

Extra Feats for Mutants & Masterminds

New Feat Notes

Any text listed below in **red** should be disregarded. This text has been included as it was in the original document, but it is not being used at present.

Any text listed below in **green** has been added by me (Andrew) and so is being called out as a home rule.

Aircraft Operation Proficiency, Ranked

Select a class of aircraft (heavy aircraft, helicopters, jet fighters or spacecraft). You are proficient at operating that class of aircraft.

The heavy aircraft class includes jumbo passenger airplanes, large cargo planes, heavy bombers and any other aircraft with three or more engines. Helicopters include transport and combat helicopters of all types. Jet fighters include military fighter and ground attack jets. Spacecraft are vehicles such as space shuttles.

You take no penalty on Pilot checks on attack rolls made when operating an aircraft of the selected class. Characters without this feat take a -4 penalty on Pilot checks made to operate an aircraft that falls in any of these classes, and on attacks made with aircraft weapons. There is no penalty when a character operates a general purpose aircraft.

Each time you acquire this feat, select a different class of aircraft.

Archaic Weapons Proficiency Proficiency

You take no penalty on attack rolls when using any kind of archaic weapon. Characters without this feat take the -4 non-proficient penalty when making attacks with archaic weapons. If this feat is available in the campaign, it should be considered a prerequisite for learning any armed fighting style.

Armour Proficiency Proficiency

You take no penalty to your attack or defence bonus for wearing armour. Characters without this feat take a penalty to attack and defence bonus equal to the armour's Protection bonus.

Challenge General, Ranked

Choose a specific challenge. You can pick a standard challenge or a particular skill challenge. For standard challenges, the challenge only applies to a *specific* task. So, for example, if you choose the Fast Task challenge, you need to specify a task, such as the feint application of Bluff, or making an item with Craft. If you take Calculated Risk, you need to specify the two checks (and the skills used in them) and is you take Simultaneous Tasks, you need to specify the two tasks. Once specified, these things do not change.

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

You can take this feat multiple times. Each time, it applies to a different challenge **or reduces the penalty for an existing challenge by 5 more.**

Crushing Pin Combat

While grappling, if you pin an opponent, you can also inflict your normal unarmed damage against that opponent each round for as long as you maintain the pin. You hold your opponent immobile as normal, but must remain immobile yourself to continue the crushing pin. You suffer a -4 defence penalty while maintaining a Crushing Pin, in addition to losing your dodge bonus against anyone you aren't grappling, as normal.

Dedication General

Your dedication to your allegiance makes it very difficult to sway you. You receive a +4 bonus on Will saving throws and Sense Motive checks for any effect causing you to act against your allegiance.

Defensive Strike Combat

If an opponent attacks you in melee combat and misses, your next melee attack against that opponent has a +4 bonus to hit. You gain no bonus against opponents who do not attack you or who attack and hit you successfully (whether or not the attack has any effect).

Deflect Arrows Combat, Ranked

Prerequisite: Martial Artist

You can make block rolls to deflect thrown weapons and projectiles like arrows with an effective attack bonus of +1 per rank. This is 1 rank of the Deflect power.

Exotic Weapon Proficiency Proficiency, Ranked

Choose one exotic weapon. You are proficient in that weapon and suffer no penalty to attack rolls when using it. Characters without this feat take the -4 non-proficient penalty when making attacks with exotic weapons. You can take this feat multiple times, applying it each time to a different exotic weapon.

Finishing Blow Combat

You can perform a coup de grace as a standard rather than a full-round action.

First Strike Combat, Ranked

When you make an attack against a flat-footed opponent (someone who hasn't yet acted in combat) whose initiative is lower than yours, increase your attack's damage bonus by +2. Opponents immune to critical hits suffer no additional damage. Additional ranks increase your First Strike damage bonus by +1, to a maximum of +5. First Strike damage stacks with the Sneak Attack feat. Your total damage bonus is limited by the campaign's power level.

Improved Concealment General

When you have concealment, the miss chance for attacks against you is improved by 2 (from 17 to 15 in the case of normal concealment). The miss chance cannot be lower than 11 (on 1d20), so the feat does not improve total concealment.

Improved Flank	Combat	Renown	Reputation, Ranked
When you and another character flank an opponent, you gain a +4 attack roll bonus rather than the usual +2 bonus (see page 116 of the <i>Masterminds Manual</i> for flanking rules).		Your reputation precedes you. For each rank in this feat, increase your reputation bonus by +3 (see page 86 of <i>Masterminds Manual</i> for rules on Reputation).	
Improved Mental Grapple	General	Simple Weapons Proficiency	Proficiency
You have a +2 bonus on mental grapple checks.		You make attack rolls with simple weapons normally. A character without this feat takes the -4 non-proficient penalty when making attacks with simple weapons.	
Improved Ranged Disarm	Combat	Speed of Thought	Combat
You have no penalty to your attack roll when making a disarm attempt at range.		You can use your Intelligence modifier rather than your Dexterity modifier when making initiative checks. Other initiative modifiers stack with your Int modifier normally.	
Improved Trick	Combat	Surface Vehicle Operation	Proficiency, Ranked
You can use Bluff to trick an opponent in combat as a move action rather than standard action without the usual -5 penalty.		Select a class of surface vehicle (heavy wheeled, powerboat, sailboat, ship, or tracked). You are proficient at operating that class of vehicle.	
Improvised Weapons Proficiency	Proficiency	The heavy wheeled class includes all kinds of semi-trucks and tractor-trailers, as well as wheeled construction vehicles (such as earth movers) and wheeled armoured vehicles (such as some armoured personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Sailboats are wind-powered water vessels. Ships are large water vessels. Tracked vehicles include bulldozers and tanks and other military vehicles.	
You can use an improved weapon (an ordinary object reasonably sized and shaped for use as a weapon) without penalty. Characters without this feat take a -4 non-proficient penalty on attack rolls made with improvised weapons. Note that characters who are strong enough may use nearly any large, heavy object as an improvised weapon (see <i>Improvised Weapons</i> in the Combat chapter of <i>Mutants & Masterminds</i>).		You take no penalty on Drive checks or attack rolls made when operating a surface vehicle of the selected class. Characters without this feat take a -4 penalty on Drive checks made to operate a surface vehicle that falls under any of these classes, and to attacks made with vehicle weapons. There is no penalty when you operate a general-purpose surface vehicle.	
Light Sleeper	General	You can take this feat multiple times, selecting a different class of surface vehicle each time.	
You do not suffer the +10 DC modifier to Notice checks for being asleep. This means you're much less likely to be caught by surprise while sleeping. You can also act immediately upon waking (characters are normally dazed for one round after waking).		Sweeping Strike	Combat
Low-Profile	Reputation, Ranked	When you make a successful unarmed attack against an opponent, you can split your damage bonus between damaging your opponent and a free and immediate trip attack. So, for example, if you have a +4 unarmed damage bonus, you can inflict +1 damage and make a trip attack with a +3 bonus in place of your normal Str bonus, or +2 damage and +2 trip, or any such combination. You must assign at least +1 bonus each to damage and trip to use Sweeping Strike. The trip attack is resolved normally, including your opponent potentially having the opportunity to trip you.	
You're less well known than your capabilities would suggest. Lower your reputation bonus by 3 for each rank of this feat (see page 86 of <i>Masterminds Manual</i> for rules on Reputation).		Tough	General, Ranked
Martial Artist	Combat	You are unusually tough; add your rank in this as a bonus to your Toughness saving throws. Your maximum Toughness save bonus is limited by power level as normal. The GM may choose to set a limit on how many ranks you can have in this feat; Tough is an innate talent or knack, as opposed to the Protection power which is a superhuman trait. A maximum of three ranks of Tough is usually a fair limit for semi-realistic games.	
Your unarmed attacks are considered armed. If this feat is available, it should be considered a prerequisite for learning any unarmed fighting style (see <i>Fighting Styles</i> in Chapter 4 of <i>Masterminds Manual</i>).		Unbalancing Strike	Combat
Also, you may choose to cause either lethal or non-lethal damage with your unarmed attacks (unarmed attacks normally just deal non-lethal damage).		When you hit an opponent with a melee attack, you can choose to throw him off balance rather than inflicting damage. Your opponent makes a Reflex saving throw (DC 10 + your attack's damage bonus). A failure means he loses his dodge bonus to defence for the next round.	
Martial Strike	Combat, Ranked		
Prerequisite: Martial Artist			
Your unarmed attacks inflict additional damage: +1 per rank in this feat. Your maximum damage is still limited by the campaign's power level, and the GM may set an additional limit on the number of ranks you can have in this feat based on things like fighting style and other campaign limits.			
Oathbound	Combat		
Your strong devotion to your allegiance gives you an additional +1 modifier on aid another actions for allies who share your allegiance (providing a +3 bonus rather than a +2 bonus). You also gain a +1 bonus on attack rolls against opponents with an allegiance opposed to you.			
Personal Firearms Proficiency	Proficiency		
You can fire any personal firearm without penalty. Characters without this feat take a -4 non-proficient penalty on attack rolls made with personal firearms.			