

Complete Feats

by Stan!

Layout and Typesetting: Marc Schmalz

Complete Feats is a free tool offered in promotion of the *Modern Player's Companion*, the first publication from The Game Mechanics, Inc. for modern d20 System campaigns. It summarizes all feats from *d20 Modern Roleplaying Game* (Wizards of the Coast), *Ultramodern Firearms* (Green Ronin Publishing), *Modern Player's Companion* (The Game Mechanics).

Heroes can face some pretty tough decisions. But nothing compares to the choices a player has to make. Whether at character creation or when leveling up, just figuring out how to get the hero on your character sheet to match the one in your imagination can be the toughest challenge in the game.

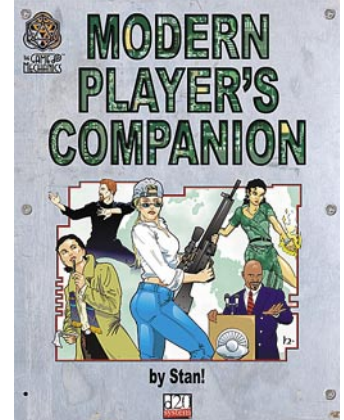
Modern Player's Companion provides expanded options for creating, developing, and equipping characters, offering even more ways to personalize and customize the heroes of any modern-world roleplaying game.

Modern Player's Companion includes:

- Seven new starting occupations, including Bohemian and Tribal
- Nine class combinations that illustrate how to flesh out a character concept by multiclassing with just the six basic classes
- Eight new advanced classes, such as the Enforcer and the Survivalist
- Twenty-five feats including Cross-Training, Poker Face, and Sidestep
- New equipment, from duffel bags to laser pointers, along with equipment packages that enable heroes to quickly gear up for action

Modern Player's Companion is the first in an innovative series of sourcebooks providing new options and ideas for adventuring in the modern world.

This product requires the use of the *d20 Modern Roleplaying Game* core rulebook, published by Wizards of the Coast, Inc. For players and Gamemasters, this product is compatible with other d20 System roleplaying games.



'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used according to the terms of the d20 System License version 4.0. A copy of this License can be found at www.wizards.com/d20.
d20 Modern™ is a trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission. Wizards of the Coast® is a registered trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission.

Complete Feats ©2003 The Game Mechanics, Inc. All rights reserved.

For information on the designation of Open Game Content and Product Identity in this publication, refer to the Appendix.

THE GAME MECHANICS and The Game Mechanics logo are trademarks of The Game Mechanics, Inc. All rights reserved.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of The Game Mechanics, Inc.

This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

Made in the U.S.A.



Complete Feats

Introduction

When I sit down to create a modern d20 System character, I usually have a pretty detailed idea of what starting occupation I'll pick, and I generally also know what classes I'll choose for the character's first few levels. I'll probably even have a good idea what advanced classes toward which I want to steer the character. Those are really broad scale decisions—the basis on which a roleplaying character is built—and that part of character creation goes quickly.

Where I sometimes bog down is the point at which I have to select feats.

Not only that, I repeat this bogging down process whenever the character reaches a level at which I can assign a new feat.

For a while, I was really frustrated by this. After all, I'm a pretty savvy gamer, and I know the rules as well as anyone (of course, having been on the design team for the *d20 Modern Roleplaying Game* certainly helps in that regard). So, I couldn't understand why was it taking me so long to pick a feat.

Finally, it struck me—feats are the most customizable part of a d20 System character. The game is built so that characters with the same class are more or less comparable—not interchangeable, but certainly similar. The *real* difference between characters becomes clear after feats are selected.

Feats are where the real style and panache of the game is, so of course selecting them is a painstaking task. Everyone wants to look good, right?

Feat Proliferation

It's not surprising, then, that most d20 System products include new feats. Every designer wants to add something

cool to the game, and players are always looking for new ways to make their characters stand out from the crowd.

The only problem with this proliferation of new feats is the difficulty in remembering what they all are and where they can each be found. After all, a feat that you can't find cannot help you during character creation or leveling up.

One of the handiest charts for players is Table 3–1: Feats (see Chapter 3 of the *d20 Modern Roleplaying Game*). It presents all the feats available in one handy reference table. Well ... all the feats in the main game. But, as I said earlier, new feats are published all the time.

Sadly, Table 3–1 has no way to reflect the increasing number of possibilities.

A New Table For A New Day

In order to make my own character creation process easier and more efficient, I've worked up a new version of the Feats table that includes feats from other modern d20 System products. As I bring more products to my game, I'll modify the table and update this article. Right now the table includes feats from the following products:

- *d20 Modern Roleplaying Game* (Wizards of the Coast)
- *Ultramodern Firearms* (Green Ronin Publishing)
- *Modern Player's Companion* (The Game Mechanics)

If you are aware of another modern d20 System game that presents feats that should be included on this list, post a message about it on The Game Mechanics' "Experiments and Helpware" message board. If I can get a copy, I'll look it over and see about adding the feats into the mix. (I do, however, reserve the right to editorialize and selectively add the feats that I personally think are good for the game.)

Table CF-1: Expanded Feat List

Feat	Prerequisites	Benefits
Acrobatic	—	+2 on Jump and Tumble checks
Aircraft Operations ¹	Pilot 4 ranks	No –4 penalty on Pilot checks or attack rolls with selected class of aircraft
Alertness	—	+2 on Listen and Spot checks
Animal Affinity	—	+2 on Handle Animals and Ride checks
Archaic Weapons Proficiency	—	Proficient in swords, bows, etc.
Armor Proficiency (light)	—	Add equipment bonus for armor type to your Defense; no armor penalty for skill checks
Armor Proficiency (medium)	Armor Proficiency (light)	Add equipment bonus for armor type to your Defense; no armor penalty for skill checks
Armor Proficiency (heavy)	Armor Proficiency (light, medium)	Add equipment bonus for armor type to your Defense; no armor penalty for skill checks
Athletic	—	+2 on Climb and Swim checks
Attentive	—	+2 on Investigate and Sense Motive checks
Blind-Fight	—	Reroll miss chance
Brawl	—	+1 on unarmed attacks, 1d6 + Str bonus nonlethal damage
Improved Brawl	Brawl, base attack bonus +3	+2 on unarmed attacks, 1d8 + Str bonus nonlethal damage
Knockout Punch	Brawl, base attack bonus +3	Nonlethal unarmed attack is automatically critical hit

¹You can take this feat multiple times; each time it applies to a different skill, type of equipment, or weapon.

Complete Feats

Table CF-1: Expanded Feat List (Continued)

Improved Knockout Punch	Brawl, Knockout Punch, base attack bonus +6	Nonlethal unarmed critical hit deals triple damage
Streetfighting	Brawl, base attack bonus +2	+1d4 damage once per round with unarmed attack or light melee weapon
Improved Feint	Int 13, Brawl, Streetfighting	+2 on Bluff checks to feint; feint as move action
Builder	—	+2 on any two of Craft (chemical, electronic, mechanical, structural) checks
Cautious	—	+2 on Demolitions and Disable Device checks
Code of Honor ^A	Any allegiance	+4 on certain checks when dealing with same allegiance, -4 when dealing with opposite
Collector ^A	Knowledge (pop culture) 5 ranks	+5 on Wealth check to have specific class of item on hand
Combat Expertise	Int 13	Reduce attack bonus by up to -5, increase Defense bonus by up to +5
Improved Disarm	Int 13, Combat Expertise	Disarm does not provoke attack of opportunity
Improved Trip	Int 13, Combat Expertise	Trip opponent and make an immediate melee attack
Whirlwind Attack	Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4	One melee attack at each opponent within 5 feet
Combat Martial Arts	Base attack bonus +1	1d4 + Str lethal or nonlethal damage, considered armed
Improved Combat Martial Arts	Combat Martial Arts, base attack bonus +4	Unarmed strike threatens critical hit on 19 or 20
Advanced Combat Martial Arts	Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +8	Unarmed strike critical hit deals <ts>3 damage
Martial Arts Weapons Proficiency ^A	Combat Martial Arts, Defensive Martial Arts, base attack bonus +1	Proficient in 3 specific exotic melee weapons
Combat Reflexes	—	Additional attacks of opportunity
Confident	—	+2 on Gamble and Intimidate checks
Creative	—	+2 on any two Craft (visual arts, writing), or Perform checks
Cross-Training ^A	—	+1 to two different ability scores, -2 to one ability score
Deceptive	—	+2 on Bluff and Disguise checks
Haggle ^B	Deceptive or Trustworthy	Bluff or Diplomacy check to modify purchase DC by 1
Defensive Martial Arts	—	+1 dodge bonus to Defense against melee attacks
Combat Throw	Defensive Martial Arts	+2 to Str, Dex on trips and grapples
Improved Combat Throw	Defensive Martial Arts, Combat Throw, base attack bonus +3	Free trip attack when opponent misses you
Elusive Target	Dex 13, Defensive Martial Arts	-4 on ranged attacks against you while engaged in melee combat
Unbalance Opponent	Defensive Martial Arts, base attack bonus +6	Opponent receives no Str bonus to attack, only to damage
Dodge	Dex 13	+1 dodge bonus against selected opponent
Agile Riposte	Dex 13, Dodge	Make one attack of opportunity when your designated target fails a melee attack against you
Improved Dodge ^A	Dex 13, Dodge	+2 dodge bonus against selected opponent
Greater Dodge ^A	Dex 13, Dodge, Improved Dodge	+3 dodge bonus against selected opponent
Supreme Dodge ^A	Dex 13, Dodge, Improved Dodge, Greater Dodge	+4 dodge bonus against selected opponent or split between various opponents
Mobility	Dex 13, Dodge	+4 dodge bonus against attacks of opportunity
Sidestep ^A	Dex 13, Dodge, Mobility	Follow opponent making 5-foot step out of melee
Back Off ^A	Dex 13, Dodge, Mobility, Sidestep	Use attack of opportunity to make a 5-foot step
Spring Attack	Dex 13, Dodge, Mobility, base attack bonus +4	Move before and after melee attack

^AFeat from *Modern Player's Companion*

^BFeat from *Ultramodern Firearms*

Complete Feats

Table CF-1: Expanded Feat List (Continued)

Drive-By Attack	—	No speed penalty when attacking from moving vehicle
Educated ¹	—	+2 on any two Knowledge checks
Endurance	—	+4 on certain Swim and Con checks, some Fort saves
Exotic Melee Weapon Proficiency ¹	Base attack bonus +1	Proficient in specific exotic melee weapon
Expert Advice ^A	1 rank in chosen skill	Use Reputation bonus instead of ability bonus with chosen skill
Far Shot	—	Multiply range increments by 1.5 (2 for thrown weapons)
Dead Aim	Wis 13, Far Shot	+2 on ranged attack if full round spent aiming
Improved Dead Aim ^{AB}	Wis 13, Far Shot, Dead Aim	+3 on ranged attack if full round spent aiming
Financial Wizard ^A	Profession 4 ranks	Recover Wealth quicker when leveling up
Deep Pockets ^A	Profession 4 ranks, Financial Wizard	Reduce Wealth loss from expensive purchases
Focused	—	+2 on Balance and Concentration checks
Frightful Presence	Cha 15, Intimidate 9 ranks	Lower-level foes are shaken (Will save negates)
Gearhead	—	+2 on Computer Use and Repair checks
Good Impression ^A	Cha 13	Opposed Reputation check to get +4 on Bluff
Great Fortitude	—	+2 on Fortitude saves
Guide	—	+2 on Navigate and Survival checks
Hard-Eyed ^{AB}	Cha 13, Intimidate 4 ranks	+5 on Intimidate checks when aiming a gun at target
Heroic Surge	—	Extra move or attack action
Improved Damage Threshold ²	—	Massive damage threshold = Con +3 instead of Con
Improved Initiative	—	+4 on initiative checks
Iron Will	—	+2 on Will saves
Lightning Reflexes	—	+2 on Reflex saves
Low Profile	—	Reduce Reputation bonus by 3
Lucky ^A	—	Spend action point to reroll d20 result
Medical Expert	—	+2 on Craft (pharmaceutical) and Treat Injury checks
Meticulous	—	+2 on Forgery and Search checks
Moonlighting ^A	—	Choose a second starting occupation
Nimble	—	+2 on Escape Artist and Sleight of Hand checks
Personal Firearms Proficiency	—	Proficient in use of personal firearms
Advanced Firearms Proficiency	Personal Firearms Proficiency	No -4 penalty for autofire
Burst Fire	Wis 13, Personal Firearms Proficiency, Advanced Firearms Proficiency	-4 on attack, +2 dice damage
Exotic Firearms Proficiency ¹	Personal Firearms Proficiency, Advanced Firearms Proficiency	Proficient in specific class of exotic firearms
Improved Autofire ^B	Personal Firearms Proficiency, Advanced Firearms Proficiency	Reflex save DC for autofire attack increases by +5
Strafe	Personal Firearms Proficiency, Advanced Firearms Proficiency	Autofire area 5 by 20 ft. instead of 10 by 10 ft.
Point Blank Shot	—	+1 on attack and damage from up to 30 ft.
Double Tap	Dex 13, Point Blank Shot	-2 on attack, +1 die damage
Hail of Bullets ^{AB}	Dex 13, Point Blank Shot, Double Tap	Make autofire attack with semiautomatic firearm
Precise Shot	Point Blank Shot	No -4 penalty for shooting into melee
Bull's Eye ^{AB}	Point Blank Shot, Precise Shot	Spend action point to confirm critical with ranged weapon
Skip Shot	Point Blank Shot, Precise Shot	Ignore cover, -2 on attack, -1 die damage

¹You can take this feat multiple times; each time it applies to a different skill, type of equipment, or weapon.

²You can take this feat multiple times; its effects stack.

^AFeat from *Modern Player's Companion*

^BFeat from *Ultramodern Firearms*

Complete Feats

Table CF-1: Expanded Feat List (Continued)

Shot on the Run	Dex 13, Point Blank Shot, Dodge, Mobility	Move before and after ranged attack
Guns Akimbo ^{AB}	Dex 13, Point Blank Shot, Dodge, Mobility, Shot on the Run, Two-Weapon Fighting	Make two-weapon ranged attacks as attack action
Poker Face ^A	Wis 12	Others get –2 to Sense Motive checks against you
Power Attack	Str 13	Subtract from melee attack to add to melee damage roll
Cleave	Str 13, Power Attack	Extra attack after dropping target to 0 hp
Great Cleave	Str 13, Power Attack, Cleave, base attack bonus +4	No limit to Cleave in a round
Improved Bull Rush	Str 13, Power Attack	No attack of opportunity for bull rush
Sunder	Str 13, Power Attack	+4 on attack, no attack of opportunity when striking weapon
Quick Draw	Base attack bonus +1	Draw weapon as free action
Quick Reload	Base attack bonus +1	Reload as a free or move action, instead of as move or full-round action
Reactive Shooter ^B	Dex 13	Make ranged attack during surprise round with small or medium weapon only
High Ready ^B	Dex 13, Reactive Shooter	Make ranged attack during surprise round with large weapon
Renown	—	+3 Reputation bonus
Run	—	Move up to 5 times normal speed, +2 on running Jump checks
Self Improvement ^A	—	+1 to one ability score
Simple Weapons Proficiency	—	Proficient with clubs, knives, etc.
Stage Presence ^A	Cha 13	Add Reputation bonus to one Perform check
Star Employee ^A	Reputation bonus +1	+1 Reputation bonus, +1 Wealth bonus increase, gain one permanent class skill
Stealthy	—	+2 to Hide and Move Silently checks
Studious	—	+2 on Decipher Script and Research checks
Surface Vehicle Operations ¹	Drive 4 ranks	No –4 penalty on Drive checks or attack rolls with selected class of vehicle
Surgery	Treat Injury 4 ranks	No –4 penalty for performing surgery
Toughness ²	—	+3 hit points
Track	—	Use Survival skill to track
Trustworthy	—	+2 on Diplomacy and Gather Information checks
Two-Weapon Fighting	Dex 13	Lessen two-weapon penalties by 2
Armed to the Teeth ^B	Dex 13, Two-Weapon Fighting	Can use ranged and melee weapon at the same time
Improved Two-Weapon Fighting	Dex 13, Two-Weapon Fighting, base attack bonus +6	Extra attack with off-hand weapon
Advanced Two-Weapon Fighting	Dex 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11	Third attack with off-hand weapon
Vehicle Expert	—	+2 on Drive and Pilot checks
Force Stop	Drive 4 ranks, Vehicle Expert	Force a surface vehicle to stop
Vehicle Dodge	Dex 13, Drive 6 ranks, Vehicle Expert	+1 dodge bonus to Defense
Weapon Finesse ¹	Proficient with weapon, base attack bonus +1	Use Dex modifier instead of Str modifier with melee weapon
Weapon Focus ¹	Proficient with weapon, base attack bonus +1	+1 on attack rolls with selected weapon
Windfall ²	—	+3 Wealth bonus increase, +1 on Profession checks

¹You can take this feat multiple times; each time it applies to a different skill, type of equipment, or weapon.

²You can take this feat multiple times; its effects stack.

^AFeat from *Modern Player's Companion*

^BFeat from *Ultramodern Firearms*

Appendix: Open Game License

Designation of Product Identity:

The Game Mechanics company name and logos, the Modern Player's Companion name and logo, all artwork, trade dress, and graphic design elements.

Designation of Open Game Content:

The text on page 2 and the full text of Table CF-1: Expanded Feat List. Note that Open Game Content is still copyrighted material, and any use of Open Game Content from this publication must be accompanied by the following: "Complete Feats. Copyright 2003. The Game Mechanics, Inc."

Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content; (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Ultramodern Firearms d20, Copyright 2002, Charles McManus Ryan.

Modern Player's Companion, Copyright 2003, The Game Mechanics, Inc.; Author: Stan!

Complete Feats, Copyright 2003, The Game Mechanics, Inc.