

Occult Feats

Feat	Type	Prerequisite	Benefit
Body Fuel	Occult	Occult level 1+	Expand Wyrd point total at the expense of health
Burrowing Power	Occult	Occult level 1+	Powers sometimes bypass barriers
Cloak Dance	General	Hide 10 ranks, Perform (dance) 2 ranks	Skilled at using optical tricks to make oneself seem to be where you are not.
Closed Mind	General		Mind is better able to resist Occults than normal.
Deadly Precision	General	Dex 15, base attack bonus +5.	Empty mind of all distracting emotion, becoming an instrument of deadly precision.
Deep Impact ^ψ	Occult	Str 13, Wyrd Blade, base attack bonus +5, Occult level 1+	Can strike foe with a melee weapon as if making a touch attack.
Delay Power ^ψ	Occult	Occult level 1+	Powers may activate that go off up to 5 rounds later.
Fell Shot ^ψ	Occult	Dex 13, Point Blank Shot, Occult Shot, base attack bonus +5	Can strike foe with a ranged weapon as if making a touch attack.
Focused Sunder ^ψ	Occult	Str 13, Power Attack, Improved Sunder, Occult Level 1+	Can sense the stress points on others' weapons.
Force Of Will	General	Iron Will	Can resist Theurgic or Occult attacks with extreme force of will.
Ghost Attack ^ψ	Occult	Base attack bonus +3	Deadly strikes against incorporeal foes always find their mark.
Greater Power Penetration ^ψ	Occult	Power Penetration	Powers are especially potent at breaking through power resistance.
Greater Occult Endowment	Occult	Occult Endowment	Can use meditation to focus your powers.
Greater Occult Fist	Occult	Str 13, Occult Fist, base attack bonus +5	Can charge unarmed strike or natural weapon with additional damage potential.
Greater Occult Shot	Occult	Point Blank Shot, Occult Shot, base attack bonus +5	Can charge your ranged attacks with additional damage potential.
Greater Occult Weapon	General - Wyrd	Str 13, Occult Weapon, base attack bonus +5	Can charge melee weapon with additional damage potential
Hostile Mind	General	Cha 15+.	Mind recoils violently against those who use Occults against.
Inquisitor ^ψ	Occult	Wis 13+.	Know when others lie
Mental Leap ^ψ	Occult	Str 13+, Jump +5 ranks or more	Can make amazing jumps
Mental Resistance	General	Base Will save bonus +2.	Your mind is armored against mental intrusion
Mind Over Body	Occult	Con 13+, Gifted feat	Your ability damage heals more rapidly.
Narrow Mind	Occult	Wis 13+, Occult level 1+.	Your ability to concentrate is as keen as an arrowhead, allowing you to gain your Occult focus even in the most turbulent situations.
Occult Affinity	General		You have a knack for Occult endeavors.
Occult Body	Occult		Your mind reinforces your body.
Occult Charge ^ψ	Occult	Dex 13+, Speed of Thought.	You can charge in a crooked line.
Occult Dodge ^ψ	General - Wyrd	Dex 13+, Dodge.	You are proficient at dodging blows.
Occult Endowment ^ψ	Occult	Occult Level 1+	You can endow your manifestations with more concentrated focus.
Occult Fist ^ψ	General - Wyrd	Str 13+	You can charge your unarmed strike or natural weapon with additional damage potential
Occult Hole	General	Con 15+	You are anathema to Occult creatures and characters.
Occult Meditation	General	Wis 13+, Concentration 7 ranks or higher	You can focus your mind faster than normal, even under duress.
Occult Mind	Occult	Occult Class level 3+	You may substitute your Will save for another save.
Occult Shot ^ψ	General - Wyrd	Point Blank Shot	You can charge your ranged attacks with additional damage potential.
Occult Talent	Occult	Having a Wyrd point pool, Gifted feat	You gain additional Wyrd points to supplement those you already had.
Occult Weapon ^ψ	General - Wyrd	Str 13+	You can charge your melee weapon with additional damage potential.
Open Minded	General		You are naturally able to reroute your memory, mind, and skill expertise.

Opportunity Power	Occult	Occult Level 1+	You can make power-enhanced attacks of opportunity.
Overchannel	Occult	Occult Level 1+	You burn your life force to strengthen your powers.
Power Penetration	Occult	Occult Level 1+	Your powers are especially potent, breaking through power resistance more readily than normal.
Quicken Power ^Ψ	Occult		You can manifest a power with a moment's thought.
Rapid Metabolism	General	Con 13+	Your wounds heal rapidly.
Reckless Offense	General	Base attack bonus +1.	You can shift your focus from defense to offense.
Return Shot ^Ψ	Occult	Point Blank Shot, Occult Shot, Fell Shot, base attack bonus +3	
Sidestep Charge	General	Dex 13, Dodge	You are skilled at dodging past charging opponents and taking advantage when they miss.
Speed Of Thought	Occult	Wis 13, Gifted feat	The energy of your mind energizes the alacrity of your body.
Stand Still	General	Str 13+	You can prevent foes from fleeing or closing.
Talented	Occult	Overchannel	You can overchannel powers with less cost to yourself
Unavoidable Strike ^Ψ	Occult	Str 13, Occult Fist, base attack bonus +5.	You can make an unarmed strike or use a natural weapon against your foe as if delivering a touch attack.
Wounding Attack ^Ψ	Occult	Base attack bonus +8	Your vicious attacks wound your foe

Ψ - Requires expending Wyrd Focus

OCCULT FEATS

Occult feats are available only to characters and creatures with the ability to manifest Occult powers.

New Skill Use: Concentration: Wyrd Focus

Gaining Wyrd Focus means different things for each of the primary practices. For psychics, it is concentrating on their chakra or third-eye and focusing. For Theurgists, it is focusing their faith on the Pancreator, becoming spiritually centered. In either case, it is accomplished by making a Concentration vs. DC 20 + Hubris/Urge level. Only Gifted can attempt this.

If the individual has 1 or more Wyrd points available, he can meditate to attempt to become Wyrd Focused. It takes a full-round action that provokes attacks of opportunity. When he is Wyrd Focused, he can expend his focus on any single Concentration check you make thereafter. When he expends his focus in this manner, it effectively allows the character to take 15 on a specific power. You can also expend your focus to gain the benefit of a occult feats (see below).

Once you are Wyrd Focused, you remain focused until you expend your focus, become unconscious, or go to sleep (or enter a meditative trance), or until your Wyrd point reserve drops to 0.

FEAT DESCRIPTIONS

These feat descriptions follow the standard format.

BODY FUEL [OCCULT]

You can expand your Wyrd point total at the expense of your health.

Prerequisites: Occult level 1+

Benefit: You can recover 2 Wyrd points by taking 1 point of ability burn damage to each of your three ability scores: Strength, Dexterity, and Constitution. You can recover additional Wyrd points for a proportional cost to Strength, Dexterity, and Constitution. These recovered points are added to your Wyrd point reserve as if you had gained them by resting overnight.

Special: Only living creatures can use this feat. You can take advantage of this feat only while in your own body.

BURROWING POWER [OCCULT]

Your powers sometimes bypass barriers.

Prerequisites: Occult level 1+

Benefit: To use this feat, you must expend additional Wyrd (see table). You can attempt to manifest your powers against targets that are sheltered behind a wall or force effect. The strength and thickness of the barrier determine your chance of success. To successfully bypass the barrier with your power, you make a Occultcraft check against a DC equal to 10 + the hardness of the barrier + 1 per foot of thickness (minimum 1). Assign a hardness of 20 to barriers without a hardness rating, such as force effects. Force walls are assumed to have less than 1 foot of thickness unless noted otherwise.

If a power requires line of sight (which includes most powers that affect a target or targets instead of an area), you cannot manifest it as a burrowing power unless you can somehow see the target, such as with clairvoyant sense. The power's total cost cannot exceed your Occult level.

Cost of Power	Additional Wyrd to Burrow
1 – 5	1
6 – 7	2
8-9	3
10+	[Wyrd Cost/10]d6

CLOAK DANCE [GENERAL]

You are skilled at using optical tricks to make yourself seem to be where you are not.

Prerequisites: Hide 10 ranks, Perform (dance) 2 ranks.

Benefit: You can take a move action to obscure your exact position. Until your next turn, you have concealment. Alternatively, you can take a full-round action to entirely obscure your exact position. Until your next action, you have total concealment.

CLOSED MIND [GENERAL]

Your mind is better able to resist Occults than normal.

Benefit: You get a +2 bonus on all saving throws to resist powers.

The **Benefit** of this feat applies only to Occult powers and psi-like abilities. This is an exception to the Occults-magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a Wyrd point reserve or psi-like abilities).

DEADLY PRECISION [GENERAL]

You empty your mind of all distracting emotion, becoming an instrument of deadly precision.

Prerequisite: Dex 15, base attack bonus +5.

Benefit: You have deadly accuracy with your sneak attacks. You can reroll any result of 1 on your sneak attack's extra damage dice. You must keep the result of the reroll, even if it is another 1.

DEEP IMPACT [OCCULT]

You can strike your foe with a melee weapon as if making a touch attack.

Prerequisite: Str 13, Wyrd Blade, base attack bonus +5, Occult level 1+

Benefit: To use this feat, you must expend Wyrd Focus. You can resolve your attack with a melee weapon as a touch attack. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still be Wyrd Focused and expend the Wyrd cost.

DELAY POWER [OCCULT]

Your powers may activate that go off up to 5 rounds later.

Prerequisites: Occult level 1+

Benefit: To use this feat, you must be Wyrd Focused. You can manifest a power as a delayed power. A delayed power doesn't activate immediately. When you manifest the power, you choose one of three trigger mechanisms: (1) The power activates when you take a standard action to activate it; (2) It activates when a creature enters the area that the power will affect (only powers that affect areas can use this trigger condition); or (3) It activates on your turn after 5 rounds pass. If you choose one of the first two

triggers and the conditions are not met within 5 rounds, the power activates automatically on the fifth round. Only area and personal powers can be delayed.

Any decisions you would make about the delayed power, including attack rolls, designating targets, or determining or shaping an area, are decided when the power is manifested. Any effects resolved by those affected by the power, including saving throws, are decided when the delay period ends.

A delayed power can be dispelled normally during the delay, and can be detected normally in the area or on the target by the use of powers that can detect Occult effects. Using this feat increases the Wyrd point cost of the power by 2. The power's total cost cannot exceed your Occult level.

FELL SHOT [OCCULT]

You can strike your foe with a ranged weapon as if making a touch attack.

Prerequisite: Dex 13, Point Blank Shot, Occult Shot, base attack bonus +5

Benefit: To use this feat, you expend Wyrd Focused prior to a ranged attack. You can resolve your ranged attack as a ranged touch attack. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your Wyrd Focus.

FOCUSED SUNDER [OCCULT]

You can sense the stress points on others' weapons.

Prerequisite: Str 13, Power Attack, Improved Sunder, Occult Level 1+

Benefit: To use this feat, you must expend Wyrd Focused prior to an attack. When you strike at an opponent's weapon, you ignore half of the weapon's total hardness (round down). Total hardness includes any occult enhancements possessed by the weapon that increase its hardness.

Special: You can also sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half of the object's total hardness (round down) when attacking that object.

FORCE OF WILL [GENERAL]

You are able to resist Theurgic or Occult attacks with extreme force of will.

Prerequisite: Iron Will

Benefit: Once per round, when targeted by a Theurgic or Psychic effect that allows a Reflex save or a Fortitude save, you can instead make a Will saving throw to avoid the effect.

The **Benefit** of this feat applies only to occult (Theurgic or Psychic) abilities.

Special: You cannot take or use this feat if you have occult powers.

GHOST ATTACK [OCCULT]

Your deadly strikes against incorporeal foes always find their mark.

Prerequisite: Base attack bonus +3.

Benefit: You must expend Wyrd Focus to use this feat. When you make a melee attack or a ranged attack against an incorporeal creature, you can make two rolls to check for the miss chance. If either is successful, the attack is treated as if it were made with a ghost touch weapon for the purpose of affecting the creature. Your weapon or natural weapon actually appears to become briefly incorporeal as the attack is made.

GREATER POWER PENETRATION [OCCULT]

Your powers are especially potent at breaking through power resistance.

Prerequisite: Power Penetration.

Benefit: To use this feat, you must expend Wyrd Focus. When using Power Penetration, you may spend an extra Wyrd to increase the bonus to +8 on Occult level checks to overcome a creature's power resistance. This bonus overlaps with the bonus from.

GREATER OCCULT ENDOWMENT [OCCULT]

You can use meditation to focus your powers.

Prerequisite: Occult Endowment.

Benefit: When you use the Occult Endowment feat, you may spend a Wyrd to increase the Endowment bonus to +1d6 to the save DC of a power you manifest instead of +1d4.

GREATER OCCULT FIST [OCCULT]

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisite: Str 13, Occult Fist, base attack bonus +5.

Benefit: When you use the Occult Fist feat, you may spend a Wyrd to increase Occult fist damage to 4d6 points of damage instead of an extra 2d6 points.

GREATER OCCULT SHOT [OCCULT]

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot, Occult Shot, base attack bonus +5.

Benefit: When you use the Occult Shot feat, you may spend a Wyrd to increase the Occult Shot damage bonus to 4d6 points instead of an extra 2d6 points. Wyrd Cost: 6 - Dex modifier (minimum 1)

GREATER OCCULT WEAPON [GENERAL - WYRD]

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13, Occult Weapon, base attack bonus +5.

Benefit: When you use the Occult Weapon feat, you may spend a Wyrd to increase your Occult Weapon damage bonus to 4d6 points of damage instead of an extra 2d6 points.

HOSTILE MIND [GENERAL]

Your mind recoils violently against those who use Occults against you.

Prerequisite: Cha 15+.

Benefit: Whenever you are subject to a telepathic or mind reading power (regardless of whether the power is harmful or beneficial to you), the Occult must make a Will saving throw against a DC of 10 + 1/2 your character level + your Charisma bonus or take 2d6 points of damage.

The **Benefit** of this feat applies only to Occult powers and occult-like abilities. This is an exception to the Occults-magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a Wyrd point reserve or psi-like abilities).

INQUISITOR [OCCULT]

You know when others lie.

Prerequisite: Wis 13+

Benefit: To use this feat, you expend Wyrd Focus. You gain a +10 bonus on a Sense Motive check to oppose a Bluff check. You must decide whether or not to use this feat prior to making a Sense Motive check. If your check fails, or if the opponent is not lying, you still expend Wyrd Focused.

MENTAL LEAP [OCCULT]

You can make amazing jumps.

Prerequisite: Str 13, Jump 5 ranks.

Benefit: To use this feat, you expend Wyrd Focus. You gain a +10 bonus on a Jump check.

MENTAL RESISTANCE [GENERAL]

Your mind is armored against mental intrusion.

Prerequisite: Base Will save bonus +2.

Benefit: Against Occult attacks that do not employ an energy type to deal damage you gain damage reduction 3/-. In addition, when you are hit with ability damage (but not ability drain or ability burn damage) from a Occult attack, you take 3 points less than you would normally take.

The **Benefit** of this feat applies only to Occult powers and psi-like abilities. This is an exception to the Occults-magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a Wyrld point reserve or psi-like abilities).

MIND OVER BODY [OCCULT]

Your ability damage heals more rapidly.

Prerequisite: Con 13, Gifted feat

Benefit: You heal ability damage and ability burn damage more quickly than normal. You heal a number of ability points per day equal to 1 + your Constitution bonus.

Normal: You heal ability damage and ability burn damage at a rate of 1 point per day.

NARROW MIND [OCCULT]

Your ability to concentrate is as keen as an arrowhead, allowing you to gain your Wyrld Focus even in the most turbulent situations.

Prerequisite: Wis 13, Occult level 1+.

Benefit: You gain a +4 bonus on Concentration checks you make to become Wyrld Focused (DC 20 to use Occult feats) .

OCCULT AFFINITY [GENERAL]

You have a knack for Occult endeavors.

Benefit: You get a +2 bonus on all Occultcraft checks and Use Artifacts checks for artifacts of an occult nature.

OCCULT BODY [OCCULT]

Your mind reinforces your body.

Benefit: When you take this feat, you may burn 1 Wyrd to absorb 1 hit points of damage, up to 10 Wyrd Points.

OCCULT CHARGE [OCCULT]

You can charge in a crooked line.

Prerequisite: Dex 13, Speed of Thought.

Benefit: To use this feat, you expend Wyrd Focus. When you charge, you can make one turn of up to 90 degrees during your movement. All other restrictions on charges still apply; for instance, you cannot pass through a square that blocks or slows movement, or that contains a creature. You must have line of sight to the opponent at the start of your turn.

OCCULT DODGE [GENERAL - WYRD]

You are proficient at dodging blows.

Prerequisite: Dex 13, Dodge.

Benefit: You expend Wyrd Focus to use this feat. You receive a +1 dodge bonus to your Armor Class. This bonus stacks with the bonus from the Dodge feat (but only applies on attacks made by the opponent you have designated).

OCCULT ENDOWMENT [OCCULT]

You can endow your manifestations with more concentrated focus.

Prerequisite: Occult Level 1+

Benefit: To use this feat, you expend Wyrd Focus. You add 1d4 to the save DC of a power you cast.

OCCULT FIST [GENERAL - WYRD]

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisite: Str 13.

Benefit: To use this feat, you expend Wyrd Focus. Your unarmed strike or attack with a natural weapon deals an extra 2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend Wyrd Focused.

OCCULT HOLE [GENERAL]

You are anathema to Occult creatures and characters.

Prerequisite: Con 15.

Benefit: When a foe strikes you in melee combat, the foe immediately loses its Occult focus, if any. Also, if you are the target of a power, the Occult of the power must spend an additional number of Wyrd points equal to your Wisdom bonus, or the power fails (all the Wyrd points spent on the power are still lost). This extra cost does not count toward the maximum Wyrd points a Occult can spend on a single power.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a Wyrd point reserve or Occult abilities).

OCCULT MEDITATION [GENERAL]

You can focus your mind faster than normal, even under duress.

Prerequisite: Wis 13, Concentration 7 ranks.

Benefit: You can take a move action to become Wyrd Focused.

Normal: A character without this feat must take a full-round action to become Wyrd Focused.

OCCULT MIND [OCCULT]

You may substitute your Will save for another save.

Prerequisite: Occult Class level 3+

Benefit: Once per day, when targeted by an effect that allows a Reflex save or a Fortitude save, you can instead make a Will saving throw to avoid the effect. The cost to perform this feat is 5 Wyrd Points.

Special: This feat can be obtained multiple times, each time increasing the number of times you can use it per day by one. However, the cost increases by 5 Wyrd each time you use it. The first will cost 5 Wyrd, the second will cost 10 Wyrd, and the third will cost 15 Wyrd and so on.

OCCULT SHOT [GENERAL - WYRD]

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot.

Benefit: To use this feat, you expend Wyrd Focus. Your ranged attack deals +2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend Wyrd Focused.

OCCULT TALENT [OCCULT]

You gain additional Wyrd points to supplement those you already had.

Prerequisite: Having a Wyrd point pool, Gifted feat

Benefit: When you take this feat for the first time, you gain 2 Wyrd points.

Special: You can take this feat multiple times. Each time you take the feat after the first time, the number of Wyrd points you gain increases by 1.

OCCULT WEAPON [GENERAL - WYRD]

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13.

Benefit: To use this feat, you expend Wyrd Focus. Your attack with a melee weapon deals an extra 2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still be Wyrd Focused and expend the Wyrd cost. Wyrd Cost: 4 - Str modifier (minimum 1)

OPEN MINDED [GENERAL]

You are naturally able to reroute your memory, mind, and skill expertise.

Benefit: You immediately gain an extra 5 skill points. You spend these skill points as normal. If you spend them on a cross-class skills they count as 1/2 ranks. You cannot exceed the normal maximum ranks for your level in any skill.

Special: You can gain this feat multiple times. Each time, you immediately gain another 5 skill points.

OPPORTUNITY POWER [OCCULT]

You can make power-enhanced attacks of opportunity.

Prerequisites: Occult level 1+

Benefit: To use this feat, you expend Wyrd Focused. When you make an attack of opportunity, you can use any power you know with a range of touch, if you have at least one hand free. Manifesting this power is an immediate action.

You cannot use this feat with a touch power whose manifesting time is longer than 1 full-round action.

Using this feat increases the Wyrd point cost of the power by 3. The power's total cost cannot exceed your Occult level.

Normal: Attacks of opportunity can be made only with melee weapons.

OVERCHANNEL [OCCULT]

You burn your life force to strengthen your powers.

Prerequisites: Occult level 1+

Benefit: While manifesting a power, you can reduce the DC of a power manifestation by 5, but in so doing you take 1d8 points of damage. At 8th level, you can choose to decrease the DC by 10, but you take 3d8 points of damage. At 15th level, you can decrease the DC by 15, but you take 5d8 points of damage. The effective decrease in DC increases the number of Wyrd points you can expend on a single power by 1 at level 1 to 7, 3 at level 8 and higher and 5 and level 15 or higher.

POWER PENETRATION [OCCULT]

Your powers are especially potent, breaking through power resistance more readily than normal.

Prerequisites: Occult level 1+

Benefit: To use this feat, you expend Wyrd Focus. You get a +4 bonus on Occult level checks made to overcome a creature's power resistance.

QUICKEN POWER [OCCULT]

You can manifest a power with a moment's thought.

Benefit: To use this feat, you expend Wyrd Focused. You can quicken a single occult power that takes a full action or less. You can perform another action, even manifest another full action power, in the same round that you manifest a quickened power. You can manifest only one quickened power per round. A power whose manifesting time is longer than 1 round cannot be quickened. Using this feat increases the Wyrd point cost of the power by 1d8. The power's total cost cannot exceed your Occult level. Manifesting a quickened power does not provoke attacks of opportunity.

RAPID METABOLISM [GENERAL]

Your wounds heal rapidly.

Prerequisite: Con 13.

Benefit: You naturally heal a number of hit points per day equal to the standard healing rate + double your Constitution bonus. You heal even if you do not rest. This healing replaces your normal natural healing. If you are tended successfully by someone with the Heal skill, you instead regain double the normal amount of hit points + double your Constitution bonus.

RECKLESS OFFENSE [GENERAL]

You can shift your focus from defense to offense.

Prerequisite: Base attack bonus +1.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of -4 to your Armor Class and add a +2 bonus on your melee attack roll. The bonus on attack rolls and penalty to Armor Class last until the beginning of your next turn.

RETURN SHOT [OCCULT]

You can return incoming arrows, as well as crossbow bolts, spears, and other non-ballistic projectile or thrown weapons.

Prerequisite: Point Blank Shot, Occult Shot, Fell Shot, base attack bonus +3.

Benefit: To use this feat, you must expend Wyrd Focus and have at least one hand free. Once per round when you would normally be hit by a slow-velocity projectile or a thrown weapon no more than one size category larger than your size, you can deflect the attack so that you take no damage from it. The attack is deflected back at your attacker, using the attack bonus of the original attack on you. You must be aware of the attack and not flat-footed. Attempting to return a shot is a free action.

Special: If you also have the Deflect Arrows feat, the deflected attack is made with the original attack bonus plus your Dexterity bonus.

SIDESTEP CHARGE [GENERAL]

You are skilled at dodging past charging opponents and taking advantage when they miss.

Prerequisite: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against charge attacks. If a charging opponent fails to make a successful attack against you, you gain an immediate attack of opportunity. This feat does not grant you more attacks of opportunity than you are normally allowed in a round. If you are flat-footed or otherwise denied your Dexterity bonus to Armor Class, you do not gain the **Benefit** of this feat.

SPEED OF THOUGHT [OCCULT]

The energy of your mind energizes the alacrity of your body.

Prerequisite: Wis 13, Gifted feat

Benefit: As long as you are Wyrd Focused and not wearing heavy armor, you gain an insight bonus to your speed of 10 feet.

STAND STILL [GENERAL]

You can prevent foes from fleeing or closing.

Prerequisite: Str 13.

Benefit: When a foe's movement out of a square you threaten grants you an attack of opportunity, you can give up that attack and instead attempt to stop your foe in his tracks. Make your attack of opportunity normally. If you hit your foe, he must succeed on a Reflex save against a DC of 10 + your damage roll (the opponent does not actually take damage), or immediately halt as if he had used up his move actions for the round. Since you use the Stand Still feat in place of your attack of opportunity, you can do so only a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

Normal: Attacks of opportunity cannot halt your foes in their tracks.

TALENTED [OCCULT]

You can overchannel powers with less cost to yourself.

Prerequisite: Overchannel.

Benefit: To use this feat, you must expend Wyrd Focus. When manifesting a power with 3 ranks or lower, you do not take damage from overchanneling.

UNAVOIDABLE STRIKE [OCCULT]

You can make an unarmed strike or use a natural weapon against your foe as if delivering a touch attack.

Prerequisite: Str 13, Occult Fist, base attack bonus +5.

Benefit: To use this feat, you must expend Wyrd Focus. You can resolve your unarmed strike or attack with a natural weapon as a touch attack. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend Wyrd Focus.

WOUNDING ATTACK [OCCULT]

Your vicious attacks wound your foe.

Prerequisite: Base attack bonus +8.

Benefit: To use this feat, you must expend Wyrd Focus. You can make an attack with such vicious force that you wound your opponent. A wound deals 1 point of Constitution damage to your foe in addition to the usual damage dealt. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend Wyrd Focus.