

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

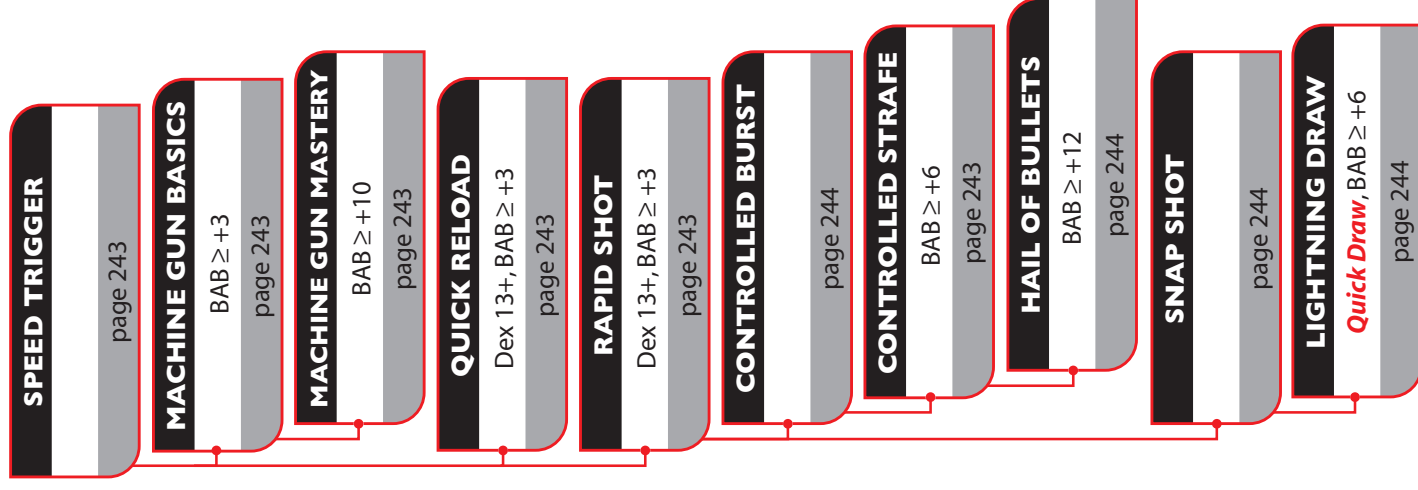
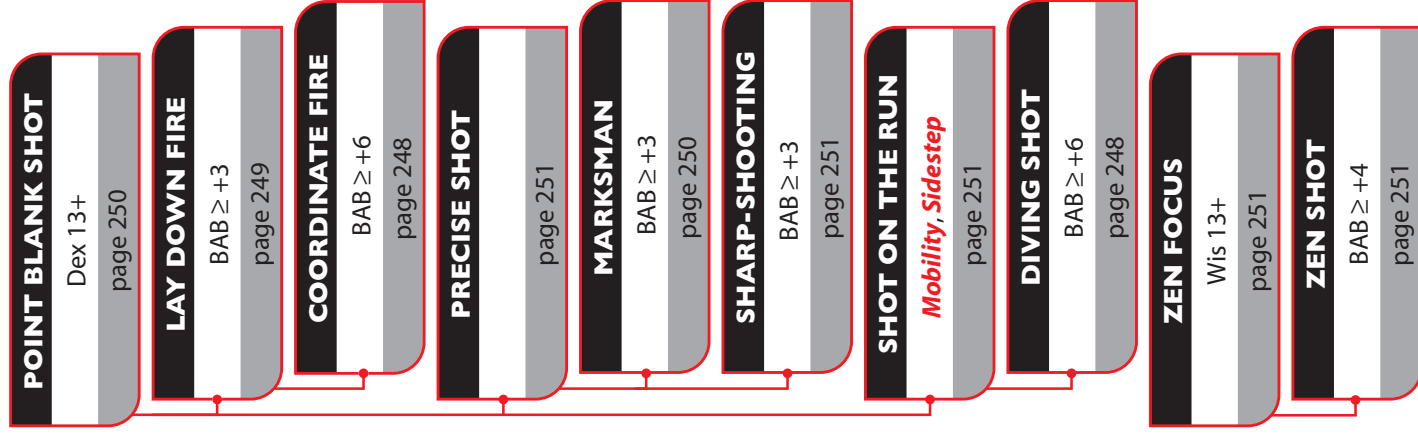
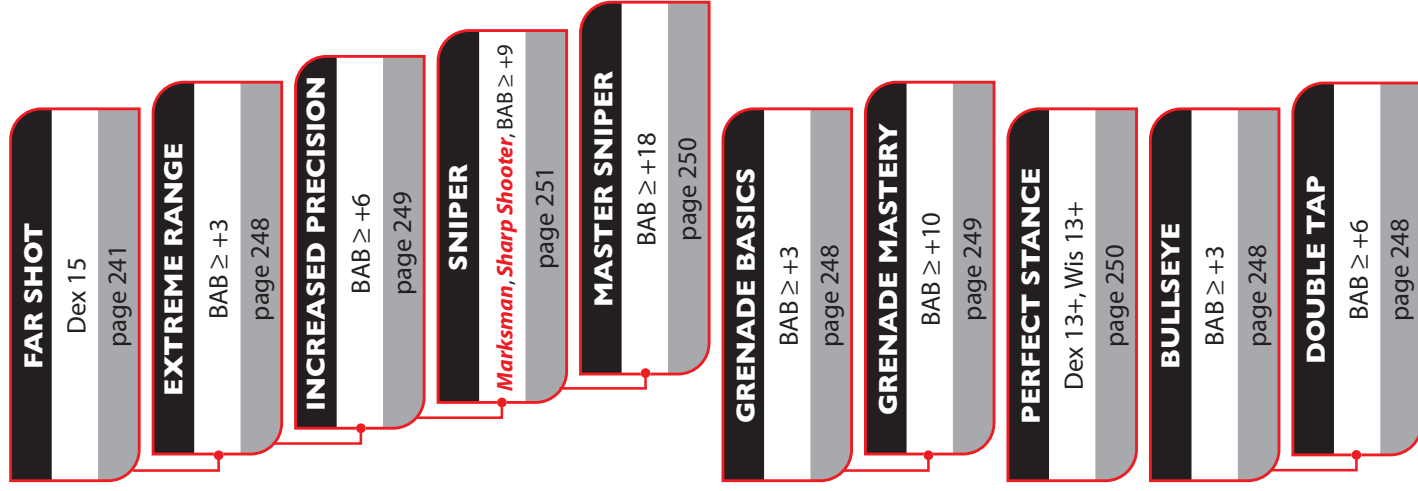
MELEE COMBAT FEATS

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

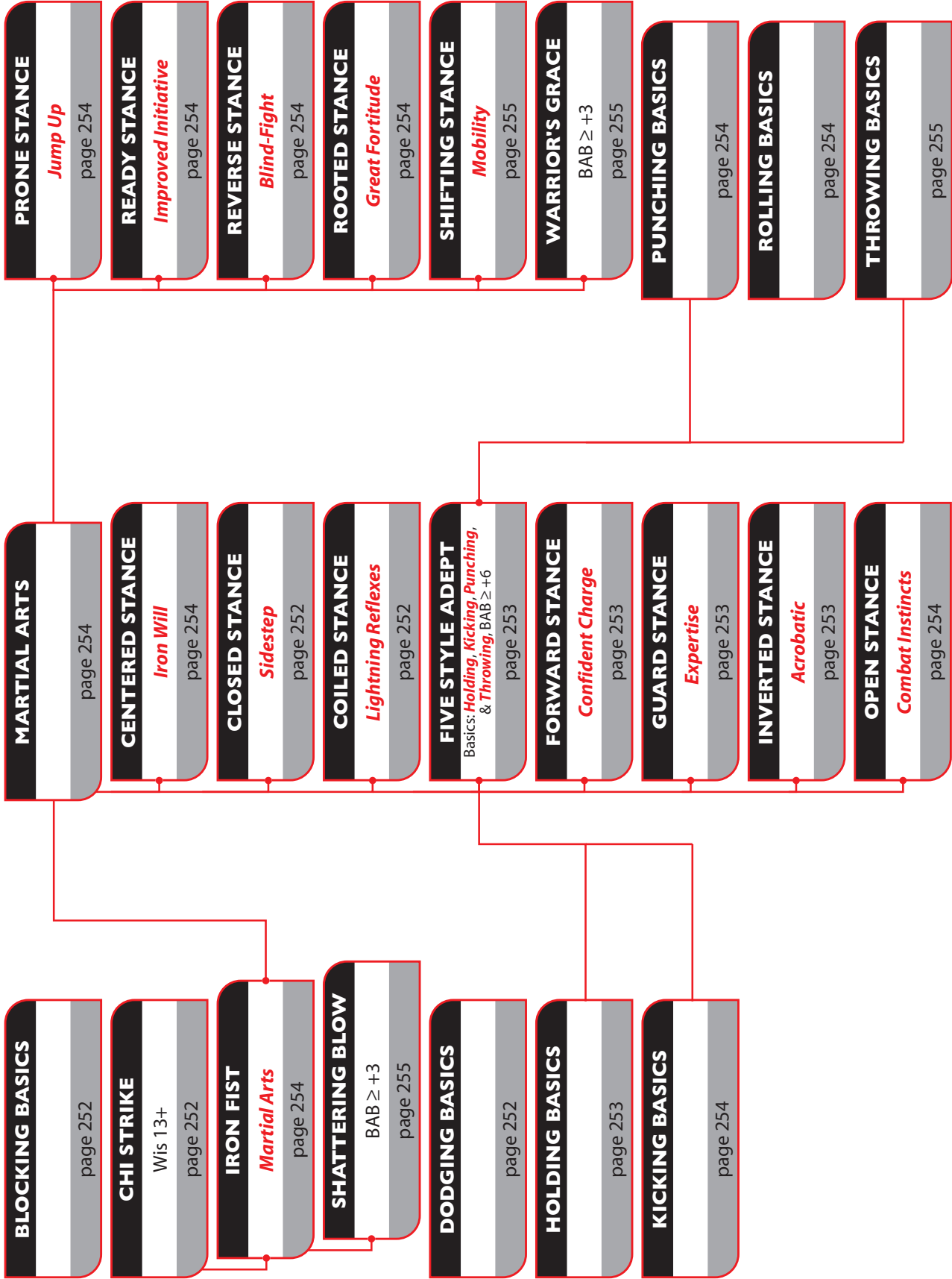
MOBILITY See Basic Combat Feats page 242
SWIFT STRIKE <i>Sidestep</i> , BAB ≥ +4 page 247
WHIRLWIND ATTACK <i>Expertise</i> page 248
POWER ATTACK Str 13+ page 247
CLEAVE page 245
GREAT CLEAVE BAB ≥ +3 page 246
CLEAVING CHARGE Str 15+, BAB ≥ +6 page 245
TRAIL OF BLOOD BAB ≥ +12 page 247

WEAPON GROUP PROFICIENCY See Basic Combat Feats page 244
WEAPON FINESSE BAB ≥ +1 page 247
FLASHING WEAPON BAB ≥ +3 page 246
SNAKE STRIKE <i>Quick Draw</i> , 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 , <i>Sneak Attack</i> +1d6 page 255	WHACK Character level ≥ 9 , <i>Sneak Attack</i> +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

GEAR FEATS

BANDAGE First Aid ≥ 4 ranks page 257	EXTRA SUPPLIES page 258
CLEAN AND POLISHED page 258	EXTRA SUPPORT page 258-9
ELECTRONIC WARFARE BASICS Electronics ≥ 5 ranks page 258	MINE BASICS Demolitions ≥ 5 ranks page 259
ELECTRONIC WARFARE MASTERY Electronics ≥ 10 ranks page 258	MINE MASTERY Demolitions ≥ 10 ranks page 259
ELECTRONIC WARFARE SUPREMACY Electronics ≥ 15 ranks page 258	MOTHER HEN page 259
EXPLOSIVES BASICS Demolitions ≥ 5 ranks page 258	
EXPLOSIVES MASTERY Demolitions ≥ 10 ranks page 258	
EXPLOSIVES SUPREMACY Demolitions ≥ 15 ranks page 258	

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

NAQUAHDAH 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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