**Power Feats**

The following work to increase the power, magnitude, or flexibility of a character’s mutations or innate powers. They cannot be used to improve the effects of biotech implants or grafts.

In the case of ALL of these feats, each may be taken multiple times. Each time the same feat is taken, you must apply it to a specific power or ability. A specific power can only be improved with this feat a limited number of times, up to a maximum of the character’s appropriate ability score bonus (minimum of 1).

**Destructive Power**

Your powers inflict more damage on targets.

*Prerequisites*: A mutation, psychic power, or other special quality that inflicts hit point damage on a target.

*Benefit:* The power does an additional die of damage. (Default is d6)

**Extensive Power**

Your power affects a greater area than normal.

*Prerequisites*: A mutation, psychic power, or other special quality that affects an area.

*Benefit:* The radius of the power’s area of effect increases by 10 feet.

**Frequent Power**

You can use a power ability more frequently before exhausting your power.

*Prerequisites*: A mutation, psychic power, or other special quality that is usable only a limited number of times per day.

*Benefit:* You gain 1 additional use of the power each day.

**Heightened Power**

Your powers are more difficult for your targets to resist.

*Prerequisites*: A mutation, psychic power, or other special quality that causes an opponent to make a saving throw.

*Benefit:* The DC of the save to resist the power is increased by +2.

**Lingering Power**

The effects of your power last longer than normal.

*Prerequisites*: A mutation, psychic power, or other special quality which has a duration measured in rounds.

*Benefit:* The duration of the power doubles. If the power has a duration determined by a die roll, double the number of dice rolled and any bonus added to the roll.

**Trenchant Power**

Your psionic power is more effective at overcoming power resistance.

*Prerequisites*: A psionic power that can be affected by power resistance.

*Benefit:* You gain a +2 bonus on level checks made to overcome power resistance when using the power.

**Virulent Power**

Your natural poisons or ability damaging powers are more effective, weakening your targets even more than usual.

*Prerequisites*: A mutation, psychic power, or other special quality that inflicts ability damage.

*Benefit:* The power inflicts more ability damage, according to the chart below:

Original Damage Rating New Damage Rating

1 point d2

d2 d3

d3 d4

d4 d6

d6 2d4

2d4 2d6

**Multi-Psi Powers**

The character can “stack” an additional psionic power.

*Pre-requisite:* Character must have at least one psionic power.

*Benefits:* A character can manifest an additional, different power while another is already in effect. For example, two long-duration powers can be going simultaneously; or, an instant duration power can be activated while a long-duration power is up. This does not allow a character to activate two powers at the same time (on the same round), nor does it allow two or more of the same power to be up at the same time. A character can activate a concentration duration power if a long-duration power is already up. However, he cannot activate a long-duration power while a concentration duration power is up. If he does, the concentration power ends.

*Normal:* Characters cannot activate and use (or have in use) more than one psionic ability at a time. If he wants to manifest a different psionic power he must first cancel the power that he had up.

*Special:* This feat can be taken multiple times. Each time it is taken an additional psionic power can be in use (as above).

**Psionic Activation**

The psionicist gains a small bonus to the roll to activate a psionic power.

*Pre-requisite:* Character must have at least one psionic power manifested.

*Benefits:* The character adds +2 to his/her die roll to activate a psionic power (GW p129).

**Nanotech Control**

The nano-attuned character gains a small bonus to the nanotech control roll.

*Pre-requisite:* Character must have succeeded on a nanotech contact roll and acquired nanotech bonding.

*Benefits:* The character adds +2 to his/her nanotech control roll (GW p117).

**Existing Feats**

A number of standard (melee or ranged) feats can be applied to a character’s mutations or special powers.

Feats that improve a character’s general ability with ranged attacks (Far Shot or Precise Shot) can also be taken so that the feat will affect powers that require a ranged attack roll. Feats that specifically improve a character’s ability with firearms, do not affect such powers.

Weapon Finesse can be applied to all natural weapons, claws, and fangs as well as larger weapons like horns.

Weapon Focus can apply to any power that requires an attack roll, such as claws or laser eyebeams or plasma blasts.

Feats that give a character a bonus on one or more skills affect all the uses of that skill. For instance, if a power requires a Treat Injury roll, a character with the Medical Expert feat gets a +2 bonus on the check when using the power.