Alessia Feats

ADVANCED ARMOR TRAINING [REQ: LIGHT ARMOR TRAINING]

You've trained with some of the best armors in the Empire of Xian. You gain the following benefits:

• Increase your Strength or Constitution score by 1, to a maximum of 21.

• When you spend a point of resolve as a bonus action, you can quickly don your advanced armor, reducing the time it takes to don in half.

• When you spend a point of resolve as a bonus action, you may eliminate the disadvantage your armor imparts to your Dexterity (Stealth) checks until the beginning of your next turn.

BASIC AUTO-RIFLE TRAINING

You've trained with the Peacekeepers, a police force, or similar professionals to learn the basics about semi-automatic, automatic, and single-fire rifles of all kinds. You know how to fire, clean, clear, maintain, and identify basic kinetic weapons of all kinds. You gain the following benefi ts:

• Increase your Dexterity score by 1, to a maximum of 21.

• You are proficient with simple and martial kinetic rifles.

BASIC MELEE WEAPONS TRAINING

You've trained with any number of monasteries, battle halls, or military units, exploring a number of traditional and non-traditional melee weapons. You gain the following benefi ts:

• Increase your Strength or Dexterity score by 1, to a maximum of 21.

• You are proficient with martial (melee) weapons.

COMBAT TRAINING [REQ: WISDOM 13]

You've been trained to look for opportunities to exploit in combat. When an enemy combatant provokes an opportunity attack from you by moving from a threatened square or otherwise performing a risky action, you can immediately attack them as a reaction, using either a weapon in hand or an unarmed strike.

BASIC ENERGY RIFLE TRAINING

You've trained with the Peacekeepers, a police force, or similar professionals to learn the basics about firearms. You know how to fire, clean, clear, maintain, and identify basic energy fi rearms of all kinds. You gain the following benefits:

• Increase your Dexterity score by 1, to a maximum of 21.

• You are proficient with simple and martial energy rifles.

DEAD EYE [REQ: WISDOM 13]

You've got an eye for deadly rhythm of combat and know how to place your shots to avoid hitting your allies. You gain the following benefits:

• You do not suffer disadvantage for shooting into melee combat.

• You may 'aim' as a bonus action to gain a bonus d4 on your d20 roll to hit with that weapon.

DEMOLITIONS TRAINING[REQ: INTELLIGENCE 13]

You were trained to use and handle explosives properly, and you know how to set charges, remove explosives, and to prepare most demolitions to ensure their destructive force is correctly (and safely) focused. You gain the following benefits:

• You are proficient with the Demolition Tool Kit.

• You do not suffer disadvantage when using the Technology skill to disarm, handle, or set explosive charges.

DERVISH

Your training with Fyrean Scythis Blades grants you the following benefits:

• Increase your Dexterity score by 1, to a maximum of 20.

• While wielding two Fyrean Scythis Blades (or similar, GM-approved fi nesse weapons), you gain a +1 to all Attack rolls with those blades.

• While wielding two Fyrean Scythis Blades, you have advantage on Charisma (Intimidation) checks.

DODGE

You know how to avoid physical attacks. You gain the following benefits:

• You can spend a reaction in melee combat to dodge an incoming attack. When you do, you gain a +2 bonus to your Armor Class until the beginning of your next turn. This bonus applies to the attack that triggered it.

• You learn the stunt Side Step (see page 36). You do not need to meet the prerequisites of this

stunt.

DRIFTER

You've spent hundreds of hours racing, repairing, and modifying drifters and dashers of all kinds. You gain the following benefits:

• You gain a +2 bonus to all Dexterity (Drive) checks while operating drifters and dashers.

• Your resolve increases by 1.

• You learn the stunt Hard Stop, Go (see page 34). You do not need to meet the prerequisites of this stunt.

EXOSKELETON ARMOR TRAINING

You've trained to wear exoskeletons and similar body-enhancing frames. You know how to inspect, don, operate, and move in exoskeletons of all kinds. You gain the following benefits:

• Increase your Dexterity or Constitution score by 1, to a maximum of 21.

• You are proficient with exoskeletons.

EXPERT KNOWLEDGE [REQ: INTELLIGENCE 15]

You know a great deal about one thing in particular. Choose two of your skill proficiencies. Your Proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

FIGHTING STYLE: ASARÆ'S AERIAL WRATH[REQ: ABILITY TO FLY]

Originating in the Asaræ Monasteries of Southern Shiran, this fighting style incorporates maneuvers, attacks, and stunts that rely on altitude, height, and using one's ability to fly to best an opponent in combat. You gain the following benefits:

• While flying, you gain a +1 bonus to your Armor Class.

• While flying, you gain advantage on Dexterity (Acrobatics) proficiency checks to avoid hazards or being pulled to the ground by an enemy.

• You learn the stunt Asaræ's Assault (see page 33).

FIGHTING STYLE: EMPEROR'S WAY

Developed by the Imperial House of Xian, this fighting style focuses on submissive holds, grabs, and moves to redirect the target's attacks without using direct force. You gain the following benefits:

• Your physical strikes deal 1d8 points of damage + your Strength modifier, but you can never kill a character using this style; you must always choose to deal non-lethal damage and knock out the target instead.
• Your unarmed attacks deal an additional 1d4 points of bludgeoning damage. This damage is not multiplied on a critical hit.

FIGHTING STYLE: JÖTUNFOLK'S FURY

Developed in the northern tundras of Shiran among the jötunfolk tribes there, this brutal, violent style of fighting capitalizes on brute force and sudden strikes to quickly render an opponent immobile. You gain the following benefits:
• Your unarmed attacks deal an additional 1d4 points of cold damage. This damage is not multiplied on a critical hit.
• You know the cantrip ray of frost. Charisma is your casting modifier for it.
• When you make an unarmed attack against a target and critically hit, you can spend a point of resolve to immediately target them with the cantrip ray of frost spell, dealing 2d8 points of additional cold damage when you do.

FIGHTING STYLE: NEKOMATA CLAW FIGHTING

Developed on the hunting plains of Yerwin, long before the peace between the yökai was struck, the nekomata were mastering their evolutionary advances, matching them with fighting styles that maximized their strengths. You gain the following benefits:
• Increase your Strength or Dexterity score by 1, to a maximum of 21.
• Your unarmed attacks deal an additional 1d4 points of slashing damage. This damage is not multiplied on a critical hit.
• You gain advantage on Dexterity (Stealth) proficiency checks while in the Plains of Yerwin or similar terrain (GM's discretion).

FIGHTING STYLE: PANDREN'S PATH

Originally exclusive to the Pyrrin Isles, this style and tradition has been taught by pandren monks to any willing to uphold its tenets. Today, this style is taught throughout the Empire of Xian. You gain the following benefits:
• Your unarmed attacks deal an additional 1d4 points of piercing damage. This damage is not multiplied on a critical hit.
• You know the spell hideous laughter. Charisma is your casting modifier for it.

• When you make an unarmed attack against a target and critically hit, you can spend a point of resolve to immediately target them with the spell hideous laughter, increasing the DC by 1 when you do.

FIGHTING STYLE: ELVEN PATH OF WAR

Taught throughout Velestra long before the War of Sovereigns rocked their shores, the Elven Path of War is a brutal and vicious combat style designed to destroy Galgaræ's servants before they can close the gap. You gain the following benefits:

• Your unarmed attacks deal an additional 1d4 points of radiant damage. This damage is not multiplied on a critical hit.

• While on Velestran soil (or while defending an elven outpost in another land), you gain a +2 bonus to Dexterity (Acrobatics) and Dexterity (Stealth) proficiency checks.• You learn the stunt Elven Deflection (see page 34).

HACKER [REQ: COMPUTERS PROFICIENCY]

You know how to examine, defend, attack, and navigate computer networks; you can use a specialized suite of tools to test and penetrate these networks, recovering vital information or delivering viral payloads (sometimes both). You gain the following benefits:

• You gain advantage on Intelligence (Computers) proficiency checks to navigate computer networks.

• You gain profi ciency with Hacker Tools.

HEAVY ARMOR TRAINING[REQ: MEDIUM ARMOR TRAINING]

You've trained with the Peacekeepers or a similar group of professionals, learning to wear most of the heavy armors on the market. You know how to wear, care for, don, and inspect heavy body armor of all kinds. You gain the following benefits:

• Increase your Strength or Constitution score by 1, to a maximum of 21.

• You are proficient with heavy body armor.

MAGITECH INITIATE

You've got a little magic up your sleeve. You gain the following benefits:

• You know two cantrips from the Arcanist spell list, and Intelligence is your spellcasting ability for both of them.

• You gain a +1 bonus to Intelligence (Arcana) and Intelligence (Technology) proficiency checks to identify, operate, repair, or modify magitech devices of all kinds.

MEDIUM ARMOR TRAINING[REQ: LIGHT ARMOR TRAINING]

You've trained with the Peacekeepers or another group of military professionals, learning to wear a wide assortment of medium armors. You know how to wear, care for, don, and inspect medium body armor of all kinds. You gain the following benefits:

• Increase your Strength or Constitution score by 1, to a maximum of 21.

• You are proficient with medium body armor.

INVESTIGATOR'S EYE

You've got an eye for the details everyone else misses. You gain the following benefits:

• Increase your Intelligence or Wisdom score by 1, to a maximum of 21.

• You gain advantage on Wisdom (Perception) proficiency checks while searching the scene of a crime.

• You gain advantage on Intelligence (Insight) proficiency checks while searching the scene of a crime.

KAIMA SIGHT

You've learned, through a combination of training, magical attunement, or through the gifts of the kaima who live there, to Pierce the Veil between Alessia's prime material plane and Yù Xing, the Realm of the Jade Stars. You gain the following benefits:

• You can spend a Bonus action to activate your kaima sight, gaining the ability to see the realm of Yù Xing and its visible inhabitants within 30 feet of you. This sight lasts for 1d4 minutes. You must complete a short rest before activating this ability again.

• You gain advantage on Wisdom (Perception) proficiency checks while observing the realm of Yù Xing.

• You gain advantage on Intelligence (Insight) skill checks when interacting with the kaima who live in the realm.

LIGHT ARMOR TRAINING

You've trained with the Peacekeepers or another group of military professionals, learning the basics about most light armors. You know how to wear, care for, don, and inspect light body armor of all kinds. You gain the following benefits:

• Increase your Strength or Constitution score by 1, to a maximum of 21.

• You are proficient with light body armor.

LUCKY

You’re luckier than most. You gain the following benefits:

• Choose one of your skill proficiencies. You gain a +1 bonus to proficiency checks with that skill. Whenever you make a proficiency or ability score check with that skill, you can spend a point of resolve as a reaction to gain advantage on that roll.

• Increase your Resolve by 1.

MEDIA PERSONALITY

You’re kind of a big deal. When you make an announcement online, post something to your Smiles or Holo Account, or blast someone in under 256 characters, thousands of people across Alessia listen. You have one, maybe more corporate sponsors. You gain the following benefits:

• You gain advantage on Intelligence (Culture) proficiency checks when using social media (your Smiles or Holo accounts) as a public figure.

• You gain advantage on Charisma (Perform) proficiency checks to entertain people using social media.

ONE HAND ON THE WHEEL [REQ: PROFICIENCY IN THE DRIVE SKILL]

Your look at traffic laws with the same disdain you do gravity – with a devil-may-care grin and a little too much coffee in your veins. You gain the following benefits:

• You gain advantage on Dexterity (Drive) profi ciency checks while performing special maneuvers in a vehicle you are proficient operating

.• Each round, you can elect to operate your vehicle as a move. When you do, you suffer disadvantage on any Drive proficiency checks the GM calls for during the following round. This resets at the beginning of your next turn.

PARKOUR [REQ: DEXTERITY 17]

You see walls not as barriers, but as challenges. You’ve run the walls of Capital City, leaped through the Floating Markets of Qingshan, and thrown your body into places most people would consider insane. You gain the following benefits:

• You gain advantage on Dexterity (Stealth) proficiency checks in urban environments.

• You gain advantage on Strength (Athletics) proficiency checks in urban environments.

• Provided you aren’t wearing armor, aren’t encumbered, and aren’t otherwise restricted (you can’t be tied up), your Armor Class is naturally 12 + your Dexterity modifier while in an urban environment.

PILOT [REQ: INTELLIGENCE 13]

You know how to pilot a specific type of vehicle. When you select this feat, select a vehicle from the following list:

• Commercial Skyship, Aeris Class Transport.
• Commercial Skyship, Dragonfire Assault Class
• Commercial Skyship, Executive Class Transport
• Commercial Skyship, Provision Class Survey
• Commercial Skyship, Ronin Class Transport
• Commercial Skyship, Shadow Class Assault
• Commercial Skyship, Victor Class Assault
• Commercial Skyship, Xian Class Survey
• Dashers (all)
• Dreadnaughts (all)
• Drifters (all)
• Imperial Skyship, Cruiser
• Imperial Skyship, Destroyer
• Imperial Skyship, Dreadnaught
• Imperial Skyship, Fast Attack Cruiser
• Imperial Skyship, Junker Transport
• Imperial War Skiff

You gain the following benefits while operating this vehicle:

• You gain advantage on Intelligence (Spacefaring) proficiency checks.
• You gain advantage on Wisdom (Perception) proficiency checks while you are operating, searching, or working on this vehicle.

RIFLE EXPERT

[REQ: PROFICIENCY WITH A RIFLE]OR PILOT SKILLS]

You know how to use a rifle. You've spent a lot of time practicing with a wide variety of rifles in close combat situations, allowing you to enjoy the following benefits:

• You ignore the loading quality with rifles with which you are proficient.
• Being within 5 feet of a hostile creature doesn't impose disadvantage on ranged attacks you make with that rifle.
• When you use the Attack action with a rifl e with which you are profi cient, you can spend 1 point of resolve to gain a +2 bonus on that roll.

STUNT DRIVER

[REQ: PROFICIENCY IN DRIVE [REQ: PROFICIENCY WITH A RIFLE]OR PILOT SKILLS]

You've been trained to handle vehicles in ways others can't hope to comprehend. You can use the Drive skill to perform acts of daring, stunts, and tricky maneuvers. You gain the following benefi ts:

• Increase your Resolve by 2.

• When executing, attempting, or otherwise performing special maneuvers in a vehicle with which you are profi cient, apply double your profi ciency modifier.

SKYSHIP GUNNER

You've trained on skyships, skiffs, and dreadnaughts – you not only know how to operate the shipboard weapon systems on most skyships, you have a knack for them. You gain the follow benefits:

• Increase your Intelligence score by 1, to a maximum of 20.

• You have advantage on attacks against enemy vessels who are charging, ramming, or attempting to board your skyship.

• You gain proficiency with the gunsmithing kit.

SURGEON [REQ: INTELLIGENCE 17]

Provided you have the tools, supplies, and staff, you can use the Medicine skill to perform surgery, including removing bullets, repairing and replacing damaged organs, and making physical alterations to the creature's body. When you select this feat for the first time, select 3 species you've previously encountered or studied; you can perform surgery on these species. Each time you select this feat, you can add 3 additional species to your list.

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