SPYCRAFT
ROLEPLAYING GAME

PRACTICE MAKES PERFECT

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INTRODUCTION

Welcome to *Practice Makes Perfect*, a collection of character options developed to make your fights more flexible and offer combatants new ways to express their own personality in battle. While a number of exciting new feats are presented, this volume focuses primarily on a resource available to all characters: weapon proficiencies. Normally, characters gain weapon proficiencies throughout their careers, becoming comfortable with more and more types of weapons as they gain levels. Through fortes, characters can hone this ability, mastering various weapon types rather than familiarizing themselves with all. *Practice Makes Perfect* offers a new way to use these proficiencies: **Advanced Actions and Tricks.**

ADVANCED ACTIONS AND TRICKS

In addition to the actions and tricks described in the Combat chapter of the *Spycraft 2.0 Rulebook*, characters may "spend" weapon proficiencies to purchase advanced actions and tricks. Each new action or trick costs 1 weapon proficiency.

For more about actions and tricks, see the Spycraft 2.0 Rulebook, page 352.

BUILDING A BETTER BAD GUY: ADVANCED COMBAT

Beyond promoting player creativity, advanced actions and tricks also provide the GC with an excellent tool for creating memorable NPC challenges. The ability to "take back" damage with the Merciful Fist action allows the GC to go all-out when a named NPC needs to establish his credibility with the players. The NPC can beat a player character senseless *without* leaving the character crippled for the rest of the scene, or even the mission. Damage-enhancing tricks like Make It Count and Asking for Trouble can give a lightly armed opponent a bigger bite or convey a sense of competence or intense training the NPC might otherwise lack. One Swing gives an NPC the chance to dance around the team, taunting them that they're outclassed, before unloading a single massive attack to gets the players' complete attention.

In order to grant an NPC one or more advanced actions or tricks, simply apply the following NPC quality.

Advanced Combat (+1 XP per advanced action or trick): This NPC benefits from narrowly tailored combat training (e.g. weapon specialists, assassins). Each time this quality is applied, the NPC gains 1 advanced action or trick. The maximum combined number of advanced actions and tricks that may be granted to each NPC is equal to the NPC's attack statistic (which ranges from 1 to 10). In a stat block, all of the NPC's advanced actions and tricks follow this quality in parentheses.

NEW ACTION TAGS

The following new tags apply to actions and tricks presented in this volume.

Forte (FOR): A character may only apply this action or trick when using a weapon for which he possesses the appropriate forte. Grapple, Kick, and unarmed actions and tricks possessing this tag require the Unarmed forte.

Owner (OWN): A character may only apply take this action or apply this trick when using a weapon that is part of his Possessions. Likewise, if the character wishes to use this action or trick when using a weapon that enhances a Grapple, Kick, or unarmed attack (such as a garrote or brass knuckles), that weapon must be part of his Possessions.

"0 DAMAGE"

When an action or trick causes a successful attack to inflict 0 damage, the attack is still considered to have taken place and triggers any additional effects normally. A select handful of tricks and feats, such as Check-Fire and One Blow, negate the targeted action, which naturally prevents additional effects.

ARMORED ASSURANCE
(Melee Attack Trick; Forte)

1 Free Action • Error Range +0

You gain a +2 morale bonus with your attack check when your opponent's armor (if any) grants less DR against hurled, melee, and unarmed attacks than your own.

ARROW CUTTING
(Initiative Action; Forte)

1 Free Action • Error Range +0

While armed with a melee weapon, once per round after you've been hit by a hurled attack but before damage is rolled, you may attempt to 'cut the projectile from the air.' Make a Reflex save (DC equal to the attack check result). With success, the damage decreases to 1/2 standard (rounded up) if the attack was a threat or critical hit, or 0 if it was not. You may take this action a number of times per combat equal to the number of Melee Combat feats you possess (minimum 1).

ASKING FOR TROUBLE
(Melee Attack Trick; Forte)

1 Free Action • Error Range +1

After an opponent successfully attacks you, you may gain a +2 morale bonus to your next attack's damage against the same opponent. This opportunity is lost at the end of the current combat if not used before then. You may use this trick a number of times per session equal to the number of Melee Combat feats you possess (minimum 1).

BLOCK
(Initiative Action)

1 Free Action • Error Range +0

Once per round when you have at least 1 hand empty and are not *flat-footed*, after you've been hit by a melee or unarmed attack and before damage is rolled, you may attempt a 'block.' Make a Fortitude save (DC equal to the attack check result). With success, the attack's damage decreases to 1/2 standard (rounded up) if the attack was a threat or critical hit, or 0 if it was not. You may take this action a number of times per combat equal to the number of Unarmed Combat feats you possess (minimum 1).

CANNY GRAB
(Grapple Trick; Owner)

1 Free Action • Error Range +0

If your Strength score is 13 or higher, you may substitute your Intelligence modifier in place of your Strength modifier when making this grapple check.

CANNY SHOT
(Ranged Attack Trick; Owner)

1 Free Action • Error Range +0

If your Dexterity score is 13 or higher, you may substitute your Intelligence modifier in place of your Dexterity modifier when making this attack check.

CANNY SWING
(Melee Attack Trick; Owner)
1 Free Action • Error Range +0
If your Strength score is 13 or higher, you may substitute your Intelligence modifier in place of your Strength modifier when making this attack check.

CONSUSSIVE SHOT
(Ranged Attack Trick; Forte)
1 Free Action • Error Range +1
If attacking with a 2-handed ranged weapon, you may reduce the damage inflicted by 2 to grant the weapon the *knockdown* quality for the duration of this attack.

DECEPTIVE GRAB
(Grapple Trick; Owner)
1 Free Action • Error Range +0
If your Strength score is 13 or higher, you may substitute your Charisma modifier in place of your Strength modifier when making this grapple check.

DECEPTIVE SWING
(Melee Attack Trick; Owner)
1 Free Action • Error Range +0
If your Strength score is 13 or higher, you may substitute your Charisma modifier in place of your Strength modifier when making this attack check.

DECISIVE BLOW
(Kick/Unarmed Attack Trick; Forte)
1 Free Action • Error Range +1
You gain a bonus to this attack's damage equal to your opponent's dodge bonus to Defense. You may apply this trick a number of times per combat equal to the number of Unarmed Combat feats you possess (minimum 1).

DECISIVE SWING
(Melee Attack Trick; Forte)
1 Free Action • Error Range +1
If attacking with a 1-handed melee weapon, you gain a bonus to damage equal to your opponent's dodge bonus to Defense. You may apply this trick a number of times per combat equal to the number of Melee Combat feats you possess (minimum 1).

DEFT GRAB
(Grapple Trick; Owner)
1 Free Action • Error Range +0
If your Strength score is 13 or higher, you may substitute your Dexterity modifier in place of your Strength modifier when making this grapple check.

DEFT SWING
(Melee Attack Trick; Owner)
1 Free Action • Error Range +0
If your Strength score is 13 or higher, you may substitute your Dexterity modifier in place of your Strength modifier when making this attack check.

DETERMINED GRAB
(Grapple Trick; Owner)

1 Free Action • Error Range +0

If your Strength score is 13 or higher, you may substitute your Constitution modifier in place of your Strength modifier when making this grapple check.

DETERMINED SWING
(Melee Attack Trick; Owner)

1 Free Action • Error Range +0

If your Strength score is 13 or higher, you may substitute your Constitution modifier in place of your Strength modifier when making this attack check.

DISRUPTING SHOT
(Tire Trick — +1 Shot; Forte)

1 Free Action • Error Range +1

You may use a ranged weapon to make a Tire action targeting an opponent within CQB Range. Your Resolve check loses the Armor Check Penalty tag during this action. This trick uses 1 shot.

DISTRACTING SHOT
(Feint Trick — +1 Shot; Forte)

1 Free Action • Error Range +1

You may use a ranged weapon to make a Feint action targeting an opponent within CQB Range. Your Sleight of Hand check loses the Vision and Hands-On tags during this action. This trick uses 1 shot.

EXHIBITION SHOOTING
(Ranged Attack Action)

1 Free Action • Error Range +0

Once per round, when you're not in combat and have made 2 standard ranged attacks against objects or scenery during the current round, you may make 1 additional final ranged attack targeting an object or piece of scenery as a free action. If your base attack bonus is +7 or higher, you may take this action up to twice per round.

EXPLOIT VULNERABILITY
(Melee Attack Trick; Forte)

1 Free Action • Error Range +1

If your target has no armor or shield, this attack gains the *keen (8)* quality. You may apply this trick a number of times per session equal to the number of Melee Combat feats you possess (minimum 1).

GUNSLINGER'S SPEED
(Initiative Action)

1 Free Action • Error Range +0

Once per round when an opponent within CQB Range takes a Regroup action or spends an action die to increase his Initiative Count, your Initiative Count increases by 1d6. You may apply this trick a number of times per session equal to the number of Ranged Combat feats you possess (minimum 1).

GUNSLINGER'S VENGEANCE
(Ranged Attack Trick; Forte)

1 Free Action • Error Range +1

After an opponent attacks and misses you, you may gain a +2 morale bonus to damage with your next attack against him. This opportunity is lost at the end of the current combat if not used before. You may use this trick a number of times per session equal to the number of Ranged Combat feats you possess (minimum 1).

ICE WATER IN YOUR VEINS
(Initiative Action)

1 Free Action • Error Range +0

Once per round when you are not *flat-footed*, after you've been hit by a ranged attack and before damage is rolled, you may attempt to 'shrug it off.' Make a Will save (DC equal to the attack check result). With success, the attack's damage decreases to 1/2 standard (rounded up) if the attack was a threat or critical hit, or 0 if it was not. You may take this action a number of times per combat equal to the number of Ranged Combat feats you possess (minimum 1).

JUMP AT SHADOWS
(Taunt Trick — +1 Shot; Forte)

1 Free Action • Error Range +1

You may use a ranged weapon to confuse your target while taunting them. Your Taunt check loses the Language tag for this action but this trick uses 1 shot. If your Taunt action succeeds, you also gain a +4 bonus to your Defense against the target until he makes a successful attack against you or until the current combat ends (whichever comes first).

MAKE IT COUNT
(Melee Attack Trick; Forte)

1 Free Action • Error Range +1

After an opponent attacks and misses you, you may gain a +2 morale bonus to damage with your next attack against that opponent. This opportunity is lost at the end of the current combat if not used before. You may use this trick a number of times per session equal to the number of Melee Combat feats you possess (minimum 1).

MERCIFUL FIST
(Initiative Action)

1 Free Action • Error Range +0

You may choose to track the damage you inflict against special characters with your unarmed attacks. If you do so, once per scene, you may use this action to target a living special character you've damaged with your unarmed attacks during the current scene. Your attacks against the chosen character are revealed to have been more cosmetic than lethal and the character immediately recovers from all lethal damage inflicted by your unarmed attacks. If these attacks caused you to suffer exposure, the exposure penalty decreases to 1/2 standard (rounded up).

MIX-UP
(Trick)

1 Free Action • Error Range +0

Choose one of the following actions when you gain this trick: Anticipate, Bull Rush, Disarm, Diversion, Feint, Grapple, Kick, Pummel, Taunt, Threaten, Tire, or Trip. Once per round, when you have *not* taken the chosen action during the last 3 rounds, you may take the chosen action, gaining a +3 morale bonus with the first attack or skill check made as part of the action.

Special: You may purchase this trick multiple times, choosing a different action each time. Each action is tracked separately (i.e. when you have the Mix-Up (Anticipate) and Mix-Up (Feint) tricks, taking the Anticipate action during the last 3 rounds does *not* prevent you from applying the trick to the Feint action).

ONE BLOW
(Unarmed Attack Trick; Forte)
1 Free Action • Error Range +2

You may only apply this trick when attacking an opponent who has attacked you at least once during the current combat. If your attack is successful, you may negate it, inflicting no damage. Your attack triggers no reactions. Instead, you may roll and set aside 1d6. The maximum number of dice you may set aside with this trick is equal to your starting action dice.

Each time you hit the same opponent again with an unarmed attack, you may add any combination of the saved dice to the attack's damage result.

All saved dice are lost when you use any number of them, attack a different opponent, or the current combat ends (whichever comes first).

ONE SHOT
(Ranged Attack Trick – No Shots; Forte)
1 Free Action • Error Range +2

You may only apply this trick when attacking an opponent who has attacked you at least once during the current combat. If your attack is successful, you may negate it, inflicting no damage. Your attack triggers no reactions and consumes no ammunition. Instead, you may roll and set aside 1d6. The maximum number of dice you may set aside with this trick is equal to your starting action dice.

Each time you hit the same opponent again with a ranged attack, you may add any combination of the saved dice to the attack's damage result.

All saved dice are lost when you use any number of them, attack a different opponent, or the current combat ends (whichever comes first).

ONE STRIKE
(Melee Attack Trick; Forte)
1 Free Action • Error Range +2

You may only apply this trick when attacking an opponent who has attacked you at least once during the current combat. If your attack is successful, you may negate it, inflicting no damage. Your attack triggers no reactions. Instead, you may roll and set aside 1d6. The maximum number of dice you may set aside with this trick is equal to your starting action dice.

Each time you hit the same opponent again with a melee attack, you may add any combination of the saved dice to the attack's damage result.

All saved dice are lost when you use any number of them, attack a different opponent, or the current combat ends (whichever comes first).

ONLY FLESH WOUNDS
(Initiative Action)
1 Free Action • Error Range +0

You may choose to track the damage you inflict against special characters with your melee attacks. If you do so, once per scene, you may use this action to target a living special character you've damaged with a melee weapon during the current scene. Your attacks against the chosen character are revealed to have been more cosmetic than lethal and the character immediately recovers from all lethal damage inflicted by your weapon. If these attacks caused you to suffer exposure, the exposure penalty decreases to 1/2 standard (rounded up).

PARRY
(Initiative Action; Forte)

1 Free Action • Error Range +0

Once per round when you are not *flat-footed*, after you've been hit by a melee or unarmed attack and before damage is rolled, you may attempt to 'parry.' Make a Reflex save (DC equal to the attack check result). With success, the attack's damage decreases to 1/2 standard (rounded up) if the attack was a threat or critical hit, or 0 if it was not. You may take this action a number of times per combat equal to the number of Ranged Combat feats you possess (minimum 1).

PARTING SALVO
(Ranged Attack Action — 1 Shot; Forte)

1 Free Action • Error Range +2

Once per round when an opponent you've attacked at least once during the current combat moves from within 30 ft. of you to farther than 30 ft. of you, you may immediately make 1 final ranged attack against that opponent. This attack occurs *before* the opponent's move action. If the opponent is able, he completes his move action after your attack. After taking this action, you become *flat-footed*. You may apply this trick a number of times per combat equal to the number of Ranged Combat feats you possess (minimum 1).

PERCEPTIVE GRAB
(Grapple Trick; Forte; Owner)

1 Free Action • Error Range +0

If your Strength score is 13 or higher, you may substitute your Wisdom modifier in place of your Strength modifier for this grapple check.

PERCEPTIVE SHOT
(Ranged Attack Trick; Forte; Owner)

1 Free Action • Error Range +0

If your Dexterity score is 13 or higher, you may substitute your Wisdom modifier in place of your Dexterity modifier for this attack check.

PERCEPTIVE SWING
(Melee Attack Trick; Forte; Owner)

1 Free Action • Error Range +0

If your Strength score is 13 or higher, you may substitute your Wisdom modifier in place of your Strength modifier for this attack check.

POWERFUL SWING
(Melee Attack Trick; Forte)

1 Free Action • Error Range +0

Once per round after you make a successful attack with a 2-handed melee weapon, you may roll the resulting damage twice, keeping the result you prefer. However, until the start of your Initiative Count during the following round, the threat range of each attack made against you by an opponent able to inflict critical hits increases by 3. Further, each character who can't normally activate threats scored against you may do so during this time.

PRACTICED BLOW
(Kick/Unarmed Attack Action; Forte; Owner)

1 Full Action • Error Range +0

At the start of each combat, after rolling initiative, you may roll 1d20 and set it aside. Once during this combat, you may make a Kick or standard unarmed attack using that d20 instead of rolling an attack check. You may *not* activate a threat scored with this attack check or spend action dice to increase its result.

PRACTICED SHOT
(Ranged Attack Action; Forte; Owner)

1 Full Action • Error Range +0

At the start of each combat, after rolling initiative, you may roll 1d20 and set it aside. Once during this combat, you may make a standard ranged attack using that d20 instead of rolling an attack check. You may *not* activate a threat scored with this attack check or spend action dice to increase its result.

PRACTICED SWING
(Melee Attack Action; Forte; Owner)

1 Full Action • Error Range +0

At the start of each combat, after rolling initiative, you may roll 1d20 and set it aside. Once during this combat, you may make a standard melee attack using that d20 instead of rolling an attack check. You may *not* activate a threat scored with this attack check or spend action dice to increase its result.

RAGGED WOUND
(Melee Attack Trick; Forte)

1 Free Action • Error Range +1

You may decrease the damage you inflict by 2 to grant your weapon the *bleed* quality for this attack.

RENDING ATTACK
(Melee Attack Trick; Forte)

1 Free Action • Error Range +1

Once per round when you successfully attack an opponent with two different 1-handed melee weapons and both attacks hit, the second attack inflicts an amount of additional damage equal to 2 + the number of Melee Combat feats you possess. You may use this trick a number of times per session equal to the number of Melee Combat feats you possess (minimum 1).

RETURN THE FAVOR
(Melee Attack Trick; Forte)

1 Free Action • Error Range +0

You gain a +2 morale bonus to damage when attacking an opponent who has spent 1 or more action dice since the end of your most recent Initiative Count.

SUDDEN BLOW
(Unarmed Attack Action; Forte)

1 Free Action • Error Range +2

Once per round, you may immediately make 1 final unarmed attack against an adjacent opponent who has just missed you with an attack. With a hit, this attack does *not* inflict its standard damage; rather, it inflicts an amount of lethal damage equal to 1d6 + the number of Unarmed Combat feats you possess. You may apply this trick a number of times per session equal to the number of Unarmed Combat feats you possess (minimum 1).

SURGICAL SHOOTIST
(Ranged Attack Trick; Forte)

1 Free Action • Error Range +0

You may ignore the effects of the *imprecise* quality. Further, the value of your weapon's *inaccurate* quality, if any, decreases by 2 (minimum 0).

TARGET SHOOTING
(Ranged Attack Trick)

1 Free Action • Error Range +0

When you're not in combat, you gain a +2 bonus with your attack checks made against objects or scenery. This bonus increases to +4 if you possess the appropriate forte for the weapon you're using.

TOPPLING SWING
(Melee Attack Trick; Forte)

1 Free Action • Error Range +0

Each time you hit an opponent with a 2-handed melee weapon, the target suffers a cumulative –1 penalty to Defense. This penalty lasts until the opponent takes a movement action or the current combat ends (whichever comes first).

TRIUMPHANT SWING
(Melee Attack Trick; Forte; Owner)

1 Free Action • Error Range +3

When you hit a special character opponent with a melee attack, you recover 1d6 vitality. If you miss, you become *flat-footed* at the end of your current Initiative Count. You may apply this trick a number of times per session equal to the number of Melee Combat feats you possess (minimum 1).

VENGEFUL SHOT
(Ranged Attack Action — 1 Shot; Forte)

1 Free Action • Error Range +2

Once per round when you're hit by an opponent within CQB Range, you may immediately make 1 final ranged attack against that opponent. This attack is resolved after the opponent makes his attack but *before* he rolls damage. Each time you apply this trick, you become *flat-footed*. You may apply this trick a number of times per session equal to the number of Ranged Combat feats you possess (minimum 1).

VENGEFUL SWING
(Melee Attack Action; Forte)

1 Free Action • Error Range +2

Once per round when you're hit by an adjacent opponent, you may immediately make 1 final melee attack against that opponent. This attack is resolved after the opponent makes his attack but *before* he rolls damage. You may apply this trick a number of times per session equal to the number of Melee Combat feats you possess (minimum 1).

VETERAN'S AIM
(Ranged Attack Trick; Forte)

1 Free Action • Error Range +0

If your target has a lower Career Level or Threat Level than yours, you gain a +2 morale bonus with this attack check.

VETERAN'S SWING
(Melee Attack Trick; Forte)

1 Free Action • Error Range +0

If your target has a lower Career Level or Threat Level than yours, you gain a +2 morale bonus with this attack check.

VICTORIOUS STRIKE
(Melee Attack Trick; Forte)

1 Free Action • Error Range +2

When you hit an opponent with your first melee attack of a combat, you gain a number of temporary vitality points equal to 2 × the number of Melee Combat feats you possess (minimum 1). These points last until the end of the current combat.

Table 1: Advanced Actions and Tricks

Action	Time	Shots	Error Range	Effect
Attack Actions				
Exhibition Shooting	1 free action	1	+0	Final attack while not in combat
Parting Salvo	1 free action	1	+2	Final attack vs. escaping opponent
Practiced Blow	1 full action	—	+0	Pre-roll unarmed attack
Practiced Shot	1 full action	1	+0	Pre-roll ranged attack
Practiced Swing	1 full action	—	+0	Pre-roll melee attack
Sudden Blow	1 free action	—	+2	Final attack vs. opponent that missed you
Vengeful Shot	1 free action	1	+2	Final attack vs. opponent that hit you
Vengeful Swing	1 free action	—	+2	Final attack vs. opponent that hit you
Initiative Actions				
Arrow Cutting	1 free action	—	+0	Reflex save to decrease hurled damage
Block	1 free action	—	+0	Fort save to decrease melee/unarmed damage
Gunslinger's Speed	1 free action	—	+0	Gain +1d6 Initiative when opponent increases their Initiative
Ice Water in your Veins	1 free action	—	+0	Will save to decrease ranged damage
Merciful Fist	1 free action	—	+0	Undo all unarmed damage you have inflicted on one opponent
Only Flesh Wounds	1 free action	—	+0	Undo all melee damage you have inflicted on one opponent
Parry	1 free action	—	+0	Reflex save to decrease melee/unarmed damage
General Tricks				
Mix-Up	1 free action	—	+0	Change tactics to gain +3 bonus
Feint Tricks				
Distracting Shot	1 free action	1	+1	Ranged Feint (up to CQB Range)
Grapple Tricks				
Canny Grab	1 free action	—	+0	Use Int bonus for grapple check
Deceptive Grab	1 free action	—	+0	Use Cha bonus for grapple check
Deft Grab	1 free action	—	+0	Use Dex bonus for grapple check
Determined Grab	1 free action	—	+0	Use Con bonus for grapple check
Perceptive Grab	1 free action	—	+0	Use Wis bonus for grapple check
Kick/Unarmed Tricks				
Decisive Blow	1 free action	—	+1	Damage bonus = opponent's dodge bonus to Defense
One Blow	1 free action	—	+2	Build up unarmed attack damage
Melee Tricks				
Armored Assurance	1 free action	—	+0	+2 morale bonus with attack vs. less armored foes
Asking for trouble	1 free action	—	+1	+2 damage vs. opponent who hit you
Canny Swing	1 free action	—	+0	Use Int bonus for melee attack check
Deceptive Swing	1 free action	—	+0	Use Cha bonus for melee attack check
Decisive Swing	1 free action	—	+1	Damage bonus = opponent's dodge bonus to Defense
Deft Swing	1 free action	—	+0	Use Dex bonus for melee attack check
Determined Swing	1 free action	—	+0	Use Con bonus for melee attack check
Exploit Vulnerability	1 free action	—	+1	*Keen (8)* vs. unarmored foe
Make it Count	1 free action	—	+1	+2 damage vs. opponent who missed you
One Strike	1 free action	—	+2	Build up melee attack damage
Perceptive Swing	1 free action	—	+0	Use Wis bonus for melee attack check
Powerful Swing	1 free action	—	+0	Suffer increased threat range to roll damage twice
Ragged Wound	1 free action	—	+1	Reduce damage to gain *bleed* quality
Rending Attack	1 free action	—	+1	Inflict extra damage with two 1-handed weapons
Return the Favor	1 free action	—	+0	+2 damage vs. opponents who spent action dice
Toppling Swing	1 free action	—	+0	Target's Defense reduced until they move
Triumphant Swing	1 free action	—	+3	Recover 1d6 vitality after successful melee attack
Veteran's Swing	1 free action	—	+0	+2 attack bonus vs. lower-level opponent
Victorious Strike	1 free action	—	+2	Hit with first attack to gain bonus vitality
Ranged Tricks				
Canny Shot	1 free action	+0	+0	Use Int bonus for ranged attack check
Concussive Shot	1 free action	+0	+1	Decrease damage to gain *knockdown* quality
Gunslinger's Vengeance	1 free action	+0	+1	+2 damage vs. opponent who missed you
One Shot	1 free action	None	+2	Build up ranged attack damage
Perceptive Shot	1 free action	+0	+0	Use Wis bonus for ranged attack check
Surgical Shooter	1 free action	+0	+0	Ignore *imprecise* quality and reduce *inaccurate* quality
Target Shooting	1 free action	+0	+0	+4 attack bonus while not in combat
Veteran's Aim	1 free action	+0	+0	+2 attack bonus vs. lower-level opponent
Taunt Tricks				
Jump at Shadows	1 free action	+1	+1	+4 morale bonus to Defense while taunting
Tire Tricks				
Disrupting Shot	1 free action	1	+1	Ranged Tire (up to CQB Range)

BASIC COMBAT FEATS

For more about Basic Combat feats, see page 172 of the Spycraft 2.0 Rulebook.

BAG OF TRICKS

Now for something *completely* different!

Benefit: You gain 3 different Mix-Up tricks *(see page 6)*.

FEARSOME GLARE

"Mess with me and I *will* kill you."

Prerequisites: Intimidate 10+ ranks.

Benefit: You gain DR 2/ against each attack made by an opponent whose Intimidate (Str) bonus is lower than your own.

TIGHTENING GUARD

Better pick up the pace. This is getting *serious*.

Prerequisites: Special and player characters *only*.

Benefit: You gain a +2 morale bonus to Defense and your Speed increases by 5 ft. while your current vitality points are equal to or less than 1/2 your maximum (rounded up).

MELEE COMBAT FEATS

For more about Melee Combat feats, see page 176 of the Spycraft 2.0 Rulebook.

BLADE MASTER

Your blade sharply matches your wits.

Prerequisites: Str 13+, forte (Edged and Exotic (Edged)).

Benefit: Choose one of the following weapon categories: axe, knife, polearm, spear, or sword. When you make an attack with a weapon in the chosen category, the weapon's base damage increases by 5. Further, when one of your attacks with a weapon in the chosen category would normally kill your target, you may immediately make a second attack check against the target's Defense. With a hit, the triggering attack inflicts no damage and the opponent instead becomes *unconscious* for 1d4 minutes.

Special: You may choose this feat multiple times, each time gaining its benefits with a different weapon category.

CRUSHING MASTER

Ever see a man's skeleton turned into jelly?

Prerequisites: Str 13+, forte (Blunt and Exotic (Blunt)).

Benefit: Choose one of the following weapon categories: club, flail, hammer, staff, or whip. When you make an attack with a weapon in the chosen category, the weapon's base damage increases by 5. Further, when one of your attacks with a weapon in the chosen category would normally kill your target, you may immediately make a second attack check against their Defense. With a hit, the triggering attack inflicts no damage and the opponent instead becomes *unconscious* for 1d4 minutes.

Special: You may choose this feat multiple times, each time gaining its benefits with a different weapon category.

NO ONE SAW THAT

You've practiced enough that fear of lopping your own limbs off is a distant memory.

Prerequisites: Blunt, Edged, Exotic (blunt) and Exotic (edged) Proficiency.

Benefit: Your error range with melee attacks decreases by 1 (minimum 1).

Further, once per round when you roll a natural 1 with a melee attack check and no one activates the error, you may re-roll the check. If you do so, you become *flat-footed* at the end of your current Initiative Count.

Finally, when one of your melee attacks misses by 4 or less and you do not score an error, you may negate the attack. The attack triggers no reactions.

RANGED COMBAT FEATS

For more about Ranged Combat feats, see page 180 of the Spycraft 2.0 Rulebook.

BLAST MASTER

You have a disturbing aptitude for using high explosives at point blank range...

Prerequisites: Forte (Explosives and Indirect).

Benefit: You gain a bonus with Reflex saves made to resist blast damage equal to the number of Ranged Combat feats you possess. Further, when you make a successful Reflex save to resist the damage of an explosive you set, you suffer no damage.

CHECK-FIRE

You always wait until you can see the whites of their eyes... dead center in your sights.

Prerequisites: Proficiency (Handgun, Rifle, Shotgun, and Submachine Gun).

Benefit: Your error range with firearm attacks decreases by 1 (minimum 1).

Further, once per round, when you roll a natural 1 with a firearm attack and no one activates the error, you may re-roll that check. You must have sufficient ammo remaining to make the attack again (both the original and re-rolled attacks use ammo normally). If you re-roll the check, you become *flat-footed* at the end of your current Initiative Count.

Finally, when one of your attacks with a firearm misses by 4 or less and you do not score an error, you may negate the attack. The attack triggers no reactions and consumes no ammunition.

GUNNERY MASTER

You excel with heavy weapons and vehicular combat.

Prerequisites: Forte (Tactical and Vehicular).

Benefit: When you make an attack with a vehicular or guided weapon against a target whose Turning Rating is higher than yours, your target does *not* gain the standard bonus to Defense *(see the Spycraft 2.0 Rulebook, page 289)*. Further, when you make an attack with a vehicle-mounted weapon, it gains the *armor-piercing* quality with a value equal to the number of Ranged Combat feats you possess.

HURLING MASTER

You don't just shoot for the bull's eye... You split the other guy's weapon in *half*.

Prerequisites: Dex 13+, forte (Exotic (hurled) and Hurled).

Benefit: Choose one of the following weapon categories: bows, grenades, makeshift grenades, or thrown weapons. When you make an attack with a weapon in the chosen category, the weapon's base damage increases by 5 (or by 2 if the weapon is a grenade or shuriken). Further, when one of your attacks with a weapon in the chosen category would normally kill your target, you may immediately make a second attack check against their Defense. With a hit, the triggering attack inflicts no damage and the opponent instead becomes *unconscious* for 1d4 minutes.

Special: You may choose this feat multiple times, each time gaining its benefits with a different weapon category.

LONGARMS MASTER

All those hours on the range really paid off.

Prerequisites: Dex 13+, forte (Rifle and Shotgun).

Benefit: Choose one of the following weapon categories: assault rifles, bolt-action rifles, semi-automatic rifles, break-action shotguns, pump action shotguns, semi-automatic shotguns, or squad automatic weapons. When you make an attack with a weapon in the chosen category, the weapon's base damage increases by 3. Further, when one of your attacks with a weapon in the chosen category would normally kill your target, you may immediately make a second attack check against their Defense. With a hit, the triggering attack inflicts no damage and the opponent instead becomes *unconscious* for 1d4 minutes.

Special: You may choose this feat multiple times, each time gaining its benefits with a different weapon category.

SIDEARMS MASTER

It's unlikely they'll be able to pry your gun from your fingers, even after you're long cold.

Prerequisites: Dex 13+, forte (Pistol and Submachine Gun).

Benefit: Choose one of the following weapon categories: backup pistols, hold-out pistols, service pistols, backup revolvers, hunting revolvers, service revolvers, light submachine guns, or heavy submachine guns. When you make an attack with a weapon in the chosen category, the weapon's base damage increases by 3. Further, when one of your attacks with a weapon in the chosen category would normally kill your target, you may immediately make a second attack check against their Defense. With a hit, the triggering attack inflicts no damage and the opponent instead becomes *unconscious* for 1d4 minutes.

Special: You may choose this feat multiple times, each time gaining its benefits with a different weapon category.

ZEN ARCHER

Sometimes the shot you *don't* take is the only one that finds its mark.

Prerequisites: Proficiency (Exotic (hurled) and Hurled).

Benefit: Your error range with hurled attacks decreases by 1 (minimum 1).

Further, once per round, when you roll a natural 1 with a hurled attack and no one activates the error, you may re-roll that check. You must have sufficient ammo remaining to make the attack again (both the original and re-rolled attacks use ammo normally). If you re-roll the check, you become *flat-footed* at the end of your current Initiative Count.

Finally, when one of your attacks with a hurled weapon misses by 4 or less and you do not score an error, you may negate the attack. The attack triggers no reactions and consumes no ammunition.

UNARMED CONBAT FEATS

For more about Unarmed Combat feats, see page 183 of the Spycraft 2.0 Rulebook.

THAT WAS DELIBERATE

If it had been an accident, somebody might have gotten hurt!

Prerequisites: Forte (Unarmed).

Benefit: Your error range with unarmed attacks decreases by 1 (minimum 1).

Further, once per round, when you roll a natural 1 with an unarmed attack and no one activates the error, you may re-roll that check. If you do so, you become *flat-footed* at the end of your current Initiative Count.

Finally, when one of your unarmed attacks misses by 4 or less and you do not score an error, you may negate the attack. The attack triggers no reactions.

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