daredevil Feat Tree
<u>Fearless</u>: A daredevil gains a +4 morale bonus on Will saves to resist fear effects and on level checks to oppose Intimidate checks.
<u>Nip-Up</u>: A daredevil of 2nd level or higher can stand up from a prone position as a free action.
<u>Adrenaline Rush</u>: At 5th level, a daredevil can temporarily increase one of his or her physical ability scores (Strength, Dexterity, or Constitution). The daredevil may increase one of these abilities by +2. The increase lasts for a number of rounds equal to his or her class level. At the end of the duration, the daredevil is fatigued for 1d4+1 hours.
<u>Advanced Adrenaline Rush</u>: At 8th level, a daredevil can temporarily increase two physical ability scores by +2 or one by +4. At the end of the duration, the daredevil is fatigued for 1d6+2 hours.
Prerequisite: Adrenaline Rush
<u>Damage Threshold</u>: A 8th-level daredevil increases his or her massive damage threshold by 3 points. This increase stacks with the increase provided by the Improved Damage Threshold feat.
<u>Delay Damage</u>: Once per day, a daredevil of 10th level or higher can delay the damage dealt by a single attack or effect for a number of rounds equal to his or her class level.

Engineer Feat Tree
<u>Scientific Improvisation</u>: At 4th level, a character gains the ability to improvise solutions using common objects and scientific know-how. This ability lets the character create objects in a

dramatic situation quickly and cheaply, but that have a limited duration.

By combining common objects with a Build check that corresponds to the function desired, the character can build a tool or device to deal with most situations. The DC for the Build check is equal to 18 + the tech level of the desired function of the object. Only objects that can normally be used more than once can be improvised. Electronic devices, special tools, weapons, mechanical devices, and more can be built with scientific improvisation. It takes a full-round action per tech level of the desired object to make an object with scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the characters class level, or until the end of the current encounter, before it breaks down. It can't be repaired and uses up or breaks the components used to fabricate it.

Prerequisite: At least 1 rank in the Build skill, 4th level, and the necessary basic components.

Minor Breakthrough: Upon attaining 6th level, a character receives credit for a minor scientific breakthrough that earns him or her the recognition of her peers and amateur civilians in the field of the breakthrough. The character chooses one of the following Knowledge skills with at least 4 ranks: behavioral sciences, earth and life sciences, physical sciences, or high tech sciences. When dealing with others with at least 1 rank in the same Knowledge skill, the character gains a +2 bonus on reputation or charisma checks.

This minor breakthrough also provides the character with a onetime wealth bonus of d100+20xlevel worth of tradable commodities or golden.

Prerequisite: 4th level

Major Breakthrough: At 10th level, the character gains a +2 bonus on reputation or charisma checks when dealing with individuals who have at least 1 rank in any of the following Knowledge skills: behavioral sciences, earth and life sciences, physical sciences, or high tech sciences. This bonus stacks with the bonus provided by the minor breakthrough ability.

This major breakthrough also provides the character with a onetime wealth bonus of d100+100xlevel worth of tradable commodities or golden.

Prerequisite: Minor Breakthrough, 10th level

Jury-Rig: At 3rd level a character gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See the Repair skill for details on jury-rigging.

At 7th level, this competence bonus increases to +4.

Prerequisite: At least 3rd level

Extreme Machine: If it has mechanical or electronic components, a techie of 2nd level or higher can get maximum performance out of it.

By making either a Build (electronic) or Build (mechanical) check (whichever is appropriate for the machine in question), the techie can temporarily improve a machine's performance-at the risk of causing the machine to need repairs later. The DC for the Build check depends on the type of improvement being made, as shown on the table below.

Improvement	Craft DC	Repair Chance (d%)
Ranged Weapons		
+1 to damage	15	01-25
+2 to damage	20	01-50
+3 to damage	25	01-75
+5 ft. to range increment	15	01-25
+10 ft. to range increment	25	01-50
Electronic or Mechanical Devices		
+1 equipment bonus	15	01-25
+2 equipment bonus	20	01-50
+3 equipment bonus	25	01-75
Vehicles		
+1 on initiative checks	20	01-25
+1 to maneuver	25	01-50
+2 to maneuver	30	01-75

The techie performs the extreme modifications in 1 hour. The techie can't take 10 or take 20 on

this check. If the check succeeds, the effect of the improvement lasts for a number of minutes equal to his or her techie class level, beginning when the object is first put into use. The techie selects the single improvement he or she wants to make prior to making the check. After the duration of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made. The result of this roll indicates whether the machine requires repairs before it can be used again. You can find the condition of the item and exactly how much repair time and materials will be required by using the Technology chapter.

Mastercraft: At 5th level, the techie becomes adept at creating mastercraft objects. He of she applies the mastercraft ability to one of his or her Build skills (electronic, mechanical or structural). From this point on, he or she can build mastercraft objects using that skill.

With Build (electronic), the techie can build electronic devices. With Build (mechanical), the techie can build mechanical devices, including weapons.

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the purchase DC for the components x the bonus provided by the mastercraft feature. A techie can add the mastercraft feature to an existing ordinary object by making the Build check as though he or she were constructing the object from scratch.

In addition the techie must also pay a cost in experience points equal to 25 x his or her level x the bonus provided by the mastercraft feature. The XP must be paid before making the Build check. If the expenditure of these XP would drop the techie to below the minimum needed for his or her current level, then the XP can't be paid and the techie can't use the mastercraft ability until he or she gains enough additional XP to remain at his or her current level after the expenditure is made. Optionally, the GM may allow the character to go into an experience 'deficit' to Build the device.

When successfully completed, a mastercraft object provides a +1 bonus to its quality compared to an ordinary object of the same type. All weapons and armor, and certain other types of equipment, such as computers and electronic devices, can be constructed as mastercraft objects.

At 8th level, the techie can add the mastercraft ability to another Build skill, or he or she can improve his or her ability in the skill selected at 5th level, so that his or her mastercraft objects provide a +2 bonus.

At 10th level, the techie adds another +1 bonus to his or her mastercraft ability. If the techie focuses his or her ability on one Build skill, his or her mastercraft objects now provide a +3 bonus. The Build DC for a mastercraft object is the same as for a normal object of the same type, as described in the Build skill, with the following modification: For a +1 object, add +3 to the Craft DC; for a +2 object, add +5 to the Craft DC; and for a +3 object, add +10 to the Craft DC.

Extreme Effort Feat Tree

A character can push him or herself to make an extreme effort. The effort must relate either to a Strength check or a Strength-based skill check. You must decide to use this ability before making the check.

Extreme Effort: The effort requires a full-round action and provides a +2 bonus on the check.

Improved Extreme Effort: The effort requires a full-round action and provides a +2 bonus that stacks with the bonus provided by extreme effort (+4 total).

Prerequisite: Extreme effort.

Advanced Extreme Effort: The effort requires a full-round action and provides a +2 bonus that stacks with the bonuses provided by extreme effort and improved extreme effort (+6 total).

Prerequisites: Extreme effort, improved extreme effort.

Fast-Talk Talent Tree

A hero has an innate talent for bending the truth and dazzling others with a combination of words, mannerisms, and charm.

Fast-Talk: The hero has a way with words when attempting to con and deceive. With this talent, he or she applies his or her level as a bonus on any Bluff, Diplomacy, or Perform Task-Gamble

checks the hero makes while attempting to lie, cheat, or otherwise bend the truth.

Dazzle: The hero has the ability to dazzle a target (a GM character) through sheer force of personality, a winning smile, and fast-talking. The target must have an Intelligence score of 3 or higher to be susceptible to a dazzle attempt, must be within 30 feet of the hero, and must be able to see, hear, and understand the hero. To dazzle a target, the hero must use an attack action and make a Charisma check (DC 15), adding his or her level as a bonus. If the Charisma check succeeds, the target can try to resist. The target resists the dazzle attempt by making a Will saving throw (DC 10 + hero's class level + hero's Cha bonus). If the save fails, the target receives a -1 penalty on attack rolls, ability checks, skill checks, and saving throws for a number of rounds equal to the character's level.

Prerequisite: Fast-talk.

Taunt: The hero has the ability to temporarily rattle a target (a GM character) through the use of insults and goading. The target must have an Intelligence score of 3 or higher to be susceptible to a taunt, must be within 30 feet of the hero, and must be able to hear and understand the hero.

To taunt a target, the hero must use an attack action and make a Charisma check (DC 15), adding his or her level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the taunt by making a Will saving throw (DC 10 + hero's class level + hero's Cha bonus). If the save fails, the target becomes dazed (unable to act, but can defend normally) for 1 round.

A taunt can be played on an opponent any number of times.

Prerequisites: Fast-talk, dazzle.

Generic Feat Tree

Faith: The hero has a great deal of faith. It might be faith in self, in a higher power, or in both. This unswerving belief allows the hero to add his or her Wisdom modifier to the die roll once per day on any attack roll, skill check, saving throw, or ability check.

Cool Under Pressure: The hero selects a number of skills equal to 1 + the hero's Wisdom modifier. When making a check with one of these skills, the hero can take 10 even when distracted or under duress.

No Sweat: Starting at 5th level, whenever a character spends 10xlevel in experience points, he or she gains an additional 1d6 on any desired skill check.

Prerequisite: 5th level

Timeless Body: After attaining 15th level, a character no longer takes ability score penalties for aging and cannot be artificially aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the character still dies of old age when his or her time is up.

Prerequisite: 15th level

Gung-Ho Feat Tree

Improved Charge: A character of 5th level or higher can make a charge without having to move in a straight line. All other charge rules apply, but the character can alter his or her direction when making a charge to avoid obstacles.

Prerequisite: 5th level

Gunslinger Feat Tree

Gunslinger: At 1st level, a gunslinger gains the ability to make a ranged attack with a medium-size or smaller firearm while in a threatened area without provoking an attack of opportunity.

Defensive Position: Starting at 4th level, the gunslinger gains an additional +2 cover bonus to Defense and an additional +2 cover bonus on Reflex saves whenever he or she has one-quarter, one-half, three-quarters, or nine-tenths cover.

Prerequisite: 4th level

Lightning Shot: Starting at 5th level, a gunslinger does not have to roll for initiative and may make

an attack with a medium size or smaller firearm before any other opponent in the round. This attack suffers a -2 penalty, however. Using lightning shot is a full-round action. The gunslinger can't take more than a 5-foot step and use lightning shot in the same round.
Prerequisite: 5th level
Lightning Shot 2: At the gunslinger no longer suffers the –2 penalty for his Lightning Shot attempts.
Prerequisite: Lightning Shot
Bullseye: At 10th level, a gunslinger becomes so adept at using the firearm to which he or she has applied Weapon Focus and Greater Weapon Focus that the gunslinger's attacks with that firearm can often deal extra damage. The threat range of the weapon is increased by +1 at 10th level and to +2 at 15th level and +3 at level 20th.
Prerequisite: Weapon Focus and Greater Weapon Focus or Weapon Specialization, 10th level

Healer Feat Tree
The wasteland hero has a talent for healing.
Healing Knack: The hero has a knack for the healing arts. The hero receives a +2 bonus on all Healing-First Aid and Healing Revive skill checks.
Healing Touch 1: The hero's ability to restore damage with a medical kit or perform surgery with a surgery kit increases by +2 hit points.
Prerequisite: Healing knack.
Healing Touch 2: The hero's ability to restore damage with a medical kit or perform surgery with a surgery kit increases by +2 hit points, which stacks with healing touch 1 for a total of +4 hit points.
Prerequisites: Healing touch 1.
Expert Healer: The medic's ability to restore hit points with a medical kit or surgery kit and a successful use of the medical skill improves. In addition to the normal hit point recovery rate, the medic restores 1 hit point for every level he or she has in his or her class.
Medical Mastery: When making a Medical skill check, a Field Medic of 4th level or higher may take 10 even if stress and distractions would normally prevent him or her from doing so.
Prerequisite: Healing Touch 2
Minor Medical Miracle: At 7th level or higher, a medic can save a character reduced to -10 hit points or lower. If the medic is able to administer aid within 3 rounds of the character's death, he or she can make a Medical skill check. The DC for this check is 30, and the medic can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 15) to stabilize and be restored to 0 hit points. If the medic fails the skill check or the patient fails the save, the dead character can't be saved.
Medical Miracle: At 10th level, a medic can revive a character reduced to -10 hit points or lower. If the medic is able to administer aid within 3 minutes of the character's death, he or she can make a Medical skill check. The DC for this check is 40, and the medic can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 20) to stabilize and be restored to 1d6 hit points. If the medic fails the skill check or the patient fails the Fortitude save, the dead character can't be restored.
Prerequisite: Minor Medical Miracle

Ignore Hardness Feat Tree
The character has an innate talent for finding weaknesses in objects. This allows the character to ignore some of an object's hardness when making a melee attack to break it.
Ignore Hardness: The character may ignore 1 point of an object's hardness.
Improved Ignore Hardness: The character ignores 2 additional point of an object's hardness (for a total of 3).
Prerequisite: Ignore hardness.
Advanced Ignore Hardness: The character ignores 2 additional point of an object's hardness (for a total of 5).

Prerequisites: Ignore hardness, improved ignore hardness.

Investigative Feat Tree

Profile: By making a Investigation check (DC 15) when talking to witnesses of a crime, the investigator compiles a rough mental picture of the suspect. This mental picture provides a physical description, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. (For this Investigation check, no money changes hands.) The investigator can expand the profile by making an Investigate check (DC 15) involving the crime scene or a Deduction check for other evidence linked to the suspect. If successful, the investigator combines eyewitness accounts with forensic evidence to develop a profile of the suspect's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or otherwise locate and capture the suspect.

Contact: An investigator of 2nd level or higher cultivates associates and informants (only good in the region in which the investigator regularly works or lives). Each time the investigator gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain, but the contact must be an ordinary character, not a heroic character. A contact will not accompany an investigator on missions or risk his or her life. A contact can, however, provide information or render a service (make a specific skill check on the investigator's behalf). At 2nd level, the investigator gains a low-level contact, at 5th level a mid-level contact, and at 8th level a high-level contact. The investigator can't call on the same contact more than once in a week, and when he or she does call on a contact, compensation may be required for the assistance the contact renders. In general, a professional associate won't be compensated monetarily, but instead will consider that the investigator owes him or her a favor. Contacts with underworld or street connections usually demand monetary compensation for the services they render, and experts in the use of skills normally want to be paid for the services they provide, in addition they most definitely will feel the investigator, 'owes them one'.

For underworld or street contacts, this expense is set by the GM.

Non-lethal Force: At 4th level, an investigator becomes adept at using non-lethal force to subdue an opponent. From this point on, he or she can deal non-lethal damage with a weapon that normally deals lethal damage (if he or she so chooses) without taking the normal -4 penalty on the attack roll.

Discern Lie: At 7th level, an investigator develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The investigator must be able to see and hear (but not necessarily understand) the individual under scrutiny. With a successful Sense Motive check opposed by the subject's Bluff check result or against DC 10 (whichever is greater), the investigator can tell whether the subject is deliberately and knowingly speaking a lie. This ability doesn't reveal the truth, uncover unintentional inaccuracies, or necessarily reveal omissions in information.

Sixth Sense: At 10th level, an investigator becomes so attuned at solving mysteries that he or she finds a way to put two and two together and rarely misses a clue. The investigator may add an additional 1d6 to the result of his or her die roll when using the Investigate, Listen, Deduction, Search, and Spot skills.

Prerequisite: Discern Lie

Unlimited Access: When others would normally make a Diplomacy check or Bluff check to smooth-talk or trick their way into a private party or invitation-only event, the hero adds a bonus equal to his or her level. When a Personality buys a ticket to a show or for transportation, he or she can make a Diplomacy check to get that ticket upgraded. DCs are given below.

Upgrade	Diplomacy DC
Seat at sporting event to field pass	10
Hotel room to suite	15
Concert or theater ticket to backstage pass	20

Leadership Feat Tree

<u>Blanket Protection</u>: At 6th level, a character can use his or her expertise to provide protection for up to 3 allies (not including him or herself) no more than 20' away. The character spends a full-round action to issue orders and directions. Doing this provides the characters allies with a +1 insight bonus to Defense for 3 rounds. Multiple attempts are NOT accumulative.
Prerequisite: 6th level

<u>Improved Blanket Protection</u>: At 10th level, a character can use his or her expertise to provide for up to 6 allies (not including him or herself) no more than 60' away. The character spends a full-round action to issue orders and directions. Doing this provides the characters allies with a +1 insight bonus to Defense for 3 rounds. Multiple attempts are NOT accumulative.
Prerequisite: 10th level

<u>Greater Blanket Protection</u>: At 15th level, a character can use his or her expertise to provide to any number of allies (not including him or herself) no more than 100' away a defensive bonus. The character spends a full-round action to issue orders and directions. Doing this provides the characters allies with a +2 insight bonus to Defense for 3 rounds. Multiple attempts are NOT accumulative.
Prerequisite: 15th level

<u>Coordinate</u>: The hero has a knack for getting people to work together. When the hero can spend a full round directing his or her allies and makes a Charisma check (DC 10), the hero provides any of his or her allies within 30 feet a +1 bonus on their attack rolls and skill checks. The bonus lasts for a number of rounds equal to the hero's Charisma modifier. The hero can coordinate a number of allies equal to one-half his or her Charismatic level, rounded down (to a minimum of one ally).

<u>Inspiration</u>: The hero can inspire his or her allies, bolstering them and improving their chances of success. An ally must listen to and observe the hero for a full round for the inspiration to take hold, and the hero must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the hero's Charisma modifier. An inspired ally gains a +2 morale bonus on saving throws, attack rolls, and damage rolls. A hero can't inspire him or herself. The hero can inspire a number of allies equal to one-half his or her Charismatic level, rounded down (to a minimum of one ally).
Prerequisite: Coordinate.

<u>Greater Inspiration</u>: The hero can inspire his or her allies to even greater heights, bolstering them and improving their chances of success. An ally must listen to and observe the hero for a full round for the greater inspiration to take hold, and the hero must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the hero's Charisma modifier. An inspired ally gains an additional +1 morale bonus on saving throws, attack rolls, and damage rolls, which stacks with the bonus from inspiration for a total of a +3 morale bonus. A hero can't inspire him or herself. The hero can inspire a number of allies equal to one-half his or her Charismatic level, rounded down (to a minimum of one ally).
Prerequisites: Coordinate, Inspiration.

Martyr Feat Tree

<u>Harm's Way</u>: Once per round, if the character is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the character can subject him or herself to the attack in the ally's stead. The attacker's roll is against the ally's defense rating not the characters and if the attack would hit the ally, then the character takes the damage instead. If it misses the ally, the attackers roll is checked vs the characters defense rating to see if the attack hits the character anyway. The character must declare his or her intention to place him or herself in harm's way before the attack roll is made. The character selects his or her ally either prior to combat or immediately after the character makes his or her initiative check. The character can't change his or

her ally for the duration of the combat.

Harm's Way 2: Once per round, if the character is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the character can subject him or herself to the attack in the ally's stead. The attacker's roll is against the allies defense rating not the characters and if the attack would hit the ally, then the character takes the damage instead. If it misses the ally, it also misses the character. The character must declare his or her intention to place him or herself in harm's way before the attack roll is made. The character selects his or her ally either prior to combat or immediately after the character makes his or her initiative check. The character can't change his or her ally for the duration of the combat.

Harm's Way 3: If the character is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the character can subject him or herself to the attack in the ally's stead a number of times equal to his Dexterity modifier per round. The attacker's roll is against the allies defense rating not the characters and if the attack would hit the ally, then the character takes the damage instead. If it misses the ally, it also misses the character. The character must declare his or her intention to place him or herself in harm's way before the attack roll is made. The character selects his or her ally either prior to combat or immediately after the character makes his or her initiative check. The character can't change his or her ally for the duration of the combat.

Mutant Feat Tree

Mutation Susceptibility: The mutant character is more likely to gain a beneficial mutation than a defect when exposed to mutational substances or environments. The mutant gains a +2 on all Fortitude checks when checking whether a mutation or a defect is gained when exposed to mutagenic agents and also has a 65% chance of gaining a beneficial mutation from his primary mutation group instead of the usual 70%.

Mutation Susceptibility 2: The mutant character is more likely to gain a beneficial mutation than a defect when exposed to mutagenic substances or environments. The mutant gains an additional +2 bonus to Fortitude checks when checking whether a mutation or a defect is gained when exposed to mutagenic agents. This bonus stacks with that from Mutation Susceptibility. The mutant also has a 60% chance of gaining a beneficial mutation from his primary mutation group instead of the usual 70%.
Prerequisite: Mutation Susceptibility

Mutation Susceptibility 3: The mutant character is even more likely to gain a beneficial mutation than a defect when exposed to mutagenic hazards and now gains an additional +2 to Fortitude rolls when checking whether exposure to those hazards causes a beneficial mutation of a defect. This also stacks with bonuses from Mutation Susceptibility and Mutation Susceptibility 2. In addition, the mutant character gets a 50% chance of gaining a mutation from his primary mutation group or one from another random group.
Prerequisite: Mutation Susceptibility, Mutation Susceptibility 2

Mutation Susceptibility 4: The mutant character may choose a mutation group from which his beneficial mutation is gained or to choose a physical or mental defect if that is indicated by the Fortitude check for exposure to mutagenic hazards.
Prerequisite: Mutation Susceptibility, Mutation Susceptibility 2, Mutation Susceptibility 3

Mutation Susceptibility 5: The mutant may choose a mutation from any available mutation group, or a defect from any defect table if that is indicated by the Fortitude check for exposure to mutagenic hazards.
Prerequisite: Mutation Susceptibility, Mutation Susceptibility 2, Mutation Susceptibility 3, Mutation Susceptibility 4

Empower Physical Mutation: At 5th level a mutant with the following primary mutation groups, or individual mutations from these groups may increase the attributes of one specific mutation from that group: Psychometabolic, Miscellaneous Physical, Standard or Miscellaneous Physical, Plant. Where it matters, any listed attributes or benefits are doubled for that mutation.
At 10th level and every 5 levels after, the mutant may choose another physical mutation to apply

this feat to.
Prerequisite: Superior Mutation
Empower Mental Mutation: At 5th level a mutant with the following primary mutation groups, or individual mutations from these groups may increase the attributes of one specific mutation from that group: Clairsentient, Psychokinetic, Telepathic or Psychoportive.
Where it matters, any listed attributes or benefits are doubled for that mutation.
At 10th level and every 5 levels after, the mutant may choose another mental mutation to apply this feat to.
Prerequisite: Superior Mutation
Mutant Benefactor: The mutant is able to transfer the use of one mental mutation that he or she possesses to another sentient being for a period of minutes = benefactor's level. This results in the loss of use of that specific mutation for the duration of the benefactor. The recipient may use this power with his or her own ability modifications and benefits as if they had always used it. Where level matters, the level of the recipient is used.
Hazard Sponge: The mutant is immune to the damaging effects of the first level of radiation and toxin exposure and takes no damage from sources of that level.
Hazard Sponge 2: The mutant is immune to the damaging effects of the second level of radiation and toxin exposure and takes no damage from sources of that level.
Prerequisite: Hazard Sponge
Hazard Sponge 3: The mutant is immune to the damaging effects of the third level of radiation and toxin exposure and takes no damage from sources of that level.
Prerequisite: Hazard Sponge, Hazard Sponge 2
Hazard Sponge 4: The mutant is immune to the damaging effects all levels of radiation and toxin exposure and takes no damage from those sources.
Prerequisite: Hazard Sponge, Hazard Sponge 2, Hazard Sponge 3
Gain Mutation: Gain one randomly rolled beneficial mutation and one randomly rolled defect.

Negotiator Feat Tree
Conceal Motive: A negotiator gets to add a bonus equal to his or her Negotiator level whenever he or she opposes a Sense Motive check.
React First: Starting at 2nd level, a negotiator gains the ability to react first when trying to make a deal or mediate a settlement. The negotiator must make contact and speak to the participants prior to the start of combat. If he or she does this, he or she gains a free readied action that allows the negotiator to make either a move or attack action if either side in the negotiation (other than the negotiator) decides to start hostilities. The negotiator gets to act before any initiative checks are made, in effect giving him or her the benefit of surprise.
Talk Down: A negotiator of 4th level or higher can talk his or her way out of trouble. Either prior to the start of hostilities or during combat, the negotiator can talk down a single opponent within 15 feet of his or her position or otherwise able to hear the negotiator's voice. The target must be able to understand the negotiator. That opponent immediately stops fighting and reverts to an indifferent attitude regarding the negotiator and the situation in general. Any hostile action by the negotiator or by one of the negotiator's allies directed at the opponent allows the opponent to act as he or she sees fit. To initiate this talent, the negotiator must spend a full-round action talking to his or her opponent. The opponent makes a Will saving throw. The DC is equal to 10 + class level + Charisma bonus. If the save fails, the opponent stops fighting. If the save succeeds, the opponent continues as normal. At 7th level, a negotiator can talk down a number of opponents equal to his or her Charisma bonus within 15 feet of his or her position or within 15 feet of a television, radio, or telephone broadcasting the negotiator's message. At 10th level, the range extends to 30 feet and covers all opponents who can hear and understand the negotiator's voice.
Sow Distrust: A negotiator of 8th level or higher can turn one character against another. The negotiator must spend a full-round action and know the name of the character he or she is attempting to persuade as well as the name of the character toward whom the target's distrust will

be directed. The target must be able to hear and understand the negotiator. The target makes a Will save. The DC is equal to 10 + class level + Charisma bonus. If the target fails the save, his or her attitude toward the other designated character worsens by one step: helpful turns to friendly, friendly to indifferent, indifferent to unfriendly, unfriendly to hostile (see the Diplomacy skill). The target makes a Will save whenever the negotiator uses this talent against him or her. As long as the target continues to fail the Will save, the negotiator can continue taking full-round actions to worsen the target's attitude toward a designated character. When the target's attitude drops to hostile, he or she attacks the designated character. A successful Will save doesn't restore previous attitude shifts, but it does render the target immune for 24 hours to further attempts by the negotiator to sow distrust. The negotiator can't use this talent on his or her allies.

Research Talent Tree
<u>Savant</u>: Select one specific Knowledge skill category (i.e. Knowledge, High Tech Sciences-Androids). A 5th level character only fails on a knowledge check on a critical failure (natural 1) when using that specific Knowledge skill. A character can take this talent multiple times; each time it applies to a different specific knowledge skill.
Prerequisite: 5th level
<u>Linguist</u>: With this talent, the wasteland hero becomes a master linguist. Whenever the hero encounters a new language, either spoken or written, he or she can make an Intelligence check to determine if he or she can understand the gist of what is being said and may in turn communicate in a rough manner any basic concepts he or she desires in that language. The check is made with a bonus equal to the hero's level + the hero's Intelligence modifier against a GM assigned DC. This does not grant any bonus to written forms of the language. The DC for the check depends on the situation: DC 15 if the language is in the same group as a language the hero currently has; DC 20 if the language is unrelated to any other languages the hero knows; and DC 25 if the language is ancient or unique. With this special ability, a hero can glean enough meaning from a conversation to ascertain the basic message.
Prerequisite: At least 1 rank in a language other than the hero's starting or natural language.

Resistance Feat Tree
The character is particularly resistant to certain kinds of deadly energy effects. These feats can be selected in any order.
<u>Acid Resistance</u>: The wasteland hero ignores an amount of acid damage equal to his or her Constitution modifier.
<u>Cold Resistance</u>: The wasteland hero ignores an amount of cold damage equal to his or her Constitution modifier.
<u>Electricity Resistance</u>: The wasteland hero ignores an amount of electricity damage equal to his or her Constitution modifier.
<u>Fire Resistance</u>: The wasteland hero ignores an amount of fire damage equal to his or her Constitution modifier.
<u>Sonic/Concussion Resistance</u>: The wasteland hero ignores an amount of sonic or concussion damage equal to his or her Constitution modifier.
<u>Toxin Resistance</u>: The wasteland hero ignores an amount of toxin sustained damage equal to his or her Constitution modifier per indicated period of exposure.
<u>Radiation Resistance</u>: The wasteland hero ignores an amount of radiation sustained damage equal to his or her Constitution modifier per indicated period of exposure.
<u>Bio-Hazard Resistance</u>: The wasteland hero gains an additional save bonus to exposure and symptom checks of bacterial or viral attacks equal to his or her Constitution modifier.

Riposte Feat Tree
<u>Combat Trip</u>: At 3rd level, if an opponent makes a melee attack against the character and misses while the character is using the total defense option, the character may make a trip attempt as an

attack action the following round at +4 to the attack roll. The character gains no bonus against an opponent who doesn't attack the character or against an opponent who makes a successful attack.
Prerequisite: 3rd level

Defensive Strike: At 5th level, if an opponent makes a melee attack against the character and misses while the Bodyguard is using the total defense option, the character can attack that opponent on his or her next turn (as an attack action) with a +2 bonus on his or her attack roll. The character gains no bonus against an opponent who doesn't attack the character or against an opponent who makes a successful attack.
Prerequisite: 5th level

Advanced Defensive Strike: At 7th level, if an opponent makes a melee attack against the character and misses while the Bodyguard is using the total defense option, the character can attack that opponent on his or her next turn (as an attack action) with a +4 bonus on his or her attack roll. The character gains no bonus against an opponent who doesn't attack the character or against an opponent who makes a successful attack.
Prerequisite: 7th level, Defensive Strike

Rogue Feat Tree

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every three rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals non-lethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal non-lethal damage in a sneak attack, not even with the usual -4 penalty. A rogue can sneak attack only living creatures with discernible anatomies, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach. The damage done by a Sneak Attack is stackable with the feat Called Shot.
Prerequisite: Combined Dexterity and Strength of 24

Trap Sense: At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Defense against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Crippling Strike: A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Defensive Roll: The rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll-if she is denied her Dexterity bonus to Defense, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Improved Evasion: This ability works like evasion, except that while the rogue still takes no

damage on a successful Reflex saving throw against attacks henceforth she henceforth takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion.

Opportunist: Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Scout Feat Tree

Sweep: A scout knows how to size up an area and get the lay of the land in a single sweep of his or her eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the scout (but not behind him or her). The Infiltrator can use this bonus at the start of an encounter. Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Perform Task-Hide check result.

Improvised Implements: At 2nd level, a scout no longer takes a -4 penalty when wielding an improvised weapon. Also, the scout is able to make do without proper equipment in certain circumstances: the scout only takes a –2 penalty when using the Climb and Disable Device skills without the proper tools, instead of the normal -4.

Improvised Weapon Damage: At 7th level, a scouts attacks with improvised weapons deal more damage. The scout treats an improvised weapon as one size category larger than it is for the purpose of determining the damage it deals.

Improved Sweep: At 8th level, a scout's ability to get the lay of the land improves. Now the scout not only spots potential perils with a successful check, he or she can determine the relative strength of these dangers. A successful check relates the danger's strength compared to the scout: stronger (higher level or Hit Dice), on par (same level or HD), or weaker (lower level or HD).

Without a Trace: At 10th level, when a scout uses any of the following Perform Task skills: Balance, Climb, Hide, Move Silently, and Sleight of Hand, and the skill Bypass Device; those using Investigate, Listen, Search, or Spot to detect the Infiltrator's activity take a -4 penalty.

Swift Tracker: Beginning at 8th level, a character can move at his or her normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.
Prerequisite: 8th level, Track or Urban Track as appropriate

Sensory Feat Tree

Sudden Action: Once per day, a character of 4th level or higher can focus his or her effort to burst into sudden action when the situation calls for it. The character can change his or her place in the initiative order, moving higher in the count by a number less than or equal to his or her class level, as the character sees fit. The character can declare the use of this ability at the start of any round, before anyone else takes an action.
Prerequisite: 4th level

Empathy: The hero has a knack for being sensitive to the feelings and thoughts of others without having those feelings and thoughts communicated in any objectively explicit manner. This innate talent provides a bonus on checks involving interaction skills (Bluff, Diplomacy, Perform Task-Handle Beast, Bluff-Intimidate, Perform, and Sense Motive), provided the hero spends at least 1 minute observing his or her target prior to making the skill check. The bonus is equal to the hero's level.

Improved Aid Another: The hero's bonus on attempts to aid another increases by +1 on a successful aid another check. This talent can be selected multiple times, each time increasing the bonus by +1.
Prerequisite: Empathy.

Intuition: The hero has an innate ability to sense trouble in the air. The hero can make a Will saving throw (DC 15 or GM assigned). On a successful save, the hero gets a hunch that everything is all

right, or the hero gets a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances. This talent is usable a number of times per day equal to the character's level.
Prerequisite: Empathy.
Aware: The hero is intuitively aware of his or her surroundings. The hero adds his or her base Will saving throw bonus to Listen or Spot checks to avoid surprise.
Prerequisite: Intuition.

Stone Wall Feat Tree
Stone Wall: Once per combat a character may prevent any character or NPC from passing through any square he or she occupies for a single combat round.
Improved Stone Wall: A character may prevent any character or NPC from passing through any square he or she occupies a number of times equal to their Dexterity bonus in a round(minimum of once).
Greater Stone Wall: A character may prevent any character or NPC from passing through any square in which he or she threatens any number of times in a round(minimum of once).

Strategy Feat Tree
The wasteland hero has the brainpower to see solutions in most situations.
Exploit Weakness: After 1 round of combat, the hero can designate one opponent and try to find ways to gain an advantage by using brains over brawn. The hero uses a move action and makes an Intelligence check (DC 15) with a bonus equal to his or her level. If the check succeeds, for the rest of the combat the hero uses his or her Intelligence bonus instead of either Strength or Dexterity bonus on attack rolls as the hero finds ways to outthink his opponent and notices weaknesses in his opponent's fighting style.
Plan: Prior to a dramatic situation, either combat- or skill-related, the hero can develop a plan of action to handle the situation. Using this feat requires preparation; a hero can't use this feat when surprised or otherwise unprepared for a particular situation.
The hero makes an Intelligence check (DC 10) with a bonus equal to his or her level. The result of the check provides the hero and allies with a circumstance bonus. A hero can't take 10 or 20 when making this check.

Check Result	Bonus
9 or lower	+0 (check failed)
10-14	+1
15-24	+2
25 or higher	+3

This bonus can be applied to all skill checks and attack rolls made by the hero and his or her allies, but the bonus only lasts for the first 3 rounds. After that time, reduce the bonus by 1 point (to a minimum of +0) for every additional round the situation continues, as the vagaries of circumstance begin to unravel even the best-laid plans.
Prerequisite: At least one talent from the Leadership Feat Tree.
Trick: The hero has the ability to temporarily confuse a target through the use of ploy and deception. The target must have an Intelligence score of 3 or higher to be susceptible to a trick, must be within 30 feet of the hero, and must be able to hear and understand the hero.
To play a trick on a target, the hero must use a full-round action and make an Intelligence check (DC 15), adding his or her level as a bonus. If the Intelligence check succeeds, the target can try to think quickly and ignore the trick.
The target resists the trick by making a Reflex saving throw (DC 10 + hero's class level + hero's Int bonus). If the saving throw fails, the target becomes dazed (unable to act, but can defend normally) for 1 round.
A trick can only be played on a particular target once per encounter. After the first trick in an encounter, whether the attempt succeeds or not, that target becomes wary and immune to such

ploys.

Advanced Trick: The Smart hero has the ability to temporarily confuse a target through the use of ploy and deception. The target must have an Intelligence score of 3 or higher to be susceptible to a trick, must be within 30 feet of the hero, and must be able to hear and understand the hero.

To play a trick on a target, the hero must use a full-round action and make an Intelligence check (DC 15), adding his or her level as a bonus. If the Intelligence check succeeds, the target can try to think quickly and ignore the trick.

The target resists the trick by making a Reflex saving throw (DC 10 + hero's class level + hero's Int bonus). If the saving throw fails, the target becomes dazed (unable to act, but can defend normally) for 2 rounds.

A trick can only be played on a particular target once per encounter. After the first trick in an encounter, whether the attempt succeeds or not, that target becomes wary and immune to such ploys.

Prerequisite: Trick, 6th level

Talent Feat Tree

Performance Effects: Once per day per level, a performer can use his song or poetics to produce effects on those around him (usually including himself, if desired). While these abilities fall under the category of music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum level and a minimum number of ranks in the Perform skill to qualify; if a character does not have the required number of ranks in at least one Perform skill, he does not gain the musical ability until he acquires the needed ranks.

Starting a musical effect is a standard action. Some music abilities require concentration, which means the character must take a standard action each round to maintain the ability. Even while using music that doesn't require concentration, a character cannot invoke mutations or activate complicated items. A deaf character has a 20% chance to fail when attempting to use music. If he fails, the attempt still counts against his daily limit.

Distract: A character with 2 or more ranks in a Perform skill may use his music or poetics to distract a single character and force that character into attempting a Concentration check to continue his or her actions. The DC for the save is DC10 + character's level + character's Charisma bonus.

Prerequisite: 2+ ranks in Perform

Fascinate: A character with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the character, and able to pay attention to him. The character must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a character attains beyond 1st, he can target one additional creature with a single use of this ability. To use the ability, a character makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the character cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the character continues to play and concentrate (up to a maximum of 1 round per character level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the character to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, invoking a mutation, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is a compulsion, mind-affecting ability.

Prerequisite: 3+ ranks in Perform

Inspire Courage: A character with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their

combat abilities. To be affected, an ally must be able to hear the character sing. The effect lasts for as long as the ally hears the character sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm, compulsion and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six character levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

Prerequisite: 3+ ranks in Perform

Inspire Competence: A character of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the character. The character must also be able to see the ally. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the character's music. Certain uses of this ability are infeasible. The effect lasts as long as the character concentrates, up to a maximum of 2 minutes. A character can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Prerequisite: 3rd level, 6+ ranks in Perform

Suggestion: A character of 6th level or higher with 9 or more ranks in a Perform skill can make a suggestion to a creature that he has already fascinated (see above). Using this ability does not break the character's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect. Making a suggestion doesn't count against a character's daily limit on music performances. A Will saving throw (DC 10 + 1/2 character's level + character's Cha modifier) negates the effect. This ability affects only a single creature (but see mass suggestion, below). Suggestion is a form of compulsion a mind-affecting, language dependent ability.

Prerequisite: Fascinate, 6th level, 9+ ranks in Perform

Inspire Greatness: A character of 9th level or higher with 12 or more ranks in a Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels a character attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a character must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the character sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d6's), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of mutations that are Hit Dice dependant. Inspire greatness is a mind-affecting ability.

Prerequisite: Inspire Courage

Song of Freedom: A character of 12th level or higher with 15 or more ranks in a Perform skill can use music or poetics to create an effect that can break compulsions and other mind effecting controls, such as domination. Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A character can't use song of freedom on himself.

Prerequisite: 12th level, 15+ ranks in Perform

Inspire Heroics: A character of 15th level or higher with 18 or more ranks in a Perform skill can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three character levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a character must sing and an ally must hear the character sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to Defense. The effect lasts for as long as the ally hears the character sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.

Prerequisite: 15th level, 18+ ranks in Perform

Mass Suggestion: This ability functions like suggestion, above, except that a character of 18th level or higher with 21 or more ranks in a Perform skill can make the suggestion simultaneously to any number of creatures that he has already fascinated (see above). Mass suggestion is an a

compulsion, mind-affecting, language-dependent ability.
Prerequisite: Suggestion, 18th level, 21+ ranks in Perform

Winning Smile: At 5th level, a performer develops such a force of personal magnetism that he or she can convince a single target to regard him or her as a trusted friend. (If the target is currently being threatened or attacked by the character or his or her allies, this ability won't work.)
The target makes a Will saving throw to avoid being persuaded by the character's words and actions. The DC is 10 + class level + Charisma bonus. This ability doesn't enable the character to control the target, but the target perceives the character's words and actions in the most favorable way. The character can try to give the target orders, but he or she must win an opposed Charisma check to convince the target to perform any actions the target wouldn't normally undertake. The target never obeys suicidal or obviously harmful orders, and any act by the character or his or her allies that threatens the target breaks the mood and clears the target's head. Otherwise, a target remains won over for 1 minute per level. After the duration expires, the GM determines the reaction and attitude of the target based on what the character compelled the target to do.
Prerequisite: 5th level

Compelling Performance: At 10th level, a performer's force of personal magnetism increases to the point that he or she can arouse a single emotion of his or her choice-despair, hope, or rage-in a target. To use this ability, the performer must spend 1 experience point per reaction modifier desired. The emotion he or she arouses affects one target (a GM character) within 15 feet of the performer (or within 15 feet of a television, radio, or telephone that broadcasts the performer's performance). The performance requires a full-round action, and its effects on the target last for 1d4+1 rounds. The target makes a Will saving throw. The DC is 10 + class level + Charisma bonus. If the target succeeds at the saving throw, he or she is immune to the compulsion of this performance. If the target fails, he or she reacts to the emotion as described below.
Despair: The target takes a -2 morale penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.
Hope: The target gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.
Rage: The target gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -1 penalty to Defense. In a dramatic situation, the target is compelled to fight, regardless of the danger.
Prerequisite: 10th level

Advanced Compelling Performance: As Compelling Performance except the character is required to be 12th level and it now affects all those in view of and paying attention to the performance.
Prerequisite: Compelling Performance, 12th level

Unbreakable Feat Tree

The wasteland hero is particularly resilient thanks to the following feats.

Remain Conscious: The wasteland hero gains the ability to continue to perform actions when he or she would otherwise be considered unconscious and dying. When the wasteland hero's hit points reach -1, the hero can perform as though he or she were disabled, making either an attack action or a move action every round until the hero reaches -10 hit points (and dies) or the hero's hit points return to 1 or higher. The hero can choose to succumb to unconsciousness if he or she thinks that doing so might prevent him or her from taking more damage.

Robust: The wasteland hero becomes especially robust, gaining a number of hit points equal to his or her level as soon as he or she selects this talent. Thereafter, the hero gains +1 hit point with each level he or she gains.

Second Wind: The wasteland hero can gain a second wind. The hero gains an additional bonus to any endurance checks equal to his or her Constitution modifier +2. This ability may be used as many times per day as the hero's Constitution modifier.
Prerequisite: Robust

Stamina: The wasteland hero recovers twice as fast as normal. So, the hero recovers 2 hit points

per character level per evening of rest, 2 points of temporary ability damage per evening of rest, twice the number of accumulated fatigue points and awakens in half the normal time after being knocked unconscious.
Prerequisite: Robust, Second Wind.

Wasteland Ranger Feat Tree

<u>Increased Speed</u>: The Fast hero's base speed increases by 5 feet.
<u>Improved Increased Speed</u>: The Fast hero's base speed increases by 5 feet. This talent stacks with increased speed (10 feet total).
Prerequisite: Increased speed.
<u>Advanced Increased Speed</u>: The Fast hero's base speed increases by 5 feet. This talent stacks with increased speed and improved increased speed (15 feet total).
Prerequisites: Increased speed, improved increased speed.
<u>Naturalist</u>: The character gains +2 to Knowledge, Earth and Life Sciences skill (identification of plants and beasts), Survival-Rural when predicting weather, finding water or shelter, Perform Task-Handle Beast checks and Tracking checks.
<u>Naturalist 2</u>: The character gains +2 to Knowledge, Earth and Life Sciences skill (identification of plants and beasts), Survival-Rural when predicting weather, finding water or shelter, Perform Task-Handle Beast checks and Tracking checks. This bonus stacks with the bonus from Naturalist.
Prerequisite: Naturalist
<u>Natural Healer</u>: Through natural herbal remedies, the character may Build poultices that heal wounds and draws poisons from open wounds. The poultice heals d4+character level per dose and +2 to saves vs poisons when applied to poisoned wounds. To make a poultice the character may use Build as a trained skill check regardless if he has levels in the Build skill or the associated Pharmaceutical, Simple feat. This is a special ability of the wasteland ranger. The cost to make these poultices are 10xcurrent level in experience per dose.
<u>Natural Healer 2</u>: The character may now make poultices that heal an additional d4 die per dose and adds another +2 to the save vs poisons roll of the patient. These are cumulative with bonuses from Natural Healer. The costs remain unchanged.
Prerequisite: Natural Healer
<u>Experienced Eye</u>: A character with the Track feat takes no penalties for moving too fast when tracking. They may track at any speed less than a dead run with no penalties.
Prerequisite: Track or Urban Track
<u>Provider</u>: The wasteland ranger can automatically provide enough food for 4 people for one day without making a Survival check. With a Survival check against DC15 he may provide enough food for 5 people for one day and against DC18 for 6 people for one day and DC25 for up to 10 people for one day.
Prerequisite: Naturalist

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