

Some abilities are not tied to your race, class, or skill—things like particularly quick reflexes that allow you to react to danger more swiftly, the ability to craft magic items, the training to deliver powerful strikes with melee weapons, or the knack for deflecting arrows fired at you. These abilities are represented as feats. While some feats are more useful to certain types of characters than others, and many of them have special prerequisites that must be met before they are selected, as a general rule feats represent abilities outside of the normal scope of your character's race and class. Many of them alter or enhance class abilities or soften class restrictions, while others might apply bonuses to your statistics or grant you the ability to take actions otherwise prohibited to you. By selecting feats, you can customize and adapt your character to be uniquely yours.

Prerequisites

Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he gains the prerequisite. A character can't use a feat if he loses a prerequisite, but he does not lose the feat itself. If, at a later time, he regains the lost prerequisite, he immediately regains full use of the feat that prerequisite enables.

Types of Feats

Some feats are general, meaning that no special rules govern them as a group. Others are item creation feats, which allow characters to empower items of all sorts. A meta feat lets a technique/power users cast powers or techniques with greater effect.

Attack Based Feats

These feats boost a character's skill in weapons, defense and skill in attacking in many unique ways. Many classes offer the choices in of skills listed here towards bonus feat choices for the class.

Other Feats

Feats in this category collect feats that hold a variety of abilities that are unique to the feat, also included are meta feats that let the player use techniques and powers in a new and more powerful way at a greater cost of chi or other cost.

Skill Based Feat

An item creation feat lets a character create a magic item of a certain type. Regardless of the type of item each involves, the various item creation feats all have certain features in common. Including Item Empowering Feats, which allow the player to use techniques and link them with items, armor or, weapons.

Save Feats

Save Feats grant bonuses to saves and other bonuses that may effect the character in some other way.

FEAT DESCRIPTIONS

Feats are summarized as following.

Note that the prerequisites and benefits of the feats on this table are abbreviated for ease of reference. See the feats description for full details.

The following format is used for all feat descriptions.

Feat Name: The feat's name also indicates what subcategory, if any, the feat belongs to, and is followed by a basic description of what the feat does.

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 anything else required in order to take the 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.

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 unusual facts about the feat.

Feats

* - Feats effects stack when taken multiple times

- Feat can be taken multiple times effects don't stack

Attack Based Feats		
<i>Able Sniper</i>	<i>Hamstring</i>	<i>Quick Draw</i>
<i>Arterial Strike</i>	<i>Improved Atonement</i>	<i>Ranged Disarm</i>
<i>Bleeding Critical</i>	<i>Improved Bull Rush</i>	<i>Ranged Sunder</i>
<i>Blinding Critical</i>	<i>Improved Critical</i>	<i>Rapid Reload</i>
<i>Brutal Throw</i>	<i>Improved Disarm</i>	<i>Rapid Shot</i>
<i>Catch off Guard</i>	<i>Improved Grapple</i>	<i>Resounding Blow</i>
<i>Cleave</i>	<i>Improved Precise Shot</i>	<i>Ride-by-Attack</i>
<i>Close Quarters Fighting</i>	<i>Improved Shield Bash</i>	<i>Scorpion Style</i>
<i>Close Shot</i>	<i>Improved Sunder</i>	<i>Sharp-Shooting</i>
<i>Combat Expertise</i>	<i>Improved Trip</i>	<i>Sharp Shooter</i>
<i>Combat Reflexes</i>	<i>Improved Two Weapon Fighting</i>	<i>Shatter Defenses</i>
<i>Critical Focus</i>	<i>Improved Unarmed Strike</i>	<i>Shield Focus</i>
<i>Critical Mastery</i>	<i>Improved Vital Strike</i>	<i>Shield Master</i>
<i>Dazzling Display</i>	<i>Improvised Weapon Mastery</i>	<i>Shield Slam</i>
<i>Deadly Aim</i>	<i>Karmic Strike</i>	<i>Shot on the Run</i>
<i>Deadly Stroke</i>	<i>Last Resort</i>	<i>Sickening Critical</i>
<i>Deafening Critical</i>	<i>Leap Attack</i>	<i>Snatch Arrows</i>
<i>Deflect Arrows</i>	<i>Linked Attack</i>	<i>Spirited Charge</i>
<i>Disemboweling Strike</i>	<i>Lock ON</i>	<i>Spread Shot</i>
<i>Double Slice</i>	<i>Lucky Bullet</i>	<i>Stand Still</i>
<i>Drive By</i>	<i>Lunge</i>	<i>Staggering Strike</i>
<i>Drone Shield</i>	<i>Many shot</i>	<i>Strike Back</i>
<i>Exhausting Critical</i>	<i>Martial Weapon Proficiency</i>	<i>Stunning Critical</i>
<i>Far Shot</i>	<i>Medusa's Wrath</i>	<i>Stunning Fist</i>
<i>Fire in the Hole</i>	<i>Monkey Grip</i>	<i>Subduing Strike</i>
<i>Fist of Iron</i>	<i>Mounted Archery</i>	<i>Throw Anything</i>
<i>Flying Kick</i>	<i>Mounted Combat</i>	<i>Tiring Critical</i>
<i>Gorgon's Fist</i>	<i>Pinpoint Targeting</i>	<i>Trample</i>
<i>Great Cleave</i>	<i>Point Blank</i>	<i>Trick Shot</i>
<i>Greater Shield Focus</i>	<i>Power Attack</i>	<i>Two Weapon Defense</i>
<i>Greater Two Weapon Fighting</i>	<i>Power Throw</i>	<i>Two Weapon Fighting</i>
<i>Greater Vital Strike</i>	<i>Power Critical</i>	<i>Two-Weapon Rend</i>
<i>Greater Weapon Focus</i>	<i>Precise Shot</i>	<i>Unseat Vital Strike</i>
<i>Greater Weapon Specialization</i>	<i>Prone Attack</i>	<i>Water Splitting Stone</i>
<i>Grenadier</i>	<i>Psionic Fighter</i>	<i>Weapon Finesse</i>
	<i>Psionic Fist</i>	<i>Weapon Focus</i>
	<i>Psionic Gun</i>	<i>Weapon Specialization</i>
	<i>Psychological Warfare</i>	<i>Whirl Wind</i>
		<i>"Yo Momma"</i>

Ability Feats		
<i>Advance Familiar</i> <i>Armor Proficiency</i> <i>Battle Dancer</i> <i>Blind Fight</i> <i>Blinding Aura</i> <i>Burn Rubber</i> <i>Chain Power</i> <i>Chain Spell</i> <i>Chain Technique</i> <i>Chi Boost</i> <i>Cloak Dance</i> <i>Code</i> <i>Combat Reflexes</i> <i>Combined Power</i> <i>Combined Spell</i> <i>Combined Technique</i> <i>Dash</i> <i>Deadly Precision</i> <i>Dramatic Zeal</i> <i>Element Penetration</i> <i>Empower Power</i> <i>Empower Spell</i> <i>Empower Technique</i> <i>Empowered Soul</i> <i>Encore</i> <i>Endurance</i> <i>Enlarge Power</i> <i>Enlarge Spell</i> <i>Enlarge Technique</i> <i>Eschew Materials</i> <i>Extend Power</i> <i>Extend Spell</i> <i>Extend Technique</i> <i>Extend Rage</i> <i>Extra Music</i> <i>Extra Rage</i>	<i>Faster Healing</i> <i>Fast Learner</i> <i>Flick of the Wrist</i> <i>Fork Power</i> <i>Fork Spell</i> <i>Fork Technique</i> <i>Gain Chi</i> <i>Get Your Gun</i> <i>Greater Element Penetration</i> <i>Greater Power Focus</i> <i>Greater Spell Focus</i> <i>Greater Technique Focus</i> <i>Heighten Power</i> <i>Heighten Spell</i> <i>Heighten Technique</i> <i>Homing Power</i> <i>Homing Spell</i> <i>Homing Technique</i> <i>Heroic Surge</i> <i>Improved Feint</i> <i>Improved Initiative</i> <i>Improved Overrun</i> <i>Improved Toughness</i> <i>Intimidating Prowess</i> <i>Iron Stomach</i> <i>Leadership</i> <i>Light Sleeper</i> <i>Magic Boost</i> <i>Martial Artist Technique</i> <i>Maximize Power</i> <i>Maximize Spell</i> <i>Maximize Technique</i> <i>Monster Hunter</i> <i>Mountain Training</i>	<i>Ninja Technique</i> <i>One Handed Spell</i> <i>One Handed Technique</i> <i>Power Focus</i> <i>Quicken Power</i> <i>Quicken Spell</i> <i>Quicken Technique</i> <i>Rally Behind the Jolly Roger</i> <i>Reckless Offense</i> <i>Requiem</i> <i>Run</i> <i>Sea Legs</i> <i>Signature Attack</i> <i>Signature Move</i> <i>Signature Spell</i> <i>Sharper Sword</i> <i>Shield Proficiency</i> <i>Skilled Training</i> <i>Spring Attack</i> <i>Spell focus</i> <i>Steadfast</i> <i>Technique Focus</i> <i>Toughness</i> <i>Track</i> <i>We Need some Protection</i> <i>Weapon Proficiency</i> <i>Widen Power</i> <i>Widen Spell</i> <i>Widen Technique</i> <i>Unquenchable Flame of Life</i>

Save Based Feats		
<i>Cumbrous Dodge</i> <i>Cumbrous Fortitude</i> <i>Cumbrous Reflexes</i> <i>Cumbrous Will</i> <i>Diehard</i> <i>Dodge</i> <i>Dodger</i>	<i>Expeditious Dodge</i> <i>Flame Stance</i> <i>Greater Fortitude</i> <i>Iron Will</i> <i>Lighting Reflexes</i> <i>Lightning Stance</i> <i>Loyal</i>	<i>Mobility</i> <i>Mountain Stance</i> <i>Wave Stance</i> <i>Wind Stance</i>

Skill Based Feats		
<i>Acrobatic</i> <i>Alertness</i> <i>Athletic</i> <i>Beautiful</i> <i>Call of the Sea</i> <i>Cosmopolitan</i> <i>Cute</i> <i>Dominating Demeanor</i> <i>Hunted Man</i> <i>Known Killer</i>	<i>Lair</i> <i>Medical Expert</i> <i>Navigator</i> <i>Nimble Fingers</i> <i>Persuasive</i> <i>Poison Expert</i> <i>Poison Master</i> <i>Resist Change</i> <i>Seductive</i> <i>Self-Sufficient</i>	<i>Ship Shape</i> <i>Skill Focus</i> <i>Skill Specialty</i> <i>Stealthy</i> <i>Technophile</i> <i>Telepath</i> <i>Wanted Dead or Alive</i>

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Attack Based Feats

Name	<i>Able Sniper</i>
Benefit	+2 bonus on ranged attacks against surprised targets and a +4 to Stealth checks after attack is made
Prerequisite	DEX 13 and 5 ranks in Stealth

Name	<i>Arterial Strike</i>
Pull off a skilled strike on a target to get the target to bleed from the wound.	
Benefit	Trade 1d6 sneak attack damage for 1 point of bleed damage per round till the target is treated or healed

Name	<i>Bleeding Critical</i>
Your critical hits cause opponents to bleed profusely. Whenever you score a critical hit, the target takes 2d6 bleed.	
Benefit	Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.
Prerequisite	Critical Focus, base attack bonus +11
Special	You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Name	<i>Blinding Critical</i>
Your critical hits blind your opponents.	
Benefit	Whenever you score a critical hit, your opponent is permanently blinded. A successful Resistance save reduces this to dazzled for 1d4 rounds. The DC of this Resistance save is equal to 10 + your base attack bonus. This feat has no effect on creatures that do not rely on eyes for sight or creatures with more than two eyes (although multiple critical hits might cause blindness, at the GM's discretion). Blindness can be cured by heal, regeneration, remove blindness, or similar abilities.
Prerequisite	Critical Focus, base attack bonus +15
Special	You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery

Name	<i>Brutal Throw</i>
Add STR damage to ranged Attack	
Benefit	Damage done by thrown weapons now add the Strength used to throw it.
Prerequisite	Power throw and STR 15
Normal	Strength does not the damage of thrown weapons

Name	Catch off Guard
Foes are surprised by your skilled use of unorthodox and improvised weapons.	
Benefit	You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are surprised against any attacks you make with an improvised melee weapon.

Name	Cleave
You can strike two adjacent foes with a single swing.	
Benefit	As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Protection Score until your next turn.
Prerequisite	Power attack

Name	Close Quarters Fighting
Can make a Counter attack to avoid grappling or fight during a grapple.	
Benefit	Let's the player make attacks in grapples
Prerequisite	Players can only make escape attempts and not fight back in grapples
Special	Base attack

Name	Close Shot
Attacking a target up close with ranged combat does greater damage	
Benefit	Adds +1 extra die of damage for attacks within 30 ft
Prerequisite	Point Blank Shot and Precise Shot feats

Name	Combat Expertise
You can increase your defense at the expense of your accuracy.	
Benefit	You can choose to take a -1 penalty on melee attack rolls and gain a +1 dodge bonus to your Protection Score. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.
Prerequisite	INT 13

Name	Combat Reflexes
You can make additional attacks of opportunity.	
Benefit	You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus.
Prerequisite	A character without this feat can make only one attack of opportunity per round
Special	The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Name	Critical Focus
You are trained in the art of causing pain.	
Benefit	You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.
Prerequisite	Base attack bonus +9

Name	<i>Critical Mastery</i>
Your critical hits cause two additional effects.	
Benefit	When you score a critical hit, you can apply the effects of two critical feats in addition to the damage dealt.
Prerequisite	Critical Focus, any two critical feats.
Normal	You can only apply the effects of one critical feat to a given critical hit in addition to the damage dealt.

Name	<i>Dazzling Display</i>
Your skill with your favored weapon can frighten enemies.	
Benefit	While wielding the weapon in which you have Weapon Focus, you can perform a bewildering show of prowess as a full-round action. Make an Intimidate check to demoralize all foes within 30 feet who can see your display.
Prerequisite	Weapon Focus, proficiency with the selected weapon.

Name	<i>Deadly Aim</i>
You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.	
Benefit	You can choose to take a -1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.
Prerequisite	Dex 13, base attack bonus +1.

Name	<i>Deadly Stroke</i>
With a well-placed strike, you can bring a swift and painful end to most foes.	
Benefit	As a standard action, make a single attack with the weapon for which you have Greater Weapon Focus against a stunned or surprised opponent. If you hit, you deal double the normal damage and the target takes 1 point of Endurance bleed. The additional damage and bleed is not multiplied on a critical hit.
Prerequisite	Dazzling Display, Greater Weapon Focus, Shatter Defenses, Weapon Focus, proficiency with the selected weapon, base attack bonus +11.

Name	<i>Deafening Critical</i>
Your critical hits cause enemies to lose their hearing.	
Benefit	Whenever you score a critical hit against an opponent, the victim is permanently deafened. A successful Resistance save reduces the deafness to 1 round. The DC of this Resistance save is equal to 10 + your base attack bonus. This feat has no effect on deaf creatures. This deafness can be cured by heal, regeneration, remove deafness, or a similar ability.
Prerequisite	Critical Focus, base attack bonus +13.
Special	You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Name	<i>Deflect Arrows</i>
You can knock arrows and other projectiles off course, preventing them from hitting you.	
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 an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack so this cannot be performed in a surprise round. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.
Prerequisite	Dex 13, Improved Unarmed Strike.

Name	<i>Disemboweling Strike</i>
A deep strike while sneaking doing massive damage to the target's overall Health	
Benefit	Trade 4d6 sneak attack to deal 1d4 END damage
Prerequisite	sneak attack 5d6

Name	<i>Double Slice</i>
Your off-hand weapon while dual-wielding strikes with greater power.	
Benefit	Add your Strength bonus to damage rolls made with your off-hand weapon.
Prerequisite	Dex 15, Two-Weapon Fighting.
Normal	You normally add only half of your Strength modifier to damage rolls made with a weapon wielded in your off-hand.

Name	<i>Drive By</i>
Let's players attack targets as they move past them on vehicles/ boats	
Benefit	Take a negative to your to hit in making a ride by attack equal your speed divided by 10 (round up) and then take that same number of your speed divided by 10 and double it for extra damage from the attack

Name	<i>Drone Shield</i>
The players Drones/ partners can grant a bonus to the player's defense when near them.	
Benefit	The player can use their partner or drones to offer them a form of greater protection for them. Granting them a +2 bonus to their protection score, while they are within 30ft of the player.
Prerequisite	Drone/ Partner

Name	<i>Exhausting Critical</i>
Your critical hits cause opponents to become exhausted.	
Benefit	When you score a critical hit on a foe, your target immediately becomes exhausted. This feat has no effect on exhausted creatures.
Prerequisite	Critical Focus, Tiring Critical, base attack bonus +15.
Special	You can only apply the effects of one critical feat to a given critical hit unless you possess the Critical Mastery feat.

Name	<i>Far Shot</i>
You are more accurate at longer ranges.	
Benefit	You only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon.
Prerequisite	Point-Blank Shot.
Normal	You suffer a -2 penalty per full range increment between you and your target.

Name	<i>Fire in the Hole</i>
The Player is more skilled at making a greater impact with explosives in combat.	
Benefit	+2 on explosives rolls to attack and damage

Name	<i>Fist of Iron</i>
The Player has trained their hands/feet to do greater damage in battle.	
Benefit	+1d6 Unarmed damage
Prerequisite	Improved Unarmed Attack, Base Attack +2

Name	<i>Flying Kick</i>
Can do a body strike by launching oneself into a target	
Benefit	+1d12 damage on unarmed attacks when charging a target
Prerequisite	STR 13

Name	<i>Gorgon's Fist</i>
With one well-placed blow, you leave your target reeling.	
Benefit	As a standard action, make a single unarmed melee attack against a foe whose speed is reduced (such as from Scorpion Style). If the attack hits, you deal damage normally and the target is staggered until the end of your next turn unless it makes a Resistance saving throw. (DC 10 + 1/2 your character level + your Wis modifier). This feat has no effect on targets that are staggered.
Prerequisite	Improved Unarmed Strike, Scorpion Style, base attack bonus +6.

Name	<i>Great Cleave</i>
You can strike many adjacent foes with a single blow.	
Benefit	As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.
Prerequisite	Str 13, Cleave, Power Attack, base attack bonus +4.

Name	<i>Greater Shield Focus</i>
You are skilled at deflecting blows with your shield.	
Benefit	Increase the Protection Score bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.
Prerequisite	Shield Focus, Shield Proficiency, base attack bonus +1.

Name	<i>Greater Two Weapon Fighting</i>
You are incredibly skilled at fighting with two weapons at the same time.	
Benefit	You get a third attack with your off-hand weapon, albeit at a -10 penalty.
Prerequisite	Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Name	<i>Greater Vital Strike</i>
You can make a single attack that deals incredible damage.	
Benefit	When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the damage dice for the attack four times and add the results together, but do not multiply damage bonuses from Strength, weapon abilities (such as flaming), or precision-based damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally).
Prerequisite	Improved Vital Strike, Vital Strike, base attack bonus +16

Name	<i>Greater Weapon Focus</i>
Choose one type of weapon (including unarmed strike or grapple) for which you have already selected Weapon Focus. You are a master at your chosen weapon.	
Benefit	You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.
Prerequisite	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.
Special	Proficiency with selected weapon, Weapon Focus with selected weapon, base attack bonus +8.

Name	<i>Greater Weapon Specialization</i>
Choose one type of weapon (including unarmed strike or grapple) for which you possess the Weapon Specialization feat. Your attacks with the chosen weapon are more devastating than normal.	
Benefit	You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus to damage stacks with other damage roll bonuses, including any you gain from Weapon Specialization.
Prerequisite	Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, +12 Base Attack Bonus.
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.

Name	<i>Grenadier</i>
Players that use chemical weapons are better at the success of their attacks	
Benefit	+2 on attack rolls with chemical weapons

Name	<i>Hamstring</i>
Make a stealth attack to slow down a target in their movement	
Benefit	Trade 2d6 sneak attack damage to cut opponent's speed in half
Prerequisite	sneak attack, Base attack +4

Name	<i>Improved Atonement</i>
The player has a stronger connection to their element.	
Benefit	The player with Monk levels can manipulate their element to gain double the effect of their attacks and defenses with the element that they are atoned to.
Prerequisite	Monk class only, Base Attack +4

Name	<i>Improved Bull Rush</i>
You are skilled at pushing your foes around.	
Benefit	You do not provoke an attack of opportunity when performing a bull rush. In addition, you receive a +2 bonus on attacks made to bull rush a foe. You also receive a +2 bonus to your Reflex whenever an opponent tries to bull rush you.
Prerequisite	Str 13, Power Attack, base attack bonus +1.
Normal	You provoke an attack of opportunity when performing a bull rush.

Name	<i>Improved Critical</i>
Attacks made with your chosen weapon are quite deadly.	
Benefit	When using the weapon you selected, your threat range is doubled.
Prerequisite	Proficient with weapon, base attack bonus +8.
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.

Name	<i>Improved Disarm</i>
You are skilled at knocking weapons from a foe's grasp.	
Benefit	You do not provoke an attack of opportunity when performing a disarm. In addition, you receive a +2 bonus on checks made to disarm a foe. You also receive a +2 bonus to whenever an opponent tries to disarm you.
Prerequisite	Int 13, Combat Expertise.
Normal	You provoke an attack of opportunity when performing a disarm.

Name	<i>Improved Grapple</i>
You are skilled at grappling opponents.	
Benefit	You do not provoke an attack of opportunity when performing a grapple. In addition, you receive a +20 bonus on checks made to grapple a foe. You also receive a +20 bonus to your Martial Artist or Escape Artist skill whenever an opponent tries to grapple you.
Prerequisite	Dex 13, Improved Unarmed Strike.
Normal	You provoke an attack of opportunity when performing a grapple

Name	<i>Improved Precise Shot</i>
Your ranged attacks ignore anything but total concealment and cover.	
Benefit	Your ranged attacks ignore the Protection Score 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.
Prerequisite	Dex 19, Point-Blank Shot, Precise Shot, base attack bonus +11.

Name	<i>Improved Shield Bash</i>
You can protect yourself with your shield, even if you use it to attack.	
Benefit	When you perform a shield bash, you may still apply the shield's shield bonus to your PS score.
Prerequisite	Shield Proficiency.
Normal	Without this feat, a character that performs a shield bash loses the shield's shield bonus to PS score until his next turn.

Name	<i>Improved Sunder</i>
You are skilled at damaging your foes' weapons and armor.	
Benefit	You do not provoke an attack of opportunity when performing a sunder. In addition, you receive a +2 bonus on checks made to sunder an item. You also receive a +2 bonus to your items Resistance Save whenever an opponent tries to sunder your gear.
Prerequisite	Str 13, Power Attack, base attack bonus +1.
Normal	You provoke an attack of opportunity when performing a sunder.

Name	<i>Improved Trip</i>
You are skilled at sending your opponents to the ground	
Benefit	You do not provoke an attack of opportunity when performing a trip. In addition, you receive a +20 bonus on checks made to trip a foe. You also receive a +10 bonus to your Acrobatic or Martial Arts Skill whenever an opponent tries to trip you.
Prerequisite	Int 13, Combat Expertise.

Name	<i>Improved Two Weapon Fighting</i>
You are skilled at fighting with two weapons.	
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.
Prerequisite	Dex 17, Two-Weapon Fighting, base attack bonus +6.
Normal	Without this feat, you can only get a single extra attack with an off-hand weapon.

Name	<i>Improved Unarmed Strike</i>
You are skilled at fighting while unarmed. (Monks and Marital Artists get this for free at 1 st)	
Benefit	You are considered to be armed even when unarmed—you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or non-lethal damage, at your choice doing 1d6 damage x2 critical.
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.

Name	<i>Improved Vital Strike</i>
You can make a single attack that deals a large amount of damage	
Benefit	When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the damage dice for the attack three times and add the results together, but do not multiply damage bonuses from Strength, weapon abilities (such as flaming), or precision-based damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally).
Prerequisite	Vital Strike, base attack bonus +11.

Name	<i>Improvised Weapon Mastery</i>
You can turn nearly any object into a deadly weapon, from a razor-sharp chair leg to a sack of flour.	
Benefit	You do not suffer any penalties for using an improvised weapon. Increase the amount of damage dealt by the improvised weapon by one step (for example, 1d4 becomes 1d6) to a maximum of 1d8 (2d6 if the improvised weapon is two-handed). The improvised weapon has a critical threat range of 19–20, with a critical multiplier of ×2.
Prerequisite	Catch Off-Guard or Throw Anything, base attack bonus +8.
Normally	The player suffers a -4 to using non weapons.

Name	<i>Karmic Strike</i>
Let's the player get an extra attack in an act of revenge.	
Benefit	Take -4 penalty to their PS score to make attack of opportunity against melee opponent that hit you.
Prerequisite	DEX 13 and Combat Expertise

Name	<i>Last Resort</i>
Unleash the last of your power to seek your best chances at winning	
Benefit	Expend the last of your HP to gain a Onetime Boost to your Attack and Damage equal to your Level in Hit Dice. Afterwards Drop to 0.

Name	<i>Leap Attack</i>
Jump into battle and bring with it the full force of the body.	
Benefit	Doubles damage by Power attack on successful charge
Prerequisite	Power attack feat and 20 ranks of Jump

Name	<i>Linked Attack</i>
The player can link the attack of a drone/ partner with theirs to do greater damage	
Benefit	The player can get their partner or drone to use an attack along with them in a way that the damage of the players attack is doubled and only requires a one to hit roll, the result being the best to hit out of the two. This can one be done once per round and the damage can only be done if the attack hits.
Prerequisite	Drone/partner, Base Attack +6

Name	<i>Lock On</i>
The player focuses their firearms attacks into a concentrated burst	
Benefit	The damage from a fire arm is spread to a 10ft ranged targeted area by giving up an extra attack with the weapon, for each extra attack the players area of attack is increased by 5. The damage of the attack is counted by as many attacks the player uses i.e. 2 attacks would do double damage, 3 attacks triple and so on.
Prerequisite	Point Blank, Precise Shot, +6 Base Attack

Name	<i>Lucky Bullet</i>
Luck stands with you as a shot that missed bounces back at the target for a second chance	
Benefit	1/day re-roll one missed shot

Name	<i>Lunge</i>
You can strike foes that would normally be out of reach.	
Benefit	You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a -2 penalty to your PS Score until your next turn. You must decide to use this ability before any attacks are made.
Prerequisite	Base attack bonus +6.

Name	<i>Many shot</i>
You can fire multiple arrows at a single target.	
Benefit	When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.
Prerequisite	Dex 17, Point-Blank Shot, Rapid Shot, base attack bonus +6.
Special	This skill does not pertain to firearms at any time thus cannot be used as such.

Name	<i>Martial Weapon Proficiency</i>
Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.	
Benefit	You make attack rolls with the selected weapon normally (without the non-proficient penalty).
Prerequisite	When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Name	<i>Medusa's Wrath</i>
You can take advantage of your opponent's confusion, delivering multiple blows.	
Benefit	Whenever you use the full-attack action and make at least one unarmed strike, you can make two additional unarmed strikes at your highest base attack bonus. These bonus attacks must be made against a dazed, paralyzed, staggered, stunned, or unconscious foe.
Prerequisite	Improved Unarmed Strike, Gorgon's Fist, Scorpion Style, base attack bonus +11.

Name	<i>Monkey Grip</i>
Let's player to wield weapons of larger size or one hand two handed weapons	
Benefit	Use larger melee weapons at -2 penalties treating a two handed weapon as one handed or allowing them to wield a weapon one size category larger than they could for their size
Prerequisite	base attack +1

Name	<i>Mounted Archery</i>
You are skilled at making ranged attacks while mounted.	
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.
Prerequisite	Ride 10 rank, Mounted Combat.

Name	<i>Mounted Combat</i>
You are adept at guiding your mount through combat.	
Benefit	Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.
Prerequisite	Ride 10 rank.

Name	<i>Pinpoint Targeting</i>
You can target the weak points in your opponent's armor.	
Benefit	As a standard action, make a single ranged attack. The target does not gain anything but its Class and Ability Bonuses to its PS score verses this attack. You do not gain the benefit of this feat if you move this round.
Prerequisite	Dex 19, Improved Precise Shot, Point-Blank Shot, Precise Shot, base attack bonus +16.

Name	<i>Point Blank</i>
You are especially accurate when making ranged attacks against close targets.	
Benefit	You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Name	<i>Power Attack</i>
You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.	
Benefit	You can choose to take a -1 penalty on all melee attack rolls to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.
Prerequisite	Str 13, base attack bonus +1.

Name	<i>Power Throw</i>
A forceful throw that grants a great shot at hitting the target	
Benefit	Uses STR instead of DEX to hit with thrown weapon
Prerequisite	STR 13
Normal	Normally thrown weapons are based on DEX to hit not STR

Name	<i>Power Critical</i>
Player is more skilled at scoring a critical strike with the weapon	
Benefit	+4 bonus to confirm critical with one weapon
Prerequisite	Weapon Focus

Name	<i>Precise Shot</i>
You are adept at firing ranged attacks into melee.	
Benefit	You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.
Prerequisite	Point-Blank Shot.

Name	Prone Attack
Player can attack while prone	
Benefit	Attack while Prone at no penalty and stand up
Prerequisite	DEX 15, Base Attack +4
Normal	Player can't make attacks prone they must stand to attack.

Name	Psionic Fighter
The player can use psychic power to grant them a better chance at fighting.	
Benefit	The player gains can add their Spirit Bonus into their to hit with attacks 1/per day
Prerequisite	Player must have Psychic abilities, Base Attack +3

Name	Psionic Fist
The player can summon a ball of Psychic energy in their unarmed attacks	
Benefit	The player adds 1d6 Psychic damage to their unarmed attacks for rounds equal to their level, for a number of times equal to their Spirit Bonus.
Prerequisite	The Player must have Psychic abilities, Improved Unarmed

Name	Psionic Gun
The player can summon a ball of Psychic energy and launch it 30 ft.	
Benefit	The player can make a ranged attack doing 1d6 psychic damage, x2 critical, the player can make as many of these attacks as they have in their Spirit Bonus

Name	Psychological Warfare
Allows player to use Taunt, Intimidate Bluff, or Diplomacy as an attack	
Benefit	See Chart Below
Prerequisite	Bards and Nobles only, see below for rules, Barbarians can take this Feat but it only applies to intimidation

<i>Psychological Warfare attacks</i>															
<i>Taunt</i>	* Will save (DC 10 + 1/10 roll result) verses enraged. Enraged is similar to a rage action only it does not grant the HP boost and it prevents the attacker to do anything then a basic attack at the player using the taunt. It lasts for ½ the players level in rounds. * - Yo Mama feat allows the player to choose instead to do subdual damage														
<i>Bluff</i>	Will save (DC 10 + 1/10 roll result) verses confusion. Lasts for ½ the players level in rounds. If the target fails Roll 1d 100 <table border="0"> <tr> <td><i>Result</i></td> <td><i>Target does</i></td> </tr> <tr> <td>01 - 10</td> <td>attacks player using confusion</td> </tr> <tr> <td>11 - 20</td> <td>acts normally</td> </tr> <tr> <td>21 - 50</td> <td>does nothing but babbles incoherently</td> </tr> <tr> <td>51 - 60</td> <td>attacks self with melee attack</td> </tr> <tr> <td>61 - 70</td> <td>flees from player using confusion</td> </tr> <tr> <td>71 - 100</td> <td>attacks nearest target others then player using confusion</td> </tr> </table>	<i>Result</i>	<i>Target does</i>	01 - 10	attacks player using confusion	11 - 20	acts normally	21 - 50	does nothing but babbles incoherently	51 - 60	attacks self with melee attack	61 - 70	flees from player using confusion	71 - 100	attacks nearest target others then player using confusion
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<i>Diplomacy</i>	Will save (DC 10 + 1/10 roll result) verses Depression. Depression Causes the target to lose the will to fight the player, they can take only non-offensive actions at the player using diplomacy. Lasts for ½ the players level in rounds.														
<i>Intimidate</i>	Will save (DC 10 + 1/10 roll result) Verses Fear. Lasts for ½ the players level in rounds. On failure they are shaken verses all but the player whom they must ether run or if not possible cower before.														

Name	Quick Draw
You can draw weapons faster than most.	
Benefit	You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon 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).
Prerequisite	Base attack bonus +1.
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.

Name	Ranged Disarm
Strike at a distance to get a target to drop their weapon	
Benefit	Use ranged weapon to disarm foe within 30 ft
Prerequisite	DEX 15, Base attack +5 and Point Blank Shot and Precise Shot Feats

Name	Ranged Sunder
Shatter a weapon at a range	
Benefit	Use ranged weapon to sunder foes weapon at reduced damage penalty
Prerequisite	STR 13, Point Blank Shot and Precise Shot and base attack bonus +5

Name	Rapid Reload
You can reload Crossbows, dart guns, Guns and other such weapons quickly.	
Benefit	Reload weapon quicker (cross bows free action, guns move action) Reloading still provokes an attack of Opportunity.

Name	Rapid Shot
You can make an additional ranged attack.	
Benefit	When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.
Prerequisite	Dex 13, Point Blank Shot
Special	

Name	Resounding Blow
Attack is so powerful people fear you	
Benefit	Causes fear check DC damage dealt 30 ft area
Prerequisite	STR 13

Name	Ride-by-Attack
While mounted and charging, you can move, strike at a foe, and then continue moving.	
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.
Prerequisite	Mounted Combat, 10 ranks Ride

Name	<i>Scorpion Style</i>
Reduce target's speed to 5 ft.	
Benefit	To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target's base land speed is reduced to 5 feet for a number of rounds equal to your Wisdom modifier unless it makes a Resistance saving throw (DC 10 + 1/2 your character level + your Wis modifier).
Prerequisite	Improved Unarmed Strike

Name	<i>Sharp-Shooting</i>
Players are skilled at hitting difficult targets at range	
Benefit	Halve Opponent's cover bonus
Prerequisite	Point Blank Shot and Precise Shot feats, and base attack +3

Name	<i>Sharp Shooter</i>
Players are more skilled at using guns and rifles in combat	
Benefit	The player on a critical failure only causes the gun to jam
Normally	A player without this can cause their weapon to explode or break when they roll a critical failure on the attack.

Name	<i>Shatter Defenses</i>
Your skill with your chosen weapon leaves opponents unable to defend themselves if you strike them when their defenses are already compromised.	
Benefit	Any shaken, frightened, or panicked opponent hit by you this round is denied their Ability and Class bonus to their PS Score to your attacks until the end of your next turn. This includes any additional attacks you make this round.
Prerequisite	Dazzling Display, base attack bonus +6

Name	<i>Shield Focus</i>
You are skilled at deflecting blows with your shield.	
Benefit	Gain a +1 bonus to your PS Score when using a shield
Prerequisite	Shield Proficiency, base attack bonus +1

Name	<i>Shield Master</i>
Your mastery of the shield allows you to fight with it without hindrance	
Benefit	You do not suffer any penalties on attack rolls made with a shield while you are wielding another weapon. Add your shield's shield bonus to attacks and damage rolls made with the shield as if it was an enhancement bonus
Prerequisite	Improved Shield Bash, Shield Proficiency, Shield Slam, Two-Weapon Fighting, base attack bonus +11

Name	<i>Shield Slam</i>
In the right position, your shield can be used to send opponents flying.	
Benefit	Any opponents hit by your shield bash are also hit with a free bull rush attack, substituting your attack roll for the Attack. This bull rush does not provoke an attack of opportunity. Opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance. You may choose to move with your target if you are able to take a 5-foot step or to spend an action to move this turn.
Prerequisite	Improved Shield Bash, Two-Weapon Fighting, base attack bonus +6

Name	<i>Shot on the Run</i>
You can move, fire a ranged weapon, and move again before your foes can react.	
Benefit	As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.
Prerequisite	DEX 13, Base attack +4 and Dodge, Mobility, and Point Blank Shot feats

Name	<i>Sickening Critical</i>
Your critical hits cause opponents to become sickened.	
Benefit	Whenever you score a critical hit, your opponent becomes sickened for 1 minute. The effects of this feat do not stack. Additional hits instead add to the effect's duration
Prerequisite	Critical Focus, base attack bonus +11.
Special	You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Name	<i>Snatch Arrows</i>
Instead of knocking an arrow or ranged attack aside, you can catch it in mid-flight.	
Benefit	When using the Deflect Arrows feat you may choose to catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back as an attack against 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, additionally this feat is not possible with bullets from firearms.
Prerequisite	Dex 15, Deflect Arrows, Improved Unarmed Strike.

Name	<i>Spirited Charge</i>
Your mounted charge attacks deal a tremendous amount of damage.	
Benefit	When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).
Prerequisite	Ride 1 rank, Mounted Combat, Ride-By Attack.

Name	<i>Spread Shot</i>
The player with a multiple loaded firearm can exchange multiple shots for a cone attack of the guns ammo.	
Benefit	The player exchanges the bonus attacks from a firearm that has multiple ammo in it and can instead make their attack into a cone attack.
Prerequisite	multiple ammo Firearms only, Point Blank, Precise Shot, +11 Base Attack

Name	<i>Staggering Critical</i>
Whenever you score a critical hit, the target is staggered	
Benefit	Targets hit from this attack lose one of their next actions
Prerequisite	Critical Focus, base attack bonus +13

Name	<i>Staggering Shot</i>
The player can make a shot to intimidate a target and cause their movement to be halted	
Benefit	The player can hold their action and make an attack at an opponent with a ranged weapon that causes the target to halt their movement if they fail a Will save DC 10+damage of the shot.
Prerequisite	Point Blank, Precise Shot, Base Attack Bonus +11

Name	<i>Stand Still</i>
You can stop foes that try to move past you.	
Benefit	When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.
Prerequisite	Combat Reflexes.

Name	<i>Strike Back</i>
You can strike at foes that attack you using their superior reach, by targeting their limbs or weapons as they come at you	
Benefit	You can ready an action to make a melee attack against any foe that attacks you in melee, even if the foe is outside of your reach.
Prerequisite	Base attack bonus +11.

Name	<i>Stunning Critical</i>
Your critical hits cause opponents to become stunned.	
Benefit	Whenever you score a critical hit, your opponent becomes stunned for 1d4 rounds. A successful Resistance save reduces this to staggered for 1d4 rounds. The DC of this Resistance save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.
Prerequisite	Critical Focus, Staggering Critical, base attack bonus +17.
Special	You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Name	<i>Stunning Fist</i>
You know just where to strike to temporarily stun a foe.	
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 Resistance 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 turn). A stunned character can't take actions, loses any stat bonus to PS, and takes a -2 penalty to PS. 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 creature's immune to critical hits cannot be stunned.
Prerequisite	DEX 13, WIS 13, Improved Unarmed Strike, base attack bonus +8.
Special	

Name	<i>Subduing Strike</i>
The Sneaky attack can be made to subdue a target	
Benefit	No penalty when doing non-lethal damage, rouges sneak attack can do non-lethal damage
Prerequisite	Normally doing this grants a -4 Penalty to the attack
Special	

Name	<i>Throw Anything</i>
Throw random with no penalty	
Benefit	This feat lets the player throw any object counting it a weapon based on its size category. See Chart below.
Prerequisite	DEX 15, STR (varies on size of object) and base attack +2 see chart below for damage results

<i>Throw Anything Damage Chart</i>			
<i>Size</i>	<i>Damage</i>	<i>STR Needed</i>	<i>Example of item</i>
<i>Diminutive</i>	+1d2	5 or better	<i>Needle, pen, stone</i>
<i>Tiny</i>	+1d3	8 or better	<i>bottle, mug</i>
<i>Small</i>	+1d6	10 or better	<i>plate, Kitchen Utensil</i>
<i>Medium</i>	+1d8	13 or better	<i>Chair, Box</i>
<i>Large</i>	+2d6	15 or better	<i>Small table, Barrel, small people</i>
<i>Huge</i>	+2d10	18 or better	<i>large table, Furniture, medium People</i>
<i>Colossal</i>	+3d10	20 or better	<i>Door, Cart, Large people</i>
+ damage can be stacked based on it being a weapon or has some other type of damage to it			

Name	<i>Tiring Critical</i>
Your critical hits cause opponents to become fatigued	
Benefit	Whenever you score a critical hit, your opponent becomes fatigued. This feat has no additional effect on a fatigued or exhausted creature.
Prerequisite	Critical Focus, base attack bonus +13.
Special	You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Name	<i>Trample</i>
While mounted, you can ride down opponents and trample them under your mount.	
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.
Prerequisite	Ride 10 rank, Mounted Combat.

Name	<i>Trick Shot</i>
The Player is skilled at bouncing ranged attacks to hit around cover.	
Benefit	Allows shooting target behind cover
Prerequisite	Point Blank shot and Precise Shot feats, a DEX 17, and Base attack +8

Name	<i>Two Weapon Defense</i>
You are skilled at defending yourself while dual-wielding.	
Benefit	When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your PS Score. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.
Prerequisite	Dex 15, Two-Weapon Fighting.

Name	<i>Two Weapon Fighting</i>
You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.	
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. See Two-Weapon Fighting.
Prerequisite	Dex 15
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 offhand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

Name	<i>Two-Weapon Rend</i>
Striking with both of your weapons simultaneously, you can use them to deliver devastating wounds.	
Benefit	If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 1-1/2 times your Strength modifier. You can only deal this additional damage once each round.
Prerequisite	Dex 17, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Name	<i>Unseat</i>
You are skilled at unseating your mounted opponents.	
Benefit	When charging an opponent while mounted and wielding a lance, resolve the attack as normal. If it hits, you may immediately make a free bull rush attempt in addition to the normal damage. If successful, the target is knocked off his horse and lands prone in a space adjacent to his mount that is directly away from you.
Prerequisite	Str 13, Ride 10 rank, Mounted Combat, Power Attack, Improved Bull Rush, base attack bonus +1.

Name	<i>Vital Strike</i>
You make a single attack that deals significantly more damage than normal.	
Benefit	When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the damage dice for the attack twice and add the results together, but do not multiply damage bonuses from Strength, weapon abilities (such as flaming), or precision-based damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally).
Prerequisite	Base attack bonus +6.

Name	<i>Water Splitting Stone</i>
Ones unarmed attacks have greater impact in their strikes	
Benefit	+4 bonus on breaking through a targets ADS score
Prerequisite	DEX and WIS 13, Improved Unarmed Strike feat and base attack of +9

Name	<i>Weapon Finesse</i>
You are trained in using your agility in melee combat, as opposed to brute strength.	
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 considered light weapons.

Name	<i>Weapon Focus</i>
Choose one type of weapon. You can also choose unarmed strike or grapple (or techniques that require a to hit roll) as your weapon for the purposes of this feat.	
Benefit	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Prerequisite	Proficiency with selected weapon, base attack bonus +1.
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.

Name	<i>Weapon Specialization</i>
You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon.	
Benefit	You gain a +2 bonus on all damage rolls you make using the selected weapon.
Prerequisite	Proficiency with selected weapon, Weapon Focus with 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.

Name	<i>Whirl Wind</i>
You can strike out at every foe within reach.	
Benefit	When you use the full-attack action, you can give up your regular attacks and instead make one melee attack at your highest base attack bonus against each opponent within reach. You must make a separate attack roll against each opponent. When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.
Prerequisite	Dex 13, Int 13, Combat Expertise, Dodge, Mobility, base attack bonus +4.

Name	<i>Yo Momma</i>
Your words are so strong the actually hurt.	
Benefit	Allows a taunt attack do 1d6 subdual damage, taking this feat stacks the damage done to the target

Ability Feats

Name	Advanced Familiar
The Player has access to a stronger companion to cast their spells with.	
Benefit	The player can gain any monster or animal with a Hit dice equal to or lower than their level and bond with it. Once bonded they can cast magic through the new familiar and the witch gains +10 in the familiars highest listed skill. (gm's choice if they are equal.
Prerequisite	Witch, BAB +6
Special	Taking this ability replaces the current choices of familiars.

Name	Armor Proficiency #
You are skilled at wearing armor of that type.	
Benefit	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.
Prerequisite	A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.
Special	All armor prevents the player from having their defense bonus they gain from their class unless they have an ability that states otherwise. Taking this skill applies to the different kind of armors Light, Medium, Heavy.)

Name	Battle Dancer *
Skilled at performing while attacking targets	
Benefit	+2 on attacks while moving and using bardic music
Prerequisite	base attack of +2 and Bardic music ability

Name	Blind Fight
You are skilled at attacking opponents that you cannot clearly perceive	
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 Ability bonuses to your Protection Score, 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 do not need to make Acrobatics skill checks to move at full speed while blinded.
Special	The Blind-Fight feat is of no bonus against a Replacement or under the influence of a Genjustu.
Normal	Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to PS. The speed reduction for darkness and poor visibility also applies.

Name	Blinding Aura
Nurses gain the choice of a second more powerful aura.	
Benefit	Nurse players can choose from one of the following Aura's Aura of Peace – everyone in 30ft make will save DC 10+nurse level to fight Aura of Love – All Allies with 30ft heal four times Nurses level a round Aura of Resistance – All Allies within 30ft resist elements by +20 Aura of Battle – All Allies within 30ft gain 3 extra Hit die and +4 to hit Aura of Death – Enemies within 30ft take level in damage each round Aura of Mind - +4 Will Saves to all Allies within 30 ft
Prerequisite	Nurse level 3, BAB +8
Special	This ability can only be bought once

Name	<i>Burn Rubber</i> *
Grant extra movement with vehicle or construct	
Benefit	Push a vehicle or construct to do an additional Move

Name	Chain Power
The player can take their power and form a chain attack with an attack.	
Benefit	The Player is able to take a power and select up to a collection of targets equal to the players Spirit Bonus. The player selects each target in order blasting the first target chains the attack on the next and so on till the final player is reached. To do this the player uses up 5 uses per day for the power. (Given the power has to have 5 uses available for them to use in the first place to use this ability)

Name	Chain Spell
The player can take their spell and form a chain attack with an attack.	
Benefit	The Player is able to take a spell and select up to a collection of targets equal to the players Spirit Bonus. The player selects each target in order blasting the first target chains the attack on the next and so on till the final player is reached. To do this the player uses up x5 mana for the boost.

Name	Chain Technique
The player can take their technique and form a chain attack with an attack.	
Benefit	The Player is able to take a technique and select up to a collection of targets equal to the players Spirit Bonus. The player selects each target in order blasting the first target chains the attack on the next and so on till the final player is reached. To do this the player uses up x5 chi for the boost.

Name	<i>Chi Boost</i>
This lets a player sacrifice HP for more chi to use.	
Benefit	Player with this feat can trade 5 HP to heal 30 Chi points.

Name	<i>Cloak Dance</i>
Dance about with cloth that lets one avoid damage easier	
Benefit	Spend an action to gain concealment
Prerequisite	Hide 50 ranks

Name	Code
The player follows a strict code of laws and is rewarded.	
Benefit	+1 to all rolls made within the code (ex: Code Of Honor, Code of Justice)
Special	If a code is broken the player does not gain the bonus again until they make a proper apology or amend the violation to the law in some way

Name	<i>Combat Reflexes</i>
You can make additional attacks of opportunity	
Benefit	You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while under surprise.
Normal	A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while surprised
Special	The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Name	<i>Combined Power</i>
The player can use two power as one action without having to use build points to create a new attack.	
Benefit	The player can cast a combination of two powers into one without making a new power. Performing this action takes a full round preparation to use and uses up double the uses for both the powers.

Name	<i>Combined Spell</i>
The player can cast two spells as one action without having to use build points to create a new attack.	
Benefit	The player can cast a combination of two spells into one without making a new spell. Performing this action takes a full round preparation to cast and uses up double the mana for both the spells.

Name	<i>Combined Technique</i>
The player can cast two techniques as one action without having to use build points to create a new attack.	
Benefit	The player can cast a combination of two techniques into one without making a new technique. Performing this action takes a full round preparation to cast and uses up double the chi for both the techniques.

Name	<i>Dash *</i>
You are faster than most.	
Benefit	While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.
Special	You can take this feat multiple times. The effects stack.

Name	<i>Deadly Precision</i>
The Player is skilled in making the damage of stealth attacks count	
Benefit	Re-roll 1's on sneak attack dice
Prerequisite	DEX 15 and base attack +5

Name	<i>Dramatic Zeal</i>
The player has a strong force of will that actually lets them shrug off damage at times.	
Benefit	Allows player to make a will save or END check (whichever is higher) to avoid a negative effect of a roll for 3 rounds +1 round per every point above the DC of the negative effect, failing has the effect act as normal, this is a once per day ability

Name	<i>Element Penetration</i>
Your attacks break through elemental resistance more easily than most.	
Benefit	You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a targets elemental resistance.

Name	<i>Empower Power</i>
You can increase the power of your powers, causing them to deal more damage.	
Benefit	All damage is increased by x2 from the attack. Saving throws and opposed rolls are not affected, nor are attacks without random variables. An empowered attack uses up x2 the uses per day for the power.

Name	<i>Empower Spell</i>
You can increase the power of your spells, causing them to deal more damage.	
Benefit	All damage is increased by x2 from the attack. Saving throws and opposed rolls are not affected, nor are attacks without random variables. An empowered attack uses up double the mana for the spell.

Name	<i>Empower Technique</i>
You can increase the power of your techniques, causing them to deal more damage.	
Benefit	All damage is increased by x2 from the attack. Saving throws and opposed rolls are not affected, nor are attacks without random variables. An empowered attack uses up double the chi for the technique.

Name	<i>Empowered Soul #</i>
Greater power letting the user perform a power use more frequently	
Benefit	Grants an additional 3 times per day use of one attack, effects do not stack each time taken it's for a new attack or power

Name	<i>Encore</i>
Force a target to make a second roll to avoid the defect of a performance attack if they passed the first	
Benefit	Bards musical attacks get a second chance to hit subject that passed the save
Prerequisite	Bards Only

Name	<i>Endurance</i>
Harsh conditions or long exertions do not easily tire you.	
Benefit	You gain a +4 bonus on the following checks and saves: Swim checks made to resist non-lethal damage from exhaustion; Endurance checks made to continue running; Endurance checks made to avoid non-lethal damage from a forced march; Endurance checks made to hold your breath; Endurance checks made to avoid non-lethal damage from starvation or thirst; Resistance saves made to avoid non-lethal damage from hot or cold environments; and Resistance saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.
Normal	A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Name	<i>Enlarge Power</i>
You can increase the range of your power attacks.	
Benefit	You can alter an attack with a range of close, medium, or long to increase its range by 100%. An enlarged attack with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range attacks have a range of 200 ft. +20 ft./level and long-range attacks have a range of 800 ft. +80 ft./level. An enlarged attack uses up double the uses per day of the power.

Name	<i>Enlarge Spell</i>
You can increase the range of your spell attacks.	
Benefit	You can alter an attack with a range of close, medium, or long to increase its range by 100%. An enlarged attack with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range attacks have a range of 200 ft. +20 ft./level and long-range attacks have a range of 800 ft. +80 ft./level. An enlarged attack uses up double mana.

Name	<i>Enlarge Technique</i>
You can increase the range of your technique attacks.	
Benefit	You can alter an attack with a range of close, medium, or long to increase its range by 100%. An enlarged attack with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range attacks have a range of 200 ft. +20 ft./level and long-range attacks have a range of 800 ft. +80 ft./level. An enlarged attack uses up double chi.

Name	<i>Eschew Materials</i>
You can cast many techniques without needing to utilize minor material components.	
Benefit	You can cast any technique/spell with a material component of common use or access. The casting of the technique still provokes attacks of opportunity as normal. If the technique requires a rare material component or weapon, you must have the material component on hand to cast the technique, as normal.

Name	<i>Extend Power</i>
You can make your power attacks last twice as long.	
Benefit	An extended attack lasts twice as long as normal. An attack with duration of concentration, instantaneous, or permanent is not affected by this feat. An extended attack uses up twice the uses per day of a power.

Name	<i>Extend Spell</i>
You can make your spell attacks last twice as long.	
Benefit	An extended attack lasts twice as long as normal. An attack with duration of concentration, instantaneous, or permanent is not affected by this feat. An extended attack uses up twice the mana.

Name	<i>Extend Technique</i>
You can make your technique attacks last twice as long.	
Benefit	An extended attack lasts twice as long as normal. An attack with duration of concentration, instantaneous, or permanent is not affected by this feat. An extended attack uses up twice the chi.

Name	<i>Extend Rage</i>
You can use your rage ability more than normal.	
Benefit	You can rage for 6 additional rounds per day.
Prerequisite	Rage class feature.
Special	You can gain Extra Rage multiple times. Its effects stack.

Name	<i>Extra Music (*)</i>
You can use your bardic performance ability more often than normal.	
Benefit	You can use bardic performance for 6 additional rounds per day.
Prerequisite	Bardic performance class feature.
Special	You can gain Extra Performance multiple times. Its effects stack.

Name	<i>Extra Rage (*)</i>
Gain an extra amount of times to use Rage	
Benefit	Number of rages per day is increased by two
Prerequisite	rage ability

Name	<i>Faster Healing</i>
The Player heals at a rate greater than normal	
Benefit	Heal hit points and ability damage at double normal rate

Name	Fast Learner
Let's a player learn spells/ Techniques in shorter time.	
Benefit	Let's the player cut the study time for a new spells or technique by 1/2.
Normal	Without this feat the player has a long time to learn a spell or technique before practice

Name	Flick of the Wrist
The user slips in an attack quickly unnoticed catching them unaware	
Benefit	Cause opponent to be surprised for one attack
Prerequisite	DEX 17, 5 ranks Pick Pocket, and Quick Draw Feat

Name	Fork Power
The user can take any power and have it attack a second target	
Benefit	The player can each time when taking this feat attack one additional target with the attack at the cost of twice uses of the power.

Name	Fork Spell
The user can take any spell and have it attack a second target	
Benefit	The player can each time when taking this feat attack one additional target with the attack at the cost of twice mana.

Name	Fork Technique
The user can take any technique and have it attack a second target	
Benefit	The player can each time when taking this feat attack one additional target with the attack at the cost of twice chi.

Name	Gain Chi *
Grants character Chi like Martial Artist or Ninja class	
Benefit	Players taking this Feat gain 30 chi, this feat is stackable and grants an additional 30 chi each time gotten

Name	Get Your Gun #
Player gains an extra Gun Trick.	
Benefit	The player gains access to another gun trick choice to add to their list of class abilities.

Name	Greater Element Penetration
Your Attacks break through Elemental resistance much more easily than most.	
Benefit	You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a target's elemental resistance. This bonus stacks with the one from Element Penetration.
Prerequisite	Element Penetration.

Name	Greater Power Focus #
Spells used of the have a greater difficulty.	
Benefit	Add +2 to the Difficulty Class for all saving throws against powers used. This bonus stacks with the bonus from Power Focus.
Prerequisite	Power Focus.

Name	Greater Spell Focus #
Spells used of the have a greater difficulty.	
Benefit	Add +2 to the Difficulty Class for all saving throws against spells used. This bonus stacks with the bonus from Spell Focus.
Prerequisite	Spell Focus.

Name	Greater Technique Focus #
Choose a technique type to which you have already applied the Technique Focus feat. Any techniques you cast of this group are very hard to resist.	
Benefit	Add +2 to the Difficulty Class for all saving throws against techniques from the group you select. This bonus stacks with the bonus from Technique Focus.
Prerequisite	Technique Focus.
Special	You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new group to which you already have applied the Technique Focus feat.

Name	Heighten Power
You can cast powers as if they were a higher level.	
Benefit	A heightened power has a higher user level than normal (up to a maximum of the power). Unlike others Heighten power actually increases the effective level of the power that it modifies. All effects dependent on user's level are calculated according to the heightened level. The heightened power is as difficult to prepare and cast as such it takes a full round to prepare and costs 3 times its normal cost to use.

Name	Heighten Spell
You can cast spells as if they were a higher level.	
Benefit	A heightened spell has a higher user level than normal (up to a maximum of the spell). Unlike others Heighten spell actually increases the effective level of the spell that it modifies. All effects dependent on user's level are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as such it takes a full round to prepare and costs 3 times mana to use.

Name	Heighten Technique
You can cast techniques as if they were a higher level.	
Benefit	A heightened technique has a higher user level than normal (up to a maximum of the technique). Unlike others Heighten Technique actually increases the effective level of the technique that it modifies. All effects dependent on user's level are calculated according to the heightened level. The heightened technique is as difficult to prepare and cast as such it takes a full round to prepare and costs 3 times chi to use.

Name	Homing Power
Player can have an attack hit a target automatically without having to roll. [counts as a hit not a critical hit]	
Benefit	targets the player locks in with this feat are hit with no roll needed but the cost is 4 times the uses of the power.

Name	Homing Spell
Player can have an attack hit a target automatically without having to roll. [counts as a hit not a critical hit]	
Benefit	targets the player locks in with this feat are hit with no roll needed but the cost is 4 times the mana.

Name	Homing Technique
Player can have an attack hit a target automatically without having to roll. [counts as a hit not a critical hit]	
Benefit	targets the player locks in with this feat are hit with no roll needed but the cost is 4 times the chi.

Name	Heroic Surge *
The player has luck on their side and gets a second chance at things	
Benefit	Grants the Player the chance to re-roll one die result per day

Name	Improved Feint
You are skilled at fooling your opponents in combat.	
Benefit	You can make a Bluff check to feint in combat as a move action.
Prerequisite	INT 13, Combat Expertise.
Normal	Feinting in combat is a standard action.

Name	Improved Initiative *
Your quick reflexes allow you to react rapidly to danger.	
Benefit	You get a +4 bonus on initiative checks.

Name	Improved Overrun
You are skilled at running down your foes.	
Benefit	You do not provoke an attack of opportunity when performing an overrun. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not choose to avoid you.
Prerequisite	STR 13, Power Attack, base attack bonus +1.
Normal	You provoke an attack of opportunity when performing an overrun.

Name	Improved Toughness
Great amount of HP for the character	
Benefit	Gain HP equal to your current Hit Die total as the character gains a level their HP goes up by 1 more
Prerequisite	Toughness, Base Resistance +2

Name	Intimidating Prowess
Your physical might is intimidating to others.	
Benefit	Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Name	Iron Stomach
Allows a player eat dangerous or deadly poisons without effect	
Benefit	Grants the player the ability to eat bad or even poisoned food, Also grants a save to being poisoned in any other way. +5 vs. Poisons / Bad food

Name	Leadership
You attract followers to your cause and a companion to join you on your adventures.	
Benefit	Attract Followers and cohort, requires Level 6, The way to determine the level of the Cohort or number of followers is based off the Characters Reputation + CHA Mod + Level = Leadership Score. Players get a choice of taking Cohorts (lower level fully combative allies) in control of the leader character. Or Followers (Low level support that gather and take care of small mundane tasks). The Cohorts will always be at or below their leader's level but are fully created characters. [Note Cohorts cannot themselves take leadership]. The Followers are a number of skilled people that the player can have perform tasks like gather supplies, protect this town and so on. While generally not combative Follows are counted as level 0 to 5 in their abilities including acting as soldiers. Both choices will be self-sufficient unless the GM notes otherwise. When a players Cohort dies they will have to seek out a strong enough replacement. When a follower dies one steps up days later to take their place automatically. If a Players reputation or charisma bonus drops Decreases they lose followers but Cohorts will stick around.
Prerequisite	Character level 7th. (Nobles gain this feat for free)

Leadership				
Leadership score	# Cohorts	Cohorts Total Level	# of Followers	Level of Followers
01	0	0	1	0
02	1	1	2	0
03	1	2	3	0
04	1	3	4	0
05	1	3	5	1
06	1	4	6	1
07	1	5	7	1
08	1	5	8	1
09	1	6	9	1
10	1	7	10	2
11	2	7	12	2
12	2	8	14	2
13	2	9	16	2
14	2	10	18	2
15	2	10	20	3
16	2	11	22	3
17	2	12	24	3
18	2	12	26	3
19	2	13	28	3
20	3	14	30	4
21	3	15	35	4
22	3	15	40	4
23	3	16	45	4
24	3	17	50	4
25	3	17	55	5
26	3	18	60	5
27	3	19	65	5
28	3	19	70	5
29	3	20	75	5
30+	3	20	80	5

Name	<i>Light Sleeper</i>
Players with this feat are more aware of their surroundings even when asleep	
Benefit	Can't be caught prone while sleeping, any attacks made on a character with this skill, has no penalty to wake up.
Normal	A character needs to pass a DC 10 Will save to wake.

Name	<i>Magic Boost</i>
Gain more mana per level	
Benefit	The player gains +4 Mana per level

Name	<i>Martial Artist Technique #</i>
Gain an extra Martial Artist Technique	
Benefit	The Player gains a new Martial Artist Technique of their choice
Prerequisite	Chi Pool

Name	<i>Maximize Power</i>
Your attacks have the maximum possible effect.	
Benefit	All variable, numeric effects of an attack modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are attacks without random variables. A maximized attack uses three times the cost in uses per day. An empowered, maximized power gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

Name	<i>Maximize spell</i>
Your attacks have the maximum possible effect.	
Benefit	All variable, numeric effects of an attack modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are attacks without random variables. A maximized attack uses three times the cost in mana. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

Name	<i>Maximize Technique</i>
Your attacks have the maximum possible effect.	
Benefit	All variable, numeric effects of an attack modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are attacks without random variables. A maximized attack uses three times the cost in chi. An empowered, maximized technique gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

Name	<i>Monster Hunter</i>
You're skilled at hunting down beasts of the wild	
Benefit	Gain a Bonus +2 to Animals, Monstrous, Possessed Soul

Name	<i>Mountain Training</i>
Character can expend double chi total cost to combine the effects of combining Powers, Spells and Techniques as one.	
Benefit	A Player can take two different techniques they know and combine Powers, Spells and Techniques them into one powerful attack, at the cost of double cost of casting both separately
Normal	A player without this feat cannot combine any of the three types together.

Name	Ninja Technique
Gain an extra Ninja Technique	
Benefit	The Player gains a new Ninja Technique of their choice
Prerequisite	Chi Pool

Name	One Handed Spell
Skill in using hand signs with one hand.	
Benefit	Can perform a spell that requires gestures without having to make them, Allows player to hold a weapon in hand without suffering penalties for the spell.
Normal	Without this feat spells that require hand symbols need both hands to form and use the spell.

Name	One Handed Technique
Skill in using hand signs with one hand.	
Benefit	Can perform a Technique that requires gestures without having to make them, Allows player to hold a weapon in hand without suffering penalties for the technique
Normal	Without this feat techniques that require hand symbols need both hands to form and use the technique.

Name	Power Focus #
A Power you cast is difficult to resist.	
Benefit	Add +1 to the Difficulty Class for all saving throws against your powers.
Special	You can take this feat multiple times the effects do not stack they instead count towards a new power.

Name	Quicken Power
You can cast attacks in a fraction of the normal time.	
Benefit	Casting a quickened attack is a swift action. You can perform another action, even casting another attack, in the same round as you cast a quickened attack. A attack whose casting time is more than 1 full-round action cannot be quickened. A quickened attack uses up three times the uses of the power per day. Casting a quickened attack doesn't provoke an attack of opportunity.
Special	You can apply the effects of this feat to an attack cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the attack's casting time.

Name	Quicken Spell
You can cast attacks in a fraction of the normal time	
Benefit	Casting a quickened attack is a swift action. You can perform another action, even casting another attack, in the same round as you cast a quickened attack. A attack whose casting time is more than 1 full-round action cannot be quickened. A quickened attack uses up three times the mana. Casting a quickened attack doesn't provoke an attack of opportunity.
Special	You can apply the effects of this feat to an attack cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the attack's casting time.

Name	<i>Quicken Technique</i>
You can cast attacks in a fraction of the normal time.	
Benefit	Casting a quickened attack is a swift action. You can perform another action, even casting another attack, in the same round as you cast a quickened attack. A attack whose casting time is more than 1 full-round action cannot be quickened. A quickened attack uses up three times the chi. Casting a quickened attack doesn't provoke an attack of opportunity.
Special	You can apply the effects of this feat to an attack cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the attack's casting time.

Name	<i>Rally Behind the Jolly Roger</i>
Pirates grant a Moral Bonus to their fellow crew	
Benefit	1/day +2 Moral Bonus and an extra hit die when defending their ship or flag. This effect lasts through 1 encounter.
Prerequisite	Pirate Only

Name	<i>Reckless Offense</i>
The player acts reckless in their actions but doing so shocks the defense of their target	
Benefit	Take a -4 to PS Score to gain +2 to attack,
Prerequisite	base attack +1

Name	<i>Requiem</i>
Music affects the non-living creatures	
Benefit	Bardic Music works on Undead, constructs, robots, drone and other non-living creatures
Normal	Without this feat music attacks and abilities don't affect Undead or constructs

Name	<i>Run</i>
You are swift of foot.	
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, you gain a +4 bonus on your Acrobatics, and Jump checks. While running, you retain your Ability bonus to your PS score.
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 ability bonus to PS score.

Name	<i>Sea Legs</i>
Skilled at moving in unstable land and on vehicles	
Benefit	ignore movement penalties when on board a ship in bad weather or moving through sand
Prerequisite	
Normal	Normal trying to move on a ship in a storm is considered half movement and similar on sandy terrain

Name	Signature Attack
Player can use selected amount of powers and can use it twice a standard cost.	
Benefit	A player gets to choose three powers on their list, they can use those powers twice for the cost of one use per day for the power.
Special	When boosting a power with another feat the player cannot reduce the cost with signature move. Thus one cannot boost a signature move, but can boost the power at normal cost.

Name	Signature Move
Player can use selected amount of techniques at a cheaper chi cost.	
Benefit	A player gets to choose three techniques on their list and lower their chi cost in half
Special	When boosting these techniques with other feats this feat only applies to the original cost not the extra cost. Thus if a technique cost 10 and it's boosted to 20 the total cost with this feat in play is 15 (half for the technique yet full for the boost)

Name	Signature Spell
Player can use selected amount of spells at a cheaper mana cost.	
Benefit	A player gets to choose three spells on their list and lower their mana cost in half
Special	When boosting these spells with other feats this feat only applies to the original cost not the extra cost. Thus if a spell costs 10 and it's boosted to 20 the total cost with this feat in play is 15 (half for the spell yet full for the boost)

Name	Sharper Sword #
Gain an extra Sword Technique	
Benefit	Player gains a new sword technique (not a stance)
Prerequisite	Samurai class only

Name	Shield Proficiency
You are trained in how to properly use a shield.	
Benefit	When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.
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.

Name	Skilled Training
You get the concept of training a new technique easier.	
Benefit	Cuts the time it takes to train in a new technique by the next level. Meaning if one is training in a C ranked technique with this feat they need the time it takes to learn a D class one
Normal	Without this feat the training time matches the rank of the technique.

Name	Spell Focus #
Choose a type of Spell. Any spells you cast of that group are more difficult to resist.	
Benefit	Add +1 to the Difficulty Class for all saving throws against spells from the group you select.
Prerequisite	
Special	You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new group.

Name	<i>Spring Attack</i>
You can deftly move up to a foe, strike, and withdraw before he can react.	
Benefit	You can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.
Prerequisite	Dex 13, Dodge, Mobility, base attack bonus +4.
Normal	You cannot move before and after an attack.

Name	<i>Steadfast</i>
The user is so strong of body they can physically force their will to be stronger	
Benefit	add END mod to will saves
Prerequisite	Endurance feat

Name	<i>Technique Focus #</i>
Choose a type of technique. Any techniques you cast of that group are more difficult to resist.	
Benefit	Add +1 to the Difficulty Class for all saving throws against techniques from the group you select.
Special	You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new group.

Name	<i>Toughness</i>
You have enhanced physical stamina.	
Benefit	You gain +10 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).
Special	defect Alcoholism

Name	<i>Track</i>
You are a trained survivalist and can track the movements of others	
Benefit	Use survival skill to Track a target. The greater the result the greater info tracks can provide
Special	without this feat one cannot follow tracks properly

Name	<i>We Need Some Protection</i>
Normally without this skill wearing armor will cause the player Defense Bonus to be lost.	
Benefit	Allows player to wear armor without losing their Defense Bonus
Prerequisite	Base Attack Bonus +6

Name	<i>Weapon Proficiency</i>
You are trained in the use of basic weapons.	
Benefit	You make attack rolls with simple weapons without penalty.
Prerequisite	
Normal	When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Name	Widen Power
You can cast your attacks so that they occupy a larger space.	
Benefit	You can alter a burst, emanation, line, or spread-shaped attack to increase its area. Any numeric measurements of the attack's area increase by 100%. A widened attack uses up three times uses per day. Attacks that do not have an area of one of these four sorts are not affected by this feat.

Name	Widen Spell
You can cast your attacks so that they occupy a larger space.	
Benefit	You can alter a burst, emanation, line, or spread-shaped attack to increase its area. Any numeric measurements of the attack's area increase by 100%. A widened attack uses up three times mana. Attacks that do not have an area of one of these four sorts are not affected by this feat.

Name	Widen Technique
You can cast your attacks so that they occupy a larger space.	
Benefit	You can alter a burst, emanation, line, or spread-shaped attack to increase its area. Any numeric measurements of the attack's area increase by 100%. A widened attack uses up three times chi. Attacks that do not have an area of one of these four sorts are not affected by this feat.

Name	Unquenchable Flame of Life
You're more skilled at fighting beings that have no life or have since become undead	
Benefit	+2 bonus on attacks and saves versus Undead or Constructs
Prerequisite	
Special	

Save Based Feats

Name	Cumbrous Dodge
A player puts their all in avoiding an attack or trap.	
Benefit	Before the encounter player can choose to activate granting a +2 to PS score for the encounter
Prerequisite	Dodge feat and Acrobatics 4 ranks
Special	afterwards you suffer Fatigue

Name	Cumbrous Reflexes
The player is skill to move and escape attacks and other reflex based attacks.	
Benefit	Before rolling check player can choose to activate granting a +6 to check
Prerequisite	Lighting Reflexes feat
Special	afterward you are dazed

Name	Cumbrous Resistance
A player is strong of body to be able to force it to avoid Resistance based attacks	
Benefit	Before rolling check player can choose to activate granting a +6 to check
Prerequisite	Great Resistance feat
Special	afterward you suffer exhaustion effect

Name	Cumbrous Will
The player is skilled of mind to avoid the attacks of will on them.	
Benefit	Before rolling check player can choose to activate granting a +6 to check
Prerequisite	Iron Will feat
Special	afterwards you are shaken

Name	Diehard
The player is skilled at staying up after one is close to death.	
Benefit	Automatically stabilize and remain conscious below 0 hp
Prerequisite	Endurance

Name	Dodge
Benefit	+1 Dodge bonus to PS score against selected target
Prerequisite	13 DEX

Name	Dodger
Player and companion strike in one forceful action in Harmonic ways	
Benefit	Coordinated Strike +1 bonus on attacks when companion is also attacking same target
Prerequisite	Ranger and Trainer Only
Special	

Name	Expeditious Dodge
Benefit	+2 dodge bonus when you move at least 40 ft in a round
Prerequisite	DEX 13

Name	Flame Stance
Engulfs the Monks Body in fire	
Benefit	The players body creates a flame shield raising their PS Score by +4 1/per day for as many rounds equal to their monk level
Prerequisite	Fire Alignment, Monk Levels, Base Attack +8

Name	Great Resistance
Benefit	+4 bonus on Resistance saves
Special	defect eat x3 normal rate

Name	Iron Will
Benefit	+4 to Will saves
Special	defect player has one thing that causes them Fear without saves

Name	Lighting Reflexes
Benefit	+4 to Reflex Saves
Special	defect Clumsy -2 Penalty to Balance and Jump checks

Name	Lightning Stance
Monks Body unleashes bolts of electricity dancing about confusing the enemy	
Benefit	Gain a 50% miss chance 1/per day equal to your monks levels
Prerequisite	Lighting Alignment, Monk levels, Base Attack +8
Special	

Name	Loyal
Benefit	+2 to all saves
Special	must declare and maintain loyal to another character

Name	Mobility
Benefit	+4 dodge bonus to PS score against attacks of Opportunity
Prerequisite	Requires Dodge

Name	Mountain Stance
Monks body takes on the form of the ground they walk .	
Benefit	Gain +6 ADS for monk level in rounds
Prerequisite	Earth Alignment, Monk Levels, Base Attack +8

Name	Wave Stance
Monks body takes on the motion of water flowing about	
Benefit	Gain +6 Damage to attacks of the players Monk Levels in rounds
Prerequisite	Water Alignment, Monk Levels, Base Attack +8

Name	Wind Stance
Monks body moves about with the greatest of ease flowing with no stiffness at all	
Benefit	The player gains an extra attack and boost of +10 to their speed for as many rounds as equal to their Monk Levels
Prerequisite	Wind Alignment, Monk Levels, Base Attack +8
Special	

Skill Based Feats

Name	<i>Acrobatic</i>
You are skilled at leaping, Tumbling and jumping.	
Benefit	You get a +5 bonus on Acrobatics and Jumping.

Name	<i>Alertness</i>
You often notice things that others might miss.	
Benefit	You get a +5 bonus on Notice and Search skill checks.

Name	<i>Athletic</i>
You possess inherent physical prowess.	
Benefit	You get a +5 bonus on Climb and Swim skill checks.

Name	<i>Beautiful</i>
Your Beauty is the stuff of legends and aids you in getting what you want.	
Benefit	+3 to Bluff, Diplomacy, Gather Info, +2 to Reputation Score, -5 to Stealth

Name	<i>Call of the Sea</i>
Pirates are skilled sea travelers letting them be skilled in tasks they have to perform regularly on the ship.	
Benefit	gain a +2 Bonus to Navigate, Pilot, Repair, Climb and Use rope (Pirate Only)

Name	<i>Cosmopolitan #</i>
Make one cross class skill a class skill	
Benefit	Gain a skill your class doesn't grant you

Benefit:

Name	<i>Cute</i>
Your cuteness weakens the hearts of those you come across striking at their emotions, but cuteness will keep people from taking you serious.	
Benefit	+3 to Bluff, Diplomacy, Stealth, Taunt, -5 to intimidate and Reputation

Name	<i>Dominating Demeanor</i>
You carry a strong personality and your personality is so strong you very presence offers an aura of fear about you.	
Benefit	+10 to Intimidate checks
Prerequisite	Iron Will

Name	<i>Hunted Man</i>
This skill grants the player with a reputation of being sought by some outside sources.	
Benefit	Grants a bonus +2 to reputation for purchases when in town, also +3 to Search rolls.
Prerequisite	Ranger, Wander, Trainer, Monk, Lore Master, Psychic only

Name	<i>Known Killer</i>
This skill grants the player with a reputation of being a deadly force around gossip circles.	
Benefit	Grants a bonus +2 to reputation for purchases when in town, also +3 to Intimidate.
Prerequisite	Samurai, Martial Artist, Warrior, Bounty Hunter, Barbarian, Punk only

Name	<i>Lair</i>
Benefit	+5 bonus on Taunt and Bluff Checks

Name	<i>Medical Expert</i>
Benefit	+5 to Medical and Handle Animal
Name	<i>Navigator</i>
Benefit	+5 to Pilot and Navigation Rolls
Name	<i>Nimble Fingers</i>
Benefit	+10 Disable Device
Name	<i>Persuasive</i>
Benefit	+10 bonus on Diplomacy
Name	<i>Poison Expert</i>
Benefit	Your Poisons' save is 1 DC higher, requires 20 ranks Craft Alchemy
Name	<i>Poison Master</i>
Benefit	Your poison deals +1 damage die, requires 20 ranks Craft Alchemy
Name	<i>Resist Change</i>
Benefit	Grants a +10 bonus to Controlled Shape
Name	<i>Seductive</i>
Benefit	+10 Seduction
Name	<i>Self-Sufficient</i>
	You know how to get along in the wild and how to effectively treat wounds.
Benefit	+5 bonus on Medicine and Survival checks
Name	<i>Ship Shape</i>
Benefit	Grants a +10 Bonus to Repair checks
Name	<i>Skill Focus</i>
Benefit	+3 bonus on checks with 3 selected skills
Name	<i>Skill Specialty</i>
Benefit	+15 Skill points
Name	<i>Stealthy</i>
Benefit	+10 to Stealth
Name	<i>Technophile</i>
Benefit	+5 to Knowledge Technology and Use technology
Name	<i>Telepath</i>
Benefit	+5 bonus to Empathy and Atonement
Name	<i>Wanted Dead or Alive</i>
Benefit	Grants a bonus +2 to reputation for purchases when it town, also +2 diplomacy
Prerequisite	Pirate, Rouge, Noble, Bard, Gunslingers only