

This option works for settings with a more serious tone, where the existence of certain items does not mean just anybody can get their hands on them, let alone use them. The Gamemaster defines what equipment requires special proficiency. Using such equipment without the required proficiency imposes a -4 penalty on the kind of roll needed to use the equipment, such as -4 to attack rolls for weapons, -4 to Pilot checks for mecha, etc.

The effect of a proficiency feat is to remove the penalty for using the restricted item or group of similar items, if they are common enough in the setting. You will find examples of proficiency feats in the *Mastermind's Manual*; take them as a guideline, given the variety of equipment types that the strangest manga series can have. Some example of proficiency areas that a feat can cover are:

## FEATS

FEAT NAME	BENEFIT
<b>COMBAT FEATS</b>	
(Attack) Flurry (+)	Take -2 and increase your damage by +1 for every 5 points above your target's Defense.
Break the Style (+)	Gain a bonus to Defense or Attack against a martial artist.
Combat Reaction (+)	Use a particular action as a reaction to a specific trigger.
Combo (Action) (+)	Gain a combo point with a successful combat action, to pay for the activation of a Combo power.
Slap Silly (+)	Interrupt a grapple attempt with a well-placed slap.
Withstand Damage	Reduce dodge bonus to increase Toughness bonus.
Zen Strike	Use your Wisdom instead of your Strength bonus for melee damage.
<b>FORTUNE FEATS</b>	
Deep Ties (+)	Gain extra hero points when faced with an emotionally important complication.
Perfect Timing	Arrive at the right place, at the right time.
<b>GENERAL FEATS</b>	
Benefit	Additional benefits include organizational ties, common sense, important family, normal appearance and standard features.
Bishonen/Bishoujo (+)	A successful interaction skill check improves the attitudes of others.
Distracting Looks (+)	Your looks give you a bonus or impose a penalty on people attracted to you.
Last Stand	Use extra effort to ignore all damage penalties for one round.
Low Profile (+)	Skill checks to gain info on you suffer a penalty.
Ninja Run (+)	Run for longer and ignore difficult terrain.
Power Proxy (+)	You are the point of origin of an ally's powers.
Salvage	Gain a bonus pool for Craft checks by cannibalizing existing machines.
Tech Familiarity	You are proficient with alien, arcane, or otherwise exotic technology.
Well-Known (+)	People you meet make an automatic Gather Information check to recognize you.
<b>SKILL FEATS</b>	
Beautiful Voice (+)	Use an interaction skill to stop a fight.
Conspiracy Theorist (+)	Make a free, unrelated skill check on a natural 20 in certain skill checks.
Demonic Glare (+)	Silence fools with a deadly staredown.
Fake Expert (+)	Fool reality itself into thinking you know what you're doing.
Interface (+)	+4 bonus to a skill that requires tools when you use them.
Kawaii (+)	You make your enemies shaken by your utter cuteness.
Mechanical Genius	+4 bonus to Craft and Disable Device checks with a chosen technology.
Online Research	Use Computers instead of Gather Information when looking for information.
Rhythm of Combat	You are aware of how combat is going for allies and foes.
Rousing Speech (+)	Use a specific interaction skill to give a bonus to an ally for one round.
Sense Murderous Intent	Use Sense Motive instead of Notice to pinpoint hostile targets.
Task Focus (+)	Add half your skill ranks as a bonus to a specific task.
Truth Sense	Make a free Sense Motive check when witnessing deception.
Up the Wall	Use Acrobatics instead of Climb to scale certain inclines.