

## Feats

Feats	Prerequisites	Benefit
<b>Advanced Two-Weapon Fighting</b>	Dex 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11 or higher	Gain a third attack with your offhand weapon –10 penalty. Weapon can be a small ranged.
<b>AI Psycholog</b>	Computer Use 8 ranks, Knowledge (technology) 5 ranks, Int 15	Use your Computer Use skill to attempt to effect a change in an AI's systems
<b>Autofire Proficiency</b>	Base attack bonus 4+	Reduce Automatic Burst Fire penalty
<b>Block</b>	Con 13	Spend Action Point to block attack
<b>Burst Fire</b>	Base attack bonus 6+	Reduce Rapid Fire Burst Fire penalty
<b>Cleave</b>	Str 13, Power Attack	Extra attack if opponent goes down
<b>Close-In Shot</b>	Dex 13, Pistol Fighter	Use a pistol in close combat
<b>Confident</b>	—	+3 bonus on all Diplomacy and Bluff checks and on checks to resist Intimidation
<b>Cover Identity</b>	—	Have a second/secret identity
<b>Cybersurgery</b>	Medical 4+ ranks, Technical 4+	Repair cybernetics and install cybernetics
<b>Dead Aim</b>	Far Shot	+2 to ranged attack after a full round aiming
<b>Defensive Fire</b>	Weapon Specialization, Int 13	With Rapid Fire weapon, +4 to Defense when concentrating fire
<b>Disarming Shot</b>	Weapon Focus with the chosen weapon, base attack bonus +4 or higher	Shoot item out of a target's hand
<b>Double Tap</b>	Point Blank Shot	2 shots in a single attack, -2 penalty
<b>Dubious Contact</b>	Cha 13	Can gain temporary contacts almost anywhere
<b>Famous</b>	—	+2 bonus to Influence checks where Fame will help. +2 to Diplomacy where the Fame will help
<b>Favor</b>	—	Someone owes you.
<b>Fearless</b>	—	+4 on all Will saves to resist fear
<b>Gearhead</b>	—	+2 bonus on Computer Use, Operations or Technical checks
<b>Greater Improved Critical</b>	Dex 15, Improved Critical, base attack bonus +12 or higher.	Spend an Action Point to increase the critical damage by one die type
<b>Greater Weapon Focus</b>	Weapon Focus with selected weapon, base attack bonus +8 or higher	+1 bonus stackable on all attack rolls
<b>Greater Weapon Specialization</b>	Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +12 or higher	+2 bonus on all damage rolls
<b>Guide</b>	--	+3 bonus on all Survival checks
<b>Hasty Retreat</b>	Run	Move from Melee to Ranged without AoO
<b>Heroic Surge</b>	--	Spend an Action point for a free move or attack action
<b>Improved Brawler</b>	Brawler, base attack bonus +3 or higher	+2 competence bonus on your attack roll and you deal nonlethal damage equal to 1d6 + your Strength modifier.
<b>Improved Bull Rush</b>	Str 13, Power Attack	No AoO with a Bull Rush action
<b>Improved Disarm</b>	Dex 13, Combat Expertise	No AoO with a Disarm action
<b>Improved Two-Weapon Fighting</b>	Dex 13, Two-Weapon Fighting, base attack bonus +6 or higher	
<b>Infamous</b>	—	+2 bonus to Influence checks with criminal factions. +2 to Intimidate checks
<b>Insider</b>	Cha 13, at least one Contact the faction.	They know you and see you as one of them
<b>Jovian Standoff</b>	Pistol Fighter, base attack bonus +5 or higher	See Description

<b>Knockout Punch</b>	Brawl, base attack bonus +3 or higher	Critical
<b>Lauded Flyer</b>	—	1 bonus on all Drive, Operations (Piloting), Operations (driving) and Pilot checks. +1 bonus to their Acceleration, Deceleration and Defense Value scores
<b>Leadership</b>	Character level 6th	Can gain cohorts or followers
<b>License</b>	—	You gain a license
<b>Loremaster</b>	Int 13	Every level, gain a bonus rank in a knowledge skill
<b>Master Craftsman</b>	—	+2 bonus to Technical subskill
<b>Natural Mathematician</b>	—	+2 bonus to all Technical skill. With Far Shot, apply bonuses to attack
<b>Physical Adept</b>	—	+3 bonus on all Acrobatics and Athletics checks
<b>Pistol Fighter</b>	—	Spend an Action Point to use pistol as a free action or fire before surprise round
<b>Power Attack</b>	Str 13	Use points from attack to add to damage in melee
<b>Power Kick</b>	Brawler	Can possibly knock an opponent down with unarmed kick attack
<b>Quick Draw</b>	Base attack bonus +1 or higher	Draw weapon as free action
<b>Quick Reload</b>	Quick Draw, base attack bonus +1 or higher	Reload as a free action
<b>Rank</b>	3rd level or above	You have authority within a faction
<b>Refuge</b>	—	You have a place to hide
<b>Secret</b>	—	You know something most people do not. +2 to Influence checks
<b>Skip Shot</b>	Point Blank Shot, Precise Shot	Shoot off a smooth surface at a target in cover.
<b>Stealthy</b>	—	+3 bonus on all Stealth checks
<b>Strafe</b>	Base attack bonus 4+	Increase Spray an Area effect
<b>Street fighting</b>	Brawl, base attack bonus +2 or higher	deal an extra 1d4 points of damage in unarmed or light melee combat once per round
<b>Supreme Effort</b>	Heroic Surge, Iron Will	Spend an Action Point to use your Will save bonus to modify a d20 roll. See Description
<b>Surgery</b>	Medical 4 ranks	No penalty to perform Surgery
<b>Takedown</b>	Dex 13, Point Blank Shot, Precise Shot	Cleave for ranged attacks
<b>Track</b>	-	Use Survival to track someone
<b>Ultra Immune System</b>	Con 13, Great Fortitude	+2 bonus to all Fortitude saving throws made to resist poisons, disease and radiation sickness
<b>Weapon Focus</b>	base attack bonus +4 or higher	+1 bonus on all attack rolls you make using the selected weapon.
<b>Weapon Specialization</b>	Weapon Focus, base attack bonus +5 or higher	+2 bonus on all damage rolls
<b>Zealous</b>	--	Action Point, +1 bonus on all attack, damage and saving throw checks
<b>Zero-G Training</b>	Dex 13, Acrobatics 4 ranks	Suffer no penalty to attack rolls in a low- or zero-gravity environment

### **Advanced Two-Weapon Fighting**

You are a true combat master, able to swipe with a melee weapon in one hand while blasting away with a gun in the other, or wielding two katanas to create a whirling field of monomolecular-edged death.

**Prerequisites:** Dex 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11.

**Benefit:** You gain a third attack with your offhand weapon, at a –10 penalty. This feat also allows you to use a melee weapon in one hand and a ranged weapon in the other (but the ranged weapon must still be Small).

### **AI Psychology**

You are familiar with the strange, complex and inhuman logic processes of an artificial intelligence.

**Prerequisites:** Computer Use 8 ranks, Knowledge (technology) 5 ranks, Int 15.

**Benefit:** With this feat, you are able to use your Computer Use skill to attempt to effect a change in an AI's systems.

**Normal:** Affecting an AI's systems is impossible without the intuitive understanding that comes with this feat.

### **Autofire Proficiency**

*You are skilled at using weapons in burst fire mode, your penalty for that attack is reduced..*

**Prerequisite:** base attack bonus 4+.

**Benefit:** *Firing any personal firearm on automatic, in a burst fire attack, your penalty for the 3 attacks is reduced to -4.*

**Normal:** *Characters without this feat take a –6 penalty attack rolls made with automatic personal firearms set on burst fire.*

**Special:** *You can take this feat a second time to reduce the penalty to -2..*

### **Block**

You are so tough that many enemies have a hard time wounding you.

**Prerequisite:** Constitution 13.

**Benefit:** Once per combat round, you may spend an Action Point to attempt to block an enemy's attack. You must be aware of your enemy in order for this feat to function and you must be aware that he is about to attack you. Make a Fortitude saving throw with a DC equal to the enemy's attack roll. If you are, successful, you gain Damage Reduction 5 against the attack. If you beat the DC by 10 or more, you gain Damage Reduction 10 against the attack. You may not use both Block and Dodge in the same round.

### **Burst Fire**

*You are uncannily accurate with burst fire weapons and can train a solid burst onto just one target. ±\**

**Prerequisites:** base attack bonus 4+

**Benefit:** *When using an rapid fire firearm in burst fire mode, your penalty for the attacks is reduced to -4.*

*Normal: Characters without this feat take a –6 penalty attack rolls made with rapid fire personal firearms set on burst fire.*

**Special:** *You can take this feat a second time to reduce the penalty to -2..*

### **Cleave**

When one foe falls, you may immediately attack another.

**Prerequisites:** Str 13, Power Attack.

**Benefit:** If you deal a creature enough damage in melee combat to make it drop (typically by dropping it to below zero hit points or killing it), you get an immediate, extra melee attack against another creature within reach. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

### **Close-In Shot**

You can use a pistol in melee combat without penalty.

**Prerequisite:** Dex 13, Pistol Fighter.

**Benefit:** You are sufficiently facile with a pistol that you can use one even when someone is attempting to beat you bloody with his fists or eviscerate you with a sword, without exposing yourself to additional attacks. *If you have this feat, you may use a pistol weapon without penalty.*

*Normal: You suffer a -4 penalty to use a pistol with someone in melee range .*

### **Confident**

Been there, done that – there is no situation in which you are not completely sure of yourself.

**Benefit:** You gain a +3 bonus on all Diplomacy and Bluff checks and on checks to resist Intimidation.

### **Cover Identity**

You have a second identity which you can use for some dealings.

**Benefit:** You have a second identity, complete with forged identification, documents and so on. This identity is usually fairly innocuous; the equivalent of a ‘man on the street’, but it allows you to interact in ways which would be problematic if done in your own name. The cover identity is of someone in your own faction and species. An Investigate (DC 18 + your related Influence) check is required to penetrate the cover identity. If you have the disguise focus for Persuasion, this DC increases to 23. Any bonuses which you have from Famous or Infamous do not apply to the cover identity. The cover identity has a Reputation score equal to any value from zero to one less than your own. This must be chosen when this feat is selected.

**Special:** You may have more than one cover identity. Each time this feat is taken a second cover is created.

### **Cybersurgery**

**Prerequisites:** Medical 4+, Technical (electronics) 4+

Benefit: This feat can be taken multiple times. With each instance, you can do the following things:

**1<sup>st</sup> - Light Cyberrepair:** You can quickly repair minor damage to cybernetic limbs, removing 1d6 points of damage. This takes a full round of work and exposes the engineer to free attacks. You must have a toolkit. This can be applied only once to the same person or bot per day.

**2<sup>nd</sup> - Moderate Cyberrepair:** You can quickly repair significant damage to cybernetic limbs, removing 2d6 points of damage. This takes a full round of work and exposes you to free attacks. You must have a toolkit. This can be applied only once to the same person per day.

**Special:** After the second instance, if you also has the Medical skill ranks 6+ and the Surgery feat, you can add or replace cybernetic parts. If he lacks these, but is assisting someone else who has them, the person he is assisting is treated as having this ability.

**Normal:** Anyone attempting to add or repair cybernetic limbs without this ability suffers a –8 modifier to the Medical check, and can only repair 1d4 points of damage.

### **Dead Aim**

Given time to aim, you become deadly accurate.

**Prerequisites:** Far Shot.

**Benefit:** Before making a ranged attack, you may take a full-round action to line up your shot. This grants you a +2 bonus on your next attack roll. Once you begin aiming, you cannot move until after you make your next attack, or the benefit of the feat is lost. Likewise, if your concentration is disrupted or you are attacked before your next action, you lose the benefit of aiming.

**Special:** This feat can be taken a second time, but its benefit changes completely. If you take Dead Aim twice, you gain the ability to take a full-round action to reduce range penalties. This negates two points of range penalty to an attack roll for every full round you spend aiming. This round does not count for the purpose of getting the bonus noted above; that is a separate full-round action.

You may spend as many rounds aiming to reduce a range penalty as you like, but the range penalty can never be better than –2.

### **Defensive Fire**

You can lay down shots in such a way that your opponents cannot draw a bead on you.

**Prerequisites:** Weapon Specialization (any semi-automatic weapon), Int 13.

**Benefit:** When using any Rapid Fire weapon in which you have selected with the Weapon Specialization feat, you may choose to spray bullets or energy bolts in such a way as to keep those targeting you jumping, unable to

return fire accurately. This grants you a +4 on Defense against all ranged attacks you are aware of (you cannot intimidate a sniper when you do not know he is there).

This requires an attack action, but no actual attack is performed. This feat is most often used to stay alive for a round or two until help can arrive. Using it will provoke a free attack from anyone in melee range and uses up 10 rounds of ammunition.

### **Disarming Shot**

You can blast the gun out of a target's hand.

**Prerequisite:** Weapon Focus (any ranged weapon) with the chosen weapon, base attack bonus +4 or higher.

**Benefit:** An exceptionally dramatic and often useful move, this feat allows you to shoot at the hand holding a weapon so as to force the target to drop his gun (or knife or katana or whatever he is holding – a datapad, a grenade, anything, as long as you are using a ranged weapon which you have selected with the Weapon Focus feat). You must be within 20 ft of your target to attempt this shot. You must hit a target two size categories smaller than the character you are aiming at (so against a human, you must hit a Tiny target, taking a –2 penalty to hit). If the shot hits, the target must make a Fortitude save at a DC of 10 + 1 for each point by which the shot hit, or drop whatever was in his hand. He gains a +2 on this save if he held the item in both hands. The character takes only 1d2 points of actual damage, whether or not he makes the save.

### **Double Tap**

You can make two quick attacks with a firearm in the time it takes most people to line up and fire just one shot.

**Prerequisites:** Point Blank Shot.

**Benefit:** When using a modern firearm with at least two charges remaining (or two bullets, for both modern and ancient slugthrowers), you may fire two blasts as a single attack against a single target. You receive a –2 penalty on this attack, but deal +1 die of damage with a successful hit. Using this feat consumes two charges or rounds.

### **Dubious Contact**

You seem to know someone everywhere in the system.

**Prerequisite:** Cha 13.

**Benefit:** Everywhere you go it seems you have friend... or at least an acquaintance, or 'you know some guy who knows this guy who can set you up'. Anytime you are in contact with a society of at least 20 people of your own species, you may spend an Action Point to gain a Contact there. If you are stranded at a scientific base on Pluto, one of the scientists there could be an old school chum or a former lover. If you are in a crowded mall on Earth, you may run into a former business partner or childhood friend. The contact will be useful for a single task, unless more Action Points are spent. Unlike a true contact, these temporary contacts have certain agendas of their own, which may conflict with yours. The Games Master will secretly roll on the following table when a contact is 'found' via this feat.

### Dubious Contact

Roll	Own Faction	Other Faction
1–12	Reliable	Reliable
13–15	Unreliable	Unreliable
16–19	Unreliable	Treasonous
20	Treasonous	Treasonous

A reliable contact is just that – reliable. He will act as a normal contact for the duration of the scenario. An unreliable contact has only a 50% chance of doing what the character asks, but he will not betray the character. He will often have some excuse as to his failure. A treasonous contact will do whatever he can to sell the character out. An Investigate [sense motive] check (DC 25) will reveal his true nature.

**Special:** Only one contact may be found per week (though the same contact may be used multiple times so long as Action Points are spent), and the Games Master may impose further limits based on logic – while a Player Character might know one scientist at a remote XeLabs base, he is unlikely to know two. The more populous the area, the more likely it is for a character to be able to find a second contact.

### Famous

You are unusually well-known.

**Benefit:** Your Influence score gains a +2 bonus where Fame will help you. Some reason must be provided for your fame but this deed needs to be seen as a great accomplishment by majority of the factions (otherwise it would be considered an infamous act). You gain a +2 to Diplomacy [persuade] checks in situations where your fame would be an asset.

### Favor

Someone powerful owes you something.

**Benefit:** Someone in a particular Influence faction with power is in your debt. He will do almost anything you ask in order to pay you back. This feat ‘expires’ after a single use. When you decide to collect on this favor, you gain a +8 to your Influence role within the subject’s faction and +4 to your Influence role in any other faction related or is allied to the subject.

This feat may be taken to reflect actions in play, or the Games Master may grant it to a player ‘free’, as a reward for exceptional play or overcoming a major obstacle. If a player would rather have a number of small favors rather than one large one, he should select Contact.

**Special:** This feat ‘expires’ after a single use. Once expired, the player has the option to convert the feat to a Contact.

### **Fearless**

You are especially resistant to fear.

**Benefit:** Perhaps you have had intensive combat conditioning, extreme mental training or you are just too overconfident to ever imagine something could hurt you. No matter the cause, the net result is that you are exceptionally hard to frighten, gaining a +4 on all Will saves to resist fear.

### **Gearhead**

Technology is your passion and there are few aspects of it that you do not have a natural affinity for.

**Benefit:** You gain a +2 bonus on Computer Use, Operations or Technical checks.

**Special:** You may gain this feat twice. When gained for the second time, select a skill you did not choose for this feat before.

### **Greater Improved Critical**

You can deal amazing damage with a chosen weapon.

**Prerequisites:** Dex 15, Improved Critical, base attack bonus +12 or higher.

**Benefit:** If a critical is scored with this weapon (not merely threatened), you may choose to spend an Action Point to increase the critical damage by one die type. This must be done before any damage dice are rolled.

### **Greater Weapon Focus**

Choose one type of weapon for which you have already selected Weapon Focus. You can also choose unarmed strike as your weapon for purposes of this feat.

**Prerequisites:** Weapon Focus with selected weapon, base attack bonus +8 or higher (Exotic Proficiency with selected weapon, if needed)

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus (see below).

**Special:** 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.

### **Greater Weapon Specialization**

Choose one type of weapon for which you have already selected Weapon Specialization. You can also choose unarmed strike as your weapon for purposes of this feat.

**Prerequisites:** Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +12 or higher. (Exotic Proficiency with selected weapon, if needed)

**Benefit:** You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization (see below).

**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.

### Guide

The wilderness is your true home and you are able to survive in the wilds for months at a time, if need be.

**Benefit:** The character gets a +3 bonus on all Survival checks.

### Hasty Retreat

The character knows how to duck out of hand-to-hand combat safely.

**Prerequisite:** Run.

**Benefit:** When a character ends up in hand-to-hand combat it often ends badly – most citizens of the system prefer guns to brawling. This feat allows you to step back to firing range safely. You do not grant opponents a free attack when you leave melee combat as long as you take a double move to do so. You do not have to move any farther than just out of melee range, but you must still take a double move to use this feat.

**Normal:** Withdrawing from melee combat offers a free attack to any opponent engaging you.

### Heroic Surge

When the chips are down, heroes get on with the job. You are sometimes able to perform actions that defy belief.

**Benefit:** After spending an Action Point, you may take an extra move action or attack action in a round, either before or after your regular actions. You may use Heroic Surge a number of times per day depending on your character level (as shown below), but never more than once per round. Using Heroic Surge costs an Action Point each round you activate it.

Heroic Surge Per Day

Character Level	Times per Day
1st–4th	1
5th–8th	2
9th–12th	3
13th–16th	4
17th–20th	5

### Improved Brawler

Many in the Galaxy know how to brawl. Few have achieved the mastery you have attained in this art.

**Prerequisites:** Brawler, base attack bonus +3 or higher.

**Benefit:** When making an unarmed attack, you receive a +2 competence bonus on your attack roll and you deal nonlethal damage equal to 1d6 + your Strength modifier. **Normal:** Unarmed attacks normally deal nonlethal damage equal to 1d3 + your Strength modifier.

### **Improved Bull Rush**

You are capable of knocking an enemy back with little risk to yourself.

**Prerequisite:** Str 13, Power Attack.

**Benefit:** You do not risk a free attack when attempting to bull rush an opponent.

**Normal:** Using the bull rush maneuver exposes the character to a free attack.

### **Improved Disarm**

You are skilled at removing weapons from an opponent's hand.

**Prerequisite:** Dex 13, Combat Expertise.

**Benefit:** You do not risk a free attack when attempting to disarm an opponent.

**Normal:** Using the disarm maneuver exposes the character to a free attack.

### **Infamous**

You have a dark and sinister reputation.

**Benefit:** Your Influence checks are gain a +2 within underground, criminal or otherwise nefarious factions, primarily because of your hostile or criminal actions. You may be known as someone whose enemies conveniently 'disappear' or you may have killed a man with your bare hands in front of a crowd. This grants a +2 to Intimidate checks against anyone who might know of your reputation.

### **Insider**

They accept you, and you know their ways.

**Prerequisite:** Cha 13, at least one Contact in selected faction

**Benefit:** You are well known among a particular faction, and are trusted to some extent. You can travel freely to all but restricted areas without fear of 'official' problems. This feat negates the -2 penalty for Diplomacy and Investigate skills when used against someone not of your own faction.

**Normal:** Normally, Diplomacy and Investigate suffer a -2 penalty when used cross-faction.

**Special:** This feat may not be used if you are actively involved in harming the faction. It may be used in tense situations. It may also be lost completely if you act to betray or harm the faction in some way beyond the normal ways of war. Pirating weapons components and fuel is acceptable; slaughtering a crew which had already surrendered is not.

This feat can be taken more than once, however, can only apply to one faction at a time. So taking the feat a second time will change the focus of the feat you already have.

### **Jovian Standoff**

You can hold an armed opponent at bay.

**Prerequisites:** Pistol Fighter, base attack bonus +5 or higher.

**Benefit:** If you have this feat, you may target any opponent within range, provided he is flat-footed and you are not. You draw a bead on him and prepare to fire – but do not. When his initiative comes up, he may choose to attack you or surrender. If he attacks, he makes his attack with a +2 to his attack roll, but you will fire your own weapon a split-second earlier with a +4 to your own attack roll.

Combat then proceeds normally.

**Special:** This feat cannot be used if you are currently in melee combat.

### **Knockout Punch**

You have learned that a quick strike at the start of combat can sometimes bring the fight to a quick and satisfactory end.

**Prerequisites:** Brawl, base attack bonus +3 or higher.

**Benefit:** If you spend an Action Point when making your first unarmed attack in a round, treat a successful attack as a critical hit. This damage is nonlethal.

**Special:** Even if you have the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

### **Lauded Flyer**

Born to ride or born to tear through the sky, you have a passion for vehicles and are a master in their control.

**Benefit:** You gain a +1 bonus on all Drive, Operations (Piloting), Operations (driving) and Pilot checks. Vehicles that you control solely (or are under the control of crew members that all possess this feat) receive a +1 bonus to their Acceleration, Deceleration and Defense Value scores. This bonus only applies once, no matter how many crew might operate a vehicle with this feat.

**Special:** This feat applies to jet packs as well as all air, ground and aquatic vehicles, but does not apply to spacecraft larger than fighters and flyers.

### **Leadership**

You are a natural leader.

**Prerequisite:** Character level 6th.

**Benefits:** Having this feat enables you to attract loyal companions or devoted followers, subordinates who assist you. See the table below for what sort of cohort and how many followers you can recruit.

**Leadership Modifiers:** Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Charisma modifier). A character's Influence (from the point of view of the cohort or follower he is trying to attract) raises or lowers his Leadership score:

#### **Influence Modifier**

<b>Leader's Influence in ...</b>	<b>Modifier</b>
One friendly faction	+1
More than one friendly faction	+2
One unfriendly faction	-1
More than one unfriendly faction	-2

Other modifiers may apply when the character tries to attract a cohort:

#### **Miscellaneous Modifiers**

The Leader...	Modifier
Recruits a cohort of a different faction	-1
Recruits a cohort of a different species	-2
Caused the death of a cohort	-2 <sup>1</sup>

1 Cumulative per cohort killed.

Followers have different priorities from cohorts. When the character tries to attract a new follower, use any of the following modifiers that apply.

#### **Modifiers to Followers**

The Leader...	Modifier
Has a stronghold, base of operations, asteroid hideout or the like	+2
Moves around a lot	-1
Caused the death of other followers	-1

## Leadership Table

Leadership Score	Cohort Level	Number of Followers by Level					
		1st	2nd	3rd	4th	5th	6th
1 or lower		—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6 <sup>th</sup>	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8 <sup>th</sup>	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25+	17th	135	13	7	4	2	2

*Leadership Score:* A character's base Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score, as detailed above.

*Cohort Level:* The character can attract a cohort of up to this level. Regardless of a character's Leadership score,

he can only recruit a cohort who is two or more levels lower than himself. The cohort should be equipped with gear appropriate for its level. A character can try to attract a cohort of a particular faction or class.

Cohorts earn XP as follows: The cohort does not count as a party member when determining the party's XP.

Divide the cohort's level by the level of the Player Character with whom he is associated (the character with the Leadership feat who attracted the cohort).

Multiply this result by the total XP awarded to the Player Character and add that number of experience points to the cohort's total.

If a cohort gains enough XP to bring it to a level one lower than the associated PC's character level, the cohort does not gain the new level – its new XP total is one less than the amount needed to attain the next level.

*Number of Followers by Level:* The character can lead up to the indicated number of characters of each level. Followers are similar to cohorts, except they are generally low-level Non-Player Characters. Because they are generally five or more levels behind the character they follow, they are rarely effective in combat.

Followers do not earn experience and thus do not gain levels. However, when a character with Leadership attains a new level, the player consults the table above to determine if he has acquired more followers, some of which may be higher level than the existing followers. You do not consult the table to see if your cohort gains levels, however, because cohorts earn experience on their own.

## **License**

You are authorized to do something most people are not.

**Benefit:** You have a license which allows you certain powers, perks and privileges. There are two possible licenses, listed below. Note that governments at war often do not recognize the legal authority of other nations.

*Medical:* You may practice non-emergency medicine. Doing this without a license will result in a 1d6 x 1,000 credit fine if no harm was done, and a 1d6 x 10,000 credit fine as well as 1d4 years in prison if harm resulted. No license is needed to perform first aid or otherwise respond to an emergency. The holder of a medical license gains a +2 on Diplomacy or Bluff checks in many circumstances, such as bullying past guards ('Let me through, there's a medical emergency!') or acquiring drugs without a prescription ('If my patient doesn't get this soon, he'll die!').

*Firearm:* You are authorized to carry a sidearm (concealed or unconcealed) in public places. This may have

limits, depending on the character's justification for the license – the Games Master should set reasonable limits, such as not permitting the weapon in a bar if you plan to drink, license or no. Carrying a gun openly tends to draw attention on most core worlds or stations. The Games Master may grant bonuses to Notice [spot] or Investigate checks due to the fact you stand out. On the plus side, having a weapon in plain view in societies where this is not common grants a +2 on Intimidate checks.

### **Loremaster**

You are a repository of obscure facts and occasionally useful trivia.

**Prerequisite:** Int 13.

**Benefit:** You love to scour the datanet for obscure facts, study random subjects and otherwise build up a collection of bits and pieces of knowledge that may sometimes come in handy. Every level you gain a single bonus skill point to add to your lowest Knowledge skill (you must have a minimum of one rank in the skill already). If there are multiple subskills with the same number of ranks, pick any one of them.

### **Master Craftsman**

You have a special gift when it comes to arts and crafts.

**Benefit:** Choose one subskill of the Technical skill. When making skill checks with the chosen option, you gain a +2 bonus and can perform work in  $\frac{3}{4}$  the normal time listed in the skill's description.

**Special:** You may choose this feat multiple times. Each time it either applies fully to a new subskill or adds a further +1 to checks with the same subskill. The second time you choose the same subskill, you may perform work in  $\frac{1}{2}$  the time, but further feat choices will not reduce this again.

### **Natural Mathematician**

You have an uncanny knack for complex mathematics and can plot out the most intricate equations and proofs in your head without need of a computer or other aids.

**Benefit:** You gain a +2 bonus to all Technical skill checks. If you have the Far Shot feat, Natural Mathematician will allow you to apply that feat's Benefits to attacks made with an indirect fire weapon.

**Normal:** You cannot use Far Shot with an indirect fire weapon.

### **Physical Adept**

Your body is a temple and physical exertion is your preferred form of worship.

**Benefit:** You gain a +3 bonus on all Acrobatics and Athletics checks.

### **Pistol Fighter**

You have a natural gift with pistols and can take shots so quickly they can be hard to track with the naked eye.

**Benefit:** You may spend an Action point to use a pistol to take a free attack. Also, if armed with a pistol when a

surprise round occurs in which you cannot normally act, you can always spend an Action Point and take a single shot with it at any enemy in range just before normal combat rounds commence.

**Normal:** Ranged weapons cannot be used to take free attacks. In a surprise round, only those entitled to act may do anything before normal combat begins.

### **Power Attack**

You can use your strength to deliver a mighty blow.

**Prerequisite:** Str 13.

**Benefit:** On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.

**Special:** If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You cannot add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks).

### **Power Kick**

You can kick someone away from you or into something else.

**Prerequisite:** Brawler

**Benefit:** You can deliver a mighty kick that will send opponents tumbling. As a full-attack action, make an unarmed attack against your target. If you hit, your opponent must make an Acrobatics check at a DC of 10 + damage done. If he fails, he staggers back 5 ft and must make a second Acrobatics check at the same DC or fall prone. Use of this feat will provoke a free attack unless the character also has the Improved Bull Rush feat.

**Special:** Legs are stronger than fists. Add +1 to the base unarmed damage. Characters with cybernetic legs add an additional +1.

### **Quick Draw**

The product of way too many action holos while a child, you have learned how to bring your weapon to bear in a fraction of a second.

**Prerequisite:** Base attack bonus +1 or higher.

**Benefit:** You can draw a weapon as a free action. You may also throw weapons at your full normal rate of attacks.

**Normal:** A character draws a weapon as a move action. If a character has a base attack bonus of +1 or higher, the character can draw a weapon as a free action when moving.

### **Quick Reload**

Nothing is more terrifying in a heated battle than hearing the distinctive buzz of a F.L.I.C. whose power cell has been drained. You have developed the ability to reload your weapon with barely a break in shooting.



**Prerequisites:** Quick Draw, base attack bonus +1 or higher.

**Benefit:** Reloading a weapon with a new power cell or magazine (for slugthrowers) is a free action. Reloading any slugthrower with an internal magazine is a move action. You may also reload a weapon without granting a free attack to your opponents.

**Normal:** Reloading a weapon with a new power cell, or a slugthrower with a new magazine, is a move action. Reloading a slugthrower with an internal magazine is a full-round action.

## Rank

You have status in a formal organization.

**Prerequisite:** 3rd level or above.

**Benefit:** You are a member of a hierarchical faction (for example, military), and a moderately high-ranking one at that. This is the equivalent of being a 2nd lieutenant in the military, a Senior Manager in a large corporation or a 'made man' in the Mafia. You are not at the top, but you are not at the bottom, and you can issue orders to the lower ranks or draw on organizational resources. However, this must be done with the aims of the organization in mind. Rank gains you a +8 bonus to Influence checks within the faction and +4 to other factions of the same race. This does not stack with Inside feat.

## Refuge

You have a place to hide when things get hairy.

**Benefit:** You have a secure location to hole up in. Typical safe houses include an innocuous apartment in an Earth megaplex, a base on a small asteroid whose orbit takes it far from prying eyes or a small emergency shelter. The safe house is concealed from casual inspection and contains moderate levels of electronic countermeasures – all Technical or Investigation checks to find it suffer a –4 modifier. The safe house contains supplies suitable for one person for ten days. If the safe house is located in a civilized area, the occupants may of course venture out to buy food and so on, but this may result in them being seen and trailed.

**Special:** A character may take this feat multiple times, in order to have multiple safe houses scattered throughout the system.

## Secret

You know something most people do not.

**Benefit:** You have some knowledge which very few people have and which very few people want you to have. This may be the location of an Earth Alliance weapons stockpile, the password to the Cenauri private bank accounts or the dishonor that hangs over a prestigious Narn family. In general, a secret gains the user a +2 stackable bonus to any Influence checks in the related faction.

The exact nature of the secret should be worked about between the player and the Games Master, as well as the consequences should the secret become known. Other benefits from secret can also be worked out by the GM

and the player.

### **Skip Shot**

Time spent fighting in cramped and cluttered areas has taught you to bounce bullets around corners.

**Prerequisites:** Point Blank Shot, Precise Shot.

**Benefit:** If you have a solid, relatively smooth surface on which to skip a bullet (such as a street or a concrete wall), and a target within ten feet of that surface, you may ignore cover between yourself and the target.

However, you receive a –2 penalty on your attack roll, and your attack deals –1 die of damage.

**Special:** The surface does not have to be perfectly smooth and level; a brick wall or an asphalt road can be used. The target can have no more than  $\frac{3}{4}$  cover for you to attempt a skip shot. This ability cannot be used with energy weapons.

### **Stealthy**

In the complex and ever-shifting universe of Babylon 5, it sometimes pays to be quiet and sneaky.

**Benefit:** You gain a +3 bonus on all Stealth checks.

### **Strafe**

Letting loose with an automatic fire weapon, you can concentrate its effects in a more confined area.

**Prerequisites:** base attack bonus 4+.

**Benefit:** When using a firearm on automatic fire to Spray an Area, you can affect an area up to 6 10X10 ft areas, and are limited to 30 shots or the amount of ammo you have left in your weapon, whichever is lower.

**Normal:** A firearm on automatic fire normally affects up to 5 10X10 areas and is limited to 25 rounds or shots..

### **Streetfighting**

There is no honor among brawlers and you have learned a variety of dirty tricks.

**Prerequisites:** Brawler, base attack bonus +2 or higher.

**Benefit:** Once per round, if you make a successful melee attack with an unarmed strike or light weapon, you deal an extra 1d4 points of damage.

### **Supreme Effort**

You can take yourself to the very limit of your abilities for a cause you believe in.

**Prerequisites:** Heroic Surge, Iron Will.

**Benefit:** When spending an Action Point to modify a d20 roll using the rules for Action Points in the Basic Rules, you can spend a second Action Point to activate this feat. If you do, the Action Point roll is modified by your base Will saving throw bonus (including the bonus provided by the Iron Will feat, but no other feat that modifies Will saves applies).

## Surgery

You are capable of using your medical skill for more than first aid; you can perform complex operations.

**Prerequisite:** Medical 4 ranks.

**Benefit:** You can use the Medical skill to perform surgery without penalty.

**Normal:** Characters without this feat take a –4 penalty on Medical checks made to perform surgery.

## Takedown

When you have shot one foe dead, you may quickly begin firing at another.

**Prerequisites:** Dex 13, Point Blank Shot, Precise Shot.

**Benefit:** Essentially, this feat does for ranged weapons what Cleave does for melee weapons. If you deal a creature enough damage with a ranged weapon to make it drop (typically by dropping it to below zero hit points or killing it), you get an immediate, extra ranged attack against another creature within four meters of the previous target. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

## Track

You are adept at noting the tiniest of clues of an enemy's passing and using them to accurately track him great distances.

**Benefit:** To find tracks or follow them for one kilometer requires a Survival check. You must make another Survival check every time the tracks become difficult to follow.

You move at half your normal speed (or at your normal speed with a –5 penalty on the check, or at up to twice the character's speed with a –20 penalty on the check). The DC depends on the surface and the prevailing conditions.

Track DCs

Surface	Track DC
Very soft	5
Soft	10
Firm	15
Hard	20

**Very Soft:** Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

**Soft:** Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the quarry leaves frequent but shallow footprints.

**Firm:** Most normal outdoor or exceptionally soft or dirty indoor surfaces. The quarry might leave some traces of its passage, but only occasional or partial footprints can be found.

**Hard:** Any surface that does not hold footprints at all, such as bare rock, concrete, metal decking or indoor floors. The quarry leaves only traces, such as scuff marks.

If you fail a Survival check, you can retry after one hour (out doors) or ten minutes (indoors) of searching.

**Normal:** A character without this feat can use the Survival skill to find tracks, but can only follow tracks if the DC is 10 or less. A character can use the Search skill to find individual footprints, but cannot follow tracks using Search.

### Track Modifiers

Condition	DC Modifier
Every three targets in the group being tracked	-1
Size of targets being tracked: <sup>1</sup>	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: <sup>2</sup>	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked target hides trail (and moves at half speed)	+5

1 For a group of mixed sizes, apply only the modifier for the largest size category represented.

2 Apply only the largest modifier from this category.

### Ultra Immune System

Maybe it is your genes, maybe you are just too tough to succumb, but poisons, disease and radiation have a noticeably lesser effect on you.

**Prerequisite:** Con 13, Great Fortitude.

**Benefit:** You gain a +2 bonus to all Fortitude saving throws made to resist poisons, disease and radiation sickness. You also reduce ability score damage from such effects by one point but cannot suffer less than one

point of damage per instance this way.

### **Weapon Focus**

Choose a specific weapon. You can choose unarmed strike for your weapon for purposes of this feat.

**Prerequisites:** base attack bonus +4 or higher.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Each time you take the feat, you must select a different weapon.

### **Weapon Specialization**

Choose a weapon with which you already have Weapon Focus. You are exceptionally skilled at using this weapon.

**Prerequisites:** Weapon Focus with selected weapon, base attack bonus +5.

**Benefit:** You gain a +2 bonus on all damage rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Each time you take the feat, you must select a different weapon.

### **Zealous**

Your passion for your cause allows you to achieve greatness.

**Benefit:** When you are fighting for a cause you truly believe in (Games Master's discretion as to when this is taking place), you may spend an Action Point to enter a state of profound determination and enthusiasm, granting you a +1 bonus on all attack, damage and saving throw checks for the duration of the combat.

### **Zero-G Training**

Accustomed to shipboard life, you can fight in weightless environments with little difficulty.

**Prerequisites:** Dex 13, Acrobatics 4 ranks.

**Benefit:** When in a low- or zero-gravity environment, you suffer no penalty to attack rolls, nor do you suffer from space sickness.

**Normal:** Characters normally suffer a -4 penalty to attack rolls when in zero-gravity environments and a -2 penalty while in low-gravity environments. In addition, they are also subject to space sickness.