

GENERAL FEATS

General Feats	Summary	General Feats	Summary
Accurate Attack	You can sacrifice damage for accuracy.	Improved Trip	+2 bonus to trip opponents.
All-out Attack	You can sacrifice defense for accuracy.	Iron Will	+2 bonus on Will saving throws.
Animal Empathy	You can use interaction skills on animals.	Leadership	You acquire a number of followers.
Armor Training	You know how to move and fight while wearing armor.	Light Sleeper	No penalty on Notice checks while sleeping.
Assessment	You can get an idea of an opponent's combat bonus.	Lightning Reflexes	+2 bonus on Reflex saving throws.
Attack Focus	+1 on attack rolls with a chosen attack.	Low Profile	Subtract 3 from your Reputation score.
Attractive	+4 on Bluff and Diplomacy checks from your appearance.	Lucky	Add your Cha score to your saving throws.
Benefit	Gain some minor, but significant, benefit.	Move-by Action	Move both before and after your standard action.
Blind-Fight	Half miss chance while in melee combat.	Night Vision	See twice as far in low-light conditions.
Canny Dodge	Add your Int or Wis score to your dodge bonus.	Overrun	You can overrun more effectively while mounted or in a vehicle.
Challenge	Perform a particular challenge with no modifier.	Point Blank Shot	+1 attack and damage with ranged weapons at 30 ft. range.
Connected	You can call in favors from time to time.	Precise Shot	You can make ranged attacks into melee with no penalty.
Contacts	You can make Gather Information checks faster.	Prone Fighting	No penalties while fighting prone.
Dedicated	+4 bonus for checks involving the object of your devotion.	Quick Draw	Draw or reload a weapon as a free action.
Defensive Attack	You can sacrifice accuracy for defense.	Ranged Pin	You can pin an opponent with a ranged weapon.
Dodge Focus	+1 to your dodge bonus.	Run	You run at five times your normal speed.
Eidetic Memory	Total recall and +4 bonus on checks to remember things.	Second Chance	You get a second save against a particular hazard.
Endurance	+4 bonus on stamina-related Con checks and Fort saves.	Set-up	Transfer an interaction bonus in combat to an ally.
Exotic Weapon Training	You're trained in a particular exotic weapon.	Shield Training	You're trained in the proper use of shields in combat.
Far Shot	Increase range increment by one-half (double for thrown weapons).	Skill Focus	+3 bonus with a chosen skill.
Firearms Training	You are trained in the proper use of firearms.	Skill Training	+4 skill ranks.
Great Fortitude	+2 on Fortitude saving throws.	Startle	Use Intimidate in place of Bluff to feint in combat.
Improved Critical	Your threat range with a particular attack is doubled.	Talented	+2 bonus with two related skills.
Improved Defense	+2 bonus when taking the total defense action.	Taunt	Make a Bluff check to shake a target's confidence.
Improved Disarm	+2 bonus when attempting to disarm an opponent.	Tireless	Suffer no penalties from fatigue.
Improved Grab	You can follow an unarmed attack with a free grapple.	Track	You can find and follow tracks.
Improved Initiative	You get a +4 bonus on initiative checks.	Trackless	You leave no trail in natural surroundings.
Improved Pin	Opponents suffer a -4 penalty on grapple checks against you.	Trailblazer	You can move through natural surroundings freely.
Improved Precise Shot	No penalty for less than total cover or concealment.	Two-Weapon Defense	Your two-weapon fighting style improves your Defense.
Improved Ranged Disarm	No penalty when making a ranged disarm attempt.	Two-Weapon Fighting	You can skillfully fight with a weapon in each hand.
Improved Speed	+10 feet movement speed.	Uncanny Dodge	You retain your dodge bonus when flat-footed.
Improved Strike	You do lethal damage unarmed.	Vehicular Combat	Substitute Drive, Pilot, or Ride check for vehicle or mount's Defense.
Improved Sunder	+4 to hit when striking held objects.	Wealthy	+4 Wealth bonus.
Improved Throw	Choose whether an opponent uses Str or Dex against a trip.	Weapon Training	You're trained in the use of martial weapons.

- **Security Clearance:** You have access to classified government information, installations, and possibly equipment and personnel.
- **Status:** By virtue of birth or achievement, you have special status. Examples include nobility, knighthood, aristocracy, being a *samurai* in medieval Japan, and so forth.

The Narrator is the final arbiter as to what does and does not constitute a Benefit in the campaign. Keep in mind some qualities may constitute Benefits in some campaigns, but not in others, depending on whether or not they have any real impact on the game.

BLIND-FIGHT (GENERAL)

In melee combat, you suffer half the usual miss chance due to concealment (see **Concealment**, in **Chapter 6**). If you spend a Conviction point before rolling the miss chance, you *automatically* ignore it for that attack (you gain no other benefit from the Conviction point).

You take only half the usual penalty to speed for being unable to see; darkness and poor visibility reduce your speed to three-quarters rather than half.

ADEPT FEATS

Adept Feats	Summary	Adept Feats	Summary
Empower	You can increase the effective rank of your powers.	Shield Penetration	+2 bonus to overcome a target's Psychic Shield.
Erase Signature	You can erase supernatural signatures.	Subtle Power	You can mute the signature of your powers.
Familiar	You have a supernatural bond with a special animal companion.	Supernatural Focus	+3 bonus with a chosen power.
Imbue Item	You can craft supernatural items.	Supernatural Talent	+2 bonus with two chosen powers.
Mind Over Body	Substitute your Wisdom score for Constitution checks.	Widen Power	Affect an area with your powers.
Quicken Power	Reduce the time required to use your powers.		

EXPERT FEATS

Expert Feats	Summary	Expert Feats	Summary
Acrobatic Bluff	Use Acrobatics in place of Bluff to feint and trick.	Jack-of-All-Trades	You can use any skill untrained.
Crippling Strike	Your surprise attacks inflict 1 point of Str damage.	Mass Suggestion	Make a suggestion to an entire group.
Defensive Roll	+1 bonus on Toughness saves.	Master Plan	Gain a bonus when you have a chance to prepare.
Deflect Arrows	You can deflect one ranged attack against you per round.	Redirect	Redirect a missed attack against another target.
Evasive Target	Double normal penalties for ranged attacks against you while you're in melee.	Skill Mastery	Choose four skills you can take 10 with even under pressure.
Evasion	No damage from area attacks if you make your Reflex save.	Slow Fall	You can slow your fall by 10 ft. per two expert levels.
Fascinate	You can capture and hold someone's attention with an interaction skill.	Snatch Arrows	You can catch ranged weapons.
Hide in Plain Sight	Make Stealth checks without cover or concealment.	Sneak Attack	+2 damage with a surprise attack.
Improved Evasion	Suffer only half damage on a failed Reflex save.	Stunning Attack	You can make a stunning attack in melee.
Improvised Tools	No penalty for using a skill without the proper tools.	Suggestion	You can plant suggestions into the minds of others.
Inspire	You can inspire others with your presence.	Well-Informed	Make a Gather Information check immediately upon meeting someone.

WARRIOR FEATS

Warrior Feats	Summary	Warrior Feats	Summary
Attack Specialization	+1 damage with a chosen attack.	Greater Attack Specialization	+1 damage with a particular attack.
Chokehold	Cause a pinned opponent to suffocate.	Rage	You can go into a rage in combat.
Cleave	Get an extra melee attack when you take out an opponent.	Seize Initiative	Spend a Conviction point to go first in the initiative order.
Critical Strike	Score critical hits normally against favored opponents.	Smite Opponent	You can inflict additional damage on your favored opponent.
Diehard	You automatically succeed on Con checks to stabilize.	Spirited Charge	Deal +3 damage with a melee weapon while charging.
Favored Opponent	+2 bonus against a particular type of opponent.	Stunning Attack	You can make a stunning attack in melee.
Grappling Finesse	Use Dex in place of Str to grapple.	Tough	+1 bonus on Toughness saves.
Great Cleave	Like Cleave, but usable an unlimited number of times.	Weapon Bind	Free disarm attempt after successful parry.
Greater Attack Focus	+1 attack bonus with a particular attack.	Weapon Break	Free attack against an opponent's weapon after a successful parry.

CANNY DODGE (GENERAL)

When unarmored and unencumbered, add your Intelligence or Wisdom score as a dodge bonus to your Defense. Choose which bonus applies when you acquire this feat. The bonus from this feat is in addition to the standard dodge bonus granted by your Dexterity. You lose your Canny Dodge bonus if you are wearing armor or carrying more than a light load.

CHALLENGE (GENERAL)

Choose a specific challenge (see **Challenges** in the **Introduction**). You can pick a standard challenge or one from a skill's individual description in **Chapter 2**. For standard challenges, the challenge only applies to a specific task. So, for example, if you choose the Fast Task challenge,

you need to specify a task, such as the feint application of Bluff, or making an item with Craft. If you take Calculated Risk, you need to specify the two checks (and the skills used for them), and if you take Simultaneous Tasks, you need to specify the two tasks. Once specified, these things do not change.

You can perform the challenge chosen under this feat with a 5-point lesser modifier than usual. So, for challenges with a -5 penalty or a +5 Difficulty, you perform them like normal checks. For challenges with a greater modifier, you reduce the modifier accordingly. So a hero with Fast Feint, for example, can feint in combat as a move action with no Bluff check modifier (since the normal modifier is -5).

You can take this feat multiple times. Each time, it applies to a different challenge.

POWER DESCRIPTIONS

The powers in this section follow the general format for skill descriptions in **Chapter 2**, with a few modifications. Powers cannot be used untrained. If a power causes fatigue, it's listed as fatiguing after the power name. If it requires maintenance or concentration, this is noted. Powers requiring mental contact have this listed on the line after the power's name.

A description of what the power does follows, along with the game rules for the power.

Some powers have a **Try Again** section, describing whether or not it is possible to attempt a failed use of the power again and the conditions for doing so. If this section is absent, assume the power use may be attempted again without restriction.

Each description ends with the time it takes to use the power. In some cases, this varies depending on the conditions when the power is used.

POWERS

Name	Summary	Name	Summary
Apport	Transport creatures or objects to different locations.	Mind Probe	Probe a subject's mind for information.
Beast Link	Perceive through an animal's senses.	Mind Reading	Sense a subject's surface thoughts.
Blink	You can teleport rapidly to avoid attacks.	Mind Shaping	Alter a subject's memories or behavior.
Bliss	Project blissful feelings to daze a subject.	Mind Touch	Establish mental contact with another mind.
Body Control	Exert mental control over your body.	Move Object	Life and move objects at a distance.
Calm	Drain intense emotion from others.	Nature Reading	Sense the flows and signs of the natural world.
Cold Shaping	Create intense cold.	Object Reading	Read psychic impressions from place and objects.
Combat Sense	Gain a temporary Combat bonus.	Pain	Inflict stunning pain on a subject.
Computer Link	Make mental contact with computers.	Phase	You can become incorporeal.
Cure	Heal injuries by touch.	Plane Shift	You can transport yourself to other dimensions.
Cure Blindness/ Deafness	Remove blindness or deafness.	Plant Shaping	Shape living plants and wood and direct their growth.
Cure Disease	Remove a disease, preventing further harm.	Psychic Blast	Inflict mental damage on a target.
Cure Poison	Remove a poison, preventing further harm.	Psychic Reflection	Send a psychic attack back at the attacker.
Dominate	Control a subject's actions.	Psychic Shield	Shield your mind from psychic influences.
Drain Vitality	Drain vital energy by touch.	Psychic Trap	Counterattack an attempt to bypass your Psychic Shield.
Earth Shaping	Shape and direct masses of earth and stone.	Psychic Weapon	Create a melee weapon out of psychic energy.
Elemental Aura	Surround yourself with a damaging aura.	Scrying	Sense distant events as if you were present.
Elemental Blast	Strike a foe with a focused blast of elemental force.	Second Sight	Sense the use and lingering effects of supernatural powers.
Elemental Resistance	Resist the effects of a particular element.	Self-Shaping	Reshape your body into different creatures.
Elemental Weapon	Imbue a weapon with damaging elemental energy.	Sense Minds	Sense the presence and location of other minds.
Energy Shaping	Shape and direct the flow of electromagnetic energy.	Severance	Remove the powers of others temporarily.
Enhance Ability	Temporarily boost your Strength or Dexterity.	Sleep	Put a target into a deep sleep
Enhance Other	Temporarily boost someone else's Strength or Dexterity.	Suggestion	Implant suggestions in the minds of others.
Enhance Senses	Temporary bonus to Notice, Search, and Sense Motive checks.	Supernatural Speed	Move at great speed in short bursts.
Fire Shaping	Shape and direct fire.	Supernatural Strike	Overcome the damage reduction of supernatural creatures.
Flesh Shaping	Shape and mold flesh like clay into other forms.	Supernatural Weapon	Imbue weapons to overcome damage reduction.
Ghost Touch	Touch and affect incorporeal creatures as if they were solid.	Teleport	You can move instantly from place to place.
Harm	Inflict injury with a touch.	Truth-Reading	Sense when someone is lying to you.
Heart Reading	Sense the emotions of other creatures.	Visions	See visions of the future.
Heart Shaping	Impose emotional conditions on others.	Ward	Create interference with supernatural powers or creatures.
Illusion	Create illusions that fool the senses.	Water Shaping	Shape and direct the flow of water.
Imbue Life	Restore life to the recently dead.	Weather Shaping	Shape and direct weather conditions.
Imbue Unlife	Create undead creatures.	Wind Shaping	Shape and direct the force of the wind.
Light Shaping	Shape and direct light and illumination.	Wind Walk	Walk on air.
Manipulate Object	Manipulate and handle objects at a distance.		