

Homebrew Feats

Rust Belt Gothic

Feats List

Acrobatic

You get a +2 bonus on all jump and tumble checks.

Alert

You get a +2 bonus on all listen and spot checks.

Ambidextrous

Prerequisite: DEX 14

You ignore penalties for using your off hand to perform a task. Helpful for dual wielding weapons.

Astral Projection

Prerequisite: CHA 14, Psychic Focus 4

You're able to project an incorporeal form of your consciousness while your physical body is asleep. Requires a psychic focus check against DC 10.

Athletic

You get a +2 bonus on all climb and swim checks.

Battle Meditation

Prerequisite: Psychic Focus 8

You can psionically inspire your allies during turmoil. They gain a +2 bonus to skill checks, saves, and combat actions so long as you hold focus. Requires a psychic focus check against DC 15.

Blank

Heavy resistance to magic and psionic powers – -4 to checks to cast spells and +4 to all save rolls when being affected by magic or psionic powers.

Bloody Mess

Horrible things seem to just sort of 'happen' around you. Critical range with all weapons increases by 1.

Bullshit Detector

You have an innate ability to separate truth from lies. Gain +2 to any Innuendo and Sense Motive skill checks.

Captain Hindsight

Prerequisites: WIS 12

Gain +2 to any Psychoanalysis and Search checks.

Cautious

You get a +2 bonus on all Demolitions, Move Silently and Sleight of Hand checks.

Careful Shot

Gain +1 bonus on rolls to hit if you aim with appropriate weapon. You may also aim at an opponent engaged in melee combat with a friendly without the -4 penalty.

Cleave

Prerequisite: STR 13, Power Attack

If you deal an opponent enough damage to reduce its hit points to 0, you get an immediate extra melee attack against another opponent within your reach.

Combat Casting

You're adept at casting spells in combat. You gain a +4 bonus on concentration checks made to cast a spell in combat.

Combat Reflexes

You gain a +2 bonus to initiative rolls and +1 to dodge defense bonus and reflex saves.

Commando

+2 to wilderness lore rolls and +1 bonus to hit with two-handed firearms.

Concentrated Fire

+1 bonus if shooting at the same target as an ally or you have last turn. This effect stacks every turn to a maximum of +4.

Cherchez la Femme/Confirmed Bachelor

+2 to diplomacy, intimidate and bluff checks when talking to members of the same sex as your character. +1 on rolls to hit.

Deep One Ancestor

Restricted to first-level characters.

Hidden within your family's past is a deep shame from Innsmouth. You can't drown, die of old age or disease, and receive +2 STR and CON, but suffer a -4 CHA penalty.

Deep Sleep

You rest like the dead. Increased HP and SAN healing by a factor of x2, but with a chance to trigger a potentially dangerous trip to the Dreamlands. Declare a number within range 1-20 and then roll; if your number comes up, you journey to the Dreamlands.

Dodge

Prerequisite: DEX 13

Gain +2 dodge bonus to defense.

Doppelgänger

A mysterious stranger who looks an awful lot like you (only wielding a revolver and wearing all black, trench coat and 1930s hat included) seems to show up right when needed. Once per play session, you may, as a free action, roll a d20 against DC 15. If you succeed, your doppelgänger appears out of nowhere, lands an automatic critical (2d8 damage) on a foe or obstacle, and disappears as mysteriously as he or she arrived.

Drive-By Attack

You are especially skilled at attacking from a moving vehicle. You suffer no penalty when firing, swinging or throwing from a moving car.

Druidic Heritage

Restricted to first-level characters.

Somewhere in your distant untraceable lineage is a druid.

You gain a +4 bonus to checks relating to magic.

Ghoulish Conversion

Something's gone terribly wrong, and you've converted to the ways of the ghoul. You gain +4 CON, suffer from -2 INT, WIS, and CHA, but can cannibalize human corpses in order to restore HP (equal to one day of medical care). You also no longer take sanity checks for things relating to human mortality or morbidity.

Electro-Mech Whiz

You're a regular Konrad Zuse! +2 on computer use and repair rolls.

Empathetic

You can empathize with almost anyone. +2 on diplomacy rolls, -2 on intimidate.

Ferocious Loyalty

When a companion's HP drops to below 20%, you gain 4 DR and +1 to your STR and DEX mods.

Fey Blood

Restricted to first-level characters.

In the lost annals of history are the fey; within your veins, their blood. You gain +1 HP and +4 SAN per level up (including character creation), +2 on reflex saving throws and +1 to dodge defense bonus.

Finesse

You may use your DEX mod instead of STR mod when using melee weapons and calculating melee damage.

Great Concentration

Prerequisite: WIS 14 or Psychic Focus 6

You no longer take a penalty while taking damage or environmental factors when trying to use skills requiring concentration.

Great Fortitude

+2 inherent bonus on all fortitude saving throws.

Grim Reaper's Sprint

If you kill an opponent during combat, gain an extra action.

Gun-kata

Prerequisite: DEX 14, WIS 14, Dodge

Using both agility and intuition, you combine guns and martial arts into a deadly form of art. As a full round action during combat, when armed with at least one firearm, you can perform a 'gun-kata attack,' where you attack twice (with the option to grapple an opponent using your DEX modifier instead of STR – a successful grapple leads to a critical) and are conferred a +4 dodge bonus to any defense rolls against enemy attacks for the remainder of the round.

Gunslinger

+2 to diplomacy and +1 bonus to hit with handguns.

Hideous

At the very least, your mother loves you... you think. +4 on intimidate checks and -2 on diplomacy and psychoanalysis checks.

Hit the Deck

Halve damage from explosions and increase the bonus of being prone or in cover by +1.

Honest Face

Prerequisite: CHA 12

Police and other authority figures inherently trust you.

Criminal elements feel they can take advantage of you. +2 diplomacy and bluff with cops, -2 intimidate with criminals.

Impressive Initiative

+2 inherent bonus on initiative checks.

Improv

+4 on craft (improvised weapon/armor/tool/gear) checks.

Intense Training

Gain one attribute point.

Iron Will

+2 inherent bonus on all will saving throws.

Lady-killer/Man-eater

+2 to Charisma-related checks when talking to members of the opposite sex as your character. +1 on rolls to hit.

Lifegiver

+2 to heal and psychoanalysis checks.

Lightning Reflexes

+2 inherent bonus on all reflex saving throws.

Light Step

Prerequisite: DEX 12

You step lightly, decreasing the likelihood of activating traps (GM's discretion).

Lucid Dreamer

Confers a +2 bonus for skill use and combat rolls while in the Dreamlands.

Martial Artist

You are adept in a particular martial art. Confer with the GM to decide what type of bonus this would grant; for example, judo might warrant a bonus to grappling while krav maga would warrant a bonus for using improvised weapons. Standard bonus is +1 die when damaging and +1 bonus to reflex defense.

Nerd Rage!

Prerequisite: INT 16

You've been pushed around long enough! Whenever your HP drops to 20% or below, your strength is x2 for modifier purposes and you gain 25% damage resistance.

Paranormal Guardian

You're watched over by some sort of guardian; a saint, East Asian dragon, deceased relative, angel, or demon. They may intervene when you get into trouble, once in while...

Pathfinder

+2 for pilot, wilderness lore, and any sort of navigation check.

Piercing Strike

Unarmed or melee attacks ignore 2 DR. Effect stacks per consecutive hit.

Night Person

+1 bonus to WIS and CHA skills at night and no penalties for seeing and operating in the dark.

Pack Rat

Prerequisite: STR 12

You can carry more equipment that seems to be humanly possible.

Point Blank Shot

+1 bonus on ranged attacks against close-ranged foes.

Polymath

Prerequisite: INT 14

+2 to synergy bonuses.

Power Attack

Prerequisite: STR 13

During your turn, before rolling to attack, 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.

Practitioner

Prerequisite: WIS 11

You're in tune with magic. You gain a +2 bonus to spellcraft, knowledge (magic), and a +1 bonus when rolling a spell check.

Proficiency

Designate a type of weapon (for example, handguns, submachineguns, rifles, bows or swords). You gain a +2 bonus when using that type of weapon.

Protagonist Armor

Prerequisite: CHA 15

Once per play session, you negate entirely an enemy attack or trap that would have otherwise been fatal.

Quick Draw

Drawing your weapon, reloading, bolt-cocking or replacing an arrow in combat counts as a free action.

Renegade

Prerequisite: CHA 12

Police and other authority figures inherently distrust you. Criminal elements feel you're on the level. +2 diplomacy and innuendo with crooks, -2 bluff with cops.

Ricochet

A missed roll of natural 2-3 will ricochet and cause .25 of your damage roll to an enemy.

Ringleader

Prerequisite: CHA 13

+1 bonus received from cooperation.

Scarred

Cut to ribbons, you somehow lived. Human characters must pass a sanity check before attacking you in melee combat.

Seen Some Shit

And you wouldn't recommend it. Reroll sanity checks and take the lower result.

Sharp-Eyed

Prerequisite: WIS 11

+2 bonus to search, research and spot checks.

Shiny, and Chrome

Prerequisite: Driving 4

You make most other drivers look positively mediocre. As such, you're conferred a +2 bonus to all driving-related checks and the chances of critical injury during crashes are lowered (per discretion of GM).

Shotgun Surgeon

Prerequisite: Proficiency (Shotguns)

Shotguns ignore 10 DR.

Skill Focus

Gain +4 bonus to a designated skill when rolling. Must be a core skill.

Sociopath

You gain +4 on all rolls involving you or your wellbeing, and -2 on all rolls involving the wellbeing of others.

Solar Powered

You regain three points of sanity per hour exposed to sunshine.

Special Contact

You know someone rather useful, and can call on them for help. They could be an FBI agent, illicit fence, pilot, absent-minded professor, or Kevin Bacon – could be anyone anywhere within reason.

Stealth Run

Prerequisite: Move Silently 4

You can move at full speed while attempting to move silent, without penalty.

Surgeon

Prerequisite: Heal 9, Knowledge (Medicine) 9

You're a professional surgeon, gaining a +4 bonus on rolls to perform surgeries and interrogations. You also perform the operations quicker.

Swift Learner

Prerequisite: INT or WIS 14

You pick up on things rather quickly. Earn x1.5 the regular number of skill points when leveling you character up.

Tag!

You gain a new core skill as a personal interest.

Tank

Gain +10 hit points.

Second Sight

Prerequisite: CHA 15 or Psychic Focus 6

You can see past events and communicate with those who have passed on (GM's discretion – DC attribute or psychic focus check with appropriate DC taking time since death into consideration).

Psychic Persuasion

Prerequisite: CH 15 or Psychic Focus 8

These aren't the droids you're looking for. You can use diplomacy, bluff or intimidate to manipulate someone's mind, rolling against a DC that represents the target's mental strength.

Training Montage

You've gone through several 80s-style training montages.

You're now capable of amazing feats of stamina.

Whenever you make a check for performing a physical action that extends over a period of time (such as running, swimming, holding your breath, surviving in the wilderness, holding a foe down while help arrives), you get a +4 competence bonus.

Travel Light

If carrying relatively little equipment (GM discretion), you receive a +1 to your DEX mod.

Wildcard, Bitches!

Once per play session, you may flip a coin. Your called side gains a +6 bonus to whatever you're checking, while the wrong side makes you do something very stupid at the GM's discretion.

Xenolinguist

Prerequisites: INT 15, Knowledge (Linguistics) 8

You can learn non-human languages; it takes two points to either read/write or speak. Your first language is free (can be saved until you encounter an alien language).