

BASIC COMBAT FEATS

AMBIDEXTERITY
Dex 15
page 241

ARMOR GROUP PROF.: LIGHT
page 241

ARMOR GROUP PROF.: MEDIUM
page 241

ARMOR GROUP PROF.: HEAVY
page 241

CAREER OPERATIVE
Character level 6+
page 241

CLOCKWORK TACTICS
Lead Class ability
page 241

COMBAT INSTINCTS
page 241

CONFIDENT CHARGE
Dex 13+, Wis 13+
page 242

COOLNESS UNDER FIRE
page 242

"KEEP YOUR HEAD DOWN"
Dex 15+, BAB \geq +4
page 243

ENDURANCE
Dex 13+, Wis 13+
page 242

EXPERTISE
Int 13+
page 242

IMPROVED DISARM
page 242-3

GREAT FORTITUDE
page 242

IMPROVED INITIATIVE
page 243

IRON WILL
page 243

LIGHTNING REFLEXES
page 243

MOBILITY
Dex 13+
page 243

QUICK DRAW
Dex 13+, BAB \geq +1
page 243

QUICK HEALER
Con 13+
page 243

RUN
page 243

INCREASED SPEED
page 243

SIDE STEP
Dex 13+
page 243

SURGE OF SPEED
page 243

TOUGHNESS
page 243

TWO-WEAPON FIGHTING
page 244

IMP. TWO-WEAPON FIGHTING
Ambidexterity, BAB \geq +9
page 243

WEAPON GROUP PROFICIENCY
page 244

WEAPON FOCUS
Weapon Group Proficiency for designated weapon, BAB \geq +1
page 244

ZAT RESISTANCE
Base Fortitude save \geq +5, has been rendered Unconscious by Zats > 3 times
page 244

MELEÉ COMBAT FEATS

BLIND-FIGHT
Dex 15
page 245

BLIND-FIGHT 5' RADIUS
Wis 13+, BAB ≥ +4
page 245

DISARMING TWIST
Wis 13+, BAB ≥ +1
page 245

DRAG DOWN
Str 13+, BAB ≥ +1
page 245

EXPERTISE
See Basic Combat Feats
page 242

DARTING WEAPON
BAB ≥ +3
page 245

ASSASSIN
BAB ≥ +6
page 244

MASTER ASSASSIN
BAB ≥ +12
page 247

IMPROVISED WEAPON
Wis 13+
page 246

MOBILITY
See Basic Combat Feats
page 242

SWIFT STRIKE
Sidestep, BAB ≥ +4
page 247

WHIRLWIND ATTACK
Expertise
page 248

POWER ATTACK
Str 13+
page 247

CLEAVE
page 245

GREAT CLEAVE
BAB ≥ +3
page 246

CLEAVING CHARGE
Str 15+, BAB ≥ +6
page 245

TRAIL OF BLOOD
BAB ≥ +12
page 247

WEAPON GROUP PROFICIENCY
See Basic Combat Feats
page 244

WEAPON FINESSE
BAB ≥ +1
page 247

FLASHING WEAPON
BAB ≥ +3
page 246

SNAKE STRIKE
Quick Draw, BAB ≥ +6
page 247

DOUBLE BLOW
BAB ≥ +12
page 245

WEAPON FOCUS
See Basic Combat Feats
page 244

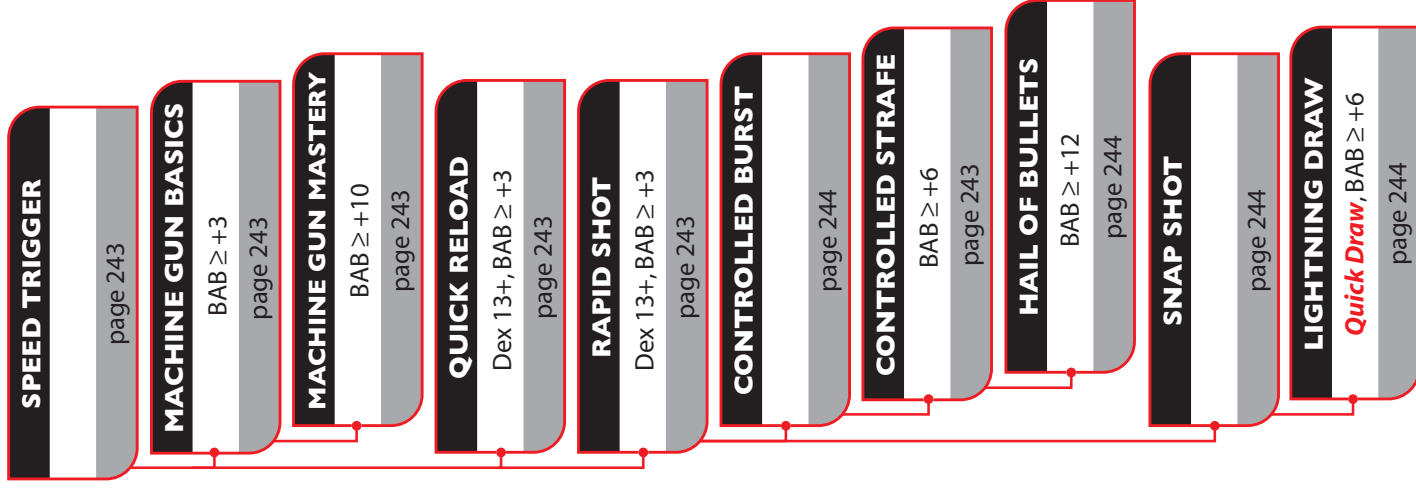
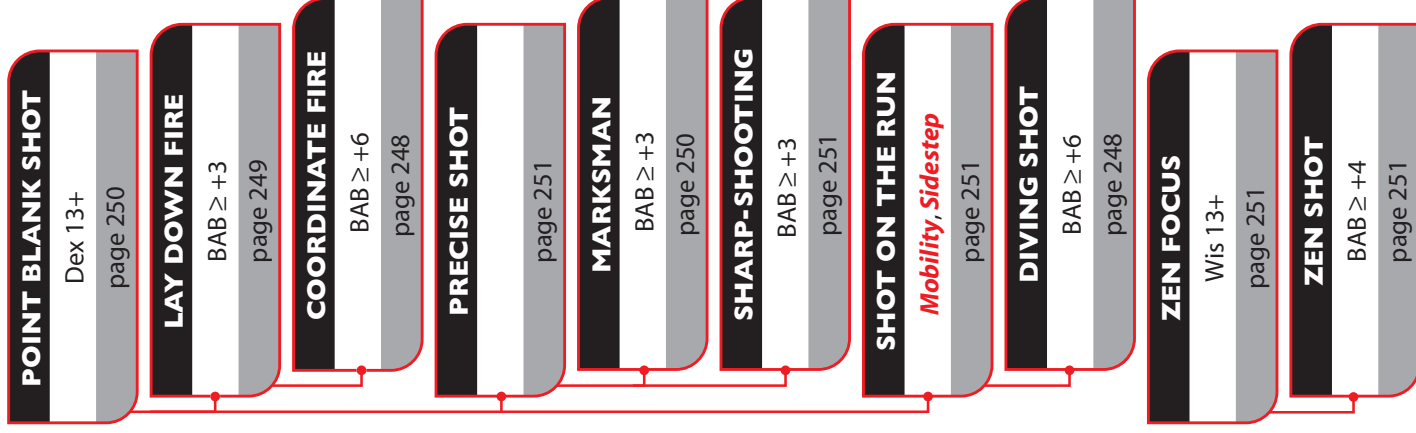
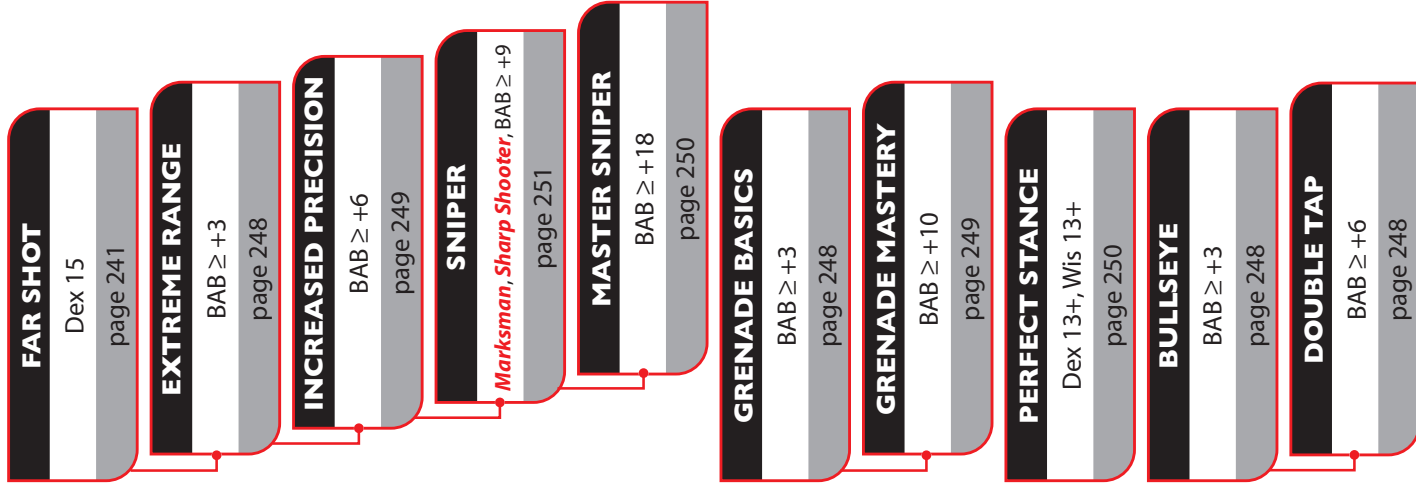
IMP. WEAPON FOCUS
BAB ≥ +3
page 246

WEAPON MASTER
BAB ≥ +6
page 247

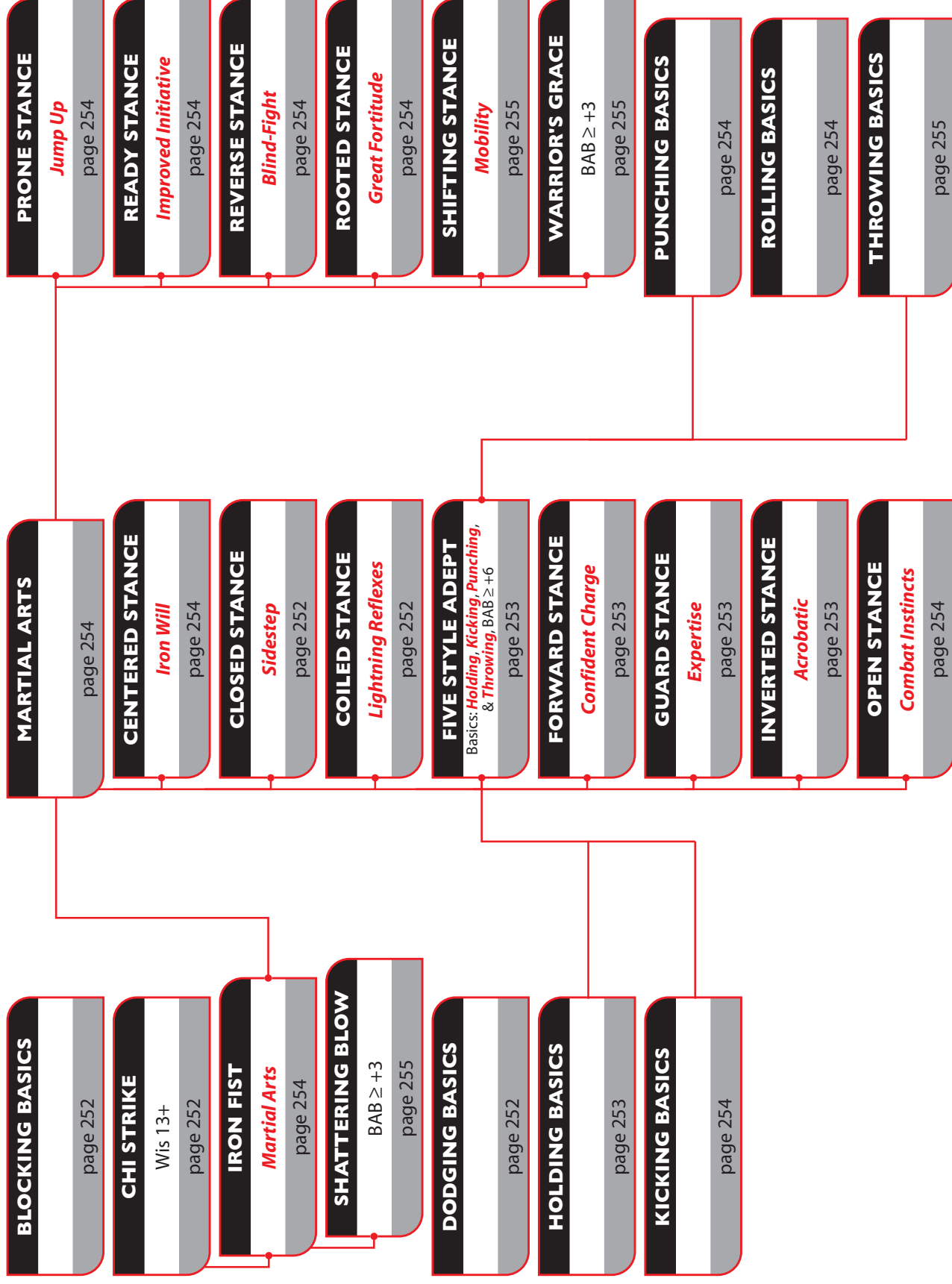
MASTER DUELIST
BAB ≥ +12
page 247

ULTIMATE DUELIST
BAB ≥ +18
page 247

RANGED COMBAT FEATS



UNARMED COMBAT FEATS



COVERT FEATS

BLUDGEON
Character level ≥ 3 , **Sneak Attack** +1d6
page 255

WHACK
Character level ≥ 9 , **Sneak Attack** +4d6
page 257

BREAK FALL
Dex 13+, **Climb** ≥ 4 ranks
page 255

CONCEALED WEAPON
Sleight of Hand ≥ 4 ranks
page 255

FLAWLESS IDENTITY
page 255

IMPROVED EQUILIBRIUM
Dex 13+, **Balance** ≥ 4 ranks, **Climb** ≥ 4 ranks
page 256

HIDDEN RUN
Hide ≥ 8 ranks, **Move Silently** ≥ 8 ranks
page 255

SPIDER WALK
Balance ≥ 8 ranks, **Climb** ≥ 8 ranks
page 257

JUMP UP
Dex 13+
page 256

MINGLING BASICS
Cultures ≥ 6 ranks, **Hide** ≥ 6 ranks
page 256

MINGLING MASTERY
Cultures ≥ 12 ranks, **Hide** ≥ 12 ranks
page 256

MOVING TARGET
Dex 13+, **Tumble** ≥ 8 ranks
page 243

NIMBLE FINGERS
Escape Artist ≥ 4 ranks, **Open Lock** ≥ 4 ranks,
Sleight of Hand ≥ 6 ranks
page 257

PRIVATE IDENTITY
page 257

TRACELESS
Int 13+
page 257

GEAR FEATS

BANDAGE
First Aid ≥ 4 ranks
page 257

CLEAN AND POLISHED
page 258

ELECTRONIC WARFARE BASICS
Electronics ≥ 5 ranks
page 258

ELECTRONIC WARFARE MASTERY
Electronics ≥ 10 ranks
page 258

ELECTRONIC WARFARE SUPREMACY
Electronics ≥ 15 ranks
page 258

EXPLOSIVES BASICS
Demolitions ≥ 5 ranks
page 258

EXPLOSIVES MASTERY
Demolitions ≥ 10 ranks
page 258

EXPLOSIVES SUPREMACY
Demolitions ≥ 15 ranks
page 258

EXTRA SUPPLIES
page 258

EXTRA SUPPORT
page 258-9

MINE BASICS
Demolitions ≥ 5 ranks
page 259

MINE MASTERY
Demolitions ≥ 10 ranks
page 259

MOTHER HEN
page 259

BASIC SKILL FEATS

ACROBATIC Balance ≥ 1 rank, Jump ≥ 1 rank, Tumble ≥ 1 rank page 259	ORDINARY PAST Craft ≥ 1 rank, Hobby ≥ 1 rank, Profession ≥ 1 rank page 260
ALERTNESS Listen ≥ 1 rank, Search ≥ 1 rank, Spot ≥ 1 rank page 259	OUTDOORSMAN Handle Animal ≥ 1 rank, Survival ≥ 1 rank page 260
ATHLETIC Climb ≥ 1 rank, Sport ≥ 1 rank, Swim ≥ 1 rank page 259	PERSUASIVE Bluff ≥ 1 rank, Diplomacy ≥ 1 rank, Intimidate ≥ 1 rank page 260
FIELD OPERATIVE Innuendo ≥ 1 rank, Sense Motive ≥ 1 rank page 259	POLICE TRAINING Bureaucracy ≥ 1 rank, Demolitions ≥ 1 rank, Surveillance ≥ 1 rank page 260
GREASE MONKEY Electronics ≥ 1 rank, Mechanics ≥ 1 rank page 260	SCHOLARLY Concentration ≥ 1 rank, Knowledge ≥ 1 rank page 261
MAGICIAN Escape Artist ≥ 1 rank, Open locks ≥ 1 rank, Sleight of Hand ≥ 1 rank page 260	SPEED DEMON Boating ≥ 1 rank, Driver ≥ 1 rank, Pilot ≥ 1 rank page 261
MASTER FENCE Appraise ≥ 1 rank, Forgery ≥ 1 rank, Gather Information ≥ 1 rank page 260	STEALTHY Hide ≥ 1 rank, Move Silently ≥ 1 rank page 261
MATHEMATICAL GENIUS Computers ≥ 1 rank, Cryptography ≥ 1 rank page 260	WORLD TRAVELER Cultures ≥ 1 rank, First Aid ≥ 1 rank, Languages ≥ 1 rank page 261
MIMIC Disguise ≥ 1 rank, Perform ≥ 1 rank page 260	XENO-STUDIES Xeno-Cultures ≥ 1 rank, Xeno-Languages ≥ 1 rank page 261

ADVANCED SKILL FEATS

ANY BASIC SKILL FEAT See Basic Skill Feats page 259-261	ADVANCED SKILL MASTERY Character level 6+ page 261
GRAND SKILL MASTERY Character level 12+ page 261	PERFECT SKILL MASTERY Character level 18+ page 363
FALSE START page 361	TALENTED <i>Special</i> page 262
TRAINING page 262	UNLOCKED POTENTIAL page 262

TERRAIN FEATS

AQUATIC TRAINING Swim ≥ 2 ranks, Survival ≥ 2 ranks page 267	ARCTIC TRAINING Balance ≥ 2 ranks, Survival ≥ 2 ranks page 268
DESERT TRAINING Spot ≥ 2 ranks, Survival ≥ 2 ranks page 268	FOREST TRAINING Move Silently ≥ 2 ranks, Survival ≥ 2 ranks page 268
JUNGLE TRAINING Hide ≥ 2 ranks, Survival ≥ 2 ranks page 268	MOUNTAIN TRAINING Climb ≥ 2 ranks, Survival ≥ 2 ranks page 268
SWAMP TRAINING Listen ≥ 2 ranks, Survival ≥ 2 ranks page 269	TRACK page 269
URBAN TRAINING Move Silently ≥ 2 ranks, Surveillance ≥ 2 ranks page 269	

SPECIES FEATS

ADVANCED TECHNOLOGY
Advanced near human, Asgard,
Goa'uld or Tok'ra
page 263

ALIEN HEALER
Advanced near human, Asgard, or Tok'ra
First Aid ≥ 4 ranks
page 263

HEAL THE BODY
Character level 9+, Asgard
page 263

HEAL THE MIND
Character level 9+, Asgard
page 263

CLEAR MIND
Reol
page 263

LUCID TOUCH
Character level 6+
page 264

FAVOR OF THE GODS
Character level 6+, Primitive near human
page 263

GOA'ULD HUNTER
Asgard, **Knowledge (Goa'uld)** ≥ 5 ranks
page 263

HARMLESS
Character level 3+, Con 13+, Reol
page 263

NAQUAHDAAH SENSE
Goa'uld or Tok'ra (or **Symbiote** feat),
Spot ≥ 5 ranks
page 264

PHASE SENSE
Character level 3+, Goa'uld or Tok'ra,
(or **Symbiote** feat), **Spot** ≥ 5 ranks
page 264

PHASE TARGETING
Character level 6+, **Spot** ≥ 8 ranks
page 264

RAPID HEALING
Character level 3+, Goa'uld or Tok'ra
(or **Symbiote** feat)
page 264

KELNO'REEM MASTERY
Character level 6+, Jaffa, **Symbiote**
page 264

SHARED DECEPTION
Character level 6+, Con 13+, Reol
page 265

SYMBIOTE
Character level 1 or Jaffa only,
or GM permission
page 265

STYLE FEATS

BY THE BOOK
page 265

CHARMER
page 266

COMMAND DECISION
Character level 6+
page 266

FORTUNATE
page 266

HARD CORE
page 266

THE LOOK
Cha 13+
page 266

MARK
Wis 13+
page 266-267

OLD SCHOOL
Character level 6+
page 267

POLITICAL FAVORS
Character level 3+
page 267

POLITICAL CLOUT
Character level 9+,
Bureaucracy ≥ 8 ranks
page 267

PROMOTION
page 267

SILVER TONGUE
page 267

STARGATE EXPLORER
Character level 4+
page 267

EXTRAPOLATE CONNECTIONS
Cultures or Knowledge (History) ≥ 8 ranks,
Xeno-Cultures ≥ 4 ranks
page 266

INTUITIVE LINGUIST
Languages ≥ 8 ranks,
Xeno-Languages ≥ 4 ranks
page 266

STONE COLD
page 267

BLOOD THIRSTY
page 265

GLINT OF MADNESS
page 266

UNCONVENTIONAL
page 267

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