# **<H1>Feats**

*It's not only powers and passion that make us don the mask and capes. The Executioner, the Hood, and the Blue Dragon didn't have superpowers. They had natural abilities and specialized training, making them more than equal to those of us who relied on a flashy power or two.*

**Requirements:** These requirements must be met before acquiring a Feat. When a skill focus is presented, it will be within parentheses (x), while specializations are separated from the parent skill with a forward slash.

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### We’re ALL SUPER-HUMAN

Cosmic and Supernatural Heroes count as Super-Human for character options, which are limited to Super-Humans. At the Editor-In-Chief’s discretion, Mystic Heroes may be able to take these options, too, if there is a good story reason.

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### <h2>Acquiring Feats

You can gain feats during hero creation and later as your hero advances in their survivor level.

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### <h3>Ace

**Requirements:** Dexterity 12+, and *Pilot* as a trained skill

**Benefits:** You gain skill focus with any two pilot’s fields of study.

**Special**: This feat can be taken multiple times, each time choosing a different *pilot* field of study.

### <h3>Acrobatic

**Requirements:** *Acrobatics* as a trained skill

* You gain skill focus with any one of Acrobatics’ fields of study.
* *Kick Up –* As a bonus action, you may instantly stand from a prone position.
* *Up the Wall –* You may move vertically up a wall a number of feet equal to 5 plus one-half the result of an *Acrobatics* skill check. You must have a running start of 1 area to perform this trick.
* *Free Running –* During any movement, you can ignore an area's worth of difficult terrain during your turn.

### <h3>Additional Origin

**Requirements:** None, discuss with your editor-in-chief.

**Benefit:** You gain an additional origin, you gain the origins restrictions and advancement options, but not other benefits. Before picking this feat, you should discuss it with your editor-in-chief. There are times that this feat is granted by the editor to you and other players after an event that would grant your heroes an additional origin.

### <h3>Animal Affinity

**Requirements:** *Empathy* and *Animal Handling/Training* as trained skills

**Benefit:** You gain skill focus with Animal Handling’s field of study: Training. You have advantage on Empathy skill checks to read an animal's emotional state and disposition. You may also use Animal Handling (Charisma) on natural animals to calm or scare them away. Use Table X-XX Social Encounters Situational Modifiers and raise all DCs on that table by 5.

### <h3>Attack Focus

*“You deadly accurate with one of your attacks”*

**Requirement:** Must be capable of performing the chosen attack.

**Benefit:** Choose a specific melee attack, ranged attack, or power that requires an attack roll that you can perform. You gain a +1 bonus to attack rolls with the chosen attack. Additionally, you deal an extra +2 points of damage when using this attack. For example, you can take attack focus on attacks with your energy blast power or your unarmed attacks.

**Special:** You can select this feat multiple times. Each time, it applies to a different attack**.**

### **Top of Form**

### **Bottom of Form**

### <h3>Blind-Fighting

**Requirements:** Wisdom 13+, *Perception* as a trained skill

**Benefit:** When you cannot see, and if you can hear an opponent or otherwise detect their presence through the use of a power, they do not gain an Advantage on attacks against you, and your attacks against them do not suffer a Disadvantage.   
  
As a reaction, any time you are attacked and missed by a concealed attacker, you may perform an attack against that attacker if you are aware of the attacker's presence.

### <h3>Burglar

**Requirements:** *Larceny* and *Basic Technology* as trained skills.

**Benefit:** You gain skill focus with any one of Larceny’s fields of study. Additionally, you gain a +1 bonus to *Larceny* and *Basic Technology* skill checks when attempting to bypass electronic locks and electronic security systems. If you also have skill focus *Technology (security systems),* you also gain a +2 bonus on skill checks to bypass electronic security systems.

### <h3>Captivating Performer

**Requirements:** Performance as a trained skill

**Benefit:** You gain skill focus in any one of Performance’s fields of study. Additionally, you gain the Inspiring Performance maneuver; see maneuvers on page XX

### <h3>Combat Intuition

*You have an uncanny clarity of mind in combat, allowing you to feel the ebb and flow of battle.*

**Requirements:** Wisdom *or* Dexterity 13+, *Empathy* as trained skills

**Benefits:** You gain immunity to outnumbering penalties in combat. This means that even when you are outnumbered, you do not suffer the usual disadvantages. This immunity takes precedence over any other rules or feats (such as wolf pack tactics) that provide outnumbering penalties.

### <h3>Critical Precision

*“Always aim for the head”*

**Requirement:** Must be capable of performing the chosen attack.

**Benefit:** Choose a specific melee attack, ranged attack, or power that requires an attack roll that you can perform, you score a critical hit on a roll of 19 or 20 with that attack.

### <h3>Daredevil

*Some people say you're crazy, yet you have outlived most of them.*

**Benefit:** When you attempt a skill check in which failure will physically harm you, you gain a +5 to that roll. Also, at the Editor-in-Chief's discretion, if the action you are attempting to perform is especially dangerous and heroic, they may grant you an advantage on your skill check.

### <h3>Disciplined

*You keep an even keel, even in the roughest of waters.*

**Requirements:** Wisdom 12+

**Benefit:** Increase your Willpower defense by +1. You also have Advantage on saving throws against mental control. If using the optional psychosis rules, you also have Advantage on saving throws against psychosis.

### <h3>Diehard

*Some Heroes refuse to die.*

**Benefit:** As a bonus action, roll your Constitution base die and add double your rank bonus; you recover the result in Stamina, and you regain the ability to use this feat after completing a short or long rest.

### <h3>Eclectic Knowledge

**Requirements:** *Academic* as a trained skill

*You possess a wide range of knowledge; you were a terror on Jeopardy nights.*

**Benefit:** You gain skill focus in two Academic’s fields of study.

### <h3>Engineering Prodigy

**Requirements:** Intelligence 12+ and Engineering as a trained skill

*Your mind for engineering is unsurpassed.*

**Benefits:** You gain skills focused in two of engineering’s fields of study.

### <h3>Empathic Intuition

**Requirements:** Empathy as a trained skill  
**Benefit:** You gain skill focus in Empathy. Additionally, as an action, you can attempt to calm down an agitated individual. Make an Empathy check against a DC determined by your editor based on the target's current emotional state. If successful, the target's emotional state improves, reducing hostility or distress.

### <h3>Escape Artist Extraordinaire

**Requirements:** Escape Artist as a trained skill

**Benefit:** You gain skill focus in Escape Artist. Also, once per short rest, you can use your action to attempt to escape from any non-magical restraints without making a check unless the restraints are specifically designed to restrain your origin.

### <h3>Exceptional Scavenger

**Requirements:** trained in *Scavenge*

**Benefit:** You gain skill focus in any one of Scavenge’s fields of study. Additionally, you start every issue with 6 APs worth of gear, which should be chosen before the story begins.

### <h3>Gearhead

*“It's all about family.”*

**Requirements:** *Engineering* and *Drive* as trained skills

**Benefit:** You gain skill focus in Engineering (Automobile Repair). You also get a +2 bonus to *Drive* skill checks.

### <h3>Hacker

**Requirements:** *Technology* as a trained skill

**Benefit:** You gain skill focus in *Technology (Computer Hacking);* when hacking*,* you require half the amount of time normally required to hack into a system. Lastly, you get a +2 bonus on *Technology* skill checks to break security codes or find your way around a computer system.

### <h3>Hawkeye

**Requirements:** Dexterity 12+

**Benefit:** When making a ranged attack, you do not suffer penalties for attacking at range as long as that target is within a number of areas equal to your wisdom score. Additionally, your ranged weapon attacks ignore partial cover.

### <h3>Healing Hands

*You have a natural ability to heal others, which is useful in a world without functioning hospitals or medical supplies.*

**Requirements:** *Medicine* as a trained skill

**Benefit:** You gain skill focus in two of Medicine’s fields of study. Additionally, once per scene, as an action, you can awaken a living creature that has beenreduced to 0 stamina*,* roll an Intelligence check and add your rank to the result, your target regains stamina equal to the result of your roll.

### <h3>Hidden Stash

*Deep down inside, you know that one day, you may have to make a break for it. With that in mind, you've stashed a few ready-to-go packs around town.*

**Requirements:** I've Done All Right for Myself

**Benefit:** As an action, you can search an area for one of your stashes. These stashes typically contain basic medical kits, a sidearm with ammunition or a restock of one ammunition type, and a few pieces of handy equipment, all stored in a small bag or backpack. You regain the ability to use this feat after completing a long rest. Alternatively, you may use a plot point to find one of your "go-bag" stashes, allowing you to produce a number of stashes equal to your Intelligence bonus.

Your Editor-in-Chief may decide that having a stash nearby is impossible (for example, if you are investigating the lair of a villain you never knew existed). Additionally, it is up to the Editor-in-Chief to determine what would be reasonably found in the pack in the given scene. In general, the value of the stash will be up to your Intelligence bonus in AP (minimum of 1). After using this feat a few times, you may need to return to the city and re-fill your stashes.

**Note**: If your campaign moves from city to city, this feat may be less useful. However, with the Editor-in-Chief's approval, you may have planted several such packs in different cities before Z-Day, allowing you to use this feat on the road.

### <h3>Honeyed Tongue

**Requirements:** *Influence* as a trained skill

**Benefit:** You gain skill focus in one of Influence’s fields of study. You also gain a +2 bonus to *empathy* checks to get a feel for whether someone believes your lies are deceiving or persuading someone.

### <h3>Horse Whisperer

**Requirement:** *Animal Handling* as a trained skill

**Benefit:** You gain skill focus *Animal Handling (Riding).* Additionally, you gain a +2 bonus to all Animal Handling Skill checks to ride, care for, or train horses.

### <h3>Hunter

**Requirements:** *Outdoorsman* as a trained skill

**Benefit:** You gain skill focus in two of outdoorsman’s fields of study.

### <h3>Investigator

**Requirements:** *Investigation* as trained skills

**Benefit:** You gain skill focus in *Investigation*. Additionally, you gain skill focus in *Academics (Law or Criminology)*

### <h3>I've Done Alright for Myself

**Requirements:** trained in Urban Survival

**Benefit:** You gain skill focus in one of Urban *Survival’s* fields of study. You also acquire a horse or a reliable, common vehicle. Additionally, you start every Issue with 4 APs worth of equipment.

### <h3>Jury Rigging

**Requirements:** *Basic Engineering* as a trained skill

**Benefit:** You gain skill focus in *Basic Engineering.* Also, you may now attempt *Basic Engineering* skill checks with a DC of 20 or lower without penalty.

### <h3>Learn Maneuver

**Requirements:** As per maneuver

**Benefit:** You learn a Maneuver for which you qualify; see maneuvers on pg. XX

### <h3>Martial Artist

*You are an expert martial artist, but you're no Shadow Fist.*

**Benefit:** You are an expert martial artist skilled in unarmed combat. At the beginning of your turn, you can choose one of the following stances:

* *Precision:* Gain a +1 bonus to hit with your unarmed attack rolls.
* *Powerful:* Gain +2 bonus to damage with your unarmed attack rolls.
* *Quick:* Use your Dexterity modifier instead of your Strength modifier for attack rolls and damage rolls with unarmed attacks. When using this stance, you deal your Dexterity base die plus your Dexterity modifier in kinetic damage with unarmed attacks.

You must choose one of the stances at the beginning of your turn, and the chosen stance lasts until you decide to change it.

### <h3>Mind over Body

**Requirements:** Wisdom 13+

**Benefit:** Once per scene, when attacked as a reaction, you may use your willpower defense in place of either your avoidance or fortitude defense, but you must choose to use this feat before the attack is resolved.

### <h3>Natural Born Leader

*You possess a powerful presence that inspires others*

**Requirements:** Charisma 17+

**Benefit:** You learn two leadership maneuvers of your choice, ignoring the maneuvers' requirements. See page XX for a full list of maneuvers.

**Special:** You can take these feat multiple times learning a leadership maneuver each time.

### <h3>Night Owl

*You sleep with one eye open.*

**Requirements:** Wisdom and Constitution of 13+

**Benefit:** You only require 4 hours of sleep a day and may sleep in short spurts to be rested; as long as you sleep a total of 4 hours with each "nap" lasting at least 1 hour each, you are considered to have completed a long rest. You also gain a +5 bonus to your passive *Perception* when asleep.

### <h3>Occult Scholar

**Requirements:** Occult as a trained skill

**Benefit:** You gain skill focus in one of *Occult’s* fields of study; you also gain a +2 bonus on all Occult skill checks made to identify or understand arcane symbols, rituals, or magical phenomena.

### <h3>Owl Eyed

**Requirements:** Perception as a trained skill

**Benefit:** You gain skill focus in Perception, and you gain a +5 bonus to your passive Perception.

### <h3>Perfect Aim

*Your precision with ranged weapons is unparalleled.*

**Requirements:** Hawkeye

**Benefit:** You gain a +1 bonus to attack rolls made with ranged attacks. Additionally, once per scene, as a bonus action, you can make a ranged attack with Advantage against a target you can see.

### <h3>Political Maneuvering

*In a world where the wrong phrase can get you shot, this ability enables you to keep the peace.*

**Requirements:** Honey Tongue

**Benefit:** Once per scene, you may step in and attempt to correct a political or social blunder on behalf of an ally. You may replace your ally's failed skill check with your *Influence (Charisma)* Skill check.

### <h3>Polyglot

**Requirements:** Linguistics as a trained skill

**Benefit:** You gain skill focus in Linguistics and learn three additional languages.

**Special:** You can take these feat multiple times allowing you to learn 3 additional languages each time.

### <h3>Quick

**Requirements:** Dexterity 12+

*You are quicker than most*

**Benefit:** Increase your walking pace by +1 and your Avoidance by +1; you can also have a walking pace greater than 5.

### <h3>Seasoned Survivor

**Requirements:** Local Knowledge and Urban Survival as trained skills.

**Benefit:** You gain skill focus in one of *Local Knowledge’s* fields of study. You also gain a +2 bonus on all *Urban Survival* skill checks when operating in a city you specialize in.

### <h3>Sidekick

**Benefit:** Choose one of your bystanders; they are upgraded to an Upstart level character; use the standard character creation rules, but your sidekick has 33 points for ability scores, 16 build points for powers, and a rank cap of 20. Sidekicks are notorious for having a mind of their own and have a habit of venturing outside the enclave and sometimes acting on their own at the most inopportune time. Every time you level, your sidekick also gains a level.

### <h3>Sharp Eyes

**Requirements:** *Outdoorsman* and *Perception* as trained skills

**Benefit:** You gain a +2 bonus on all *Perception* Skill checks to detect traps and ambushes.

### <h3>Skill Focus

**Requirement:** Must have training in the chosen skill.

**Benefit:** Select one skill in which you have training. You gain skill focus in one of the skill’s fields of study or the skill itself if it lacks fields of study.

Special:  
You can take this feat multiple times. Each time, it applies to a different skill you have training.

### <h3>Shield Expert

*Yes, shields protect you, but in your hands, it's just as much a weapon as a defensive tool.*

**Requirements:** Dexterity 12+

**Benefit:** When wielding a shield, your Avoidance is increased by +1. Additionally, you may take the shove action as a bonus action on your turn. Also, you may throw your shield a number of areas equal to your throw range, and your shield returns to your hand at the end of your turn, regardless if you hit or miss your target.

### <h3>Stealthy

**Requirements:** Dexterity 12+, *Stealth* as a trained skill

**Benefit:** You gain skill focus in Stealth; additionally, while hiding, you can move at your full pace.

### <h3>Street Magic

**Requirements:** Prestidigitation as a trained skill

**Benefit:** You gain skill focus in one of Prestidigitation’*s* fields of study. You also have a +2 bonus on skill checks made to perform tricks, pickpockets, or manipulate small objects unnoticed.

### <h3>Scientific Mind

**Requirements:** Intelligence 15+, Skill focus in one of *Science’s* Fields of Study.

**Benefit:** You gain skill focus in two of Science’s fields of study.

### <h3>Supporting Characters

**Benefit:** Both of your bystanders are upgraded to *supporting characters*, and your editor-in-chief may choose to use the build both of your supporting characters or may allow you to do so. See "The Cast" in chapter XX. Running The Game, for a complete rundown on how to build your supporting characters.

### <h3>Team Tactics

**Benefit:** When attacking an opponent who is engaged in melee combat with an ally, you deal an additional d6 damage on a successful hit. This reflects your ability to coordinate attacks with your teammates for maximum effectiveness.

### <h3>Technological Savant

Requirements: Intelligence 12+ and Technology as a trained skill

**Benefits:** your technological prowess extends to various related fields; you gain skill focus in two of technology’s fields of study.

### <h3>Technophile

**Requirements:** *Basic Technology* as a trained skill

**Benefit:** You gain skill focus in Basic Technology. Also, you may now attempt *Basic Technology* skill checks with a DC of 20 or lower without penalty.

### <h3>Third Eye

*You always seem to sense the unseen*

**Requirements:** Occult as a trained skill or Wisdom 16+

**Benefit:** If someone is using a power that normally renders them undetectable, such as Chameleon, Free Consciousness, or Invisibility, they must make a Stealth check against your passive Perception when they enter the range of your normal senses. If they fail, you become aware of a presence, though you cannot pinpoint their location. You gain a +2 to all skill and power checks to further detect someone you have sensed in this way.

### <h3>Toughness

**Requirements:** Can not possess the *diminished vitality* weakness

**Benefit:** You gain a +1 bonus to your fortitude defense and increase your max Stamina by 10.

**Special:** You can take this Feat a second time. If you do, you gain 1 wound instead of a +1 bonus to your fortitude defense.

### <h3>Uncanny Reactions

**Requirements:** Dexterity 18+

**Benefit:** You can take two reactions instead of one.

### <h3>Unique Device

*You possess a unique piece of equipment.*

**Benefit:** You may freely take this Feat during hero creation; afterward, you may only take it with the editor-in-chief's approval.   
 You possess a unique piece of gear (a suit of specially tailored body armor, a sword, or a shield.) This item has a Material Strength (MS) of 43 and 8 Hits. The following bonuses are attributed to the item itself; they are not a function of the Feat and thus stack with all other bonuses.

* Melee weapons grant the wielder a +1 bonus to hit on all attack rolls and ignore DR of 10 or less. Unlike other melee weapons, regardless of your strength, attacking with this weapon does not cause it to break.
* Ranged weapons and Firearms grant the wielder a +2 bonus to hit.
* Armor reduces the bulk of the selected armor by 1 and grants the bearer +1 DR; this stacks with any DR from the armor or any powers held by said armor.
* Shields grants the wielder a +1 bonus to hit when used like a weapon and are more challenging to break than other such items; as such, they gain an additional 2 Hits.

An item may also have some other minor "trick," such as being a collapsible longbow that snaps into place in an instant or a shield with a magnetic mounting system on a bracer and your back.

**Special (Powers):** If you possess a power with a Removable flaw, it may be combined with your Unique Device.

### <h3>Visionary

**Requirements:** Intelligence 15+, trained in basic engineering and skill focus in three of Engineering’s fields of study,

**Benefit:** You gain skill focus in Basic Engineering and with two Engineering fields of study. Between adventures, you can repair or replace any of your items that possessed powers through the removable item flaw. Alternately, at the editor-in-chief’s discretion, you may repair or replace such an item possessed by an ally.

### <h3>Wary

**Requirements:** Wisdom 14+, have skill focus in Perception.

**Benefit:** You gain a +2 bonus on all initiative checks. Additionally, you gain Advantage on a signal initiative check but cannot do so again until you complete a long rest.

### <h3>Waylay

*You are especially effective when attacking an unaware target.*

**Benefit:** When performing any attack from ambush or when you catch an opponent by surprise, you deal your Dexterity base die in additional damage.

**Special:** You may take this Feat multiple times, applying it to a different weapon each time.

### <h3>Weapon Master

**Benefit:** Choose a particular type of weapon, for example, swords. You gain a +1 bonus to hit and a +2 bonus to damage with that weapon.

**Special:** You may take these Feat multiple times, applying it to a different weapon each time.

### <h3>Wheelman

**Requirements:** Dexterity 12+, and *Drive* as a trained skill

**Benefit:** You gain skill focus in any two of Drive’s fields of study (e.g., Automobiles, Motorcycles). Additionally, when driving or riding in a vehicle during combat, you gain a +2 bonus to all Driving skill checks. This bonus stacks with other relevant bonuses unless otherwise specified by the Editor-in-Chief.

# **< H1>Power Feats**

### <h3>Acquire New Power [power feat]

*You gain a new power.*

**Requirement:** you may choose this feat freely during character creation, after which you must have permission from your editor-in-chief.

**Benefit:** Gain a new power at a score of 12; the starting score can be higher with the permission of the editor-in-chief. Also, you may apply power modifications to this power with your editor-in-chief's approval.

### <h3>Energy Affinity [power feat]

*You have developed a deep affinity for a specific energy type.*

**Benefit:** Choose an energy type; you gain a +1 bonus to attack rolls and damage rolls when using powers of that energy type.

### <h3>Increase Burnout Threshold [power feat]

*You can push your powers harder than others.*

**Benefit:** Increase your burnout threshold by 5; this cannot be applied to an external power source.

### <h3>Improved Range [power feat]

*Your powers can reach out and touch someone just slightly farther than others.*

**Benefit:** Choose a power with a range greater than 1. The range of that power is increased by 50%.

### <h3>Master Emulated Power [power feat]

*After emulating a power for some time, you begin to master it on your own.*

**Restriction:** You must have successfully used an emulated power you wish to master 10 times. See Mastering Power Stunts pg XX.

**Benefit:** Choose one of your emulated powers; its power score increased by 2, and it is now an independent power.

### <h3>Master Power Trick [power feat]

*You have finally, after trial and error, mastered a power trick you have been working on for some time.*

**Restriction:** You must have successfully performed the power trick you wish to master 10 times. See Mastering Power Stunts pg XX.

**Benefit:** Choose a power trick you have successfully done 10 times; you are no longer required to make a power check to perform that power trick.

### <h3>Overcharge [power feat]

*You know how to pour it on.***Benefit:** Choose an attack power that has a burnout cost. When you hit with that power, you can spend additional burnout to increase the damage. For each point of burnout spent, you deal 1 extra point of damage of the power's damage type, up to a maximum of extra burnout equal to your rank × 5.

### <h3>Power Mastery [power feat]

*You have achieved an improved level of control with one of your powers.*

**Benefit:** Choose a power that requires an attack roll or power check to use. You gain a +1 bonus to all power checks and rolls to hit with your chosen power and any of that power's emulated powers.

### <h3>Power Efficiency [power feat]

*With time, you have learned to manipulate your power, so it's a little less taxing on your body.*

**Benefit:** Choose a power with a burnout cost higher than 2 and reduce the burnout cost by 1.

### <h3>Power Surge [power feat]

*With time, you have learned to manipulate your powers, increasing the strain on your system for greater effect.*

**Benefit:** Choose a damage-dealing power with a burnout cost; when you roll a critical hit with that power, you can choose to increase the power's damage by increasing the amount of burnout you suffer. Roll a d8, and you deal double the result in extra damage but suffer the result in additional burnout. If this burnout causes you to make a burnout check, you have Disadvantage on your next burnout check.

### <h3>Standardize Equipment [power feat]

*After trial and error, you finally get that bit of gear you were working on to work reliably.*

**Requirement:** Item crafted by you and permission from your editor-in-chief.

**Benefit:** Add the item you created to your listed powers; this item no longer has unreliable power modification; alternately, you can choose to keep the unreliable power modification and increase the power's score by +4.

### <h3>Quick Transformation [power feat]

*You change into your powered form in a snap.*

**Requirement:** Powers with the unpowered form power modification

**Benefit:** You can transform into your powered form as an action instead of as a demanding action.

# <h1> Maneuvers

During your turn, you may opt to use a Combat Maneuver. Some combat maneuvers are attacks on their own, while others are combined with a regular attack. You may only perform a single maneuver at a time.

The following is a list of general Maneuvers you can learn through acquiring the Learn Maneuver feat \ or as an advancement option for the Highly Trained Origin.

All Maneuvers share the following format. If an entry is missing in a particular write-up, it does not have that entry. For example, a Maneuver without a Requirement has no requirements.

**Name (Type):** There are three types of maneuvers: Combat Maneuvers, Leadership Maneuvers, and Weapon Maneuvers.

**Requirements:** Requirements necessary to learn to perform the maneuver.

**Attack:** The Defense you are targeting with any modifiers to the attack roll.

When attacking, use the appropriate power or skill bonus for the weapon/power you are attacking with.

In cases where more than one defense or passive skill DC is listed, the attack is performed against the highest DC unless otherwise noted.

For example*,* if the maneuver lists **Attack: Avoidance -3**, you make an attack roll with a -3 penalty against your target's Avoidance. While a maneuver lists Avoidance (Dexterity) for its attack, you would perform the appropriate Attack Roll; attack bonus + your Dexterity against your target's Avoidance, even if you were attempting a melee attack (which commonly uses Strength on attack rolls).

**Action:** The Action required to perform the maneuver.

**Range**: Range of attack (melee or ranged) and, if ranged, the number of areas the attack can reach and the possible number of targets; you can attack targets beyond a stated range with Disadvantage up to a maximum range of double the maneuvers base range.

**Effect:** The maneuver's effect upon a successful attack. The first value is the maneuver's damage. Base means to roll damage normally for that attack. Alternately, maneuvers may add a modifier to the damage, for example, +1d6. In the case of a penalty, you deal a minimum of 1 point of damage. "None" means the maneuver deals no damage; this includes maneuvers combined with a normal attack. Unarmed Attacks count as kinetic damage unless otherwise noted.

**Special:** If the maneuver has any additional effects, they will be listed here. This entry may be marked with additional tags, such as Special (Limitation) or Special (Additional Effect), for ease of reference.

|  |
| --- |
| Table X-X Combat Maneuvers |
| Charge |
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| Earth Strike |
| Feint |
| Guarded Attack |
| Guardian’s Shield |
| Lure |
| Palm Throw |
| Ricochet Throw |
| Shielding |
| Shoulder Charge |
| Team Attack |
| Total Defense |
| Trip |

### <h3>**Battlefield Command (Leadership)**

**Requirements:** Charisma 13+, trained in Influence  
**Attack:** None  
**Action:** Action  
**Range:** 5 areas  
**Effect:** Command an ally within range who can hear and see you. As a reaction, they can move up to their full pace. This movement does not provoke attacks of opportunity.  
**Special:** Can be used once per scene.

### <h3>**Crushing Blow (Combat)**

**Requirements:** Strength 14+  
**Attack:** Avoidance -2  
**Action:** Action  
**Range:** Melee  
**Effect:** *+1d8;* on hit, the target's pace is reduced by half until the end of their next turn.  
**Special:** If the target pace is already reduced, they become *immobilized* instead.

**Weapons:** You may perform this maneuver with any melee weapons or unarmed attacks.

### <h3>Devastating Attack (Combat)

*Sometimes, you need to throw a big haymaker.*

**Attack:** Avoidance -2

**Action:** Action

**Range:** Melee

**Effect:** +6. Any Zombie of Epsilon level or below successfully struck with a Devastating Attack is instantly destroyed*.*

**Special (Additional effect):** If you are capable of dealing knockback, any time you hit a *stunned* creature with a devastating attack, you may choose to issue a knockback.

**Weapons:** You may perform this maneuver with melee weapons, unarmed attacks, and melee attack powers.

### <h3>Double Tap (Combat)

*Pulling your trigger twice, you can land two quick shots.*

**Attack:** Avoidance -2

**Action:** 1 Action

**Range:** 3 areas

**Effect:**  Roll the ammunition base damage die twice, but only apply your dexterity modifier once. You expend two rounds of ammunition.

**Weapons:** Semi-Auto and Auto-Pistols

### <h3>Duel-Strikes **(Combat)**

**Attack:** Avoidance

**Action:** Action + Bonus Action

**Range**: Melee

**Effect**: *Base,* after you attack with one weapon, you may immediately attack with the other as a bonus action. You may opt to attack the same target twice or two different targets.   
**Weapons:** You must wield two melee weapons, one in each hand.

### <h3>Earth Strike (Combat)

*You strike the floor with such force that it sends your opponent flying.*

**Requirements:** Strength of 30+

**Attack:** Fortitude

**Action:** Action

**Range:** Area or adjacent Area

**Effect:** All affected creatures suffer your Strength base die in damage and are knocked back one Area directly away from you; members, if any mobs affected by this power, are also knocked prone.

### <h3>Earth to Sky (Combat)

*You know how to use an enemy's momentum against you when charged.*

**Requirements:** Martial Artist

**Attack:** Avoidance

**Action:** Reaction

**Range**: Melee

**Effect:** When the target of a *charge*, you may, as a reaction, attempt an opposed attack roll check against your attacker's attack roll. If successful, your opponent's attack misses, and you throw them a number of areas equal to half your throw range. Your opponent then suffers damage as if they had fallen the distance thrown, plus the number of areas your opponent traversed before they reached you. You must be aware of the incoming attack before using this maneuver.

### <h3>Feint (Combat)

**Requirements:** Trained in *Influence*

**Attack:** *Influence* skill checkagainst target's Discipline

**Action:** Action + Bonus Action

**Range**: Melee

**Effect**: *None;* if successful, you may immediately attack as a bonus action, gaining you a +5 bonus to hit.

**Weapons:** You may perform this maneuver with melee weapons or unarmed attacks

### **<h3>Flowing Sand (Combat)**

*You flow like sand through the throws of battle*

**Attack:** Avoidance -2   
**Action:** Action  
**Range:** Melee  
**Effect:** *Base,* on hit, you may move one area without provoking attacks of opportunity and then perform another melee attack. You can repeat this attack sequence and move, targeting a maximum number of enemies equal to your rank bonus +1.

**Weapons:** You may perform this maneuver with melee weapons or unarmed attacks.

### <h3>Guarded Attack (Combat)

**Attack:** Avoidance

**Action:** Action

**Range**: Melee

**Effect**: *Base,* Until the beginning of your next turn, you perform your melee attacks without adding your rank bonus to the attack roll but apply your rank bonus to your Avoidance until the beginning of your next turn.

### **<h3>Guardian's Shield (Combat)**

**Type:** Leadership Maneuver  
**Requirements:** Dexterity 12+  
**Attack:** None  
**Action:** Reaction  
**Range:** Self or ally within reach  
**Effect:** Intercept an attack targeting an ally within reach, taking the damage instead.  
**Special:** Add your shield's DR to your Avoidance for this attack.

### <h3>Guns Akimbo (Combat)

*Two handguns, just as if you stepped out of an action flic*

**Requirements:** Dexterity 14+

**Attack:** Avoidance -2

**Action:** 1 Action + 1 Bonus Action

**Range:** weapon range

**Effect:**  *Base,* after you attack with one handgun, you may immediately attack with the other as a bonus action. You may opt to attack the same target twice or two different targets.

**Weapons:** Must wield two handguns.

### <h3>Headshot (Combat)

*You take your time to line up a perfect shot right between the eyes.*

**Attack:** Avoidance -2

**Action:** 1 Action + 1 Bonus Action

**Range:** 3 areas

**Effect:**  You use your action to set up your next shot, then use your bonus action take your shot. If you hit, you deal your attack’s maximum base damage, expending a single round of ammo if using a firearm. Any Zombie of Epsilon level or below successfully struck with a headshot is instantly destroyed*.*

For example, a heavy hand cannon would deal 12 (dexterity) damage to one target; if you deal additional damage due to feats or powers, all additional damage die is rolled normally.

**Weapons:** Any Firearm, thrown weapon, archaic missile weapon (such as bows), or ranged single target energy blast power.

### <h3>Improved Team Attack (Combat, Leadership)

*Hit them high, and I'll hit them where it hurts!*

**Attack:** Avoidance

**Action:** Ready, triggered by an ally attacking a target you intend to attack.

**Range:** Melee or Ranged (3 Areas)

**Effect:** *Base;* If the ally you chose successfully hit your intended target, you may then use your reaction to attack the same target with Advantage, if you hit you combine your damage with that from your ally to determine if your attack deals *Massive Damage* (see massive damage pg xx)

**Weapons:** You may perform this maneuver with any melee weapon, unarmed attack, or attack powers.

### <h3>Inspiring Performance **(Leadership)**

**Requirements:** Charisma 14+  
**Action:** Action  
**Range:** 3 Areas  
**Effect:** As a bonus action, you can use your Performance skill to inspire your allies. Perform a Performance (Charisma) check. Choose up to three allies within range who can see or hear you. They gain temporary stamina equal to the result of your roll. You cannot use this ability again until you complete a short or long rest.

### <h3>Lure (Combat)

**Attack:** Charisma attack vs Discipline

**Action:** Action

**Range:** Melee or Ranged (2 Areas)

**Effect:** *None;* if successful, your opponent is tricked into attacking you; on their next turn, they must attack you if capable, but do so with a +4 bonus to hit. If they miss, they instead strike another target of your choice within their range.

### **<h3>Murderous Precision (Combat)**

*You know just where to strike.*

**Attack:** Avoidance -4  
**Action:** Action  
**Range:** Melee  
**Effect:** *x2.* If you successfully use this maneuver on bystander, hardened, or Zeta-ranked threats, they are instantly killed.

**Weapons:** You may perform this maneuver with any melee weapon, unarmed attack, or melee attack powers.

### <h3>**On my mark (Leadership)**

**Requirements:** Charisma 13+, trained in Influence  
**Attack:** None  
**Action:** Bonus Action  
**Range:** 3 areas  
**Effect:** Designate a target within range. Allies within range gain Advantage on attack rolls against this target until the start of your next turn.  
**Special:** Can be used once per scene.

### <h3>Overwhelming Charge (Combat)

**Requirements:** Large Size, Strength of 26+

**Attack:** Avoidance

**Action:** Action

**Range:** Melee

**Effect:** *Base,* you move up to your full pace and perform a single unarmed attack against all the creatures within a single area; the creatures that are hit must make a dexterity saving throw against a DC equal to that of your attack roll or fall prone*.*

**Special:** Your Avoidance is reduced by -4 until the beginning of your next turn.

**Weapons:** You may only perform this maneuver as an unarmed attack.

### <h3>Palm Throw (Combat)

**Requirements:** Dexterity 14+

**Attack:** Avoidance

**Action:** Action

**Range:** Throwing Range

**Effect:** *Base;* as an action, you can choose to attack up to three different targets within range; alternately, you may choose to attack one target, rolling a single attack with Advantage if you successfully hit you double weapons base damage dice.

**Weapons:** You may only perform this maneuver with one-handed weapons, such as knives or shuriken, that can be easily thrown.

### <h3>**Quick Reflexes (Combat)**

**Requirements:** Dexterity 15+  
**Attack:** None  
**Action:** Reaction  
**Range:** Self  
**Effect:** When you are the target of a melee attack, you may use your reaction to give the attacker Disadvantage on their attack roll. You must be aware of the attack before using this maneuver.  
**Special:** Can be used once per turn.

### <h3>**Quick Strike (Combat)**

**Requirements:** Dexterity 15+  
**Attack:** Avoidance  
**Action:** Reaction  
**Range:** Self  
**Effect:** *Base,* when a creature in your area attacks you, you may make a melee attack against your attacker as a reaction. You must be aware of the attack before using this maneuver.

**Weapons:** You may perform this maneuver with any melee weapon, unarmed attack, or melee attack power.

### <h3>**Rallying Cry (Leadership)**

**Requirements:** Charisma 14+, trained in Influence  
**Attack:** None  
**Action:** Action  
**Range:** 3 areas  
**Effect:** Once per scene, you may roll your Charisma base die and add double your rank; all allies within 2 areas regain stamina equal to the result. Allies Defeated due to stamina loss gain 1 point of stamina but cannot act until the end of your next turn.

### <h3>**Rally the Troops (Leadership)**

**Requirements:** Charisma 13+, trained in Influence  
**Attack:** None  
**Action:** Action  
**Range:** 4 areas  
**Effect:** Once per scene, all allies within range gain temporary stamina equal to your Charisma modifier and Advantage on their next attack roll.

### **<h3>Rapid Strikes (Combat)**

*You strike like a serpent.*

**Attack:** Avoidance  
**Action:** Action  
**Range:** Melee  
**Effect:** *Base,*on hit, you can make an additional attack against any other target in the same area.

**Weapons:** You may perform this maneuver with any melee weapon, unarmed attack, or melee attack powers.

### <h3>Ricochet Throw (Combat)

**Requirements:** Dexterity 14+

**Attack:** Avoidance

**Action:** Action

**Range:** Throwing Range

**Effect:** *Base,* you may throw a blunt weapon to hit multiple targets, which all must be within your throwing range. If you are successful on your first attack roll, you may make an attack roll against another target within range. You may choose a third target within range if you successfully hit that target. Your weapon returns to your hand after the 3rd successful attack or the first miss.

**Special:** When you throw a blunt object, it can Ricochet off solid objects and return to your hand at the end of your turn without requiring a roll.

**Weapons:** You may only perform this maneuver with any one-handed blunt weapon that can be easily thrown.

### <h3>Shielding (Combat)

**Attack:** None

**Action:** Reaction

**Range**: Self or ally within reach of your area

**Effect**: *None*. This maneuver is used in response to a successful attack upon you or a target within your reach or your area, as it fits the situation. You purposefully place an object and your own body between an attack and its target (usually an ally). The target does not move.

If you shield with your body, the target must be within your area; you take on the full results of the attack. If you are defeated, the target suffers any remaining damage (reduced by applicable DR).

If you shield with an object, the target must be within your reach; the object takes on the full results of the attack. If the object is destroyed, the target suffers any remaining damage (reduced by applicable DR).

If you shield with both your body and an object, the target must be within your area; the object first takes on the full results of the attack. If the object is destroyed, you suffer any remaining damage (reduced by applicable DR). If you are defeated, the target then suffers any remaining damage (reduced by applicable DR).

At the editor-in-chief’s discretion, you may expend a plot point to use an object to shield a target up to a number of Areas away equal to your Rank.

### <h3>Sholder Charge (Combat)

**Attack:** Fortitude

**Action:** Action

**Range**: Melee

**Effect**: *Base*, on a hit, you can force your opponent into an adjacent area or knock them prone (your choice) after which you may move with your opponent into an adjacent area as a reaction. If this forced movement could cause damage (e.g., pushing a zombie into a fire), your target must succeed on a Strength saving throw against a DC equal to your attack roll. On a failure, they move to another adjacent area of their choice or fall prone.

**Special (Enhanced Strength)**: If you possess the Enhanced Strength Origins feature, you can send your target flying, throwing them a number of areas equal to half your Strength modifire. If they hit a solid object along their path, both they and the object suffer falling damage as if they fell the distance traveled.

### <h3>**Vicious Stab (Combat)**

**Requirements:** Dexterity 12+  
**Attack:** Avoidance  
**Action:** Action  
**Range:** Melee  
**Effect:** *Base,* on hit, you cause the target to bleed, dealing 1d4 damage at the start of their turn for the next 3 turns. This maneuver is ineffective against the undead; bleeding effects can stack with other instances of bleeding.

**Weapons:** You may perform this maneuver with any melee weapon or unarmed attack that deals either slashing or piercing damage.