

D20 Modern

Power Attack = -1 AR = +1 Damage =<BAR

Combat Expertise – as part of an attack = ^-5 to AR for ^ +5 to defense

Improved Feint - +2 bluff to feint / feint = move action

Improved Trip – trip opponent / make immediate melee attack

Heroic Surge – Action Point = +1 Attack or Move Action / Once per round / 1-4 = 1 per day / 5-8 = 2 per day / 9-12 = 3 per day / 13-16=4per day / 16-20=5per day

Frightful Presence = 1:round/free action/10ft/<levels/Will Save (DC 10 + ½ lvl + Cha mod(Renown= +5))/ Fail = Shaken 1D6 +Cha Mod Rounds / Success = Immune 24 hours

Combat Throw - +2 Str / Dex to Trip / Grapple

Combat Throw 2 – If Opponent misses melee attack get AOO-Trip

Urban Arcana

Quicken Power = Power can be cast as a free action / +8 points / +3 slots ^

Reach Power = Can use touch powers at range / +6 points / +2 slots ^

Shadowbane Power = +4 to save DC vs creatures of shadow / +2 points / +1 slot^

Power Turning = -2 to turn roll = +2D6 Turning Damage

Extra Turning = +4 turns per day

Improved Turning = +2 to turning checks (can take and apply to different turn types)

Improved Overrun = Cannot be avoided / +4 to str to knock down target

Precise Strike = 1AP attack target touch AC not Normal AC for 1 round

D20 Future

Cybertaker = +1 max attachments

Nerve Pinch = unarmed attack for no damage is fort save (DC10 + ½ clvl + str mod) paralyzed for 1d4 +1 rounds

Planetary Adaptation = gain a boon / at character creation.

Epic Feats 3.5

Great Strength , Dexterity , Constitution , Intelligence , Wisdom , Charisma = +1 to existing ability score (may be retaken)

MultiWeapon Rend = On Successful hit with 2 weapons do min damage of smallest + 1 ½ str mod

Damage Tree

+1 Targeting 1 = +1 Damage

+3 Targeting 2 = +3 Damage

+3 Targeting 3 = +6 Damage

+3 Targeting 4 = +6+1D6 Damage

+3 Targeting 5 = +1 Damage Die Step to Weapon Damage

Critical Tree

+4 Heart Shot 1 = Increased Threat Range +1

+3 Heart Shot 2 = Increased Threat Multiplier +1

+3 Heart Shot 3 = Increased Threat Range +1

+3 Heart Shot 4 = No Longer Need to Confirm Criticals

+3 Heart Shot 5 = 1 AP = Critical Strike if attack is successful

Penetrating Damage Tree

+1 Wood +1 = Ignore the first 2 points of Damage Reduction , Hardness

+1 Silver +2 = Ignore the first 4 points of Damage Reduction , Hardness

+1 Iron +3 = Ignore the first 6 points of Damage Reduction , Hardness

+1 Adamantine +4 = can now critically strike opponents who are normally immune

Damage Reduction Tree

+4 Rock 1 = -2 Damage From all Attacks

+3 Rock 2 = -5 Damage from all attacks

+3 Rock 3 = -10 Damage from all attacks

+3 Rock 4 = Immune to criticals

Precision Tree

+1 Focused 1 = +1 AR / No Penalty For Targeting Into Melee

+3 Focused 2 = +2 AR / No Penalty For Targeting Overlapping Target (grappling , swarm , etc)

+3 Focused 3 = +3 AR / Don't Miss When Targeting Concealed or partially concealed targets

Speed Tree

+1 Fast 1 = Run X 5 / +4 Initiative /Drawing , Holstering , Reloading = Free Actions

+3 Fast 2 = Move Before and After Attack Up to Normal Speed , No Attack of AOO from Target

+3 Fast 3 = May use any skill at Normal speed / ½ time to complete tasks such as craft / may make up to a 90 degree turn while charging , running

+3 Fast 4 = May use any skill at Max speed / ¼ time to complete tasks such as craft

Saving Tree

+1 Foreknowledge 1 = Full damage from failed reflex saves / No Damage from Successful Saves

+3 Foreknowledge 2 = ½ damage from failed reflex saves / No damage from successful saves

+3 Foreknowledge 3 = + Highest ability mod to all saves

Berserker Tree

- +1 Attack 1 = +1 Secondary attack at a -5
- +2 Attack 2 = +2 Secondary attacks at a -5/-10
- +2 Attack 3 = +3 Secondary attacks at a -5/-10/-15
- +2 Attack 4 = +4 Secondary attacks at a -5/-10/-15/-20
- +2 Attack 5 = +5 Secondary attacks at a -5/-5/-10/-15/-20

Agility Tree

- +1 Agile 1 = AOOs = Dex Mod + 2
- +3 Agile 2 = AOO vs target if it misses
- +3 Agile 3 = 1 Extra attack after KO enemy / Limit 1
- +3 Agile 4 = No limit to the number of times you can get an extra attack from Knocking out an enemy
- +3 Agile 5 = Attack Vs all opponents within 1 range increment of you , as if you were using a weapon of equal size to you.

Defense Tree

- +1 Defense 1 = +1 Def vs Target
- +3 Defense 2 = +1 AC vs Melee
- +3 Defense 3 = +1 Natural AC
- +3 Defense 4 = +1 equipment bonus to AC
- +3 Defense 5 = +1 equipment bonus to AC

Action Tree

- +1 Action 1 = Roll D8 for all action point rolls
- +3 Action 2 = +1 to action dice rolled , discard lowest
- +3 action 3 = may spend 2 action points a round
- +3 action 4 = + character level in action points instead of ½

Ranged Tree

- +1 Guns 1 = No AOO for shooting in melee range
- +1 Guns 2 = Can make AOO with ranged weapons , within twice melee reach
- +1 Guns 3 = Apply full dex mod to ranged damage / X 1½ if using 2 hands / +1 to AR , +1 to damage
- +1 Guns 4 = + ½ to range increments/ Semi-Automatic = -2 to AR , +1 Die of Damage
- +1 Guns 5 = No -4 for auto-fire / Automatic = +2 dice damage , 10 X 10 Ft or 5 X 20Ft Area

Unarmed Tree

- +1 Combat Arts 1 = Considered Armed / can do lethal damage. Unarmed damage increases 2 steps
- +3 Combat Arts 2 = Unarmed Attacks = Threat Range +1 / +1 AR / Unarmed Damage increases 1 step
- +3 Combat Arts 3 = Unarmed Attacks = Critical Multiplier +1 / +1 AR / Unarmed Damage increases 1 step
- +3 Combat Arts 4 = Unarmed Attacks + 1D4 Damage / Nonlethal unarmed attacks are critical hits.

Powers Tree

- +1 Powers 1 = Arcane , Divine , or Arcane spells
- +3 Powers 2 = X2 Range and/or X2 Duration = +1 Spell Level / +2 Points
- +3 Powers 3 = power goes off set time after use = +2 Spell Levels/+6points | power lasts 24 hours = +3 spell levels / +8 points
- +3 Powers 4 = power does non-lethal damage = +1 spell level / +2points | power does divine damage = +2 spell levels / +6 points
- +3 Powers 5 = all numerical effects of power are increased by ½ = +2 spell levels / +6points | power does max damage and/or power is used twice on target = +3 / +8

Crafting Artifacts Tree

- +1 Crafting 1 = Master Craft +1 / Craft Scrolls
- +3 Crafting 2 = Master Craft +2 / Craft Potions
- +3 Crafting 3 = Master Craft +3 / Craft Tattoos
- +3 Crafting 4 = Imbue Item +1 / Craft Artificer equivalent Scrolls , Potions , Tattoos
- +3 Crafting 5 = Imbue Item +2 / Craft Artificer equivalent Weapons , Armor
- +3 Crafting 6 = Imbue Item +3 / Craft anything . Use the best crafting formula

Craft Machines Tree

- +4 Build 1 = Build Robot
- +3 Build 2 = Master Craft +1 / Reconfigure Weapon / Craft Cybernetics
- +3 Build 3 = Master Craft +2 / Upgrade Weapon
- +3 Build 4 = Master Craft +3 / Build Autonomys robot

Medical Tree

- +1 Medical 1 = Can do surgery without penalty
- +1 Medical 2 = can perform cybernetic surgery
- +1 Medical 3 = can perform any medical practice on any sentient without penalty
- +1 Medical 4 = DC40 , 50 round to perform medical miracle

Diplomacy Tree

- +1 Diplomacy 1 = character level bonus to personal interactions (max 10)
- +2 Diplomacy 2 = character level bonus to opposed used senses checks (max 10)
- +2 Diplomacy 3 = 1 target makes will save $DC(10+CLVL+Cha\ mod)$ = failure = stops attacking / 15Ft / Full round action
- +2 Diplomacy 4 = cha mod = # of targets that you can affect with diplomacy 3
- +2 Diplomacy 5 = target makes will save $DC(10+CLVL+ Cha\ mod)$ = failure = -1 step in attitude toward another target / you may repeat until you fail
- +2 Diplomacy 6 = no limit to the number of targets you may effect with Diplomacy 3
- +2 Diplomacy 7 = target makes will save $DC(10+CLVL+ Cha\ mod)$ Fail = you make a personal interactions check (DC 50) Success = Target is now minion

Weapon Use Tree

- +1 Weapon Use 1 = pick 1 (slash , bludgeoning , ballistic , piercing) you now know how to use that damage type / pick 1 (ranged , melee) you know how to use that style
- +1 Weapon Use 2 = you now know how to use the other style (ranged , melee) , you now know hot to use the Exotic weapons of that damage type
- +1 Weapon Use 3 = Pick another 2 (slash , bludgeoning , ballistic , piercing)
- +1 Weapon Use 4 = Pick another 2 (slash , bludgeoning , ballistic , piercing , energy)
- +1 Weapon Use 5 = May Use Str , Dex , Int , or Wis mod for AR, Damage

Healing Tree

- +1 Heal 1 = Using the medical skill heals X 2 as much / +1 uses per day per person used on
- +3 Heal 2 = Using the medical skill heals X 3 as much / +3 uses per day per person used on
- +3 Heal 3 = Using the medical skill heals X 4 as much / +7 uses per day per person used on
- +3 Heal 4 = Using the medical skill heals+10HP as much / may use under stress

Enhanced Sight Tree

- +1 Sight 1 = Lowlight-vision X2
- +3 Sight 2 = Dark-vision 120 Ft
- +3 Sight 3 = Blind Sight 120 Ft
- +3 Sight 4 = X-Ray Vision 30 Ft

Elusive Tree

- +1 Elusive 1 = +4 AC vs AOO
- +1 Elusive 2 = +4 AC vs Ranged attacks while in melee
- +1 Elusive 3 = Target loses ability mod to attack rating
- +1 Elusive 4 = Target loses all AOO vs you

The Hidden Tree

- +4 Hidden 1 = +5 to stealth checks
- +3 Hidden 2 = you can use any spell or power without speaking
- +3 Hidden 3 = you can use any spell or power without moving
- +3 Hidden 4 = you and any spell or power you manifest is undetectable by magical/psionic means

Stealth Tree

- +1 Stealth 1 = -3 rep
- +3 Stealth 2 = rep = 0 , Rep no longer increases with levels
- +3 Stealth 3 = can no longer be discerned in a crowd
- +3 Stealth 4 = you are now forgotten as soon as you leave the limelight, your deeds are always remembered as someones elses.

Health Tree

- +4 Health Boost 1 = +12 HP
- +3 Health Boost 2 = Naturally Heal at Twice Normal Rate
- +3 Health Boost 3 = Fast-Healing 5 / replaces Health Boost 2
- +3 Health Boost 4 = Regeneration 8 / replaces Health Boost 2 and 3

Enduring Tree

- +1 Enduring 1 = +4 bonus to any fort check involving becoming fatigued or enduring continuing conditions / can sleep in light or medium armor without later fatigue
- +3 Enduring 2 = +10 to massive damage threshold / can sleep in any armor without later fatigue
- +3 Enduring 3 = Immune to all poisons and diseases / no longer need to sleep , though you can still only recover spells and power points once a day
- +3 Enduring 4 = Immortal , No longer receive the effects of aging / no longer need to make fatigue checks , or checks to endure continuing conditions like holding breath or starve

Sniper Tree

- +1 Sniper 1 = Spend full round action aiming = +5 AR
- +3 Sniper 2 = Spend full round action aiming = +10 AR
- +3 Sniper 3 = Spend full round action aiming = +15 AR
- +3 Sniper 4 = Spend full round action aiming = +20 AR
- +3 Sniper 5 = Spend full round action aiming = +20 AR +Critical Hit

Skills Tree

- +1 Skills 1 = +5 to 1 skill
- +3 Skills 2 = +5 to 2 skills
- +3 Skills 3 = +5 to 3 skills
- +3 Skills 4 = +5 to 4 skills
- +3 Skills 5 = You may use any skill as if you have training in it
- +3 Skills 6 = +5 to all skills you have trained

Riches and Fame Tree

- +1 Jackpot 1 = +3 Wealth / +1 Rep / +1 Profit Bonus on wealth checks
- +3 Jackpot 2 = +3 Wealth / +1 Rep / +1 Profit Bonus on wealth checks
- +3 Jackpot 3 = +3 Wealth / +1 Rep / +1 Profit Bonus on wealth checks
- +3 Jackpot 4 = +3 Wealth / +1 Rep / +1 Profit Bonus on wealth checks
- +3 Jackpot 5 = +12 Wealth / +4 Rep / +4 Bonus on all profit checks

Power Heritage Tree

- +1 Heritage 1 = 3 0 level Arcane , Divine , or Psionic Powers / +1 to any 1 save / lowlight vision 60Ft
- +1 Heritage 2 = you may select one 0 level Arcane , Divine , or Psionic Power and manifest it 3 times per day
- +3 Heritage 3 = you no longer need material components to use your powers
- +3 Heritage 4 = your powers increase by $\frac{1}{4}$
- +3 Heritage 5 = your powers increase by $\frac{1}{2}$
- +3 Heritage 6 = your powers increase by 1

Power Focus Tree

- +1 Power Focus 1 = +1 To saves DC of spells and powers you manifest / +2 To beat spell or psionic resistance (1D20 + Caster Level)
- +1 Power Focus 2 = +2 To saves DC of spells and powers you manifest / +4 To beat spell or psionic resistance (1D20 + Caster Level)
- +1 Power Focus 3 = +3 To saves DC of spells and powers you manifest / +6 To beat spell or psionic resistance (1D20 + Caster Level)
- +1 Power Focus 4 = Spell , Power is now the level you pay for it to be in every manner that it can be

Hunter Tree

- +1 Hunter1 = May use the Outdoors skill to track in the wilderness , caves
- +1 Hunter 2 = May use the Find skill to track in urban areas
- +1 Hunter 3 = May use the Find skill to salvage useful materials where others only see junk

Monstrous Form

- +4 Form 1 = Thickened Skin and Fangs = +1 AC / +1 damage step to unarmed damage / considered armed
- +3 Form 2 = Serpent Scales and Horns = +2 AC / +2 damage steps to unarmed damage / considered armed
- +3 Form 3 = Exoskeleton and Claws = +3 AC / +3 damage steps to unarmed damage / considered armed
- +3 Form 4 = +2 Arms and Joint Spikes = +1D4 damage a round while grappling or being swallowed whole

Mimic Tree

- +4 Mimic 1 = once gained you may hold this slot in reserve or use it to take on the natural or supernatural ability you have seen a target use / 1 use per day to all Mimic abilities
- +3 Mimic 2 = once gained you may hold this slot in reserve or use it to take on the natural or supernatural ability you have seen a target use / 2 uses per day to all Mimic abilities
- +3 Mimic 3 = once gained you may hold this slot in reserve or use it to take on the natural or supernatural ability you have seen a target use / 3 uses per day to all Mimic abilities
- +3 Mimic 4 = once gained you may hold this slot in reserve or use it to take on the natural or supernatural ability you have seen a target use / 4 uses per day to all Mimic abilities
- +3 Mimic 5 = once gained you may hold this slot in reserve or use it to take on the natural or supernatural ability you have seen a target use / 5 uses per day to all Mimic abilities

Familiar Tree

- +1 Familiar 1 = summoned familiar = $\frac{1}{2}$ summoner's HP
- +3 Familiar 2 = summoned familiar = +1 size category / full summoner's HP . / +2 Intelligence
- +3 Familiar 3 = summoned familiar = +2 size categories / $1\frac{1}{2}$ summoner's HP / +4 Intelligence
- +3 Familiar 4 = summoned familiar = gains the first level and auto-levels in the class you manifest powers/spells from / + 6 Int

Minion Tree

- +4 Minion 1 = hold this slot in reserve , use as supernatural ability on one creature , if that creature is of \leq hit dice than you have levels and of a different species you gain it instantly as a minion. Utterly Loyal. It instantly levels up to match you. And Continues to do so. If it can gain feats and skills , it will do so at a normal pace.
- +3 Minion 2 = you now have a telepathic bond with your minion / you can choose to replace one of its base ability scores with your own if that score is higher
- +3 Minion 3 = you can now manifest spells and powers through your minion / you can choose to replace one of its base ability scores with your own if that score is higher
- +3 Minion 4 = your minion now gains skills , feats and ability points as if it were the same race/species as you. You may choose to make this retro-active.

Fools Paradise Tree

- +1 Fool 1 = Fail to do anything 5% of all rounds in battle
- +3 Fool 2 = Fail to do a skill check 5% of the time
- +3 Fool 3 = Fool 1 , 2 , 3 No longer Apply / (gain 6 feats , you may use the equivalent level differences of the fools paradise feats when choosing the feats.

Widow Maker Tree

- +1 Widow Maker 1 = -2 to any ability score / +2 Feats
- +1 Widow Maker 2 = -2 to any ability score / +2 Feats
- +1 Widow Maker 3 = -2 to any ability score / +2 Feats
- +1 Widow Maker 4 = -2 to any ability score / +2 Feats / +1 Damage Step on weapon damage